

Section 7: Treasure

Adventure, fame, and treasure are some of the primary motivations of adventuring parties. Money is not only used to purchase new weapons, equipment, and even strongholds, but each gold piece worth of money gives the character 1 experience point, which is essential to character level advancement. As characters advance in levels, they will venture into ever more dangerous labyrinth levels. Magic items can become essential to character survival, as they grant bonuses and special abilities that can give the party a survival edge.

Treasure will be found in monster lairs that exist in labyrinths or in the wilderness. Sometimes treasure will be found unguarded, in which case it may be hidden in a secret

location. Each monster has a Treasure Hoard Class (THC), which indicates what kinds and quantities of treasure a monster might have. These values should be considered guidelines. Although monsters will tend to have THC's that correspond to their general strength, the Labyrinth Lord should use discretion in distributing wealth and magic. If a result on the THC tables seems over powered, reduce the amount of treasure rolled. On any of these tables the Labyrinth Lord may decide to choose specific quantities of treasure or specific magic items, depending on the situation. Not all treasure must be coins, gems, jewelry, or magic. A creative way to disperse treasure is to place valuable art, tapestries, sculptures, and the like that have a treasure value

Treasure Hoard Classes

Small Hoards (Individuals)

Hoard Class	CP	SP	EP	GP	PP	Gems	Jewelry	Magic
I	4d6	-	-	-	-	-	-	-
II	-	2d8+1	-	-	-	-	-	-
III	-	-	1d10+1	-	-	-	-	-
IV	-	-	-	1d8	-	-	-	-
V	-	-	-	-	1d6	-	-	-
VI	1d00 (70%)	1d00 (5%)	-	1d00 (5%)	-	1d6 (7%)	1d4 (3%)	1 (3%) any
VII	-	1d00 (15%)	1d00 (7%)	1d00 (8%)	1d00 (5%)	1d6 (15%)	1d4 (5%)	1 (7%) any

Larger Hoards (Lairs)

Hoard Class	CP x1000	SP x1000	EP x1000	GP x1000	PPx100	Gems	Jewelry	Magic
VIII	-	-	-	-	-	-	-	1d4 scrolls (45%)
IX	-	-	-	-	-	-	-	2d4 potions (45%)
X	-	-	-	1d8 (50%)	3d12 (40%)	2d8+4 (60%)	1d12 (40%)	-
XI	-	-	-	-	-	1d6 (40%)	-	-
XII	-	1d8 (25%)	1d4 (20%)	-	-	-	-	-
XIII	1d6 (25%)	1d4 (15%)	-	-	-	-	-	-
XIV	-	-	-	-	2d4 (30%)	1d12 (55%)	1d12 (45%)	1 (20%) any
XV	2d12 (25%)	1d00 (60%)	1d8x10 (40%)	1d4x10 (60%)	4d6 (30%)	1d8x10 (55%)	1d8x10 (45%)	6 (18%) any 4, 1 potion, 1 scroll
XVI	-	-	-	1d6x10 (55%)	1d4 (45%)	2d8 (30%)	1d10 (20%)	6 (30%) any 5, 1 scroll
XVII	-	3d6 (15%)	1d6 (25%)	2d6 (45%)	1d4 (25%)	4d6 (25%)	1d8 (10%)	5 (30%) any 3 (no weapons), 1 potions, 1 scroll
XVIII	2d6 (7%)	1d10 (35%)	1d6 (20%)	1d6 (30%)	-	1d8 (15%)	1d8 (10%)	4 (30%) any 3, 1 scroll
XIX	1d10 (10%)	1d10 (15%)	-	1d8 (55%)	-	1d6 (40%)	1d6 (40%)	4 (15%) any 2, 2 potions
XX	1d12 (25%)	1d6 (30%)	1d6 (15%)	-	-	1d6 (20%)	1d6 (20%)	2 (12%) any
XXI	1d10 (45%)	1d4 (25%)	1d4 (30%)	1d4 (20%)	-	1d8 (30%)	1d4 (20%)	1 (12%) armor, sword, or miscellaneous weapon
XXII	1d8 (30%)	1d4 (20%)	1d6 (25%)	1d12 (40%)	1d4 (20%)	5d8 (55%)	5d8 (45%)	3 (25%) any

but must be appraised and sold to cash them in, or kept as decorations in the strongholds of the adventurers.

How to Roll for Treasure

The Labyrinth Lord chooses the appropriate row in the Treasure Hoard Classes table, and for each column rolls the appropriate dice to determine whether certain treasure occurs, and if so in what quantity. When magic items are indicated, the Labyrinth Lord then rolls on the appropriate treasure table to determine which specific magic items are found. If the occurrence of magic items is indicated, but no specific type is indicated, the type is determined by rolling on the Random Magic Type table.

Gems

When gems are found, the Labyrinth Lord will roll to determine their value in gold pieces. All gems may be assigned the same value, they may be given individual values, or they may be divided up into groups and given different values.

Roll d%	Gem Value (gp)
01-15	10
16-30	25
31-45	50
46-60	75
61-75	100
76-85	250
86-90	500
91-95	750
96-00	1,000

Jewelry

Jewelry can vary in value in a similar manner to gems. The table below can be rolled on to determine the value of each individual piece of jewelry.

Roll d%	Jewelry Value (gp)
01-20	1d4x10
21-30	2d4x10
31-40	1d4x100
41-50	2d4x100
51-60	2d6x100
61-00	3d6x100

Finding and Using Magic Items

Most magic items are not labeled, so characters will not know the exact properties of magic items except through trial and error. Powerful magic users (above 15th level) can identify magic items, but it can take many weeks to do so. Potions may be identified by sipping them, or by consulting an alchemist. In order to use a magic item, a character must follow any procedures indicated in the item's description. Some magic items are always in effect, but others may require special actions or concentration. Some magic items have limited uses, called "charges." When items have charges, each charge can be spent for one instance of magical effect. A character will not know how many charges an item has, and when the charges are all spent the item becomes useless and non-magical.

Treasure Tables

Random Magic Type	
Roll d00	Magic Type
01-20	Potions
21-25	Rings
26-56	Scrolls
57-61	Rods, Staves, and Wands
62-66	Miscellaneous Magic
67-87	Swords
88-92	Miscellaneous Weapon
93-00	Armor

Potions	
Roll d00	Potion
01-03	Animal Control
04-06	Clairaudience
07-09	Clairvoyance
10-12	Climbing
13-17	Delusion
18-20	Diminution
21-23	Dragon Control
24-26	ESP
27-28	Extra-healing
29-31	Fire Resistance
32-36	Flying
37-40	Gaseous form
41-43	Giant Control
44-47	Giant Strength
48-50	Growth
51-54	Healing
55-58	Heroism
59-61	Human Control
62-64	Invisibility
65-66	Invulnerability
67-69	Levitation
70-71	Longevity
72-73	Oil of Etherealness
74-75	Oil of Slipperiness
76-78	Philter of Love
79-81	Plant Control
82-83	Poison
84-85	Polymorph
86-88	Speed
89-90	Super-heroism
91-93	Sweet Water
94-95	Treasure Finding
96-97	Undead Control
98-00	Water Breathing

Treasure

Labyrinth Lord

Rings	
Roll d00	Ring
01-04	Animal Command
05-09	Command Human
10-15	Command Plant
16-25	Delusion
26-27	Djinni Calling
28-38	Fire Resistance
39-49	Invisibility
50-70	Protection
71-72	Regeneration
73-74	Spell Storing
75-79	Spell Turning
80-81	Telekinesis
82-87	Water Walking
88-94	Weakness
95-97	Wishes
98-00	X-ray Vision

Scrolls	
Roll d00	Scroll
01-05	Cursed
06-15	Ward against Elementals
16-25	Ward against Lycanthropes
26-30	Ward against Magic
31-40	Ward against Undead
41-55	Spells (1)*
56-66	Spells (2)*
67-69	Spells (3)*
70-72	Spells (4)*
73-74	Spells (5)*
75	Spells (6)*
76	Spells (7)*
77-80	Treasure Map (Value 1d4x1000 gp)
81-85	Treasure Map (Value 5d6x1000 gp)
86-87	Treasure Map (Value 6d6x1000 gp)
88-89	Treasure Map (Value 5d6x1000 gp, 5d6 gems)
90-91	Treasure Map (Value 1d6 gems, 2d10 jewelry)
92-93	Treasure Map (Value 1 magic item)
94-95	Treasure Map (Value 2 magic items)
96	Treasure Map (Value 3 magic items, no weapons)
97	Treasure Map (Value 3 magic items, +1 potion)
98	Treasure Map (Value 3 magic items, +1 potion, +1 Scroll)
99	Treasure Map (Value 5d6x1000 gp, 1 magic item)
00	Treasure Map (Value 5d6 gems, 2 magic items)

*Roll 1d4; 1-3, Magic-user/Elf; 4, Clerical. The number in parenthesis is the number of spells on the scroll. Determine the spell level and specific spells randomly.

Rods, Staves, and Wands	
Roll d00	Type
01-06	Rod of Cancellation
07-08	Rod of Resurrection
09-10	Staff of Commanding [C]
11-20	Staff of Healing [C]
21-22	Staff of Power [MU/E]
23-26	Staff of Striking [C]
27-28	Staff of Withering [C]
29	Staff of Wizardry [MU/E]
30-36	Staff of the Serpent [C]
37-40	Wand of Cold
41-45	Wand of Detecting Enemies
46-50	Wand of Detecting Magic
51-55	Wand of Detecting Metals
56-60	Wand of Detecting Secret Doors
61-64	Wand of Detecting Traps
65-69	Wand of Device Negation
70-74	Wand of Fear
75-79	Wand of Fire Balls
80-84	Wand of Illusion
85-88	Wand of Lightning Bolts
89-93	Wand of Magic Missiles
94-96	Wand of Paralyzation
97-00	Wand of Polymorphing

Miscellaneous Magic Items	
Roll d00	Item
01-02	Amulet versus Crystal Balls and ESP
03	Apparatus of the Crab
04-05	Bag of Devouring
06-10	Bag of Holding
11	Boat, Folding
12-14	Boots of Levitation
15-17	Boots of Speed
18-20	Boots of Traveling and Springing
21	Bowl of Commanding Water Elementals
22-23	Bracers of Armor
24	Brazier of Commanding Fire Elementals
25-26	Brooch of Shielding
27-29	Broom of Flying
30	Censer of Controlling Air Elementals
31	Chime of Opening
32-33	Cloak of Protection
34-36	Crystal Ball
37-38	Crystal Ball with Clairaudience
39	Crystal Ball with ESP
40	Cube of Force
41	Cube of Frost Resistance
42-43	Decanter of Endless Water
44-45	Displacer Cloak
46	Drums of Panic
47-49	Dust of Appearance
50-52	Dust of Disappearance
53	Efreeti Bottle
54-57	Elven Cloak
58-61	Elven Boots
62	Eyes of Charming
63-64	Eyes of the Eagle
65-67	Eyes of Petrification
68-71	Flying Carpet
72-74	Gauntlets of Ogre Power
75-77	Girdle of Giant Strength
78-80	Helm of Alignment Changing
81-84	Helm of Comprehend Languages and Read Magic
85	Helm of Telepathy
86	Helm of Teleportation
87	Horn of Blasting
88-90	Medallion of thoughts
91-92	Medallion of thoughts (90')
93	Mirror of Life Trapping
94	Mirror of Opposition
95	Necklace of Adaptation
96-97	Rope of Climbing
98-99	Scarab of Protection
00	Stone of Controlling Earth Elementals

Swords	
Roll d00	Item
01-39	Sword +1
40-44	Sword +1, +2 versus lycanthropes
45-49	Sword +1, +2 versus spell casters
50-53	Sword +1, +3 versus undead
54-57	Sword +1, +3 versus dragons
58-62	Sword +1, +3 versus regenerating monsters
63-67	Sword +1, +3 versus magical monsters
68-75	Sword +1, <i>light</i> 30' radius
76-80	Sword +1, Flame Tongue
81	Sword +1, Life Drinker
82-84	Sword +1, <i>locate objects</i>
85-86	Sword +1, Luck Blade
87	Sword +1, Wish Blade
88-90	Sword +2,
91-92	Sword +2, <i>charm person</i>
93-94	Sword +3
95	Sword +3, Frost Brand
96-97	Sword -1 (cursed)
98-99	Sword -2 (cursed)
00	Sapient Sword*

*These swords should be very rare, and used with discretion.

Miscellaneous Weapons	
Roll d00	Weapon
01-10	Arrows +1 (quantity 2d6)
11-12	Arrows +1 (quantity 3d10)
13-18	Arrows +2 (quantity 1d6)
19-21	Arrows +3 (quantity 1d4)
22	Arrow +3, Slaying Arrow
23-31	Axe +1
32-34	Axe +2
35-41	Bow +1
42-51	Crossbow Bolts +1 (quantity 2d6)
52-53	Crossbow Bolts +1 (quantity 3d10)
54-60	Crossbow Bolts +2 (quantity 1d6)
61-63	Crossbow Bolts +3 (quantity 1d4)
64-68	Dagger +1
69	Dagger +2, +3 versus goblins, kobolds and orcs
70-75	Sling +1
76-82	Spear +1
83-86	Spear +2
87	Spear +3
88-94	War Hammer +1
95-99	War Hammer +2
00	War Hammer +2, Dwarven Thrower

Armor	
Roll d00	Type
01-15	Armor +1
16-25	Armor +1 and Shield +1
26-27	Armor +1 and Shield +2
28	Armor +1 and Shield +3
29-32	Armor +2
33-35	Armor +2 and Shield +1
36-38	Armor +2 and Shield +2
39	Armor +2 and Shield +3
40	Armor +3
41	Armor +3 and Shield +1
42	Armor +3 and Shield +2
43	Armor +3 and Shield +3
44-63	Shield +1
64-73	Shield +2
74-79	Shield +3
80-82	Armor -1 (cursed)
83-85	Armor -2 (cursed)
86	Armor -1 (cursed) and Shield +1
87	Armor -2 (cursed) and Shield +1
88-90	Armor AC 9 (cursed)
91-94	Shield -1 (cursed)
95-97	Shield -2 (cursed)
98-00	Shield AC 9 (cursed)

Magic Item Descriptions

Potions

Although potions can be found in a variety of types of containers, including glass, ceramic, or metal flasks, most contain only one dose that imbues their potion's particular effects for one individual. Most potions bear no label and require a small amount to be sampled in order to attempt to identify the potion type. This is not without error, however, because potions of the same type may differ in their aroma or taste depending on how they were made.

As a standard rule, potions take effect in the same round as their consumption, and last for 1d6+6 turns. This general principle is superseded where the specific potion description indicates otherwise. Potions can generally be consumed in half doses, so that half the potion is consumed and operates for half the duration.

The creation of potions requires the joint efforts of magic users and alchemists. A sample of the potion to be created must be obtained at some point in order to learn the formula for the particular potion.

Animal Control: Anyone taking this potion gains the ability to relate to, understand, and manipulate the emotions of a particular type of animal. The type of animal is determined by a dice roll (see below), and the number of animals affected depends on the size of the animal. The following general sizes and quantities apply: wolf size or smaller, 5d4; up to human size, 3d4; animals up to 1,000 lbs, 1d4.

Roll 1d20	Animal Type
1-4	Avian
5-7	Fish
8-11	Mammal, including marsupial
12-13	Any mammal and avian
14-17	Amphibians and reptiles
18-19	Amphibians, reptiles, and fish
20	All listed above

Note that unless the drinker of this potion has some other means of directly communicating with the animals influenced by the potion, only general emotions or inclinations may be manipulated. All humanoids are unaffected by this potion, and any intelligent creature may make a saving throw to resist its effects.

Clairaudience: This potion grants the drinker the ability to hear up to 60' by means of the ears of an animal. An animal must be in relative proximity. However, a lead barrier hinders this effect.

Clairvoyance: This potion grants the drinker the ability to see up to 60' by means of the eyes of an animal. An animal must be in relative proximity. However, a lead barrier hinders this effect.

Climbing: This potion lasts for 1 turn + 5d5 rounds, during which time the drinker gains the ability to climb like a thief with 99% ability (a roll of 00 means failure). However, the odds of failure increase by 5% if the character is carrying 100 lbs or more. Furthermore, the type of armor worn will influence climbing ability by decreasing the percentage chance of success as follows:

Penalty	Armor Type
1%	Any type of magical armor
1%	Studded leather
2%	Ring mail
4%	Scale mail
7%	Chain mail
8%	Banded and splinted armor
10%	Plate mail

Delusion: This potion is aptly named, for it convinces the drinker that the potion is of another type. If more than one person tastes this potion, there is a 90% chance they all will believe the potion to be of the same type. For example, a potion of clairaudience might convince the drinker there are sounds in the distance that do not truly exist.

Diminution: When drunk, the imbiber and everything carried will shrink to 6 inches tall. The character is so small that if he remains motionless there is only a 10% chance of being spotted by creatures nearby. If only half of the potion is

consumed, it will shrink the imbiber 50% of his or her original size.

Dragon Control: Drinking this potion grants the imbiber power equivalent to *charm monster* upon a dragon of a type determined by the table below. Each potion affects only one type of dragon. The imbiber is able to control a dragon within 60 feet and for the duration of 5d4 rounds. Roll on the table below for the specific type of dragon control potion.

Roll 1d10	Dragon Type
1-2	Black
3	Blue
4-5	Green
6	Red
7-9	White
0	Gold

ESP: This potion grants a spell-like ability the equivalent of the magic-user and elf spell ESP for the duration of 5d8 rounds.

Extra-Healing: Imbibing the full dose of this potion replenishes damage up to 3d6+3 hit points. Unlike most other potions, this potion can be imbibed in three separate, equal portions for the benefit of 1d6 hit points of healing per one-third of the potion.

Fire Resistance: The imbiber of this potion is impervious to all forms of ordinary flame, whether as small as a torch or as large as a raging bonfire, for 1 turn. Further, this potion reduces damage from other kinds of fire by -2 per die of damage. These kinds of fire include *fireball*, *wall of fire*, and the intense heat of molten rock. If exposure to these flames requires a saving throw, it is made at +2 to the dice roll. Half of the potion can be quaffed for resistance lasting 5 rounds, and other bonuses provided are halved (-1 to damage and +1 to saving throws).

Flying: This potion grants the spell-like ability equivalent to the magic-user and elf spell of the same name.

Gaseous Form: The person who quaffs this potion, in addition to all items on his or her person, takes on a translucent, gaseous consistency and floats at 30 feet per round. This speed can be different depending on natural wind speed in the environment or due to the effects of wind-altering spells. While in gaseous form, the person affected can flow below doors and other small spaces that are not sealed airtight. Although magical lightning and fire do the gaseous form full damage, while in gaseous form the imbiber is otherwise impervious to other attacks. This potion must be fully imbibed to have affect.

Giant Control: When imbibed, the drinker is able to control up to two giants in the same manner as the spell *charm monster* for 5d6 rounds. A saving throw is allowed, and if only one giant is targeted it receives -4 to this roll. If two giants are targeted, they receive +2 to this roll. Each potion of giant control affects only one type of giant. Consult the table below.

Roll 1d20	Giant Type
1-2	Cloud
3-6	Fire
7-10	Frost
11-15	Hill
16-19	Stone
20	Storm

Giant Strength: The imbiber of this potion temporarily becomes as strong as a frost giant. This bonus in strength is accompanied by the giant ability to throw rocks at opponents, to a distance of 200' for 3d6 hit points of damage. Further, the character does double damage with weapon attacks. The strength bonuses of this potion may not be combined with any other magical effects that influence strength.

Growth: The imbiber of this potion doubles in size. Strength also increases, so that all damage dealt is doubled.

Healing: The imbiber of this potion regains damage equal to 1d6+1 hit points. This potion also cures paralysis. This potion can only be quaffed in total for affect.

Heroism: Only a dwarf, halfling, or fighter may use this potion. Extra levels and their accompanied benefits to combat are temporarily granted to the imbiber, determined by his or her experience level as shown in the table below. Note that extra hit points granted due to the level increase are subtracted first when the character is wounded.

Imbiber Level	Levels Granted
0	4 (Fighter)
1-3	3
4-7	2
8-10	1

Human Control: Once quaffed, this potion grants the spell-like ability of *charm person* to the drinker for 5d6 rounds. Many kinds of humanoids, demi-humans, and humans can be affected by this potion (see the table below), and 32 hit dice/levels of these beings are affected. Only whole hit dice are considered when calculating how many individuals are affected, and any bonuses are dropped (3 + 1, 4 + 2 are treated as 3, 4). The specific kind of human-like being affected for each potion is determined on the table below.

Roll 1d12	Humanoids Affected
1-2	Dwarves
3-4	Elves
5	Elves and Humans
6-7	Gnomes
8-9	Halflings
10-11	Humans
12	Other humanoids (orcs, gnolls, goblins, etc.)

Invisibility: When this potion is quaffed, the drinker is bestowed with the spell-like ability of *invisibility*. This potion can be consumed in 1/8 increments, in which case the *invisibility* granted lasts 1d4+2 turns per dose. Any combat action removes the *invisibility*, such that a new dose must be consumed.

Invulnerability: An invulnerability potion gives the drinker +2 to all saving throws and grants a reduction in armor class by two ranks.

Levitation: When this potion is quaffed, the drinker is bestowed with the spell-like ability of *levitation*.

Longevity: This potion makes the drinker 1d12 years younger. This restored youth is possible not only for natural aging, but also for aging from magic or creature effects. There is some small danger however, since each time a potion of longevity is consumed there is a cumulative 1% probability that all previous age reversals from potions of this type will be negated, raising the character's age to the age he or she would be without the effects of the potions. It is not possible to drink this potion in increments.

Oil of Etherealness: This potion is not imbibed, but this thin oil is applied to the character and all of his belongings in order to achieve an ethereal state for 4+1d4 turns. It takes 3 rounds for the potion to produce effect, and can be negated earlier than the duration by applying a mildly acidic liquid. When ethereal, a character is invisible and can pass through any objects that are not also ethereal.

Oil of Slipperiness: This oil is applied to the character in the same way as *oil of etherealness*. Any character so coated cannot be restrained or grabbed, and neither wrapped in the grip of constrictor snakes or any other grasping attacks, including binding ropes, chains, or cuffs, magical or otherwise. Simply put, nothing can get a grip on a character coated in this oil. Further, objects can be coated with the oil, and if a floor is coated any individual even standing on the floor will have a 95% probability each round of falling, due to slipping. The effects of the oil last 8 hours, but the oil can be cleaned off early with liquid containing alcohol, such as whiskey, wine, or stout beer.

Philter of Love: The imbiber of this potion becomes *charmed* by the next person or creature he or she lays eyes upon. However, the drinker will actually become charmed *and* besotted by the person or creature if it is of the preferred sex and of similar racial stock. The charm aspect of this potion lasts for 4+1d4 turns, but only *dispel magic* will make the drinker cease to be enthralled by a member of a preferred sex.

Plant Control: The imbiber of a potion of plant control is able to control plants or plant-like creatures (including fungi and molds) within an area of 20 feet squared, to a distance of 90 feet. This ability lasts for 5d4 rounds. Plants and plant-like creatures can obey commands to the best of their capacity. For instance, vines can be controlled to wrap around targets, and intelligent plants can be given orders. However, intelligent plant beings receive a saving throw versus spells. Similar to other charm-like abilities, one cannot directly control an intelligent plant creature to inflict harm upon itself.

Poison: This potion is highly variable in its potency, and is usually an odorless poison of variable color. The poison can require ingestion, skin contact, or application to open wounds. Potency will determine the ease with which a saving throw versus poison can be accomplished. Extremely potent poisons

can require a penalty of -1 to -4, or weaker poisons can provide a bonus of 1 to 4. A failed saving throw results in death.

Polymorph (self): This potion grants the spell-like ability of *polymorph self*, as the fourth level magic-user and elf spell.

Speed: This potion doubles combat and movement ability for 5d4 rounds. Thus, if the imbiber can normally move at 120 feet, for the duration of this potion's affect the imbiber can move at 240 feet. The number of attacks available double as well, but this potion does not decrease spell-casting time. This heightened ability does not come without cost, for the strain it puts on the imbiber's body ages him or her by 1 year permanently.

Super-Heroism: Only dwarves, halflings, and fighters may use this potion. Unlike the potion of heroism, this potion lasts 5d5 rounds. Extra levels and their accompanied benefits to combat are temporarily granted to the imbiber, determined by his or her experience level as shown in the table below. In all other respects this potion is identical to *heroism*.

Imbiber Level	Levels Granted
0	6 (Fighter)
1-3	5
4-7	4
8-10	3
11-12	2

Sweet Water: This sweet-tasting liquid can be used to cleanse water (including turning saltwater into fresh water) or otherwise transform poisons, acid, etc. into drinkable liquid. Further, *sweet water* will destroy other potions. For most liquids, this potion will affect up to 100,000 feet cubed. However, only 1,000 feet cubed of acid can be neutralized. The effects of *sweet water* are permanent, and once treated, liquid will resist spoilage or contamination for 5d4 rounds. After this time it can be contaminated once again.

Treasure Finding: For 5d4 rounds, the imbiber of this potion can sense any treasure within 240 feet containing valuable metals or gems. In order to be detected, the total value of the treasure must meet or exceed any combination of 50 gold pieces or 100 gems. Any valuable metal meeting this value in quantity is detectable, and any gems, including those in jewelry, are detectable. Although the direction of the treasure can be "sensed," the precise distance cannot. No physical barrier will impede detection, with the exception of some magical wards or lead.

Undead Control: Normally, undead are immune to *charm*. However, when quaffed this potion grants the drinker the ability to *charm* 3d6 HD of undead (intelligent or otherwise) as the *charm person* spell. The affects of this potion last 5d4 rounds.

Water Breathing: The imbiber of this potion is granted the ability to breath when submerged in any liquid that contains dissolved oxygen (rivers, lakes, oceans, etc.). The duration is 1 hour + 1d10 rounds per dose. There is a 75% probability that

a potion will contain 4 doses, and a 25% probability it will contain 2 doses.

Rings

All magical rings are usable by any character class. They must be worn on a digit of the hands only (fingers or thumb). It is only possible to wear two magical rings; if more than two are worn all of the rings do not function.

Animal Command: Once per turn, this ring allows the wearer to control 1 giant animal or 1d6 normal-sized animals. Magical or intelligent animals are not affected. The effect lasts so long as concentration is maintained, and the wearer can take no other actions. Once control ends, animals will not be well disposed to the ring wearer, and any reaction rolls suffer a penalty of 1.

Command Human: This ring grants the wearer the ability to *charm* as the *charm person* spell. Humans totaling 6 HD can be *charmed*, and 0-level humans are treated as half of a HD for this calculation. A saving throw may be attempted with a penalty of -2. The ring wearer may dismiss the effect at any time, or *dispel magic* may be used.

Command Plant: The ring wearer can control plants within a 10' squared area up to 60' away. This control extends to plant creatures, and even if the plant is not normally mobile, this ring grants the ability to make the plants move. The effect lasts so long as concentration is maintained, and the wearer can take no other actions.

Delusion: This cursed ring convinces the wearer that the ring is of another type. The Labyrinth Lord could decide randomly which kind of ring the wear believes this ring to be, or one might be chosen.

Djinni Calling: This powerful ring can be used once a day to summon a djinni that will do the ring wearer's bidding for as long as 24 hours.

Fire Resistance: The ring wearer is impervious to all forms of ordinary flame, whether as small as a torch or as large as a raging bonfire. Further, this ring reduces damage from other kinds of fire by -1 per die of damage (minimum of 1 hp damage per damage die). These kinds of fire include *fireball*, *wall of fire*, fire breath, and the intense heat of molten rock. If exposure to these flames requires a saving throw, it is made at +2 to the die roll.

Invisibility: Once each turn, this ring grants the wearer the ability to become invisible as the spell *invisibility*.

Protection: This ring has several different power levels. For each "+", the ring will lower the wearers AC by this amount, and grant the wearer this bonus to all saving throws. For example, if a character with an AC of 9 is wearing a ring of protection +2, his AC becomes 7 and all saving throws are rolled with a +2 bonus. When a ring of protection is found, roll on the table below to determine which kind.

Roll d00	Bonus
01-80	+1
81-91	+2
92	+2, 5' radius
93-99	+3
00	+3, 5' radius

If a radius is given, the power of the ring, as it applies to saving throws only, extends to all creatures within the radius.

Regeneration: This ring grants the wearer the ability to regenerate 1 hp per round. However, the ring is powerless to regenerate damage caused by acid or fire, and if the wearer's hp reach zero the ring does not bring the dead back to life. Whole body parts may also be regenerated. Small pieces, like fingers, take 1 day to grow back. Larger pieces, such as a limb, may take 1 week to grow back.

Spell Storing: A *ring of spell storing* can store up to 6 spells, which can be cleric spells or magic-user/elf spells. At the time the ring is found, it will already contain 1d6 spells, to be determined randomly by the Labyrinth Lord. When a character puts the ring on, he automatically gains the knowledge of which spells are already stored. Any character may release the spells from the ring. Any spell caster may place new spells in the ring by casting the spell and directing it at the ring. A spell cast from the ring is cast as if the caster is the minimum level required to use the spell.

Spell Turning: When wearing this ring, 2d6 spells do not affect the wearer and are instead turned back at the being that cast the spell.

Telekinesis: This ring grants the wearer the ability to move objects with his mind, as the spell *telekinesis*. However, there is no limited duration when using the ring.

Water Walking: Any character wearing this ring can walk on water as if it were solid, dry land.

Weakness: This is a cursed ring, and once put on it can be removed only with a *remove curse* spell. Over the course of 6 rounds, the wearer's STR drops to 3 and all attacks and damage are rolled with a penalty of -3 (minimum of 1 hp of damage is dealt).

Wishes: A variable number of *wishes* (1d4) are granted to the wearer of this ring. The *wishes* function as the spell of the same name, and can be used at any time. Once the *wishes* are used the ring becomes non-magical.

X-Ray Vision: One time per turn, the wearer of this ring can see through a stone wall and up to 30'. The wearer may see 60' if looking through wood and other low-density material. A 10' squared area (100 square feet) can be visually examined each turn, and any secret doors, hidden recesses, or traps will be evident. This activity takes full concentration. Lead or gold will block x-ray vision.

Scrolls

Most scrolls are pieces of parchment, imbued with the magical writings of a spell or other magical effect. These writings are potent in that they simply require the pronunciation of their words to release their power. Some scrolls can be deciphered and read by any class, while others have restrictions. These will be discussed below.

Scroll of Spells

A scroll of spells will be found with 1 to 7 spells written on it. About 3/4 of all spell scrolls contain magic-user/elf spells, and the remaining contains cleric spells. Scrolls that contain magic-user/elf spells can only be read by employing the spell *read magic*, and the spells are only usable by magic-users and elves. Scrolls with cleric spells can be read without special deciphering, but are usable only by clerics. A spell may be cast even if it is not normally usable by a spell caster of the reader's level. These spells are cast as if from a spell caster of the minimum level required to cast the spell. Once a spell is cast from a scroll, the magical writing for that spell disappears.

When determining the contents of a scroll of spells, roll first to determine the type of spells by class, then roll to determine the spell level of each spell.

Scroll of Spells					
Scroll Type		Magic User / Elf		Cleric	
Roll d4	Class	Roll d00	Spell Level	Roll d00	Spell Level
1-3	Magic-User/Elf	01-25	1	01-25	1
4		26-50	2	26-50	2
	Cleric	51-70	3	51-70	3
		71-85	4	71-85	4
		86-95	5	86-95	5
		96-97	6	96-98	6
		98	7	99-00	7
		99	8		
		00	9		

Cursed Scroll

A cursed scroll inflicts a horrible curse upon the reader. The Labyrinth Lord has considerable flexibility in determining the effects of the curse. A curse may only be removed with the spell *remove curse*. The Labyrinth Lord might also allow the curse to be lifted if the character performs a special quest. Some possible curses are provided below, but any similar curse might be used instead.

Roll d6	Effect
1	The victim loses a random magic item.
2	One random ability score suffers a -4 penalty.
3	The victim may not gain new experience.
4	The victim's level is reduced by 1.
5	The victim is polymorphed as <i>polymorph other</i> , into a small animal.
6	The victim is rendered blind.

Scrolls of Warding

These scrolls are usable by all classes. When the magical words of warding are read aloud, the words disappear from the page and the reader is surrounded by a 10' radius area of protection against the type of creature indicated by the scroll. This area of protection is centered on the reader, and moves wherever he moves. This protective barrier stops the creature type from entering, but not from attacking with missile weapons or spells. The circle of protection will last until the reader dismisses it, or if anyone within the circle attempts to attack a creature of the type protected against with a hand weapon.

Ward against Elementals: A ward against elementals scroll wards against all elementals for 2 turns, subject to the rules governing warding scrolls.

Ward against Lycanthropes: For 6 turns, a ward against lycanthropes scroll wards against all lycanthrope forms. The protective barrier can repel a certain number of lycanthropes, based on their number of HD. If the lycanthropes have hit dice of 3 or fewer, 1d10 of their number will be repelled. If they have 4 or 5 HD, 1d8 of their number will be repelled. If the lycanthropes have 6 HD or above, then 1d4 of their number are repelled.

Ward against Magic: A barrier is created against all spells and spell-like effects from devices or monsters. This barrier remains for 1d4 turns. This effect cannot be *dispelled* or otherwise removed except through a *wish*.

Ward against Undead: For 6 turns, a ward against undead scroll wards against all forms of undead. The protective barrier can repel a certain number of undead, based on their number of HD. If they have hit dice of 3 or fewer, 2d12 of their number will be repelled. If they have 4 or 5 HD, 2d6 of their number will be repelled. If the undead have 6 HD or above, then 1d6 of their number are repelled.

Treasure Maps: Treasure maps vary considerably in the value of treasure they lead to. In all cases, the Labyrinth Lord will

construct the map and the treasure it leads to ahead of time. The map is likely to lead to a treasure within the labyrinth the characters find the map, or the map may lead to another, sometimes remote, location. Difficulty in attaining the treasure should reflect its value. There may be traps, riddles, or other challenges. The map itself may be enchanted so that it requires *read magic* to decipher.

Rods, Staves, and Wands

Rods and staves are collectively referred to as “devices.” Rods are sometimes usable by any class, but many are restricted to use by certain classes only. Wands may only be used by magic-users and elves. A staff may be usable by either magic-users/elves or clerics, depending on the kind of staff. These magic items generally use a “charge” when their effect is triggered, and each item has a limited number of charges. When found, a rod will contain 2d6 charges, a staff will contain 3d10 charges, and a wand will contain 2d10 charges. Exceptions will be noted in specific item descriptions. Physically, these three types of magic items differ primarily in size. Wands are small and thin, being about 18 inches long. A staff is much larger, being 6’ long and generally has a 2’ diameter. Rods are somewhere in-between these two kinds of items, being about 3’ long. When a staff is described, the name of the item will be followed by either “C” if it is usable by a cleric, or “MU/E” if it is usable by elves and magic-users.

Rod of Cancellation: This item is highly feared by those who value their magic items, for with but one touch of this rod, a magic item permanently loses all of its power and becomes an ordinary item. When attempting to strike an item on an opponent, treat the attack as if it needs to hit an AC of 9. The Labyrinth Lord, depending on the circumstances, may adjust this value. This rod is usable once and may not be recharged.

Rod of Resurrection [C]: A cleric of any level may use this rod one time per day to raise beings from the dead as the *resurrection* spell. A cleric using this rod does not need to rest after expending charges from the rod. Different kinds of characters may be resurrected, and each type requires a different number of charges. When all charges from the rod are used, it crumbles into dust.

Charges	Character Type
2	Cleric
4	Dwarf
7	Elf
3	Fighter
3	Halfling
1	Human (0 level)
4	Magic-user
4	Thief

Staff of Commanding [C]: This staff may be used to command plants, animals, and humans in the same manner as the rings *command human*, *animal command*, and *command plant*. Each use requires one charge.

Staff of Healing [C]: This staff does not employ charges. It can heal 1d6+1 hit points of damage, but it can only be used one

time per creature per day. This staff may heal an unlimited number of creatures in a day.

Staff of Power [MU/E]: This powerful staff has several abilities. First, it can be used to cast the spells *cone of cold*, *lightning bolt*, and *fireball* (each dealing 8d6 hp of damage). In addition, the staff may be used to cast *continual light* and *telekinesis* (with a weight limit of 250 pounds). Finally, this staff can also be used with the same effect as a *staff of striking*.

Staff of Striking [C]: With the expenditure of one charge and a successful attack roll, this staff can be used to strike an opponent for 2d6 hit points of damage.

Staff of Withering [C]: This staff functions as a +1 staff that deals 2d4+1 hit points of damage when a charge is used. By using 2 charges and successfully striking an opponent, the staff ages a victim by 10 years. If three charges are spent in this attack, one of the victim’s limbs will shrivel into a mummified, useless member (saving throw versus spell-like devices is allowed). The aging effect will automatically kill most creatures that have a short lifespan. Also note that effects of spent charges are cumulative, such that if 3 charges are used, the victim will not only receive damage, but he will be aged and have a withered limb.

Staff of Wizardry [MU/E]: This staff functions as a +1 staff. In addition, the staff may be used to cast the spells *conjure elementals*, *invisibility*, *passwall*, and *web*. The staff has the similar spell-like effect of a djinni to create a *whirlwind* and can be used as a *wand of paralyzation*. Each of these abilities requires one charge. The staff may be broken for a **final blow**. The results of a final blow depend on the number of charges in the staff. For each charge, 8 hit points of damage are dealt in a grand fireball to all monsters and characters (even the owner of the staff) within 30’. The staff is then broken and useless.

Staff of the Serpent [C]: This staff does not employ charges. It strikes as a +1 staff. The user can command the staff to grow to become a giant constrictor snake and constrict around a victim (AC 5, HD 3, hp 20, MV 20’). The command for the staff to become a snake is uttered as it strikes a victim. The victim must succeed in a saving throw versus spell-like devices or be held immobile by the constricting snake for 1d4 turns, or until the owner commands the snake to release him. The serpent returns to the owner and returns to staff form after it has constricted around an opponent. If the snake form is slain, it will not return to staff form and the staff is destroyed. When the snake returns to staff form, all damage it has sustained in combat is automatically healed.

Wand of Cold: A chilling cone 60’ long and 30’ wide at the terminal end is discharged from this wand. Any beings within the *cone of cold* will suffer 3d6 hp of damage unless they succeed in a saving throw versus wands, which reduces damage to half. One charge is expended per usage.

Wand of Detecting Enemies: This wand makes any enemies of the wielder that are within 60’, whether invisible or hidden,

become surrounded by a fiery glowing aura. This effect requires one charge.

Wand of Detecting Magic: This wand makes any magic item within 20' become surrounded by a blue glowing aura. This effect requires one charge.

Wand of Detecting Metals: After expending one charge, the wand will point in the direction of any concentration of metal that weighs 100 pounds or more if it is within 20'. The wand wielder is intuitively aware of the kind of metal detected.

Wand of Detecting Secret Doors: This wand will point to any and all secret doors within 20'. One charge is expended per usage.

Wand of Detecting Traps: This wand will point to any and all traps within 20'. One charge is expended per usage.

Wand of Device Negation: The wielder of this wand may choose a wand, rod, or staff from an opponent, and render it powerless for 1 round. The item is powerless on the same round the wand of negation is used. Therefore, the action to use this wand must be announced prior to determining initiative. One charge is expended per usage.

Wand of Fear: A cone 60' long and 30' wide at the terminal end is discharged from this wand. Any being within the cone will become fearful and flee for 30 rounds with a MV equal to three times their normal rate per round. One charge is expended per usage.

Wand of Fire Balls: A *wand of fireballs* can be used to discharge a *fireball* as the spell. It deals 6d6 hp of damage unless the victim(s) succeed in a saving throw versus wands, which reduces damage to half. One charge is expended per usage.

Wand of Illusion: The wielder of this wand can create the effects of the spell *phantasmal force*. Refer to this spell for the effects and concentration requirements. While concentrating on an illusory effect, the wielder can move at half movement, but if he is successfully struck in combat all concentration is lost and the illusion instantly fades away.

Wand of Lightning Bolts: A *wand of lightning* bolts can be used to discharge a *lightning bolt* as the spell. It deals 6d6 hp of damage unless the victim succeeds in a saving throw versus wands, which reduces damage to half. One charge is expended per usage.

Wand of Magic Missiles: This wand fires one or two magic missiles (user's choice) per round as the magic-user/elf spell of the same name. The missiles inflict 1d6+1 hit points of damage each, and always strike. Each individual missile fired expends one charge.

Wand of Paralyzation: A cone 60' long and 30' wide at the terminal end is discharged from this wand. Any beings within the cone will become paralyzed for 6 turns unless they succeed in a saving throw versus wands. One charge is expended per usage.

Wand of Polymorphing: A *wand of polymorphing* can produce the effects of the spells *polymorph others* or *polymorph self*, which is determined by the wielder just before each use. The recipient is granted a saving throw versus wands, and success negates the effect. A willing target can forgo a saving throw. One charge is expended per usage.

Miscellaneous Magic Items

Amulet versus Crystal Balls and ESP: This amulet grants the wearer immunity to detection from a *crystal ball* and the effects of *ESP*.

Apparatus of the Crab: This item appears to be a large, sealed iron barrel, but it has a secret catch that opens a hatch in one end. Anyone who crawls inside finds ten levers. The device has the following characteristics: hp 200; MV 30' forward, 60' backward; AC 0; DG 2d6, 2 pinchers. When attacking with the pinchers, the attack value is the same as the operator, and if a hit is scored, there is a chance that both pinchers strike, for a total of 4d6 hit points of damage (roll of 1-5 on 1d20). This attack ignores the opponent's armor contribution to AC, but DEX modifiers do apply.

Lever	Lever Function
1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract pincers and feelers
5	Snap pincers
6	Move forward/backward
7	Turn left/right
8	Open "eyes" with <i>continual light</i> inside/close "eyes"
9	Rise/sink in water (<i>levitate</i>)
10	Open/close hatch

Two characters of human size can fit inside. The device can function in water up to 900 feet deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant). When activated, the apparatus looks something like a giant lobster.

Bag of Devouring: This magical bag is the size of a small sack. After 6+1d4 turns, all items placed in this bag vanish and are permanently lost. The bag must be fully closed for this effect to take place.

Bag of Holding: This appears to be a common small sack. The bag of holding opens into a nondimensional space. Its inside is larger than its outside dimensions. It is large enough to fit an object that is 10'x5'x3'. Regardless of what is put into the bag, it weighs a maximum of 60 pounds but holds up to 1,000 pounds.

Boat, Folding: A folding boat looks like a small wooden box—about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now

rest inside the boat or ship. In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease. A third word of command causes the boat or ship to fold itself into a box once again. The necessary command words may be present, either visible or invisible, etched into the box. Alternatively, the command words may need to be sought through an NPC or a small quest.

Boots of Levitation: On command, these leather boots allow the wearer to levitate as if he had cast the spell *levitate* on himself. The duration is indefinite.

Boots of Speed: These boots allow the wearer to move 240' per turn for up to 12 hours. The wearer is exhausted after this activity, and is required to rest for 24 hours.

Boots of Traveling and Springing: While these boots are worn, the wearer need not rest if engaged in ordinary movement. Further, he may spring up to 10' high, and to a distance of 30'.

Bowl of Commanding Water Elementals: This bowl may be used to summon and control one water elemental per day as the spell *conjure elemental*. The user must ready the magic item and conduct rituals that take 1 turn prior to the summoning. The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration in order to give commands.

Bracers of Armor: These items appear to be wrist or arm guards. They grant the wearer an AC as though he were wearing armor. Both bracers must be worn for the magic to be effective, and no other armor may be worn with the bracers (magical or non-magical). Dexterity modifiers do apply. The protection offered by the bracers can be combined with other magical effects that alter AC, such as a *ring of protection* or *cloak of protection*. Roll on the table below to determine which kind of bracers are found.

Roll d00	AC Granted
01-06	8
07-16	7
17-36	6
37-51	5
52-71	4
72-86	3
87-00	2

Some of these (5%) will be *cursed*, actually lowering the wearer's AC to 9, regardless of DEX modifiers or magical means of lowering AC. It will not be realized that the bracers are cursed until the wearer enters combat. These bracers may only be removed with the spell *remove curse*.

Brazier of Commanding Fire Elementals: This brazier may be used to summon and control one fire elemental per day as the spell *conjure elemental*. The user must ready the magic item and conduct rituals that take 1 turn prior to the summoning.

The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration in order to give commands.

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, device, or spell-like ability. A brooch can absorb up to 101 hit points of damage from *magic missiles* before it melts and becomes useless.

Broom of Flying: This magical broom of legend can fly with one rider up to 240' per turn. Two riders may be carried, but the maximum speed is reduced to 180' per turn.

Censer of Controlling Air Elementals: This censer may be used to summon and control one air elemental per day as the spell *conjure elemental*. The user must ready the magic item and conduct rituals that take 1 turn prior to the summoning. The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration in order to give commands.

Chime of Opening: A *chime of opening* is a hollow mithral tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A *chime of opening* also automatically dispels a *hold portal* spell or even an *arcane lock* cast by a wizard of lower than 15th level. The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and *arcane locked*, it takes four uses of a *chime of opening* to get it open. A *silence* spell negates the power of the device. Each use requires a charge, and a chime contains 2d4x10 charges before it cracks and becomes useless.

Cloak of Protection: This magical cloak appears to be an ordinary brown cloth or leather cloak. The cloak functions much like a ring of protection, offering a bonus to the wearer's AC and all saving throws. These bonuses are cumulative if the cloak is worn with a *ring of protection*.

Roll d00	Bonus
01-80	+1
81-91	+2
92-00	+3

Crystal Ball: A magic-user or elf may use this coveted magic item to see distant places, people, or objects. Anything may be viewed for up to 1 turn, 3 times per day. The user of the crystal ball is unable to communicate with those he observes, and he is unable to affect them magically or otherwise through the crystal ball.

Crystal Ball with Clairaudience: This kind of crystal ball has all of the properties of the ordinary one, but also grants the

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observer the ability to hear any noise or conversation at the location observed.

Crystal Ball with ESP: This kind of crystal ball has all of the properties of the ordinary one, but also grants the observer the ability to hear the thoughts of one being observed, just as the spell *ESP*.

Cube of Force: This device is about 3/4 inch across and can be made of ivory, bone, or any hard mineral. It enables its possessor to put up a special *wall of force* 10 feet on a side around his person. This cubic screen moves with the character and is impervious to the attack forms mentioned on the table below. The cube has 36 charges, which are renewed each day. The possessor presses one face of the cube to activate a particular type of screen or to deactivate the device. Each effect costs a certain number of charges to maintain for every turn (or portion of a minute) it is in operation. Also, when an effect is active, the possessor's speed is limited to the maximum value given on the table.

Spells that affect the integrity of the screen also drain extra charges. These spells (given in the list below) cannot be cast into or out of the cube:

Cube Face	Charge per Turn	Cost Maximum Speed	Effect
1	1	10'	Keeps out gases, wind, etc.
2	2	80'	Keeps out nonliving matter
3	3	60'	Keeps out living matter
4	4	40'	Keeps out magic
5	6	30'	Keeps out all things
6	0	As normal	Deactivates

Attack Form	Extra Charges	Attack Form	Extra Charges
<i>Horn of blasting</i>	6	<i>Lightning bolt</i>	4
<i>Wall of fire</i>	2	Lava, other hot fires	2
<i>Passwall</i>	3	<i>Delayed blast fireball</i>	3
<i>Disintegrate</i>	6	<i>Meteor swarm</i>	8
<i>Phase door</i>	5	<i>Fireball</i>	3

Cube of Frost Resistance: This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65 F. The field absorbs all cold-based attacks. However, if the field is subjected to more than 50 points of cold damage in 1 turn (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a turn, the cube is destroyed.

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' long stream at 5 gallons per round.

"Geyser" produces a 20' long, 1' wide stream at 30 gallons per round.

The geyser effect causes considerable backpressure, requiring the holder to be on stable ground and braced to avoid being knocked down. The force of the geyser kills small creatures. The command word must be spoken to stop it.

Displacer Cloak: This item appears to be a normal cloak, but when worn by a character its magical properties distort and warp light waves. All opponents suffer a -2 penalty to hit the wearer of the cloak. In addition, the wearer receives a bonus of +2 on saving throws versus wands, spells and spell-like devices, and petrify.

Drums of Panic: These drums are kettle drums (hemispheres about 1-1/2 feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 240' feet (with the exception of those within a 10-foot-radius safe zone around the drums) will become fearful and flee for 30 rounds with a MV equal to three times their normal rate per round. A saving throw versus spells is allowed, or at the Labyrinth Lord's discretion a morale check with a penalty of -2 may be allowed as an alternative.

Dust of Appearance: This fine powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats all objects within a 10' radius, making them visible even if they are invisible. If the dust is blown through a tube it covers an area in the shape of a cone 20' long and 15' wide at its terminal end. The dust likewise negates the effects of *mirror image*, *cloak of displacement*, and *elven cloaks*. The dust's effect lasts for 2d10 turns. *Dust of appearance* is typically stored in small silk packets or hollow bone tubes, and 5d10 of these tubes or packets will be found at a time.

Dust of Disappearance: This dust looks just like *dust of appearance* and is typically stored in the same manner. A creature or object touched by it becomes invisible. Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including *detect invisible*. *Dust of appearance*, however, does reveal people and objects made invisible by *dust of disappearance*. The *invisibility* bestowed by the dust lasts for 2d10 turns, and the *invisibility* is not dispelled if the enchanted character makes attacks.

Efreeti Bottle: This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. The bottle can be opened once per day. When opened, the efreeti imprisoned within issues from the bottle instantly, and loyally serves the character for up to 101 days (or until the efreeti's death), doing as the owner of the bottle commands. After the 101 days of service, the efreeti leaves to its home in the City of Brass, and the efreeti bottle becomes an ordinary, non-magical bottle.

Elven Cloak: This cloak is made by the magical and nimble hands of the elves, and grants the wearer a measure of invisibility. Any observer will notice the wearer of this cloak on a roll of 1 on 1d6. However, any benefit of invisibility is lost if the wearer attempts an attack.

Elven Boots: These fine leather boots are made with the magical craftsmanship of the elves, and grant the wearer the ability to move completely silently.

Eyes of Charming: These two crystal lenses fit over the user's eyes. The wearer is able to use *charm person* (one target per round) merely by meeting a target's gaze. Those failing a saving throw versus spells are *charmed* as per the spell. If the wearer has both lenses, there is a penalty of -2 to the saving throw. If the wearer has only one lens, the saving throw is made with a bonus of +2.

Eyes of the Eagle: These items are made of special crystal and fit over the eyes of the wearer. These lenses allow the wearer to see 100 times further than normal. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as he covers his other eye.

Eyes of Petrification: These items are made of special crystal and fit over the eyes of the wearer. When a being places the eyes on, he instantly *turns to stone* as the spell, with no saving throw. About 1/4 (01-25 on d00) of these eyes allow the wearer to use a petrification gaze attack. Both lenses must be worn for the magic to be effective, and the victim is allowed a saving throw versus petrify.

Note that no magical eyes may be combined for multiple effects.

Flying Carpet: A flying carpet is enchanted to fly by command, with passengers. If 1 passenger is carried, the carpet may move up to 100' per round. If two or three passengers are carried, this is reduced to 80' or 60' per round, respectively. No more than three human-sized passengers may be carried.

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 the great strength of 18, granting all of the benefits to hit and damage that this strength score confers. The wearer may punch with these gloves, inflicting 1d4 hit points of damage. These gauntlets further allow the wearer to transport an extra 100 pounds. Both gauntlets must be worn for the magic to be effective.

Girdle of Giant Strength: A girdle of giant strength confers the great strength of a hill giant to the wearer. The wearer attacks as an 8 HD monster or as his own class and level, which ever is better. Further, all damage inflicted is doubled.

Helm of Alignment Changing: This ornate helmet instantly changes the alignment of the being that places it on. The change is random. The helmet cannot be removed except by the spell *remove curse*. The wearer will not desire for the helmet to be removed, but once it has been taken off he reverts back to his original alignment.

Helm of Comprehend Languages and Read Magic: Appearing as a normal helmet, a *helm of comprehend languages and read magic* grants its wearer the ability to understand the spoken words of any creature, and to read text in any language or any magical writing. Note that understanding a

magical text does not necessarily imply spell use unless the magic is usable by the character's class and level.

Helm of Telepathy: The wearer can read the thoughts of a being within 90' at will. Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). Use of this helm requires full concentration of the wearer, who may not move or take any action.

Helm of Teleportation: A character wearing this device may *teleport* three times per day, exactly as if he had cast the spell of the same name.

Horn of Blasting: This horn appears to be a normal trumpet. When the instrument is played, once per turn it deals 2d6 points of damage to creatures within a cone 100' long and 20' wide at its termination point. The horn causes creatures to be deafened for 2d6 rounds (a saving throw negates the deafening). Other objects may take damage in other ways, at the Labyrinth Lord's discretion. For example, a small hut might be completely leveled with a blast from the horn, but a portion of stone wall 10' wide might take three or four horn blasts.

Medallion of Thoughts: This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or silver, the medallion allows the wearer to read the thoughts of others. The wearer can read the thoughts of any being within 30' after concentrating for 1 round. A saving throw versus spells is allowed to negate the effect. The wearer may move at full speed, but is unable to cast spells or attack while concentrating. There is a 1 in 6 chance (roll 1 on 1d6) that, unknown to the user of the medallion, his thoughts are heard by all beings within 30' instead of the usual effect.

Medallion of Thoughts (90'): This medallion functions as a *medallion of thoughts*, but has a range to 90' rather than 30'.

Mirror of Life Trapping: This crystal device is usually about 4 feet square and framed in metal or wood. A *mirror of life trapping* has twenty nonspatial extradimensional compartments within it. Any human-sized or smaller creature that looks into the device must make a saving throw versus spell or be trapped within the mirror in one of the cells. When a creature is trapped, it is taken bodily into the mirror. A victim's equipment (including clothing and anything being carried) follows the creature. When all cells are full, the mirror does not trap any more beings. Anyone may call the reflection of any creature trapped within to its surface and engage the powerless prisoner in conversation. If the mirror is broken, all victims currently trapped in it are freed.

Mirror of Opposition: This item resembles a normal mirror about 4 feet long and 3 feet wide. If a creature is reflected in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and its items disappear completely.

Necklace of Adaptation: This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases. The bubble can enable the wearer to survive in an environment without air for 1 week.

Rope of Climbing: A 50-foot-long *rope of climbing* is no thicker than a wand, but it is strong enough to support 1,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner. A creature must hold one end of the rope when its magic is invoked.

Scarab of Protection: This device appears to be a silver medallion in the shape of a beetle. The scarab's possessor gains immunity to *ray of death*, and any *curse*, regardless of the source. Upon absorbing 2d6 such attacks, the scarab turns to powder and is destroyed.

Stone of Controlling Earth Elementals: This small stone may be used to summon and control one earth elemental per day as the spell *conjure elemental*. The user must ready the magic item and conduct rituals that take 1 turn prior to the summoning. The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration in order to give commands.

Weapons, Armor, and Swords

Weapons and Armor

Magical weapons and armor follow the same class restrictions as all normal weapons and armor. Magic items will have a "+" value, or if cursed they will have a "-" negative value. When an item has a plus, such as a dagger +1, this means that rolls to hit and damage rolls receive a +1 bonus. Armor with a plus will reduce the AC by the amount specified. For example, leather armor +1 would reduce AC to 6 rather than 7.

Cursed items have the opposite effect, incurring penalties based on the negative value provided. Cursed items, once possessed by a character, can only be disposed of with a *dispel evil* or *remove curse* spell. The owner of a cursed item will not believe the item is cursed, and will resist efforts to get rid of the item until one of these spells is cast. Furthermore, the possessor of a cursed weapon will prefer to use this weapon in combat above any other weapon.

Magical armor of the non-cursed variety is lighter and less cumbersome than other armor. Refer to the table below for magical armor weights and for rolling up the kind of armor found by a party.

Roll d00	Armor Type	Magic Weight	
		Unmodified AC	(lbs)
01-10	Banded mail	4	15
11-30	Chain mail	5	20
31-60	Leather	7	10
61-67	Padded	8	5
68-85	Plate mail	3	25
86-90	Scale mail	6	15
91-95	Splint mail	4	20
96-00	Studded leather	6	15

Swords

Other powers beyond having a "+" to their attacks and damage sometimes apply to swords and other weapons. They also may have more than one bonus listed, where the first bonus applies to all attacks and damage, and the second applies only to an exclusive group of creatures. Some of these are detailed below, and others listed in the treasure tables are self-explanatory. Other weapons have powers that the wielder is able to command. These weapons are detailed below.

Sword +1, Flame Tongue: This sword is +2 against monsters that regenerate, +3 against avian monsters or monsters that have a cold-based attack, or are immune to fire, and this sword is +4 against all undead. When the wielder utters a command, the sword becomes engulfed in flame. The flames provide the same amount of light as a torch, and can be used to ignite anything flammable.

Sword +1, Life Drinker: This sword drains a hit die or a life level from any target struck if the wielder utters a command. This sword has 1d4+4 charges, and each use of this ability drains one charge. Once the charges have been used, the sword performs as a normal sword +1.

Sword +1, locate objects: The wielder may locate objects as the magic-user/elf spell one time each day, to a range of 120'.

Sword +1, Luck Blade: This sword grants its possessor a +1 bonus on all saving throws. In addition, a *luck blade* will contain 1d4+1 *wishes*. When the last *wish* is used, the sword remains a sword +1 and still grants the +1 saving throw bonus.

Sword +1, Wish Blade: In addition to functioning as a sword +1, this sword contains 1d4 *wishes*. Refer to the magic-user spell *wish* for guidelines on granting wishes. Once the wishes have been used, the sword performs as a normal sword +1.

Sword +2, charm person: In addition to functioning as a sword +1, this sword grants the wielder the ability to *charm person*, as the magic-user/elf spell, 3 times in a week.

Sword +3, Frost Brand: This sword is a +6 sword against monsters that live in a hot environment or use a fire-based attack. The sword sheds light as a torch when the temperature drops below 0 F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire in the same manner as wearing a *ring of fire resistance*. A *frost brand* extinguishes all non-magical fires in a 10' area when touched to a flame.

Other Magic Weapons

War Hammer +2, Dwarven Thrower: In the hands of a dwarf, the war hammer gains an additional +1 bonus (for a total bonus of +3) and gains the returning special ability. It can be hurled with a 60' range. When hurled, it deals triple damage against giants, ettins, ogres, and trolls. It does double damage when thrown against any other target.

Arrow +3, Slaying Arrow: This *arrow* +3 is keyed to a particular type of creature. If it strikes such a creature, the

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target instantly dies, with no saving throw. Against any other target the arrow functions as an *arrow* +3. These arrows are often adorned with decorations that imply the creature they can slay. To determine the type of creature the arrow is keyed to, roll on the table below. The Labyrinth Lord may add to this list, or choose an appropriate creature type for the situation.

Roll 1d20	Type	Type
1	Avians	11 Giant animals
2	Chimera	12 Golems
3	Clerics	13 Halflings
4	Dragons	14 Magic-users
5	Dwarves	15 Mammals
6	Efreeti	16 Reptiles
7	Elementals	17 Sea creatures
8	Elves	18 Spiders
9	Fighters	19 Thieves
10	Giants	20 Undead

Sapient Swords

Particularly powerful magical swords are sometimes sapient, or thinking and intelligent entities. These weapons have motivations of their own, and may or may not be hostile to their wielder. The Labyrinth Lord plays the personalities of these items in the same manner as an NPC. To create a sapient sword, refer to the categories below, which include **Mental Character and Alignment**, and **Powers**.

Mental Character and Alignment

Intelligence and Languages

The first step to creating a sapient sword is to roll for its **intelligence**. The intelligence ability score will determine how many additional powers the sword possesses. Consult the table below.

Roll 1d6	INT	Detection Powers	Spell-like Powers	Communication
1	7	1	0	Communion
2	8	2	0	Communion
3	9	3	0	Communion
4	10	3	0	Verbal
5	11	3	0	Verbal, <i>Read Magic</i>
6	12	3	1	Verbal, <i>Read Magic</i>

When a sword communicates through communion, no actual words are exchanged between it and its wielder, but the wielder becomes intuitively aware of the powers the sword possesses and how these can be employed. A sword capable of verbal communication actually produces an audible voice and speaks to those around it. Sapient swords capable of *read magic* do so as the magic-user/elf spell, but the ability is always active. Further, swords with the ability to *read magic* may also read the ordinary written language of any languages known.

In addition to knowing its alignment language, sapient swords will understand an additional number of languages to be determined below.

Roll 1d20	Languages Known
01-10	1
11-14	2
15-17	3
18	4
19	5
20	Roll twice and combine, ignoring this result

Alignment

Every sapient sword will have an alignment. This alignment is undetectable until the sword is touched. A character may only wield a sword that shares the same alignment, and if he attempts to handle a sword of a different alignment he will suffer damage each round. The severity of the damage is related to the degree of difference of alignment. For each degree of difference, the character will suffer 1d6 hit points of damage. For example, a chaotic sword will inflict 1d6 hp damage to a neutral character; it will inflict 2d6 hp damage to a lawful character. For this reason, a neutral sword will only ever inflict 1d6 hp of damage. Roll on the chart below to determine a sapient sword's alignment.

Roll d00	Sword Alignment
01-10	Chaotic
11-30	Neutral
31-00	Lawful

Psyche and Willpower

Sapient swords have a **psyche** rating from 1-12 (roll 1d12). This rating represents the overall strength of character that the sword has. In addition, sapient swords have a base **willpower** rating equal to the sum of its INT and psyche. A bonus of +1 is added to this rating for each **spell-like power** the sword possesses. Spell-like powers are discussed below.

A sapient sword may mentally wrestle for dominance with its wielder, depending on the sword's personality and desires. Under certain situations, the Labyrinth Lord will need to make an **influence check**. This may be made in the following situations:

1. The wielder first touches the sword
2. The sword's motivation comes into play
3. A character of a differing alignment touches the sword
4. Another magical sword is found
5. A character has lost 50% of his hp

When an influence check is called for, the willpower of the sword and the willpower of the character are compared, and the highest score wins the test. A character's willpower is determined by summing his WIS and STR. The character subtracts 1d4 from this total if he is wounded but has more than or equal to 50% of his hp. If he has less than 50% of his hp, 2d4 is subtracted from willpower. The sword receives a bonus of 1d10 to its willpower if its alignment is not the same as the character's.

If the character loses, then he loses control of his actions for an amount of time determined by the Labyrinth Lord. The sword will force the character to perform a task, such as

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disposing of or ignoring magic items if a second magical sword is found. Other actions include compelling the wielder into combat or surrender with a nearby foe, or making the character perform another action that serves the desires and goals of the sword. Usually, the duration of control will only be for several rounds until the task is completed.

Sapient Sword Motivations

Sapient swords have a 5% probability of having a particular motivation (roll 01-05 on d00). These motivations involve the destruction of particular creatures, classes, or alignments. If a sword has a motivation, raise its INT and psyche each to 12. When a sapient sword is used to attack a being that fits its motivation, a special power is used against the opponent. These powers are determined by the alignment of the sword. A chaotic sword will turn an opponent to stone if the opponent is lawful. Likewise, a lawful sword will paralyze an opponent of chaotic alignment. Saving throws versus spells are allowed for each of these effects. A neutral sword grants the sword wielder a bonus of +1 to all saving throws when combating a creature of the motivational type (regardless of its alignment).

Roll on the table below to determine a sapient sword's motivation, or the Labyrinth Lord may choose an opponent type based on differing characteristics (all reptiles, beings of a certain religion, etc.).

Roll	Destroy Opponent Type...
1	Clerics
2	Dwarves, fighters, and halflings
3	Elves and magic-users
4	Chaotic beings (if sword is lawful)
5	Lawful beings (if sword is chaotic)
6	Monster type (determine randomly)

Powers

Sapient swords can have two kinds of additional powers. These include **detection powers** and **spell-like powers**. Detection powers allow the sword to detect any of a number

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of possible items or inclinations. Spell-like powers often mimic spell effects. To use any of the powers detailed below, the sword wielder is required to be holding the sword and concentrating on the effect. All of the detection powers may only be used once in a round, and all spell-like powers may only be used 3 times total in one day. Roll on the detection powers table and ignore identical results, if required to roll more than once. The same holds true if required to roll on the spell-like powers table.

Detection Powers		
Roll d00	Detect	Additional Details
01-05	Evil	20' range
06-10	Good	20' range
11-15	Gems and Jewelry	60' range
16-25	Invisible or hidden	20' range
26-35	Secret doors	10' range, 3 usages per day
36-45	Metals (any specified)	60', lead blocks this ability
46-60	Moving walls and rooms	10' range
61-80	Sloping passages	10' range
81-96	Traps	10' range, 3 usages per day
97	Roll two times	
98-00	Spell-like Power (1)	

Spell-like Powers		
Roll d00	Power	Additional Details
01-10	Clairaudience	As clairvoyance below, but audible instead of visual
11-20	Clairvoyance	As the magic-user spell
21-25	Double damage	See below*
26-35	ESP	As the magic-user spell
36-40	Fly	As the magic-user spell, for 3 turns
41-45	Regenerate	See below**
46-50	Levitate	As the magic-user spell, for 3 turns
51-57	Phantasmal Force	As the magic-user spell
58-67	Telekinesis	As the magic-user spell, up to 200 pounds
68-77	Telepathy	As a <i>helm of telepathy</i>
78-86	Teleportation	As the magic-user spell
87-96	X-Ray Vision	As a <i>ring of x-ray vision</i>
97-99	Roll twice	
00	Roll three times	

*Damage is doubled for 1d10 rounds. This table result can be combined if rolled more than once. If rolled twice, damage is x4, if rolled three times, damage is x6. This effect does not influence the roll to hit.

**The sword can regenerate hit points with a rate of 1 hp per round, to a maximum of 6 hp per day. This table result can be combined if rolled more than once. If rolled twice, up to 12 hp may be healed, if rolled three times, up to 18 hp may be healed. Note that the rate of healing does not change.