

Welcome to the Tome of Equipment for Pocket Dungeon. This is designed to enrich and fulfill your Pocket Dungeon experience with tons more phat lewt, and other goodies. Packed in with this pdf, are new copies of Pocket Dungeon Deluxe, Pocket Dungeon Pocketmod version, and what I call the Pocket Tome of equipment (the thing you are currently reading). You will want to use the changed copies of Pocket Dungeon along with this for the full experience. Alternatively, you can just crib what you want out of this for each of your Pocket Dungeon sessions and just fill in the appropriate lines in the DunGen chart. The Pocket Tome of Equipment Pocketmod is intended to be printed and folded up like the Pocketmod version of the game. It is mostly blank, because there is no way to fit all of this onto it. The intention behind it, is to print it out, put the most fitting treasure into each section, and then use it to replace the default DunGen treasure roles.

To use this guide simply:

1. Print it out. (or just print out the last page with a condensed chart without the added information, you will probably need this printed as well for reference though.)
2. \*flip\* your stealth dice, or roll a regular dice whenever you want some loot.
3. Go to the appropriate section using the chart to the right ->
4. \*flip\* or roll again to find your sub-type
5. Do it one more time to get your item.

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New concepts introduced in this content expansion:

- Variables – Many items say something like “does 1 additional point for every 3 points of X”. This is really just a simple way to say that they do an additional 1/3 the amount. For example healing potions now read “Heals 1HP for every 3HP you have.” So if your max HP is 9, it would heal 3 HP. If your Max HP is 15, 16, or 17 it would heal 5.
- Starting weapons. You can no longer start with any weapon. Valid starting weapons are now Sword, Hand Axe, Wand, or Bow. Any other weapons must be found.
- Blessing / Curses – You may now spend bonus points on making a weapon Blessed or Cursed (there are other methods to do it as well). It costs 3 Bonus Points for this. When you roll for the weapon, and decide to add a blessing or a curse, simply mark it with a \* or some other identifier. You may spend any other additional Bonus points as normal (including on aspects). When you equip the item \*flip\* d6 on 1-4 it is blessed, on 5-6 it is cursed. You then roll on the appropriate table to find out what Blessing or Curse is applied. Cursed items cannot be removed like normal, and must be destroyed, or have the curse removed before they can be replaced. See the last page of this Tome for the list of Blessings / Curses, and the updated Aspects chart.
- Wizards and Rangers no longer need a Spellbook to learn new spells. It costs a Wizard 4 Fudge Points to learn a new spell. It costs a Ranger 5 Fudge Points to learn a new spell. You may still only have your class limit of spells active at any time, and they can still only be switched out when not in combat. All known spells should be listed in the Spellbook section of your Pocket Dungeon sheet.
- Enemies have two new stats: Elemental Strength and Elemental Weakness. An enemy takes half damage from an attack from the Elemental Aspect they are strong against, and you will add 50% damage to an attack from an Elemental Aspect they are weak against. Attacks from an enemy are considered to have the Elemental Aspect they are strong against. Use the chart below to roll an Elemental Aspect if needed:

	Elemental Aspect	<p>Examples of this in action:</p> <p>If you have a weapon that has been blessed with the Fire Elemental Aspect, and you attack an enemy that has Fire for their Elemental Strength, then your attacks will do half damage. If you attacked an enemy with Fire as their elemental weakness, then your attacks would do 50% extra damage. (a D4 sword would do D6 damage).</p> <p>If you have a cursed item that gives you weakness to Fire, and you were attacked by enemy that had Fire as their Elemental Strength, then you would take 25% extra damage from their attacks, until you got rid of the cursed item.</p>
1	Material	
2	Aether	
3	Fire	
4	Air	
5	Water	
6	Earth	

## Mundane Equipment

1. Melee Weapons
  1. Hand Axe - R1 D2 H0 1Hnd (Attack Skill is Strength)
  2. Sword - R1 D2 H0 1Hnd (Attack Skill is Strength)
  3. Battle Axe – R1 D3 H0 2Hnd (Attack Skill is Strength)
  4. Mace – R1 D3 H0 1Hnd (Attack Skill is Strength)
  5. War hammer – R1 D3 H1 2Hnd (Attack Skill is Strength)
  6. Polearm – R2 D2 H0 2Hnd (Attack Skill is Strength)
  7. Glaive - R2 D3 H0 2Hnd (Attack Skill is Strength) Can only attack 2 squares away
  8. Military Fork – R2 D2 H0 2Hnd (Attack Skill is Strength) May be abandoned to render a successfully hit enemy immobile. Can be recovered after combat.
2. Small Weapons
  1. Mercygiver – R1 D1 H2 1Hnd
  2. Stiletto – R1 D2 H1 1Hnd
  3. Dagger - R1 D1 H1 1Hnd (Attack Skill is Strength. A Thief may use Dexterity for attack with this weapon instead).
  4. Pair of Daggers - R1 D1 H0 2Hnd Note: The hero may make 2 separate attacks per turn. If both attacks are successful, the dagger does an extra point of damage to one of the attacks. (Attack Skill is Strength. A Thief may use Dexterity for attack with this weapon instead)
  5. Iron Knuckles – R1 D1 H1 2Hnd Note: May make 2 separate attacks per turn. If both attacks are successful, the weapon does an extra point of damage to both attacks. (Attack Skill is Strength)
  6. Cleaver – R1 D3 H0 1Hnd (Attack Skill is Strength)
3. Ranged
  1. Bow – R4 D2 H0 2Hnd (Attack Skill is Dexterity)
  2. Crossbow – R4 D2 H1 1Hnd (Attack Skill is Dexterity)
  3. Sling – R4 D1 H2 1Hnd (Attack Skill is Dexterity)
  4. Longbow - R5 D3 H1 2Hnd (Attack Skill is Dexterity)
  5. Throwing Axe - R3 D2 H0 1Hnd (Attack Skill is Strength) You may only make one attack with this weapon, but it can be recovered after combat.
  6. Bolo – R4 D1 H2 1Hnd (Attack Skill is Dexterity) You may only make one attack with this weapon, but it can be recovered after combat. A successful hit immobilizes an enemy.
4. Exotic Weapons
  1. Wand - R3 D1 H1 (Attack Skill is Wisdom)
  2. Whip – R3 D1 H0 (Attack Skill is Strength)
  3. Short Spear – R1 D2 H0. May attack into diagonal spaces. (Attack Skill is Strength)
  4. Sword Breaker (parrying dagger) – R1 D2 H1 – You may choose to not attack, and add A3 to your armor value for the round. (Attack Skill is Strength)
  5. Spiked Glove – R1 D1 H1 - Cannot be disarmed, though it can still be destroyed. (Attack Skill is Strength)
  6. Greatbow – R5 D3 H2 – A successful attack on an enemy reduces its movement by half. If that would reduce its movement below 1, then it moves 1 space every other turn. (Attack Skill is Dexterity)
5. A(rmor) - Armor “soaks” up it’s A value in damage each round of combat. Shields may only be equipped if wielding a 1Hnd Weapon and permitted by class)
  1. Cloth – 1A
  2. Leather – 2A
  3. Plate Mail – 3A
  4. Buckler – 1A
  5. Heater Shield – 2A
  6. Tower Shield – 3A
6. Accessory – May not be modified by Bonus Points, except to add an Blessing / Curse or an Aspect
  1. Helmet
  2. Gloves
  3. Boots
  4. Necklace
  5. Ring
  6. Belt

## P(otions)

May be used at any time. So you may drink or throw a potion and still perform your normal actions. Throwing a potion is a R3 attack, and hits on 1-4 on a d6 \*flip\*. Throwing a potion is a combat action (unlike drinking a potion, which is a free action)

### 1-2 Offensive Potions

1. Potion of Explodify - D4 attack to all enemies in target square, D2 attack to each enemy adjacent to target square.
2. Potion of Fire Breathing - D2 attack to all enemies in a straight line (4 spaces) in front of your character.
3. Acid – Target enemy takes 1 damage at the end of each round. May also be used to destroy one piece of equipment.
4. Sticky Potion – Target Enemy cannot move for 5 rounds.
5. Sunburst Potion – If used when entering a room, all enemies are stunned for one round. If used during combat all enemies may still attempt to take their normal actions, but must \*flip\* d6 first. On 1-3 they may act normally. On 4-6 they take no this turn.
6. Monster Bait – Any enemy in range will attack the target during the following round of combat. If the target dies, the enemies will attack as normal.

### 3-4 Instant Potions

1. Potion of Healing - Heals 1HP for every 3HP you have.
2. Potion of Resting - Fully restores your AP
3. Potion of Stoneskin - +2A for 3 rounds.
4. Liquid Locksmith – Unlocks any one locked door or chest.
5. Unidentifiable Potion – Use this potion and then roll on the potion table and immediate apply that potions effect(s).
6. Alchemist Fire – Makes a square impassible for 3 turns.

### 5-6 Augmentation Potions

1. Potion of Invisibility - You may quaff this potion to pass through a single room unnoticed by any enemy in it (except for the Boss). You can also open any chests in the room without having to kill the enemies.
2. Potion of regeneration – You regain 1HP every turn. Only useable during combat. Effects ends as soon as you are out of combat
3. Potion of Elemental Strength – Attacks from enemies with the Elemental Aspect rolled when used do half damage rounded up.
4. Unstable Potion – When drank \*flip\* d6 On 1-4 Add 1 to random stat. On 5-6 Subtract 1 from random stat. 1-2 Str, 3-4 Dex, 5-6 Wis
5. Potion of Growth - +1R +1M +2S for 5 rounds.
6. Potion of Rejuvenation – Gain 2AP and 2HP for 5 rounds, or until successfully attacked by an enemy (regardless if damage is done).
7. Potion of Haste – You may take an extra action each turn for 5 turns.
8. Potion of Liquidification – When spread onto the ground it turns four squares of floor into a liquid state. Noone can move into or out of these squares for 3 turns.

## S(crolls)

1-2 Offensive Scrolls – Offensive scrolls use the W(isdom) attribute for attack purposes.

1. Scroll of Lightning – R5 D1 H1 If the attack hits, make another attack immediately. Repeat until you miss.
2. Scroll of Decay – Make an attack against every enemy in the room. Each enemy successfully attacked deals half damage (rounded down) for 5 rounds.
3. Scroll of Banishment – Make an attack against any enemy in the room. If successful, you may send them to an adjacent room of your choosing. Upon entering that room you will need to combat them as normal. Any damage dealt to them before leaving the room is healed.
4. Scroll of Control – Make an attack against any enemy in the room. If successful you may choose any valid (for them) target for them to attack during their next attack phase. If they kill an enemy, the killed enemy does not count towards your “enemies killed” total.
5. Scroll of Destruction – Select any one enemy and \*flip\* d6. On 1-3 you take half your maximum HP in damage (This damage cannot be prevented and bypasses Armor). On 4-6 the chosen enemy takes 3/4 of their maximum HP in damage. All damage values are rounded up.
6. Scroll of Fireball – R2 D4 H0

1-2 Instant Scrolls

1. Scroll of Healing - Heals 1HP for every 3HP you have.
2. Scroll of Mapping - Reveals all rooms (including the treasures and enemiiess) connected to the current room.
3. Scroll of Treasure Finding - Make 2 immediate treasure rolls.
4. Scroll of Divination – May be used to detect a unidentified weapons Blessing / Curse before wielding it.
5. Scroll of Disenchant – Removes one Blessing / Curse from a item.
6. Scroll of Destruction – Destroy 1 piece of equipment, or reduce an enemies damage by half.

2-3 Augmentation Scrolls

1. Scroll of + Str - +1 to your Str for 5 rounds
2. Scroll of + Dex - +1 to your Dex for 5 rounds
3. Scroll of + Wis - +1 to your Wis for 5 rounds
4. Scroll of + HP - +2 to your HP for 5 rounds
5. Scroll of Blessing - Removes a Curse from an item, or adds a Blessing to a uncursed item.
6. Scroll of Elemental Protection – You take half damage from one of the Elemental Aspects (your choice).
7. Scroll of Empowerment - You may double all aspects of any spells you cast, lasts 5 rounds or until hit by an enemy (whether or not damage is incurred) whichever happens first.
8. Scroll of Supremacy – Your armor becomes 10A, you take 1 point of unpreventable damage each round, lasts until current room is cleared.

## M(agical)W(eapons and)A(rmor)

### 1-4 Weapons

1. Blacksmith's Hammer R1 D3 H0 1Hnd - Sacrifice this weapon to upgrade another, using 5 Bonus Points.
2. Dwarven pickax – R1 D2 H1 2Hnd - May be used to create an exit in an adjacent wall if a room can be drawn on the other side.
3. Unmaker – R1 D2 H1 1Hnd - When you kill an enemy \*flip\* d8. On a roll of 8 the sword captures the fallen enemies soul. You may expend one soul to instantly kill one non-boss enemy on a successful attack roll.
4. Life Drinker – R1 D3 H0 1Hnd - Each time an enemy is hit, you may heal 1HP for every 4D done. This accumulates between fights.
5. Dagger of Blasting – R1 D1 H2 1Hnd - \*flip\* d6. On a 6 the dagger releases an explosion and deals double damage.
6. Chaos Blade – R1 D2 H1 1Hnd - On each successful attack \*flip\* d6.
  1. The wielder is teleported into an adjacent room.
  2. The sword deals double damage.
  3. A backlash of chaos energy does the swords damage to the wielder.
  4. A wave of calm overtakes the player and they may make an extra attack for the next two turns.
  5. The enemy is instantly killed (if not a boss).
  6. The sword disappears and is replaced with a standard sword with no bonus points.
7. Shifting Weapon – R0 D0 H0 – The weapon begins with 3 points (plus any accumulated bonus points) When not in combat, the weapon can be reconfigured, distributing the points however the wielder wants. This can be done 5 times before the weapon breaks. This weapon cannot have Aspects or Blessing / Curse added to it through any means.
8. Salvation Blade – R1 D2 H1 – Behaves like a normal sword, until the wielder is below 1/8 (rounded down) of their total life. At which point the sword will begin to assist the wielder in defending themselves, increasing its Damage by 2 (plus 1/4 (rounded up) the number of Bonus Points earned) and Hit Bonus by 3 (plus 1/8 (rounded up) the number of bonus points earned)

### 5-8 Armor

1. Mithril Armor - 4A. May be used by any class and has no S(trength) requirements.
2. Helmet of Blinding – A2. 10 uses - Subtract 2 from an enemies attack roll.
3. Force Shield – A2 – 5 uses – All attacks this turn are negated, and you cannot attack this turn. At the beginning of the next turn all enemies adjacent to you are knocked back 3 spaces in a straight line.
4. Swift Armor – A2 – Add 1 to all ranged attack rolls made against you. May be used by any class and has no S(trength) requirements.
5. Deathbound Armor – A10 – You lose 2HP for every enemy you kill. This armor cannot be removed once put on until the end of the dungeon.
6. Arcane Helm: 1A - At the end of every other combat round you recover 1 AP.

## M(agic)I(tems) -

### 1-2 Trinkets

1. Lucky Coin – 5 uses - Flip d6 at any time, on a 5-6 you may add or subtract 1 to another non-combat roll. This may only be used once per roll.
2. Pocket Thief – 5 uses - You may automatically unlock one door or treasure chest per use.
3. Alchemists flask – You may remove one potion from your inventory to “dump” it into the flask. You may then drink the contents of the flask at any time. When you do this. 1-3 - Heals ¼ total HP. 4-5 - Restores all AP, 6 - +3 to Movement for 5 rounds, 7 - takes 1/8 total HP in damage, 8 - becomes violently sick and cannot move or attack for 2 rounds.
4. Cowards Horn – 3 uses – When sounded, the tone will make any enemies in combat with the hero immediately stop attacking and wander back to their original room. The enemies will ignore the character for 5 turns, or until attacked.
5. Chaos Coin. 5 uses – Immediately rolling Blessing / Curses for any item. This will override any existing Blessing / Curse. If the item is in your inventory, mark it with a \* and roll the Blessing / Curse when equipped (or detected)
6. Orb of Negation – 1 use – All enemies in the next room you enter lose any special abilities and Elemental Aspects they may possess. This includes anything in their Notes section.
7. Flux Disc – 3 uses – You may rearrange the position of every enemy in the room, following the normal rules for enemy placement.
8. Wand of Blink – 10 uses – You may switch places with any enemy.

### 3-4 Rings

1. Ring of Teleport - 3 uses – Move your character from the current room to one that has already been explored.
2. Phoenix Ring – 1 use. If you reach 0 HP, you are restored to half of your total HP.
3. Ring of Invisibility – 4 uses - You may pass through rooms undetected, You may not open chests or attack enemies while invisible from this ring.
4. Ring of spell storage - You may “teach” the ring one spell, and you may cast that spell as if you had it currently equipped.
5. Ring of Fortitude - 3 Uses - Increase your armor by 1 for up to 5 rounds or until you are hit, whichever happens first.
6. Ring of Quick Action – You may take an extra non-combat action each round. This includes Movement, use a scroll, use a non-combat class ability

### 5-6 Accessories

1. Boots of quickness – Increases your movement by 1
2. Adventurers Goggles – 6 uses. When you roll for treasure after killing all enemies in the room, you may roll three times and choose one of the items.
3. Cartographers Glasses - 8 uses - Reveals a room adjacent to the current room without opening the door.
4. Bag of Items - 5 uses – Your character reaches into the bag and pulls out a item (generated by Treasure chart) with 5 bonus points to distribute. The item vanishes when you leave the room it was generated in.
5. Chaos Coin. 5 uses – Immediately roll a Blessing / Curses for any item. This will override any existing Blessing / Curse. If the item is in your inventory, mark it with a \* and roll the Blessing / Curse when equipped (or detected)
6. Lens of Clarity - 5 uses, add 1 to the result of an attack roll.

### 7-8 Enhancements

1. Aspect Gem – May be embedded into a weapon or armor to add one aspect from the manual to the item. You may only use a maximum of 2 gems per item.
2. Magical Whetstone - Add D3 to a weapon for 5 rounds
3. Oil of True Striking - Add H3 to a weapon for 5 rounds
4. Holy Water – Removes a Curse from an item, or adds a Blessing to a un-cursed item.
5. Powdered Wind - Add R3 to a weapon for 10 rounds.
6. Hasteweed – You may take one extra action each turn for 3 turns.

## Blessings / Curses

### 1-4 Blessings

1. Vigor – During combat, you regain 1AP every other turn.
2. Vampiric Blade – For every 4 damage you do, regain 1HP (Weapons only, if rolled for armor, re-roll on the blessing list)
3. Quickened – At the beginning of each round of combat, \*flip\* d6. On 5-6 you may make an extra attack or other action this turn.
4. Sharpened – For each successful attack, \*flip\* d6. On a 6 your attack does double damage. Sharpened armor is useless, your deity sucks.
5. Elemental Aspect – If this blessing is on a weapon, that weapon gains the rolled Elemental Aspect. If it is on a armor, or accessory then reduce their damage done by 1 for every 4 points of Damage they would normally do. Ex. If they would do 4 Damage, it becomes 3, 8 damage would become 6, etc.
6. Trolls Blood – During combat you regenerate 1 HP every other turn.

### 5-6 Curses

1. Weakness – Reduces the wielders highest attribute by 1 for every 5 points .
2. Dull – Reduce the items indicated stats by 1 for every 2 base Points (Half rounded up). For weapons, reduce Damage and Hit bonus. For Armor, reduce the Armor rating. Ex. A Sword - R1 D5 H4 1Hnd would become a Sword R1 D3 H2 1Hnd
3. Slow – Reduce your Movement by 1. At the start of each round \*flip\* d6 on a 1 you may not move.
4. Elemental Aspect Weakness - Increase any damage done by an enemy of the rolled aspect by 1 for every 4 points of Damage they would normally do. Ex. If they would normally do 4 Damage, it becomes 5, 8 damage would become 10, etc.
5. Heavy – If this curse is on a weapon, it increases the Handedness of it. A 1Hnd weapon Becomes 2Hnd, a 2 Hnd weapon or armor goes in your inventory and cannot be worn as long as the curse remains on it. This breaks the rule that you cannot remove a cursed item.
6. Draining – During combat you lose 1AP every other round.
7. Stagnation - After clearing a room roll d6, on a 1-5 you do not recover any AP.
8. Blinded – Subtract 2 from your attack rolls.

## Aspects – Cost 2 Bonus Points Apiece. Can be stacked.

- Bears Strength - +1 to Str while this item is equipped.
- Weasels Quickness - +1 to Dex while this item is equipped.
- Mountains Knowledge - +1 to Wisdom while this item is equipped.
- True Striking - +1 To Hit while this item is equipped.
- Hardiness - +3 to HP while this item is equipped.
- Youths Vigor – +4 to your max AP while this item is equipped.
- Swift - +1 to Movement while this item is equipped.
- Living – (Armor only) Your armor has triple it's starting A rating. The new A rating is it's HP, and does not "soak" damage as normal armor. Whenever you would take damage, the armor takes it instead. If it runs out of HP, it must be unequipped immediatly. You may restore its HP through any normal means (Potion, spells, etc). For example if this armor was originally 5A, it would now be considered as having 15HP.