

The
Tome
of
"Forgotten Magical Items"
Volume II
(Miscellaneous Magic)
By
Jon Volden



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Please Note:

This is a publisher's preview of this book. If this were the actual book there would be 1,000 magic items and the book would have 155 pages. Page numbers, and some formatting has been changed for this preview, pages in actual book are as indicated in the table of contents. (Also see tables bookmark tab for a complete list of magic items in this book.) This book is specifically designed to be an eBook. In the actual eBook bookmarks items can be found alphabetically with the first name on each page listed under the appropriate letter. Items are also listed numerically with the first number of each page listed in the appropriate increment. For example page starting with the item number 534 would be located under the 500-599 tab of the numeric bookmark section. This book was designed to be usable with all fantasy role-playing systems, however not all role-playing GM's may choose to do the conversions (If any) required to use this book in some systems. Please look over the item descriptions in this book to be sure that they are right for your game system, and or style of playing. Examples you will see here are typical for what will be found through this book.

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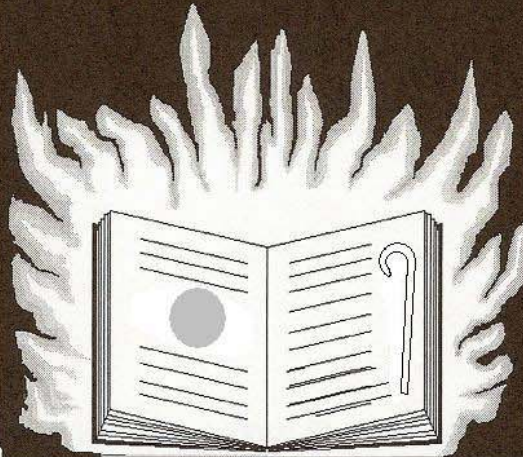
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**THE
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**The
Tome
of
Forgotten Magical Items
Volume II
(Miscellaneous Magical Items)**



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Play Tested
By:
The Dungeons Master Guild

Dedication

This book is dedicated to all fantasy role-players who quest for something special, may they find pure magic, and know true happiness!

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Introduction

General Information

The Tome of Forgotten Magical Items Volume II is the second in a four volume series of tomes designed to enhance any fantasy role-playing game system that utilizes magical items. This tome has been designed to be universal in nature and is not dependent on “Specific Game System Mechanics (SGSM) and thus may be used with “any” fantasy role-playing game system that utilizes magic items, and manages characters with skills and attributes. Each volume is a completely self-contained reference source covering a different general category of magic item. Each volume of this tome may be used alone, together, or as a supplement to other magical magic item references for various game systems. This tome is comprised of four volumes.

| | |
|--|-------------------|
| Weapons & Armor | Volume I |
| Miscellaneous Magical Items | Volume II |
| Wands, Rods, Staves & Rings | Volume III |
| Ancient Artifacts | Volume IV |

The first three tomes each contain at "least" one thousand magic items. Volume IV contains 100 artifacts of great power requiring elaborated descriptions and background information.

Organization

This book utilizes a simplified magic item generation system. Magic items are arranged in alphanumerical order beginning the with number 001 and ending with the number 000 (1000) . Game Masters may randomly select items by rolling 3D10 to generate a number between 1-1000 (000 being 1000).

Because the relative power of magical items in this book may vary widely from item to item, the Game Master may wish to re-roll or reorder dice rolls to produce a new result more suitable to the level of the characters finding the item should the first result present an item that would be unbalancing to his or her game. Game Masters are also encouraged to pre-select suitable items by level for their game

before player characters receive them. Selection guidelines for various levels are detailed later in this book.

Abbreviations

This book uses a variety of abbreviations commonly associated with various fantasy role-playing games. (FRPG) All fantasy role-playing games tend to have professions, classes, races, skills, attributes, basic weapons and magic effects in common. Because some systems may call similar items or attributes by different names, this section attempts to lump like aspects together for the purpose of standardization and clarification.

Judging

Most role-playing game systems utilize a Judge who facilitates events between players and an imaginary world filled with creatures, encounters and non-player characters. (NPCs) Judges usually have extensive experience playing various characters within the game system they are using. A judge is a Master/Mistress of the game he or she is judging. Such judges are usually called the Game Master (GM). This book will refer to all judges as Game Masters (GMs). The title of GM implies mastery of the game system being used. The abbreviation GM is short and descriptive. This book is primarily designed for the use by the GM, who should be able to easily convert any item in this book for play with their specific game system based upon item descriptions listed within this book. Please note items have been specifically created in this book for that purpose. Descriptions do not dwell on game mechanics, but providing detailed information regarding the effects of various magical items in such a way that they may be applied within a “variety” of game systems.

General Abbreviations

GP = Gold Piece
MV = Movement Rate
LVL = Level of difficulty on a scale of 1-25
MvR = Movement Rate
NoDOGS = No Dependence-On-Game-Systems
NPC = Non-Player Character
SPD = Speed
XP/EP = Experience Point

Dice

Most role-playing games systems use dice. The number and types of dice thrown may vary widely by game system. GM's may use dice to randomly generate treasure from this book. (Or they may select it.) Item descriptions may require dice rolls to generate damage, boost attributes, and/or provide other types of random results. Should recommended dice rolls result in a value not compatible with GM's game system, it is recommend GM's alter dice thrown or simple select an appropriate value for the item in questions. Common dice abbreviations found in this book are listed below.

1d2 (Coin or token – Yes or No 50/50)
1d4 (Four sided dice – 25,50,75,100%)
1d6 (Six sided dice – 16.6% increments)
1d8 (Eight sided dice – 12.5% increments)
1d10 (Ten sided dice) – 10% increments)
1d12 (Twelve sided dice – 8.3% increments)
1d20 (Twenty sided dice – 5% increments)
1d100 (100 sided dice – 1% increments)

Character Attributes

Most role-playing games provide attributes for characters. The number and type of attributes may vary from game system to system. This book uses a variety of commonly used attributes. If you are using a game system which uses more, less or different attributes than those listed here, it is suggested you pick an attribute in your system that most closely approximates the ones listed here based on the descriptions as follows.

Str = Strength, Might, Power (Lift/Carry, Damage)
Int = Intelligence, IQ, Psychic (Thinking, Figuring)
Ag = Agility, Dodge, Speed (Running, Jumping)
Dex = Dexterity, Deftness (Drawing, Lock Picking)
Wis = Wisdom, Common Sense, Spirit (Intuition)
Con = Constitution, Endurance (Resistance)
Wil = Willpower, Drive, Fortitude (Resilience)
Cha = Charisma, Likeability, Charm (Personality)
Cm = Comeliness, Beauty, Appeal (Appearance)
LP = Life Points, Health Points, Harm Points,
Hit Points, Hits-To-Kill, Body, (Life Force)

Experience Points

This book contains various magical items. Each item has an Experience Point (XP) value. The more powerful an item, the greater its value. Experience is gained by finding, using, selling, or destroying various magic items. (Note: Some items in this book may not be suitable to be given to a player character as treasure but are listed as a possible quest objects to be obtained for the good of the kingdom, or to be destroyed for the good of the world. (GM's discretion.)

Experience value varies greatly between different game systems. (And within the same game system depending on the GM, and the authors of various modules and supplements.) The numbers given in this book are only a guideline based on the author's assessment of the relative experience value of each item. GM's should adjust XP as they see fit for their game system. Some systems don't award XP for magic items. Other systems may award 1, 50, 100, or even 200% the listed XP value. (GM's discretion)

Magic Item Experience By Level

Ten tables have been added to the back of this book each with progressively more powerful magic items. Some GMs may wish to assign magical items by level in an attempt to maintain a challenging balance within their respective game world. GM's are encouraged to adjust the following list up or down as required to meet their individual tastes and the requirements of the specific game system they are using.

| Level | XP | or | Table |
|-------|-----------|----|-------|
| 0-3 | 100 | | I |
| 1-4 | 250 | | II |
| 2-6 | 500 | | III |
| 3-7 | 1000 | | IV |
| 4-8 | 2000 | | V |
| 5-10 | 4000 | | VI |
| 7-12 | 6000 | | VII |
| 10-14 | 8000 | | VIII |
| 12-16 | 10000 | | IX |
| 16+ | Unlimited | | X |

Character Races

This book is designed to be used with a variety of commonly found races such as humans, elves, gnomes, and dwarves. If any item in this book is designed for a race not used within your game system a race from the "your" game system should be substituted. GM's are also encouraged to create and/or utilize a random list of races specific to their game system to roll upon whenever a race related magic item is found.

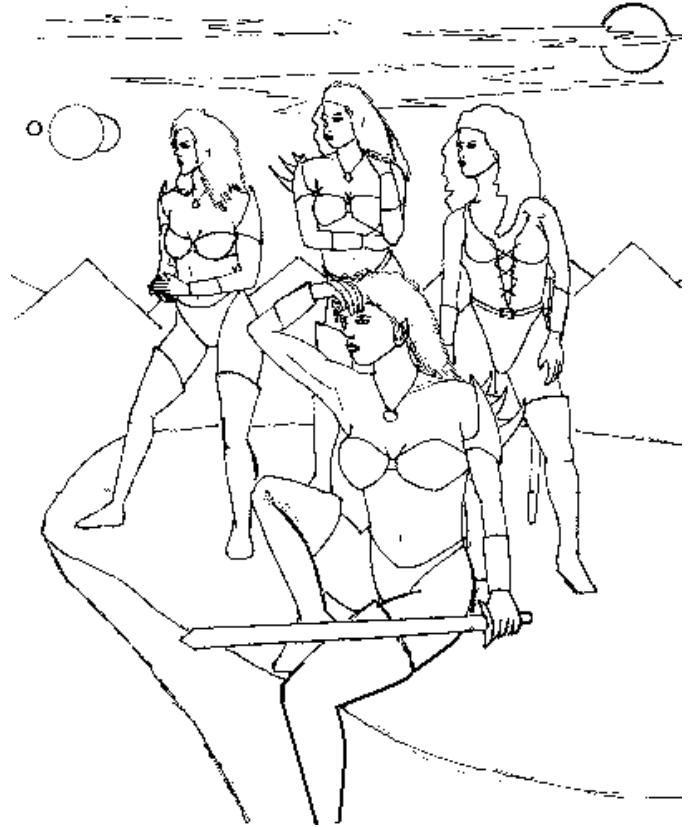
Gold Pieces

This book contains various magical items. Each item has an Gold Piece (GP) value. The more powerful/desirable an item, the greater its value. Gold is gained by selling an item to a person, shop or town.

Gold Piece value varies greatly between different game systems. (And within the same game system depending on GM and authors of various modules and supplements. The values given in this book are only a guide based on the author's assessment of the relative GP value of each item. GM's should adjust GP as they see fit for their game system. (Please note: characters with average charm and no special trading skills will normally receive only one half an items listed value from merchants and will pay twice the listed value to merchant should they try to buy such items. (Please note - some items found in this book can not be sold nor "bought." GM's discretion.)

Character Classes

This book is designed to be used with a variety of commonly found character classes such as fighters, thieves, wizards, and priests. If any item in this book is designed for a class not used within your game system, a class from your game system should be substituted. GM's are also encouraged to create and/or utilize a random list of classes specific to their game system to roll upon whenever a class related magic item is found.



Armor Equivalent (Armor Level)

There are several types of armor found in most game systems that are usually assigned a numerical value. Some use positive, others use negative values regarding armor in their mechanics to avoid, absorb or resist damage. Whatever value any system might assign armor plate-mail is always more protective than banded mail, and banded is better than chain, chain better than leather armor. +1 armor offers one shift up in protection over mundane items, and +5 armor is 5 shifts better than those lacking magic. For the purpose of standardization, this book will assign an Armor Equivalency (AE) level to magic items as needed. See list below.

- AEO (No Protection)
- AE1 (Thick Robe, Animal Fur or Shield)
- AE2 (Leather, or Large Shield)
- AE3 (Ring Mail, or Studded Leather)
- AE4 (Scale Mail, or Heavy Studded Leather)
- AE5 (Chain Mail or Dragon Hide)
- AE6 (Splint Mail or Banded Mail)
- AE7 (Plate Mail or Reinforces Splint Mail)
- AE8 (Plate Armor or Heavy Plate Mail)
- AE9 (Heavy Plate Armor, or Knights Plate)
- AE10 (Heavy Plate Armor & Small Shield)

Armor levels may be added together when combining armor and shields. Furthermore, a character's speed in movement, agility and/or dexterity and/or various other magic items may affect their Armor Level. If any type or level of armor in this book is incompatible with the GM's game system, GM is encouraged to select level based on AE indicated above.

Damage Equivalent

All fantasy role-playing game systems utilize medieval weapons such as swords and daggers. These weapons can do damage or injury to characters relative to the system being used. Daggers and swords are the common damage denominator between all fantasy game systems. A Long Sword might do 3 points of damage in one game system, and 1d8 points in another. To standardize damage done by the effects of magical items in this book one need only compare the chart below with the damage done by similar weapons in the game system he/she is using.

| | |
|-------------|----------------------------|
| 1d2 (1d4/2) | Knife/Fist (6" long blade) |
| 1d4 | Dagger (1' blade) |
| 1d6 | Short Sword (2' blade) |
| 1d8 | Long Sword (3-4' blade) |
| 1d10 | Bastard Sword (5' blade) |
| 1d12 | Great Sword (6' blade) |
| 1d20 | Giant Sword (8' blade) |

For Example if a magic item from this book does 4d4 damage. But in the GM's game system a dagger does only 2 points of fixed damage. Then the magic item from this book would do 8 (4x2) points of fixed damage. In this way all damage values in this book may be easily transferred to any game system. By knowing what damage a dagger does here and knowing what it does in the GM's world. The GM should have a good idea as to what the author of this book means when he states that a magic device does 10d4 worth of damage by calculating what 10 daggers would do in damage in the game system they are using. The same is true for various types of swords. Of course, if the numbers are suitable without adjustment the GM is free to use them as they are presented. It should be noted, that as with armor, a +1 magic weapon, will be able "to hit" and damage one shift up from a mundane weapon. One shift may equate to 1%, 5%, 10%, 20% or better, depending on the game system being employed.

Magic/Spell Effects

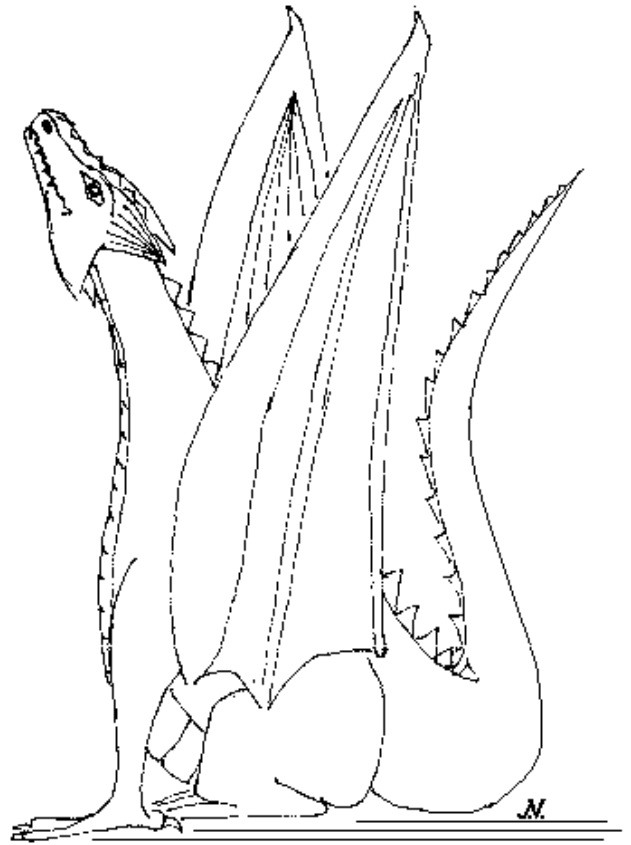
Most Fantasy Role-Playing game systems utilize magic and spells. The way each system handles spell casting, generation, avoidance, resistance, and saving throws versus such effects may vary. Numerous magic items in this book may generate spell like effects or protect characters from those spell like effects, in all cases substantial effort was made to describe such effects in a way that can be understood and used in all FRPG systems. In all cases where there is conflict between spell/magic effects in this book and those limits established by any specific game system a GM may be using, the GM should remain true to his or her game system for the sake of game continuity. For example if the GM's game system doesn't allow for a strength above 20, then no magical item within this book should allow a character to exceed that value regardless as to what the description in this book might say. (GM's discretion.)

Magic Resistance/Saves

Most FRPGs provide a means for characters to avoid, resist or save against a magical effects. This usually involves rolling a dice against an attribute of some sort (A saving throw) depending upon the type of magic involved. There are numerous items within the book that may require such a saving throw. For the purpose of standardization and simplification, unless otherwise stated all saves in this book will be made against magic. (However any specific system might treat that.) If a specific type of magic is obviously, such as charm, paralyzation, or death style magic such information will be included with the description. If the description of an item's magic is something not normally used in the GM's specific game system, they are encouraged to adjust it as they fit to the specific system they are using.

Monster Summoning

Various magic items within this book may be used to summons a variety of monsters and creatures. When creatures are common animals such as wolves, bears and rats, or common monsters such as giants, ogres and trolls their specific attributes (Level, attacks, damage and saves) are left to the GM to generate using his or her specific game system. If however the creatures are unique to this book such as a giant nutcrackers, secret servants or doomsday monsters these creatures will be described in great detail using the Armor and Damage equivalency listed above to aid the GM in materializing them into his or her world.





055 Bag of Butterflies
XP 400 GP 1,500

This purse-sized bag is made of colorful silk. Once per week this bag may be opened and 5,000 multicolored butterflies will emerge. The butterflies are not under any special control by the user. (What effect this might have at any given time in any given place is left to GM's discretion.)

056 Bag of Hiding
XP 200 GP 500

This good-sized canvas bag is normal in every way except that it is invisible, and anything placed totally inside it will also become invisible. This bag will hold up to 50 pounds in weight, and has two cubic feet of volume.

057 Bag of Marbles (Exploding)
XP 500 GP 1,200

This small leather bag is about the size of a character's fist. Yet, it magically contains 2d6x10 marbles. Each marble is worth 1 GP. Each marble will explode for 1 point of damage if stepped upon. (Marbles will not explode in pouch, or if dropped or thrown.)

058 Bag of Marbles **XP 400 GP 1,000**

This small velvet bag magically contains 1d6x1000 marbles of various shapes, sizes and colors. These marbles may be rolled down hallways or stairs, then upon command they will return to their user. They have a 1000 yard range. They will roll to their user from where they were placed or previously rolled/thrown too. To return they will roll and/or bounce up obstacles as high as two feet in height. These marbles are excellent for testing paths through dungeons, and also somewhat likely to trip bipedal creatures who might stumble upon them. (1% chance per marble) Marbles must be used as a set, and may be used once per day in this fashion.

059 Bag of Sounds **XP 1,200 GP 3,000**

This bag appears to be a normal leather sack. However, when opened this bag will magically emulate one of the following sounds. The user may manipulate the opening of the sack, and thus choose which sound it produces. Each sound can last up to ten minutes per day, and may have magical effects upon the listeners (except the user) as applicable. (GM Discretion)

- 1) A Siren's Song
- 2) A Harpies Call
- 3) A Monk's Chant (Prayer)
- 4) A Whale's Song
- 5) Elephants Call
- 6) A Bard's Song
- 7) Dragon's Roar
- 8) Eagles Cry
- 9) Wolves Howl
- 10) Jungle Drums

060 Bagpipe of Marching **XP 2,000 GP 5,000**

These bagpipes are made of heavy canvas and brass. When played they will magically turn a rabble of peasants into a perfectly disciplined army. These bagpipes have a 100yard range from the user. All friendly creatures who clearly hear the sound of these bagpipes march in perfect step, and gain a +1 to defense, +1 to attack, and are immune to all fear and mind control attacks.

221 Decanter of Endless Smoke

XP 500 GP 2,000

When the cork of this black glass decanter is removed smoke will endlessly billow forth at a rate of 100' cubic feet per minute. (Until the cork is replaced.) Those caught in smoke will find it hard to see and hard to breath. (-2 to all actions, all ranges at -50%.) Smoke will dissipate after thirty minutes. (GM's discretion as to other indoor/outdoor effects.)



222 Deck of Monsters **XP 10,000 GP 50,000**

This deck contains 52 cards sorted into four colors and thirteen types. If a card is tossed to the ground, it will magically become the creature depicted, and will faithfully serve the user of the deck for one day. After which time it will magically disappear as will the card. (Cards may only be used one at a time, and cannot be reused.) Color of the card might may effect the powers or type of creature summoned, or simply indicate the color of their fur/scales/feathers. GM's discretion.)

| Number on Card | Colors: Red/Black/Blue/Green Types |
|----------------|---------------------------------------|
| 2 | Giant Bat |
| 3 | Giant Rat |
| 4 | Giant Spider |
| 5 | Giant Snake |
| 6 | Wolf |
| 7 | Bear |
| 8 | Ogre |
| 9 | Giant Eagle |
| 10 | Troll |
| Jack | Griffon |
| Queen | Giant |
| King | Hydra |
| Ace | Dragon |

223 Deck of Tools

XP 800 GP 4,000

This deck contains twenty cards. Each card depicts a different tool. Each tool can be removed from the face of the card and used as a real tool for up to one hour. After which time the tool magically returns to its card form, and may not be used again for one full day. This deck contains the following tools.

- | | |
|-------------|----------------|
| Knife | Scissors |
| Lockpick | Needle |
| Hammer | Compass |
| Handaxe | Magnify Glass |
| Chisel | Crowbar |
| 50' Rope | Grappling Hook |
| 10' Chain | Tongs |
| 15' Ladder | Pliers |
| Mirror | Shovel |
| 10' Rowboat | Pick |

224 Deck of Traps

XP 2,000 GP 10,000

This deck contains twelve cards. Each card depicts a trap. By laying the card on the floor, against a wall, upon a chest or against a door the user sets the trap. Each card may only be used once. The following traps may be found in this deck.

| Location | Type | Damage |
|----------|-------------------------|--------|
| Floor | 10'x10' Pit Trap | 1d6 |
| Floor | 10'x10' Pit & Spikes | 2d6 |
| Floor | 10'x10' Falling Ceiling | 3d6 |
| Wall | Trip Wire Arrow Trap | 1d6 |
| Wall | Trip Wire Spear Trap | 2d6 |
| Wall | Crushing Walls | 3d6 |
| Chest | Poison Needle | 1d6 |
| Chest | Poison Gas | 2d6 |
| Chest | Exploding Runes | 3d6 |
| Door | Poison Needle | 1d6 |
| Door | Shocking Handle | 2d6 |
| Door | Falling Bucket of Acid | 3d6 |

All traps may be detected and removed by the usual methods.

333 Fork of Choosing XP 600 GP 2,400

This fork appears to be a normal one of the type used for eating. However, should the user come to a fork in any road, they may speak the command word and ask one of the following questions.

- 1) Which road leads to the greatest danger?
- 2) Which road leads to the greatest treasure?

The fork may only answer one question or the other. This fork may only be used once per week in this fashion.

334 Fork of Endless Eating XP 350 GP 1,500

This fork appears to be a normal one of the type used for eating. However, if the command word is spoken, this fork will magically duplicate a mouthful of whatever food the fork has touched last. Two seconds after the user takes a bite full from this fork, fresh food of the same sort will magically appear. This fork will continue in this fashion until the command word is spoken again.

**335 Fork of Fantastic Powers
XP 400 GP 1,500**

This fork appears to be a normal one of the type used for eating. However, it only has three tines. Three times per day one of the tines may be activated by the user to produce one of the following effects.

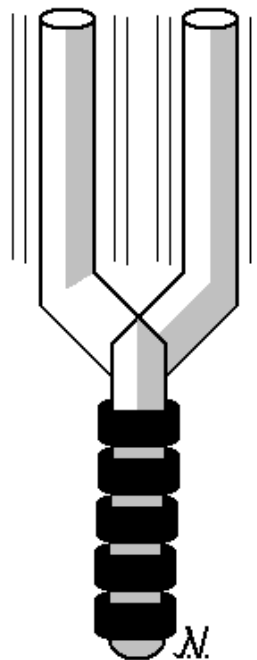
- 1) Ray of Cold 2' Range does 1d6 Damage
- 2) Ray of Heat 2' Range does 1d6 Damage
- 3) Ray of Cutting 2' Range does 1d6 Damage
(To animal's flesh or hide)

336 Fork of Instant Tuning XP 50 GP 250

This fork when struck will vibrate at a perfect pitch. All who hear it will be able to speak and sing with perfect pitch. (This may add +1 to Charisma, G.M.'s discretion) All musical instruments within 100feet of this fork when vibrating will become perfectly in tune with each other.

337 Fork of Lifting XP 1,500 GP 5,000

This fork appears to be a normal one of the type used for eating. However, if one end is slide under an object and the command word is spoken it will magically grow to be 20feet long and 4feet wide. This fork will allow the user to leverage up 6,000 pounds or ten times there weigh which ever is lesser.



**338 Fork of Sonic Unlocking
XP 1,000 GP 5,000**

This small turning-fork is activated by tapping it against a metal object. When activated it sends out a high pitched sound that may be heard up to 200feet away. The vibrations from this magical fork will unlock all mechanical and magical locks within a 20foot radius of the user. This item may be used once per day in this manner.

**339 Forge of Magic Imbuement
XP 2,500 GP 25,000**

(This is perhaps a quest item.) This forge is 5x5x5 feet and weighs 500pounds. Any metal item baked in this forge for five full minutes becomes harder, stronger, and better balanced. This adds +1 to nonmagical weapons and armor. Any item of +1 value or less, baked in the forge for six minutes or more will melt into useless slag.

448 Instrument of Life Suspension

XP 1,500 GP 5,000

This instrument appears to be a case 6x2x2 feet in size and weighs 100 pounds. It has large door with a glass window on its top. Any creature placed inside this box will be frozen in time. There is a control panel with two buttons on its side. The blue button begins life suspension, the red button stops life suspension. Regardless of time in suspension, this instrument will magically maintain its occupant in the same condition as when the device was activated.

449 Instrument of Money Counting

XP 500 GP 2,000

This instrument is 6x3x1 inches in size. It has a glass panel which displays information in a "common" language. It will magical count and tally all money within a 10x10x10 cubic foot area. It will display how many copper, silver, electrum, gold and platinum coins there are within its area of effect. It can be used to count money in bags, chests, and vaults, as well as on monsters and people.

450 Instrument of Replication

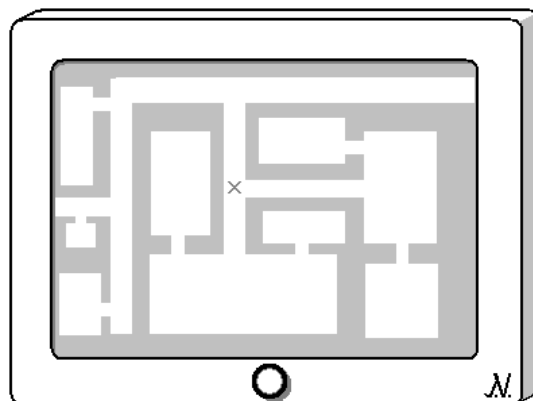
XP 10,000 GP 50,000

This device is 6x2x2 feet in size. It weighs 100 pounds. It has two doors and two compartments each almost three feet wide. There is a green button on its side, labeled "copy." If any non-living material is placed in one compartment, and then the copy button is pushed, this instrument will magically replicate an exact duplicate of the first item. Magic items may be reproduced, but there is a 25% chance per plus to magic that the instrument will explode if used to duplicate such items. (Explosion will cause 10d6 points of magical damage times the magical-plus-of-the-item to all creatures within a 20foot radius of instrument.) Thus a +3 item has a 75% chance of exploding the instrument, causing 10x6 x 3 (30d6) damage to all who are range of instrument awhile replicating. One item may be replicated per month.

451 Instrument of Tunnel Making

XP 2,000 GP 10,000

This instrument appears to be a round glass tube 6inches wide, and 24 inches long. When pointed at the ground or wall and activated - it will create and reinforce a tunnel 6feet high and 24feet long. It may be used once per hour in this manner.



452 Instrument of Map Making

XP 500 GP 2,000

This flat pad shaped instrument is 12x8x1 inches in size. The top has a polished glass surface mounted over a sand-filled writing area. Once activated this instrument will magically map and track movement of user in the sand just below the glass surface. Instrument will detail landmarks, doors, passageways, stairs, terrain and other points of interest. Map is scaleable from one foot to one mile, and from one mile to 1000 miles. To reset map one need only turn over instrument and shake it back and forth rapidly.

453 Instrument of Weather Forecasting

XP 500 GP 2,000

This instrument is small and may be strapped to the users forearm. It contains several dials and meters. It will accurately display current temperature, humidity, barometric pressure and will magically forecast the weather in the area of the user for the next week. It will include information on hurricanes, tornados, tides, time of sunup/sunset, frost depth, and phases of the moon.(s) It will not predict magical weather, but will monitor it should it occur.

592 Manacles of Paralyzation

XP 300 GP 1,200

These manacles appear to be made of a light steel that can easily be broken. However, when placed on a creature or character they become totally paralyzed from the neck down.

593 Mask of Metamorphosis

XP 5,000 GP 25,000

(This is perhaps a cursed item.) This mask has a maniacal face on it. When worn the user is able to transform their body, in part, or in whole into anything they may choose to imagine. For example, the user could transform their arms into swords and their lower torso into that of horse if they so choose. The magic of this mask goes beyond appearance, and the swords in the example above would function as true weapons, and the horse torso will actually function as a horse. The user awhile wearing this mask still maintains their normal intelligence and health/hit points, but their armor defense, speed and move type may change with form, (G.M.'s discretion.) For every day the user wears this mask there is a 5% accumulative chance the user will go completely and permanently insane.

594 Mask of Reflection

XP 5,000 GP 20,000

This mask has a mirror like finish. Whosoever wears this mask will have exactly the same powers, levels, health points and skill of those they fight. (Equipment may differ.)

595 Mask of Sense Augmentation

XP 400 GP 2,000

This funny looking wooden mask depicts a face with large ears, a long nose, and big eyes. Whosoever wears this mask will be able to hear, smell and see at twice their normal range, with twice their normal sensitivity. The magic of this mask extends to all types of vision. The wearer of this mask is nearly impossible to surprise. (One percent chance. GM's discretion.)



596 Mask of Sense Protection

XP 2,500 GP 10,000

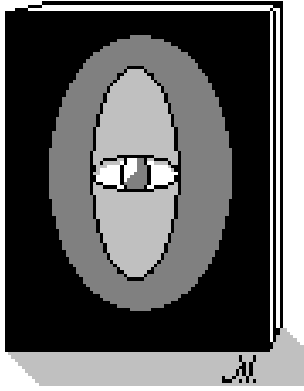
This colorfully glazed ceramic mask magically protects the user eyes, ears, nose and mouth from all things harmful to the user. Be they real or illusionary. Visions that might harm the user will be dispelled. Smells and tastes that might poison the user will be neutralized. Sounds that might charm or mislead user will be silenced.

597 Mask of the Shaman

XP 5,000 GP 25,000

This large wooden mask is wickedly decorated with fur, feathers and blood. It will magically bestow the following powers upon its wearer.

- 1) 10% resistance to all magical attacks
- 2) Immune to all normal missile attacks.
- 3) Protection from Good/Evil 10 foot radius.)
- 4) +2 to armor defense
- 5) Summons & Control 1d4 Levels/HD of random animals per level of the user once per day.
- 6) Speak with animals at will.
- 7) Heal 1d8 damage four times per day.
- 8) Call 12d6 lightning bolt once per day.



**959 Tome of Nefarious Knowledge
XP 5,000 GP 25,000**

This small tome is well crafted. It has a hard black leather cover with a small silver emblem embroidered into it. The light gray parchment pages are written in a simple scrolling script that describes various locks, traps and techniques depicted in it various illustrations. Whosoever opens this book will magically be drawn into reading it. If the user is a rogue, thief, acrobat, ninja or an assassin they will immediate gain one full level of experience. If they are any other class they will immediately loose one full level of experience. There is no saving throw versus the power of this tome. (GM's discretion) After being read by one user this tome will crumble into dust and be of no further use.

960 Tome of Seduction XP 7,500 GP 35,000

This fancy tome is finely crafted. It has a soft black leather cover with gracefully carved images etched into it. The light white pages are written in a stylish script that describes fashion, manners and body language. Whosoever opens this book will magically be drawn into reading it. If the user has a charisma of 2-9 they will magically gain +3 charisma, if they have a charisma of 10-15 they will magically gain +2 points of charisma, if they have a charisma 16 or above, the will magically gain +1 to charisma. There is no saving throw versus the power of this tome. (GM's discretion. Note in game systems that do not use a numerical value for charisma, the more loathsome a creature is when they read this book the more it will help them to become more attractive, social and acceptable. But even the most beautiful characters may gain from

the teachings of this book.) After being read by one user, this tome will crumble into dust and be of no further use.

**961 Tome of Weapons Skills
XP 2,500 GP 12,500**

This sturdy tome is well crafted. It has a hard brown leather cover with pictures of various weapons etched into it. The off-white colored pages are written in a simple script and have basic illustrations describing how to hold and wield various weapons. Whosoever opens this book may magically learn how to wield any weapon of their choice even weapons not ordinarily permitted by their class. However, gaining a weapon skill by reading this book will replace another weapon skill already possessed by the user. The user of this tome may learn up to their maximum amount of weapons skills in this manner. It takes one day to learn a new skill, and that skill will remain permanently unless replaced with a new skill from this book. If the user has more than one weapons skill slot available to them, for each additional day of study of this tome, they can gain greater proficiency in that weapon of their choice, becoming focused, specialized, and then double specialized if they have enough slots available, and improve proficiency is allowed by the game system they are using.

**962 Totem of Animal And Weather Protection
XP 750 GP 2,500**

This 15inch tall totem is carved from exotic woods. It depicts the holy symbol of all deities representing weather and nature. It has no power until it is planted into the ground. Once planted in the ground it will take five full minutes to expand to its full size of twelve feet tall. Upon reaching that size it will be empowered by the deities it depicts and will magically protect all within twenty feet of it from foul weather and wild animals of any sort. It will create a warm dry safe zone around the user that cannot be dispelled by natural or magical weather effects. Upon command by the user this totem will shrink down to its original size for easy storage.

963 Totem of Undead Warding
XP 3,000 GP 15,000

This 12inch tall totem is carved from ivory. It depicts the holy symbol of all deities representing life and light. It has no power until it is planted into the ground. Once planted in the ground it will take one full minute to expand to its full size of eight feet tall. Upon reaching that size it will be empowered by the deities it depicts and will magically destroy all undead creatures within 30feet of it. Once erected no undead creature will willfully attempt to come within 30feet of this totem. No spell or ranged attack from any undead creature can harm anyone under the protection of this totem. Upon command by the user this totem will shrink down to its original size for easy storage.

964 Totem of Terror **XP 10,000 GP 50,000**

(This is perhaps a quest item.) This 24inch tall totem is carved from ivory. It depicts the holy symbol of all deities representing war and death. It has no power until it is planted into the ground. Once planted in the ground it will take ten full minutes to expand to its normal size of 50 feet tall. Upon reaching that size it will be empowered by the deities it depicts and will magically destroy all "unfriendly" creatures to the user within 50feet of it. (Save versus magic/death to avoid being destroyed. Those creatures that save will still be cast out of area of effect.) Once erected no unfriendly creature will willfully attempt to come within 50feet of this totem. No spell or ranged attack from any unfriendly creature can harm anyone under the protection of this totem. Upon command by the user this totem will shrink down to its original size for easy storage.

965 Towel of Self Cleaning **XP 5 GP 25**

This white cotton towel appears normal. However, after each use it will magically wash itself clean and then dry and fold itself into a neat square.

966 Throne of Command
XP 10,000 GP 100,000

(This is perhaps a quest item.) The majestic throne is crafted from granite and has gems embedded into it. It is seven feet tall and weighs 1000pounds.

Whosoever sits upon this throne may command anyone within earshot to do anything they choose the listener to do. There is no saving throw versus the power of this throne. (GM's discretion)

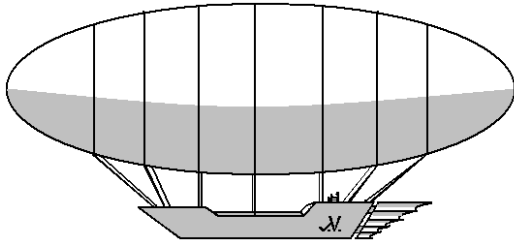
967 Throne of Knowledge
XP (By Level) GP 100,000

The elegant throne is crafted from precious metals and has jewels embedded into it. It is six feet tall and weighs 500pounds. Whosoever sits upon this throne must save versus death/magic. If they survive they will gain one point of intelligence and 1000 experience points per level of their character. This throne may only be used once in the lifetime of any character.



968 Throne of Time Stasis **XP 1,500 GP 6,000**

(This is perhaps a cursed item.) This marvelous throne is crafted from rare woods and precious metals. It is six feet tall and weighs 250 pounds. Whosoever sits upon this throne will be suspended in time until dislodge from the throne by an outside force. Awhile suspended in time the user has no need food, water, or air, and cannot be harmed by the ravages of time or weather.



998 Zeppelin of Many Sizes
XP 3,500 GP 12,500

This zeppelin appears to be small model of a balloon about the size of a watermelon. Upon command it will magically grow to any size up to 1000 times its model size becoming a Zeppelin 1500 feet long. When at full size it can lift a total of 100 people, (15 tons) within its gondola.

This Zeppelin may magically move in any direction the user desires at speeds up to 20 miles per hour. Please note: Winds stronger than 20 miles per hours may push Zeppelin off course. Zeppelin will return to model size upon command of the user. Zeppelin is flammable, but will not explosive.

999 Zone of Twilight **XP 10,000 GP 100,000**

This magical device appears as a weightless 12x12 inch floating shadow. It may be moved by wind, or telekinesis, or captured in a bag of at least one cubic foot in size. When free floating the user need only touch it with their hand and imagine what size they wish it to be and it will magically grow to whatever size the user chooses up to 1000 square miles in area. All creatures of good or evil alignment receive a minus one to their "To Hit," and to their "To Damage," die rolls in this magical twilight zone. Only neutral creatures remain unaffected. Light and darkness spells do not work in the twilight zone, nor does dispelling magic. The only ways to escape the twilight zone is to find its edge, or to find the user and then convince them to diminish it, or to kill the user. Then the next person who touches the twilight zone seeking control will then becomes its new master.

000 Zoo of Portability
XP 10,000 GP 1,000,000

This zoo is kept within a crystal ball five inches in diameter. If placed on the ground the user may command it to grow to its full size that is 5,000 feet in diameter. At full size what was once a crystal ball magically becomes a huge globe-of-force half submerged into the earth thus forming a giant dome 2500 feet high. Only the user, and whoever/whatever he or she is touching may pass through the force bubble. Inside the force bubble there are hundreds of pits, pens and cages each designed to hold a different type of creature. (Including monstrous creatures such as dragons, dinosaurs and gargantuan beasts.) Cages will magically care for normal creatures, feeding them, grooming them, cleaning up after them, and healing them should they become sick. Unusually dangerous creatures will be held in suspended animation until the user of this zoo wills their release. Upon command by the user of this zoo it will magically revert to its former size as a crystal ball. (It takes one hour to fully grow or shrink zoo.)

Random Table I (Level 0-3)

| Roll | ID# | Name | Roll | ID# | Name |
|-------------|------------|----------------------------|-------------|------------|--------------------------|
| (01) | 218 | Decanter of Cool Spirits | (51) | 440 | Incense of Alertness |
| (02) | 219 | Decanter of Warm Sprits | (52) | 491 | Keg of Chilling |
| (03) | 273 | Ear Plugs of Utter Silence | (53) | 443 | Incense of Peace |
| (04) | 013 | Ambrosia Of Anger | (54) | 492 | Keg of Following |
| (05) | 030 | Ascot of Defense | (55) | 493 | Keg of Keeping |
| (06) | 070 | Basket of S. S. | (56) | 494 | Keg of Powder |
| (07) | 071 | Beads of Sounds | (57) | 495 | Keg of Warming |
| (08) | 097 | Book of Riddles | (58) | 457 | Ink of Fire |
| (09) | 107 | Bowl of Beauty | (59) | 510 | Kite of Entanglement |
| (10) | 113 | Brush of Death | (60) | 516 | Lace of Binding |
| (11) | 124 | Candle of F. Attacks | (61) | 566 | Liquor Likeability |
| (12) | 125 | Candle of S. Attacks | (62) | 569 | Loaf of Endless Bread |
| (13) | 456 | Ink of Moonlight | (63) | 570 | Loaf of Life Bread |
| (14) | 126 | Candle of Darkness | (64) | 575 | Locker of Freshness |
| (15) | 127 | Candle of Focus | (65) | 591 | Manacles of Embracement |
| (16) | 129 | Candle of Silence | (66) | 546 | Lighter of Instant Fires |
| (17) | 134 | Cane of Endless Candy | (67) | 552 | Liniment of Scentless O. |
| (18) | 137 | Cards of Calling | (68) | 555 | Lipstick of Babbling |
| (19) | 138 | Cards of Greeting | (69) | 564 | Lipstick of V. Throwing |
| (20) | 147 | Carriage of Wonder | (70) | 560 | Lipstick of S. Command |
| (21) | 150 | Chain of Silence | (71) | 556 | Lipstick of Beauty |
| (22) | 181 | Coin of Doubling | (72) | 604 | Mirror of Delay |
| (23) | 185 | Comb Of Hair Coloring | (73) | 609 | Mug of Containment |
| (24) | 197 | Cubes of Cooling | (74) | 610 | Mug of Warmth |
| (25) | 151 | Chain of Lightness | (75) | 613 | Nail of Penetration |
| (26) | 208 | Dart of Direction Finding | (76) | 622 | Nectar of Eye Coloring |
| (27) | 211 | Diary of Answers | (77) | 664 | Nightshirt of Comfort |
| (28) | 255 | Door of Riddles | (78) | 666 | Oil of Magic R.D. |
| (29) | 215 | Dates of Disaster | (79) | 669 | Oil of Many Scents |
| (30) | 284 | Egg of Oil | (80) | 670 | Oil of M. Messaging |
| (31) | 228 | Deed of Dirt | (81) | 674 | Oil of Skin Coloration |
| (32) | 239 | Diamond of D.S. | (82) | 635 | Nightshirt of Alarms |
| (33) | 296 | Eraser of Scars | (83) | 628 | Needle of Instant Sewing |
| (34) | 297 | Eraser of Hair | (84) | 643 | Nut of Delayed Disaster |
| (35) | 250 | Door of Attacks | (85) | 647 | Oars of Portability |
| (36) | 322 | Fishing Hook of E. Bait | (86) | 687 | Ointment of Neutral. |
| (37) | 323 | Fishing Pole of Unb. Str. | (87) | 692 | Olive of Purification |
| (38) | 374 | Grapes of Wrath | (88) | 693 | Onion of Noxious Breath |
| (39) | 324 | Fixative of Inst. Adhesion | (89) | 664 | Oil of Instant Tanning |
| (40) | 336 | Fork of Instant Tuning | (90) | 701 | Orb of Amusement |
| (41) | 381 | Hairpin of Styling | (91) | 708 | Packet of D. Powder |
| (42) | 383 | Hammer of Spike Driving | (92) | 712 | Pad of Endless Parchment |
| (43) | 387 | Handkerchief of S.C. | (93) | 711 | Packet of T. Powder |
| (44) | 355 | Glasses of Hindsight | (94) | 709 | Packet of S. Powder |
| (45) | 412 | Herbs of Alertness | (95) | 715 | Pail of Garbage Disposal |
| (46) | 413 | Herbs of Death Trance | (96) | 722 | Paste of Sustenance |
| (47) | 416 | Hook of Far Reaching | (97) | 723 | Paste of Ultimate M. M. |
| (48) | 463 | Jam of Purifying | (98) | 765 | Purse of Counting |
| (49) | 464 | Jam of Substance | (99) | 769 | Quill of Endless Ink |
| (50) | 470 | Jelly of Burn Curing | (00) | 768 | Quill of Dictation |

Random Table II (Level 1-5)

| Roll | ID# | Name | Roll | ID# | Name |
|------|-----|------------------------------|------|-----|---------------------------|
| (01) | 730 | Pencil of Endless Lead | (51) | 414 | Herbs of Healing |
| (02) | 726 | Pearl of Power | (52) | 499 | Kettle of Cooking |
| (03) | 777 | Quiver of A. Repairing | (53) | 675 | Oil of Sun Protection |
| (04) | 767 | Quill of Comm. W. Dead | (54) | 689 | Ointment of Warding |
| (05) | 782 | Quiver of Spec. Arrows | (55) | 690 | Ointment of W. Closure |
| (06) | 783 | Rack of Alarms | (56) | 703 | Outhouse Of Cleanliness |
| (07) | 740 | Plate of Food Cooling | (57) | 770 | Quill of Poison L.W. |
| (08) | 741 | Plate of Food Warming | (58) | 784 | Rack of Helping Hands |
| (09) | 748 | Pillow of Mind Resting | (59) | 822 | Rod of Vindication |
| (10) | 749 | Pillow of Pleasure | (60) | 885 | Shoes of Many Styles |
| (11) | 750 | Pin Of Direction | (61) | 888 | Shoes of Tree Climbing |
| (12) | 751 | Pipe of Endless Tobacco | (62) | 844 | Saddle of Comfort |
| (13) | 762 | Pot of Endless Coffee | (63) | 856 | Sandals of Silent Walking |
| (14) | 763 | Pot of Endless Stew | (64) | 924 | Tart of Fortitude |
| (15) | 764 | Purse of Endless Copper | (65) | 925 | Tart of Health |
| (16) | 830 | Rug of Suction | (66) | 927 | Tart of Willpower |
| (17) | 832 | Rum of Fire Breathing | (67) | 988 | Whistle of Wolf Calling |
| (18) | 833 | Rum of Running | (68) | 990 | Wig of Disguise |
| (19) | 838 | Rune Stone of Time Stillness | (69) | 074 | Beads of Fire |
| (20) | 839 | Sack of Seeds | (70) | 026 | Apron of Armor |
| (21) | 886 | Shoes of Many Foot Prints | (71) | 085 | Blanket of Silent B&A |
| (22) | 887 | Shoes of Tracklessness | (72) | 086 | Blanket of Protection |
| (23) | 893 | Shirt of Cleanliness | (73) | 089 | Bodice of Beauty |
| (24) | 864 | Scarf of Head Rotation | (74) | 047 | Backpack of Shielding |
| (25) | 910 | Strongbox of Magical Defense | (75) | 098 | Book of Languages |
| (26) | 914 | Table of Portability | (76) | 162 | Chest of Disappearance |
| (27) | 915 | Table of S.C. & Setting | (77) | 114 | Brush of Hair Command |
| (28) | 928 | Tart of Voice Changing | (78) | 111 | Brazier of Illusions |
| (29) | 965 | Towel of Self Cleaning | (79) | 210 | Dart of Treasure Finding |
| (30) | 970 | Tub of Endless Ice Cream | (80) | 183 | Coin of One Sidedness |
| (31) | 980 | Vase of Nurturing | (81) | 184 | Coin of Luck |
| (32) | 977 | Utensil of Many Shapes | (82) | 190 | Corn of Feeding |
| (33) | 979 | Vase of Any Plant | (83) | 193 | Couch of Lusting |
| (34) | 974 | Unbreakable Wine Glass | (84) | 196 | Cube of Confusion |
| (35) | 996 | X of Spot Marking | (85) | 146 | Carriage of Speed |
| (36) | 945 | Tobacco of Magic Images | (86) | 170 | Chisel of Shaping |
| (37) | 946 | Tobacco of Free Breathing | (87) | 253 | Door of Illusion |
| (38) | 993 | Wineskin of Endless Flavors | (88) | 308 | Fangs of Fright |
| (39) | 978 | Vase of Any Flower | (89) | 364 | Gloves of Massaging |
| (40) | 934 | Tent of Disguise | (90) | 467 | Jar of Hornets |
| (41) | 103 | Boots Of Long Striding | (91) | 441 | Incense of Healing |
| (42) | 062 | Ball of Endless Wax | (92) | 426 | Horseshoes of Misdir. |
| (43) | 063 | Ball of Endless String | (93) | 454 | Ink of Appearance |
| (44) | 187 | Cowl of Disguise | (94) | 508 | Kite of E. Eye Viewing |
| (45) | 229 | Deed of Health | (95) | 528 | Letter of Accommodation |
| (46) | 251 | Door of Defiance | (96) | 529 | Letter of Recommendation |
| (47) | 391 | Harness of Weight Carrying. | (97) | 665 | Oil of Magical Purpose |
| (48) | 398 | Headband of Contraction | (98) | 686 | Ointment of D. Curing |
| (49) | 399 | Headband of Vision | (99) | 639 | Nugget of P. Absorption |
| (50) | 466 | Jar of Light | (00) | 865 | Scarf of Many Colors |

Random Table III (Levels 2-6)

| Roll | ID# | Name | Roll | ID# | Name |
|------|-----|----------------------------------|------|-----|--------------------------------|
| (01) | 717 | Pan of Instant Cooking | (51) | 396 | Hat of Summoning |
| (02) | 772 | Quill of Thoughtful Writing | (52) | 397 | Hat Rack of Handling |
| (03) | 736 | Perfume of Forgetfulness | (53) | 471 | Jelly of Frictionless Movement |
| (04) | 710 | Packet of S. Powder | (54) | 472 | Jelly of Rust Removal |
| (05) | 879 | Shell of Dolphin Calling | (55) | 473 | Jelly of Sword Sharpening |
| (06) | 881 | Shell of Shark Calling | (56) | 502 | Key of the City |
| (07) | 890 | Shoes of Wire Walking | (57) | 455 | Ink of Disappearance |
| (08) | 840 | Sack of Sounds | (58) | 507 | Kite of Dragon Mimicry |
| (09) | 841 | Sack of Smells | (59) | 460 | Jack of Lanterns |
| (10) | 842 | Sack of Snacks | (60) | 518 | Lace of Tripping |
| (11) | 850 | Saddlebags of Minstrel Music | (61) | 519 | Ladder of Stretching |
| (12) | 898 | Skull of Warning | (62) | 571 | Loaf of Manna Bread |
| (13) | 863 | Scale of Worth | (63) | 568 | Liquor of Love |
| (14) | 860 | Scabbard of Shielding | (64) | 536 | Libation of Anointment |
| (15) | 971 | Tub of Living Lard | (65) | 587 | Makeup Kit Of Magic |
| (16) | 911 | Strongbox of Illusion | (66) | 557 | Lipstick of Charm |
| (17) | 780 | Quiver of Endless Arrows | (67) | 614 | Neckband of Defense |
| (18) | 727 | Pearl of Peace | (68) | 563 | Lipstick of Voice Changing |
| (19) | 648 | Oar of Self Paddling | (69) | 633 | Net of Defense |
| (20) | 642 | Nut of Instant Tree Growth | (70) | 667 | Oil of Magical Imagery |
| (21) | 617 | Neckband of Voice Amplification | (71) | 680 | Oilcan of Endless Lamp Oil |
| (22) | 242 | Dice of Gainful Gambling | (72) | 695 | Orange of Mighty Constitution |
| (23) | 092 | Boomerang of Vision | (73) | 661 | Oil of Frictionless Movement |
| (24) | 014 | Ambrosia Of the Gods | (74) | 713 | Pad of Many Comforts |
| (25) | 056 | Bag of Hiding | (75) | 704 | Over-Wear of Illusion |
| (26) | 186 | Compass of Treasure Finding | (76) | 705 | Pack of Carrying |
| (27) | 148 | Chalice of Truth | (77) | 724 | Peanut of Memory |
| (28) | 384 | Handkerchief of Disappearance | (78) | 766 | Purse of Warning |
| (29) | 073 | Beads of Summoning | (79) | 718 | Pan of Gourmet Cooking |
| (30) | 037 | Axe of Gate Crashing | (80) | 779 | Quiver of Bow Carrying |
| (31) | 048 | Backpack of Snacks | (81) | 735 | Perfume of Animal Friendship |
| (32) | 087 | Blanket of Protection From Evil | (82) | 788 | Rag Doll of Wound Taking |
| (33) | 099 | Bookcase of Answers | (83) | 790 | Rake of Weed Control |
| (34) | 105 | Boots of Water Walking | (84) | 746 | Pillow of Deathlike Sleep |
| (35) | 155 | Chair of Shocking Truth | (85) | 794 | Ration of Constitution |
| (36) | 161 | Chest of Assorted Foods | (86) | 793 | Ram of Portability |
| (37) | 182 | Coin of Images | (87) | 795 | Ration of Dexterity |
| (38) | 110 | Brazier of Eternal Fire | (88) | 796 | Rations of Strength |
| (39) | 128 | Candle of Prayer | (89) | 753 | Pipe of Smoke Blowing |
| (40) | 189 | Corn of Popping | (90) | 761 | Pouch of Invisibility |
| (41) | 209 | Dart of Trap Detection | (91) | 804 | Rhinestone of Revenge |
| (42) | 291 | Envelope of Message Sending | (92) | 819 | Rod of Initiation |
| (43) | 366 | Gloves of Trickery | (93) | 867 | Scissor of Ultimate Cutting |
| (44) | 310 | Feather of Obscurement | (94) | 869 | Seal of Confusion |
| (45) | 317 | Figurine of Cleanliness/Grooming | (95) | 824 | Rope of Defense |
| (46) | 318 | Figurine of Destruction | (96) | 826 | Rope of Life |
| (47) | 321 | Fireworks of Illusions | (97) | 829 | Rug of Endless Length |
| (48) | 325 | Flag of Truce | (98) | 878 | Sheath of Warning |
| (49) | 389 | Harness of Mastery | (99) | 874 | Shackles of Command |
| (50) | 348 | Gauntlets of Hammering | (00) | 836 | Rune Stone of Obstruction |

Random Table IV (Levels 3-8)

| Roll | ID# | Name | Roll | ID# | Name |
|------|-----|--------------------------------|------|-----|-------------------------------|
| (01) | 889 | Shoes of Wall Walking | (51) | 637 | Nugget of Knowledge |
| (02) | 891 | Shovel of Rapid Digging | (52) | 644 | Nutshell of Gem Finding |
| (03) | 855 | Sandals of Fire Walking | (53) | 694 | Orange of Endless Vigor |
| (04) | 859 | Scabbard of Many Swords | (54) | 685 | Ointment of Animal Friendship |
| (05) | 862 | Scabbard of Swd Sharpening | (55) | 646 | Nutcracker of Guarding |
| (06) | 907 | Stockings of Stability | (56) | 700 | Ornament of Watchfulness |
| (07) | 908 | Stockings of Stretch | (57) | 663 | Oil of Insect Repelling |
| (08) | 923 | Tankard of V. Amp. | (58) | 785 | Raft of Portability |
| (09) | 987 | Whistle of Glass Breaking | (59) | 786 | Raft of Auto Control |
| (10) | 937 | Thread of Hope | (60) | 739 | Perfume of Warding |
| (11) | 498 | Kerchief of Impressions | (61) | 747 | Pillow of Feather Falling |
| (12) | 212 | Diary of Secrets | (62) | 820 | Rod of Invitation |
| (13) | 171 | Chopsticks of Striking | (63) | 866 | Scarf of Protection |
| (14) | 180 | Coffin of Fear | (64) | 876 | Shears of Tree Trimming |
| (15) | 260 | Dress of Despair | (65) | 823 | Rope of Command |
| (16) | 276 | Effigy of Damage Absorption | (66) | 883 | Shell of Whale Calling |
| (17) | 232 | Desk of Defending Drawers | (67) | 843 | Saddle of Animal Control |
| (18) | 295 | Envoy of the Warrior | (68) | 931 | Teeth of C. Smiling |
| (19) | 249 | Doll of Doom | (69) | 983 | Vest of Card Mastery |
| (20) | 620 | Necktie of Snakes | (70) | 975 | Undulating Toy Of Amusement |
| (21) | 744 | Picture of Memories | (71) | 986 | Whip of Far Reaching |
| (22) | 875 | Shackles of Crushing | (72) | 173 | Cloak of the Octopus |
| (23) | 880 | Shell of Mermaid Calling | (73) | 216 | Decal of Protection |
| (24) | 892 | Shirt of Comfort | (74) | 445 | Incense of Vision |
| (25) | 896 | Skull of Spying | (75) | 565 | Lipstick of Water Breathing |
| (26) | 851 | Saddlebags of Safekeeping | (76) | 754 | Pole of Adjustable Sizes |
| (27) | 918 | Tankard of Cooling | (77) | 894 | Skull of Companionship |
| (28) | 939 | Tickler of U. Laughter | (78) | 899 | Sleigh of Self Propellment |
| (29) | 139 | Carpet of Silence | (79) | 926 | Tart of Resistance |
| (30) | 331 | Flute of Sonic Attacks | (80) | 051 | Bag of Bees |
| (31) | 444 | Incense of Rest | (81) | 053 | Bag of Beans |
| (32) | 626 | Nectar of Love | (82) | 054 | Bag of Bears |
| (33) | 055 | Bag of Butterflies | (83) | 057 | Bag of Marbles (Exploding) |
| (34) | 011 | Altar of Sacrifice | (84) | 064 | Ball of Bouncing |
| (35) | 058 | Bag of Marbles (Magical) | (85) | 065 | Barrel of Endless Wine |
| (36) | 271 | Dust of Sneezing | (86) | 067 | Barrel of Bathing |
| (37) | 270 | Dust of Blindness | (87) | 069 | Basket of Bakery |
| (38) | 246 | Disk of Protection | (88) | 020 | Apple Of Health |
| (39) | 334 | Fork of Endless Eating | (89) | 022 | Apple Of Sleep |
| (40) | 335 | Fork of Fantastic Powers | (90) | 027 | Apron Of Appeal |
| (41) | 386 | Handkerchief of Shielding | (91) | 076 | Bed of Comfort |
| (42) | 589 | Manacles of Attachment | (92) | 077 | Bed of Rock |
| (43) | 590 | Manacles of Capturing | (93) | 078 | Bed of Flowers |
| (44) | 592 | Manacles of Paralyzation | (94) | 034 | Awl of Ultimate Penetration |
| (45) | 595 | Mask of Sense Augmentation | (95) | 035 | Axe of Forest Clearing |
| (46) | 559 | Lipstick of Poison | (96) | 040 | Backpack of the Arachnid |
| (47) | 561 | Lipstick of Spell Speaking | (97) | 090 | Bodice of Protection |
| (48) | 618 | Neckband of Voice Manipulation | (98) | 093 | Boomerang of Retrieval |
| (49) | 631 | Nest of Teleportation | (99) | 100 | Bookcase of Containment |
| (50) | 636 | Nightshirt of Etherealness | (00) | 084 | Belt of Utility |

Random Table V (Levels 3-7)

| Roll | ID# | Name | Roll | ID# | Name |
|------|-----|--------------------------------|------|-----|-----------------------------------|
| (01) | 101 | Boots of Kicking | (51) | 354 | Glasses of Eye Protection |
| (02) | 104 | Boots of Sky Walking | (52) | 411 | Herbs of Awakening |
| (03) | 112 | Bridle of Charm | (53) | 420 | Horn of Hope |
| (04) | 115 | Brush of Reason | (54) | 427 | Horseshoes of Tracklessness |
| (05) | 116 | Cabinet of Carpentry | (55) | 421 | Horn of Many Sounds |
| (06) | 135 | Cane of Defense | (56) | 432 | Idol of Communication |
| (07) | 136 | Cane of Many Missiles | (57) | 442 | Incense of Meditation |
| (08) | 145 | Carriage of Horseless Travel | (58) | 446 | Instrument of Element Detection |
| (09) | 132 | Cape of Disappearance | (59) | 447 | Instrument of Endless Music |
| (10) | 149 | Chalice of Drink | (60) | 449 | Instrument of Money Counting |
| (11) | 153 | Chair of Coinage | (61) | 452 | Instrument of Map Making |
| (12) | 163 | Chest of Storage | (62) | 453 | Instrument of Weather Forecasting |
| (13) | 165 | Chest of Trouble | (63) | 461 | Jack of Unearthly Lifting |
| (14) | 166 | Chime of Calling | (64) | 465 | Jar of Lava |
| (15) | 167 | Chime of Chilling | (65) | 468 | Jaws of Doom |
| (16) | 169 | Chime of Warming | (66) | 496 | Kennel of Care |
| (17) | 172 | Cloak of Darkness | (67) | 512 | Knife of Skinning |
| (18) | 188 | Cowl of Protection | (68) | 513 | Knife of Surgery |
| (19) | 175 | Cloak of Whispers | (69) | 514 | Labyrinth of Knowledge |
| (20) | 192 | Couch of Consuming | (70) | 517 | Lace of Constriction |
| (21) | 198 | Cube of Travel | (71) | 521 | Lamp of Evil Warding |
| (22) | 199 | Cup of Poisons | (72) | 522 | Lamp of Illusions |
| (23) | 217 | Decal of Good or Evil | (73) | 530 | Letter of Appreciation |
| (24) | 221 | Decanter of Endless Smoke | (74) | 537 | Libation of Divination |
| (25) | 227 | Decoy of Seduction | (75) | 538 | Libation of Endurance |
| (26) | 240 | Dice of Chance | (76) | 534 | Libation of Agility |
| (27) | 244 | Discus of Defense | (77) | 540 | Libation of Knowledge |
| (28) | 236 | Diamond of Desire | (78) | 541 | Libation of Leadership |
| (29) | 237 | Diamond of Destruction | (79) | 542 | Libation of Liberation |
| (30) | 238 | Diamond of Doom | (80) | 543 | Libation of Might |
| (31) | 269 | Dust of Tracking | (81) | 545 | Libation of Wisdom |
| (32) | 272 | Ear Piece of Translation | (82) | 553 | Liniment of Vanishing |
| (33) | 280 | Egg of Inst. G. Lizard Birth | (83) | 599 | Mask of Thought Protection |
| (34) | 254 | Door of Portals | (84) | 600 | Mask of the Warrior |
| (35) | 316 | Figurehead of Piloting | (85) | 601 | Mattress of Mediation |
| (36) | 320 | Figurines of Scouting | (86) | 605 | Mirror of Alignment Shift |
| (37) | 328 | Flask of Many Spirits | (87) | 611 | Muzzle of Muting |
| (38) | 309 | Fangs of Life Drinking | (88) | 607 | Moccasins of Water Walking |
| (39) | 326 | Flag of Ownership | (89) | 616 | Neckband of Life Support |
| (40) | 312 | Feather of Tickling | (90) | 619 | Necktie of Striking |
| (41) | 344 | Girdle of Sex Changing | (91) | 621 | Necktie of Strangulation |
| (42) | 347 | Gauntlets of Far Reaching | (92) | 625 | Nectar of Life |
| (43) | 365 | Gloves of Resistance | (93) | 630 | Nest of Golden Eggs |
| (44) | 369 | Goblet of Ever-Full Wine | (94) | 639 | Nugget of Recall |
| (45) | 370 | Goblet of Ever-Full Poison | (95) | 656 | Occupant In A Bottle |
| (46) | 371 | Goblet of Purification | (96) | 657 | Occupant In A Cage |
| (47) | 375 | Grapple Hook of Auto Retrieval | (97) | 658 | Oil of Cold Resistance |
| (48) | 395 | Hat of Mixture | (98) | 660 | Oil of Electrical Resistance |
| (49) | 400 | Headband of Warding | (99) | 662 | Oil of Fire Resistance |
| (50) | 353 | Gem of Magic Pictures | (00) | 668 | Oil of Magic Reflection |

Random Table VI (Levels 5-9)

| Roll | ID# | Name | Roll | ID# | Name |
|------|-----|----------------------------------|------|-----|----------------------------------|
| (01) | 672 | Oil of Movement | (51) | 154 | Chair of Command |
| (02) | 673 | Oil of Silence | (52) | 214 | Dates of Daring |
| (03) | 678 | Oil of Water Walking | (53) | 220 | Decanter of Foul Smells |
| (04) | 676 | Oil of Toughness | (54) | 226 | Decoy of Defiance |
| (05) | 679 | Oil of Weapon Deflection | (55) | 245 | Disk of Lifting |
| (06) | 688 | Ointment of Regeneration | (56) | 313 | Fence of Extension |
| (07) | 691 | Olive of Peace Speaking | (57) | 346 | Gauntlets of Healing |
| (08) | 706 | Pack of Lies | (58) | 362 | Gloves of Holding |
| (09) | 707 | Pack of Wolves | (59) | 459 | Jacks of Jumping |
| (10) | 714 | Pail of Many Sizes | (60) | 550 | Lingerie of Warmth |
| (11) | 719 | Patch of Magical Armor Repair | (61) | 584 | Lyre of Bird Calling |
| (12) | 720 | Patch of Magical Clothing Repair | (62) | 598 | Mask of Terror |
| (13) | 728 | Pebble of Angry Waves | (63) | 640 | Nugget of Regeneration |
| (14) | 734 | Perfume of Alluring | (64) | 682 | Oilcloth of Sharpening |
| (15) | 737 | Perfume of Friendliness | (65) | 683 | Oilcloth of Rust Removal |
| (16) | 742 | Plate of Magic Dishes | (66) | 775 | Quiver of Arrow Making |
| (17) | 743 | Platter of Feasting | (67) | 773 | Quilt of Defending |
| (18) | 771 | Quill of Transcribing | (68) | 808 | Robe of Armor |
| (19) | 776 | Quiver of Arrow Poisoning | (69) | 810 | Robe of Fortification |
| (20) | 778 | Quiver of Arrow Sharpening | (70) | 834 | Rune Stone of Concealment |
| (21) | 787 | Rag Doll of Servitude | (71) | 853 | Safe of Ensnarement |
| (22) | 801 | Rhinestone of Blinding Light | (72) | 858 | Sandals of Wind Walking |
| (23) | 818 | Rocker of Rolling | (73) | 905 | Stockings of Jumping |
| (24) | 868 | Seal of Approval | (74) | 962 | Totem of A&W Protection |
| (25) | 873 | Seeds of Doubt | (75) | 007 | Arm Chair of Comfort |
| (26) | 895 | Skull of Spell Casting | (76) | 049 | Backpack of Tricks |
| (27) | 897 | Skull of Undead Command | (77) | 050 | Backpack of Useful Tools |
| (28) | 861 | Scabbard of Sword Repair | (78) | 223 | Deck of Tools |
| (29) | 857 | Sandals of Water Walking | (79) | 275 | Effigy of Control |
| (30) | 909 | Stockings of Warmth | (80) | 282 | Egg of Inst. G. Spider Birth |
| (31) | 913 | Table of Merchants | (81) | 359 | Globe of Safe Walking |
| (32) | 920 | Tankard of Health | (82) | 608 | Moccasins of Wall Walking |
| (33) | 929 | Teeth of Vampiric Hunger | (83) | 671 | Oil of Monster Slaying |
| (34) | 933 | Tent of Amazement | (84) | 721 | Parchment of Construction |
| (35) | 940 | Tie of Shielding | (85) | 870 | Seal of Death |
| (36) | 949 | Tome of All Languages | (86) | 847 | Saddlebags of Camping |
| (37) | 942 | Tights of Acrobatics | (87) | 586 | Lyre of Sleepiness |
| (38) | 950 | Tome of Armor Skills | (88) | 629 | Nest of Endless Eggs |
| (39) | 969 | Tub of Hot Turbulent Waters | (89) | 922 | Tankard of Magic Sight |
| (40) | 989 | Whistle of Sex Appeal | (90) | 005 | Acorn of Housing |
| (41) | 995 | Wreath of Warding | (91) | 038 | Axe of Siege Engine Construction |
| (42) | 951 | Tome of Bardic Knowledge | (92) | 075 | Beads of Doom |
| (43) | 848 | Saddlebags of Feeding | (93) | 079 | Bell of Summons |
| (44) | 849 | Saddlebags of Grooming | (94) | 091 | Boomerang of Dragon Fear |
| (45) | 871 | Seal of Fire | (95) | 094 | Bones of Extra Strength |
| (46) | 573 | Lock of Riddles | (96) | 102 | Boots of Free Movement |
| (47) | 333 | Fork of Choosing | (97) | 106 | Bottle of Entrapment |
| (48) | 036 | Axe of Barricade Building | (98) | 117 | Cabinet of Coin Storage |
| (49) | 039 | Backpack of Alarms | (99) | 140 | Carpet of Protection |
| (50) | 108 | Box of the Monster | (00) | 156 | Chair of Transport |

Random Table VII (Levels 6-10)

| Roll | ID# | Name | Roll | ID# | Name |
|------|-----|---------------------------------|------|-----|-------------------------------|
| (01) | 194 | Corset of Beauty | (51) | 811 | Robe of Gadgets |
| (02) | 201 | Cup of Wisdom | (52) | 815 | Robe of Teleportation |
| (03) | 231 | Deed of Victory | (53) | 825 | Rope of Indestructibility |
| (04) | 243 | Discus of Encasement | (54) | 835 | Rune Stone of Measure |
| (05) | 248 | Doll of Devotion | (55) | 845 | Saddle of Defense |
| (06) | 256 | Drapes of Invisibility | (56) | 882 | Shell of Rainbow Command |
| (07) | 263 | Dresser of Instant Clothing | (57) | 900 | Sleigh of Endless Storage |
| (08) | 274 | Ear Ring of Thought Hearing | (58) | 745 | Picture of a Pocket Dimension |
| (09) | 279 | Egg of Inst. G. Eagle Birth | (59) | 852 | Safe of Defiance |
| (10) | 283 | Egg of Magic | (60) | 904 | Statue of Stunning Beauty |
| (11) | 288 | Emblem of Power | (61) | 930 | Teeth of the A. Magi |
| (12) | 298 | Enchings of Power | (62) | 941 | Tie of Grappling |
| (13) | 338 | Fork of Sonic Unlocking | (63) | 943 | Tights of Amazing Speed |
| (14) | 393 | Harp of Imprisonment | (64) | 944 | Tights of Lordly Leaping |
| (15) | 380 | Hairpin of Spell Stealing | (65) | 008 | Arm Chair of Truth |
| (16) | 390 | Harness of Flight | (66) | 178 | Coffin of Life Suspension |
| (17) | 385 | Handkerchief of El. Protection | (67) | 213 | Diary of Expanded Thoughts |
| (18) | 356 | Glasses of Language Translation | (68) | 225 | Deck of Wealth |
| (19) | 357 | Glasses of Radar Vision P 1,000 | (69) | 235 | Diamond of Death |
| (20) | 410 | Headdress of Spirit Vision | (70) | 329 | Flute of Summoning |
| (21) | 043 | Backpack of Flying | (71) | 330 | Flute of Charming |
| (22) | 418 | Hour Glass Of Time Stopping | (72) | 350 | Gauntlets of Uprooting |
| (23) | 424 | Horseshoes of Fiery Attacks | (73) | 368 | Gown of Leaves |
| (24) | 425 | Horseshoes of Sharp Attacks | (74) | 562 | Lipstick of Venom Spraying |
| (25) | 428 | Horseshoes of Water Walking | (75) | 731 | Pencil of Picture Perfection |
| (26) | 431 | Idol of Answers | (76) | 732 | Penny of Fortune |
| (27) | 469 | Jaws of Life | (77) | 733 | Penny of Time Stopping |
| (28) | 475 | Jewel of Dancing | (78) | 738 | Perfume of Petrification |
| (29) | 480 | Jewel of Story Telling | (79) | 935 | Tent of Life Support |
| (30) | 488 | Juice of Champions | (80) | 031 | Ascot of Free Breathing |
| (31) | 500 | Kettle of Melting | (81) | 032 | Ascot of Shading |
| (32) | 509 | Kite of Energy Focus | (82) | 033 | Ascot of Sound of Buffering |
| (33) | 511 | Knife of Whittling | (83) | 059 | Bag of Sounds |
| (34) | 520 | Lamp of Darkness | (84) | 066 | Barrel of Monkeys |
| (35) | 539 | Libation of Incantation | (85) | 096 | Book of Answers |
| (36) | 548 | Lingerie of Insulation | (86) | 119 | Cabinet of Food Preparation |
| (37) | 549 | Lingerie of Protection | (87) | 358 | Glasses of Threat Detection |
| (38) | 581 | Luck Stone | (88) | 409 | Headdress of S.C. (Wolf) |
| (39) | 583 | Lute of Life Draining | (89) | 752 | Pipe of Companionship |
| (40) | 612 | Muzzle of Translation | (90) | 805 | Rhinestone of Telepathy |
| (41) | 615 | Neckband of Transplantation | (91) | 814 | Robe of Shape Changing |
| (42) | 659 | Oil of Destruction | (92) | 837 | Rune Stone of Sanctuary |
| (43) | 677 | Oil of Transformation | (93) | 854 | Safe of Extra. D. Storage |
| (44) | 684 | Ointment of Agelessness | (94) | 938 | Thread of Life |
| (45) | 716 | Paint of Magical Commands | (95) | 006 | Accordion of Wind Making |
| (46) | 791 | Ram of Auto Seeking | (96) | 016 | Anchor of Retrieval |
| (47) | 756 | Portrait of Disease Absorption | (97) | 157 | Chariot of Fire |
| (48) | 758 | Portrait of Poison Absorption | (98) | 168 | Chime of Sanctuary |
| (49) | 760 | Pouch of Providing | (99) | 160 | Chest of Assorted Tools |
| (50) | 807 | Ribbon Of Recall | (00) | 176 | Coat of Arms |

Random Table VIII (Levels 8-12)

| Roll | ID# | Name | Roll | ID# | Name |
|------|-----|-------------------------------|------|-----|----------------------------------|
| (01) | 001 | Abacus of Counting | (51) | 554 | Liniment of Youth |
| (02) | 083 | Belt of Magic Sheaths | (52) | 558 | Lipstick of Fire Breath |
| (03) | 141 | Cart of Self-Propellment | (53) | 012 | Altar of Teleportation |
| (04) | 142 | Cart of Carrying | (54) | 009 | Altar of Answers |
| (05) | 174 | Cloak of Secrets | (55) | 015 | Anchor of Little Movement |
| (06) | 179 | Coffin of Rest & Regeneration | (56) | 029 | Apron of Many Strings |
| (07) | 191 | Couch of Comfort | (57) | 043 | Backpack of Flying |
| (08) | 230 | Deed of Life | (58) | 044 | Backpack of Holding |
| (09) | 241 | Dice of Defense | (59) | 060 | Bagpipe of Marching |
| (10) | 262 | Dresser of A. Compartments | (60) | 072 | Beads of Spell Storing |
| (11) | 264 | Drums of Calling | (61) | 080 | Bell of Dispelling |
| (12) | 265 | Drum of Dancing | (62) | 081 | Belt of Many Pouches |
| (13) | 285 | Emblem of Peace | (63) | 109 | Bubbles of Change |
| (14) | 287 | Emblem of Protection | (64) | 120 | Cage of Capture |
| (15) | 289 | Enclosure of Utter Safety | (65) | 121 | Cage of Carrying |
| (16) | 299 | Etchings of Knowledge | (66) | 123 | Cage of Wonder |
| (17) | 304 | Eye of Spies | (67) | 133 | Cape of Magic |
| (18) | 307 | Fan of the Four Winds | (68) | 164 | Chest of Treasure |
| (19) | 314 | Fez of Free Thought | (69) | 177 | Coffer of Good Fortune |
| (10) | 319 | Figurines of Magical Soldiers | (70) | 195 | Corset of Strength |
| (21) | 327 | Flask of Many Cures | (71) | 200 | Cup of Knowledge |
| (22) | 337 | Fork of Lifting | (72) | 152 | Chain of Endless Links |
| (23) | 360 | Gloves of Casting | (73) | 224 | Deck of Traps |
| (24) | 361 | Gloves of Crafting | (74) | 247 | Doll of Destruction |
| (25) | 367 | Gown of Mists | (75) | 303 | Eye of Distant Vision |
| (26) | 372 | Grail of Holiness | (76) | 311 | Feather of Flying |
| (27) | 382 | Hammer Of Earth Pounding | (77) | 315 | Fez of Mind Control |
| (28) | 402 | Headdress of Griffons | (78) | 332 | Foghorn of Dispelling |
| (29) | 404 | Headdress of Owls | (79) | 345 | Girdle of Shape Changing |
| (30) | 351 | Gem of Future Seeing | (80) | 379 | Hairpin of Mind Reading |
| (31) | 352 | Gem of Past Seeing | (81) | 388 | Harness of Control |
| (32) | 405 | Headdress of Phoenix | (82) | 392 | Harp of Harpy Calling |
| (33) | 448 | Instrument of Life Suspension | (83) | 401 | Headdress of Eagles |
| (34) | 458 | Item of Desire | (84) | 406 | Headdress of S.C.Giant Eagle) |
| (35) | 524 | Lamp of Summoning | (85) | 407 | Headdress of S.C. (Grizzly Bear) |
| (36) | 585 | Lyre of Life Healing | (86) | 408 | Headdress of S.C. (Tiger) |
| (37) | 702 | Orbs of Tornado Twisting | (87) | 415 | Herbs of Random Effect |
| (38) | 789 | Rags of Riches | (88) | 423 | Horseshoes of Flying |
| (39) | 798 | Reflector of Magic | (89) | 434 | Idol of Summoning |
| (40) | 799 | Reflector of Missiles | (90) | 451 | Instrument of Tunnel Making |
| (41) | 806 | Rhinestones of Repulsion | (91) | 462 | Jail of Portability |
| (42) | 813 | Robe of Resurrection | (92) | 497 | Kennel of Carrying |
| (43) | 774 | Quilt of Protection | (93) | 489 | Juice of Justice |
| (44) | 816 | Robe of Travel | (94) | 501 | Kettle of Potion Making |
| (45) | 947 | Toga of Party Readiness | (95) | 523 | Lamp of Invisibility |
| (46) | 968 | Throne of Time Stasis | (96) | 606 | Moccasins of Wind Walking |
| (47) | 972 | Urn of Life Restoration | (97) | 624 | Nectar of Invulnerability |
| (48) | 982 | Veil of Protection | (98) | 627 | Nectar of Neutralization |
| (49) | 991 | Wig of the Medusa | (99) | 654 | Object of Desire |
| (50) | 551 | Liniment of Racial Change | (00) | 725 | Peapod of Replication |

Random Table IX (Levels 10-16)

| Roll | ID# | Name | Roll | ID# | Name |
|------|-----|------------------------------------|------|-----|--------------------------------|
| (01) | 797 | Razor of Occam | (51) | 781 | Quiver of Slaying Arrows |
| (02) | 800 | Rhinestone of Absorption | (52) | 792 | Ram of Irresistible Force |
| (03) | 802 | Rhinestone of Radar Vision | (53) | 759 | Portrait of Wound Absorption |
| (04) | 809 | Robe of Amazement | (54) | 803 | Rhinestone of R&R |
| (05) | 812 | Robe of Invulnerability | (55) | 817 | Rock of Ages |
| (06) | 831 | Rugs of Teleportation | (56) | 821 | Rod of Restoration |
| (07) | 846 | Saddle of Many Magic Mounts | (57) | 827 | Rope of Variable Size |
| (08) | 916 | Tablet of Laws | (58) | 877 | Sheath of Endless Weapons |
| (09) | 917 | Tablet of Terror | (59) | 004 | Acorn of Forest Growing |
| (10) | 919 | Tankard of Ever-Full Ale | (60) | 017 | Anchor of Return |
| (11) | 921 | Tankard of Heroes | (61) | 045 | Backpack of Many Costumes |
| (12) | 932 | Teeth of Warriors | (62) | 268 | Drums of Wars |
| (13) | 936 | Tent of Impenetrability | (63) | 302 | Exchanger of Morals |
| (14) | 973 | Umbrella of Force Field Protection | (64) | 483 | Jewel of Weapon Skill |
| (15) | 992 | Wig of the Octopus | (65) | 547 | Lingerie of Comeliness |
| (16) | 997 | Yacht In a Bottle | (66) | 906 | Stockings of Invulnerably |
| (17) | 952 | Tome of Complex Knowledge | (67) | 998 | Zeppelin of Many Sizes |
| (18) | 953 | Tome of Crafting Skills | (68) | 963 | Totem of Undead Warding |
| (19) | 961 | Tome of Weapons Skills | (69) | 159 | Chariot of Battle |
| (10) | 002 | Abacus of Gem Appraisal | (70) | 576 | Locker of Holding |
| (21) | 010 | Altar of Amazement | (71) | 603 | Mirror of Dimension Travel |
| (22) | 042 | Backpack of Extra Attacks | (72) | 267 | Drum of the Walking Dead |
| (23) | 144 | Carriage of Flight | (73) | 301 | Exchanger of Minds |
| (24) | 202 | Crown of Glory | (74) | 437 | Idol of Prosperity |
| (25) | 206 | Crown of Loveliness | (75) | 532 | Lexicon of Traveling Words |
| (26) | 234 | Desk of Magical Defense | (76) | 649 | Obelisk of Wisdom |
| (27) | 252 | Door of Dimensions | (77) | 650 | Obelisk of Might |
| (28) | 257 | Drapes of Steel | (78) | 653 | Obelisk of Agility |
| (29) | 261 | Dress of Disease | (79) | 958 | Tome of Simple Knowledge |
| (30) | 277 | Effigy of Instant Cloning | (80) | 964 | Totem of Terror |
| (31) | 281 | Egg of Instant Griffon Birth | (81) | 003 | Abacus Of Ultimate Calculation |
| (32) | 286 | Emblem of Leadership | (82) | 018 | Ankh of Focus |
| (33) | 305 | Eye of the Storm | (83) | 019 | Apple of Constitution |
| (34) | 339 | Forge of Magic Imbuement | (84) | 021 | Apple Of Knowledge |
| (35) | 373 | Grail of Life | (85) | 023 | Apple Of Strength |
| (36) | 394 | Hat of Hagglng | (86) | 024 | Apple Of Wisdom |
| (37) | 429 | Hose of Magic Siphoning | (87) | 025 | Apple Of Youth |
| (38) | 435 | Idol of Fruitful Plant Growth | (88) | 028 | Apron Of Fantastic Forging |
| (39) | 504 | Key of Planar Travel | (89) | 046 | Backpack of Shelter |
| (40) | 527 | Lens of Memory | (90) | 052 | Bag of Books |
| (41) | 535 | Libation of Annihilation | (91) | 061 | Bagpipes of Spirit-Calling |
| (42) | 544 | Libation of Mutation | (92) | 068 | Barricade of Bafflement |
| (43) | 567 | Liquor of Lordliness | (93) | 088 | Boat of Transporting |
| (44) | 572 | Lock of Mundane Stubbornness | (94) | 118 | Cabinet of Countless Clothing |
| (45) | 577 | Locker of Portability | (95) | 122 | Cage of Creatures |
| (46) | 578 | Lockpick of Thievery | (96) | 130 | Cape of Super Powers |
| (47) | 596 | Mask of Sense Protection | (97) | 131 | Cape of Carnage |
| (48) | 602 | Mirror of Consultation | (98) | 143 | Carriage of Carnage |
| (49) | 641 | Nugget of Steely Flesh | (99) | 158 | Chariot of Gods |
| (50) | 655 | Observatory of O. Vision | (00) | 203 | Crown of Lordly Powers |

Random Table X (Levels 16+)

| Roll | ID# | Name | Roll | ID# | Name |
|------|-----|-----------------------------|------|-----|---------------------------------|
| (01) | 266 | Drum of Earth Shaking | (51) | 349 | Gauntlets of Massive Movement |
| (02) | 278 | Egg of Instant Dragon Birth | (52) | 342 | Galley of Instant Readiness |
| (03) | 292 | Envoy of Darkness | (53) | 378 | Hack Saw of Impossible Cutting |
| (04) | 293 | Envoy of Light | (54) | 377 | Goggles of Death Ray Vision |
| (05) | 300 | Exchanger of Powers | (55) | 403 | Headdress of Horror |
| (06) | 341 | Furnace of R. Warming | (56) | 419 | Horn of Heroes |
| (07) | 363 | Gloves of Magic | (57) | 439 | Idol of Time Travel |
| (08) | 376 | Goggles Of X-Ray vision | (58) | 450 | Instrument of Replication |
| (09) | 417 | Hoop Of Dispelling | (59) | 476 | Jewel of Endurance |
| (10) | 422 | Horn of Recall | (60) | 477 | Jewel of Nimbleness |
| (11) | 430 | Hose of Mighty Siphoning | (61) | 478 | Jewel of Power |
| (12) | 433 | Idol of Doom | (62) | 481 | Jewel of Thought |
| (13) | 436 | Idol of Power | (63) | 482 | Jewel of Wealth |
| (14) | 438 | Idol of Protection | (64) | 484 | Jewel of Wisdom (+1 Wisdom) |
| (15) | 474 | Jewel of Beauty | (65) | 485 | Journal of Future Forging |
| (16) | 490 | Juice of Life | (66) | 486 | Journal of Regrets |
| (17) | 505 | Key of Problem Solving | (67) | 487 | Judge's Gavel of Doom |
| (18) | 506 | Key of Time | (68) | 503 | Key of Dungeon Master |
| (19) | 515 | Labyrinth of Wisdom | (69) | 574 | Lock of The Dungeon Master |
| (10) | 525 | Lantern of Laser Light | (70) | 588 | Mallet of Doom |
| (21) | 526 | Lantern of Recharging | (71) | 632 | Nexus of Power |
| (22) | 531 | Lexicon of Commanding Words | (72) | 828 | Rope of Wonder |
| (23) | 533 | Lexicon of Power Words | (73) | 912 | Sundial of the Illusionary City |
| (24) | 582 | Lute of Energy Bolts | (74) | 967 | Throne of Knowledge |
| (25) | 593 | Mask of Metamorphosis | (75) | 984 | Watch of Time Stopping |
| (26) | 594 | Mask of Reflection | (76) | 999 | Zone of Twilight |
| (27) | 597 | Mask of the Shaman | (77) | 000 | Zoo of Portability |
| (28) | 645 | Nutcracker of Armies | (78) | 948 | Tome of Arcane Knowledge |
| (29) | 681 | Oilcan of Many Oils | (79) | 954 | Tome of Earthly Knowledge |
| (30) | 698 | Organ of Missile Launching | (80) | 955 | Tome of Divine Knowledge |
| (31) | 699 | Organ of Weather Magic | (81) | 956 | Tome of Magic Skills |
| (32) | 651 | Obelisk of Life | (82) | 957 | Tome of Martial Knowledge |
| (33) | 652 | Obelisk of Youth | (83) | 959 | Tome of Nefarious Knowledge |
| (34) | 872 | Seed of Destruction | (84) | 960 | Tome of Seduction |
| (35) | 884 | Siphon of Magical Energy | (85) | 966 | Throne of Command |
| (36) | 901 | Statue Of Fortune | (86) | 082 | Belt of Super Powers |
| (37) | 976 | Uniform of Command | (87) | 041 | Backpack - Endless Compartments |
| (38) | 981 | Vault of Instant Access | (88) | 204 | Crown of Many Attributes |
| (39) | 985 | Watch of Time Travel | (89) | 290 | Engine of Destruction |
| (40) | 994 | Wings of Destruction | (90) | 343 | Girdle of Gadgets |
| (41) | 095 | Bones of Fortitude | (91) | 580 | Longboat of Swimming |
| (42) | 205 | Crown of Leadership | (92) | 579 | Longboat of Flying |
| (43) | 207 | Crown of Stewardship | (93) | 623 | Nectar of Immortality |
| (44) | 222 | Deck of Monsters | (94) | 696 | Organ of Angel Summoning |
| (45) | 233 | Desk of Many Powers | (95) | 697 | Organ of Demon Summoning |
| (46) | 258 | Dress of Desire | (96) | 729 | Pebble of Mighty Tidal Waves |
| (47) | 259 | Dress of Destruction | (97) | 755 | Portrait of Age Absorption |
| (48) | 294 | Envoy of Magic | (98) | 757 | Portrait of Life Saving |
| (49) | 306 | Eye of the "All" Seeing | (99) | 902 | Statue of Animal Rule |
| (50) | 340 | Forge of Power | (00) | 903 | Statue of Destruction |

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