

CENDRIL'S TREASURE TROVE

by

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>>> POTIONS AND OILS <<<

POTION OF GAZE ATTACKS

The imbiber of this potion gains the gaze attack of one of the following monsters for 1-10 (1d10) rounds. 1-2 Medusa, 3-4 Vampire, 5-6 Pyrolisk. (Note: The imbiber is NOT immune to his own gaze.)

>>> RINGS <<<

RING OF COWARDICE

This cursed ring appears to be a ring of protection +1 until the wearer engages in melee combat. When this happens the wearer has to make a saving throw vs. spell at a -2 or flee for 1 turn. This happens in every battle until the ring is removed. (Which is easily accomplished with a remove curse spell.)

BRAINTEASER

When a person first puts this ring on he has to make a new check for wild psionic powers with a +10%. This bonus becomes a -10% if the result would be harmful to the character. The ring, or another similar ring, does not benefit the same person twice, nor does a character of the psionic class benefit from it.

>>> RODS, STAVES, AND WANDS <<<

ROD OF MONSTER SUMMONING

This rod duplicates the effect of a Monster Summoning spell. For every charge expended, up to the maximum of six at one time, the user is able to bring forth a monsters with the level of the Monster Summoning equal

to the charges spent. The creatures stay for 3d4+2 rounds or until killed. The wand is not rechargeable.

POLEARM ROD

This is a short, thick rod, with many small studs on it. When a button is pressed, the rod expands into a polearm +1. All of the polearms are on it, and the only way to find out which stud goes with which polearm is to experiment.

>>> WEAPONS <<<

TROLL SLAYER

This sword is a +2 sword, but when used against Trolls (and Trolls only) it does full damage, which cannot be regenerated. Killing a Troll with this sword keeps them from regenerating from death (no acid or fire needed).

UNDEAD SWORD

The Undead Sword is forged out of a mysterious black metal, and the handle and the guard are covered with white bones. On a successful hit, it will destroy skeletons and zombies (save vs. spell for double damage). It has a +3 bonus for both attack and damage. It is able to do normal damage against all forms of undead. The other power of this sword is that if held upside down and the phrase "vissza a hejedre" spoken, it can be presented to the undead, and it will act as an amulet versus undead (lvl 6).

WOODEN SWORD (D)

This sword is similar to the wooden arrows made by the elves. It is a wooden scimitar (as hard as steel), especially favored by Druids. It deals damage as a regular scimitar would, with an added +3 bonus (and an extra +2 to initiative). Most important this weapon ignores all inorganic armor (although magical pluses are counted). Ex: A chain mail +2 would give an AC of 8 (10-2 (for the magical bonus)). Note: These swords are VERY rare, and even more so in the possessions of non-druids.

>>> ARMOR AND SHIELDS <<<

HELM VERSUS GAZE ATTACKS

This appears to be a normal helm of any sort, but it creates an invisible shield in front of the wearer's face, which reflects gaze attacks (but not physical ones).

HELMET OF MENTAL FORTITUDE (P)

This particular helmet is very beneficial to psionics. While wearing the helmet the psionics gains an optional +2 to his power scores, and a +3 to his primary ones. The helmet can be used as a vessel to store PSPs, up to 50 points at one time. Finally this helmet protects the wearer by having an intellect fortress and it acts as a psionic dampener, rendering the wearer immune to psionic detection.

>>> MISCELLANEOUS STUFF <<<

CLOAK OF POLYMORPHING

The wearer of these regular-looking cloaks gains the power to polymorph into a predetermined group of non-magical animals three times per day. Repolymorphing into human form counts as one of the three. The type of animal the wearer can change into is based on the little sewn figure somewhere on the inside of the cloak. 1) Mammal 2) Bird 3) Reptile 4) Fish.

IRON POUCH

This pouch is of regular shape and size with a few added benefits. All items stored in it are protected from breakage. The pouch is also fire- and waterproof.

SHEETS OF WRITING

Sheets of writing always come in pairs. If something is written on one of the sheets it will appear on the other within five rounds. The writing disappears after one turn from both, or when the command word is spoken.

STONE OF HONING

This is just like all of the other stones used to sharpen weapons, with a slight improvement. If a weapon is sharpened with this stone, for one day it gains a +1 on all damage rolls and it can't be broken.

STONE OF LIFE

A magnificent stone by itself, worth at least 5000 gp, is endowed with great magic. If the possessor of the stone ever falls below 0 HP, then the stone resurrects him and heals him to maximum hit points. After one such use it crumbles into worthless dust.

STONE OF POINTING

This is a small flat cylindrical granite stone four inches in diameter. It has a red arrow painted on it. If the holder concentrates on an object or location, and it is within a 120' radius, the arrow will swing to point in its direction. The stone does not tell the distance it is from the object, nor will it guide one through a maze.