

Microlite74

Companion II: Treasure

Version 3.0 Release 1.0 (Condensed Type Edition)

OGL20 Rules for Tabletop Fantasy Roleplaying Campaigns with Old School (0e) Flare



Special Thanks to Our Sponsors

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*Microlite74 is dedicated to the memory of those who gave us the first roleplaying games and campaigns:
Dave Arneson, E. Gary Gygax, David Hargrave, Bob Bledsaw*

A number of rules supplements were published for that very first ("0e") fantasy roleplaying game published back in 1974. All those supplements contained material that the GM could choose to allow (or not allow) into her campaign on a case-by-case, rule-by-rule basis. *Microlite74 Companion* volumes work the same way. They add rules, monsters, treasure, new systems, etc. GMs can pick and exactly what material is used (if any) from any or all *Microlite74 Companion* volumes.

Unless otherwise noted, the material in this *Microlite74 Companion* volume can be used with either the Basic, Standard, or Extended versions of *Microlite74*.

This *Microlite74 Companion* fills in what some see as a major gap in the *Microlite74* system: treasure. The core rules for *Microlite74* just include a list of ideas for treasure and assume that the GM will either make up magic items as needed or borrow them from other old school games or the SRD. The author prefers to make stuff up to fit the specific campaign, but many really like lists of treasure items with descriptions of their powers and abilities provide.

Microlite74 Companion II: Treasure provides this.

Microlite74 Treasure

Here is a list of sample treasure items appropriate to a *Microlite74* campaign. Maps to possible hoards of such treasures are also a common treasure item. Of course, any magic item you like from the SRD can be used, but higher powered items may be too powerful for most *Microlite74* games. This list is for GMs who want to select treasure themselves or generate their own lists of random treasure. See the *Microlite74 Random Treasure* section at the end of this Companion volume for a sample random system of treasure generation using the magic treasures listed in this section.

Money: 1 gold piece (gp) = 10 silver pieces (sp); 1 silver piece = 5 copper pieces (cp).

Gems: Most range in value from 10gp to 1000gp, with 50% of gems being worth about 100gp.

Magic Items: Most magic items in a swords & sorcery setting will be potions and scrolls. Spell Wands and magic weapons and armor will also be somewhat common. The other items in the lists below will normally be very rare: perhaps even created by ancient or lost civilizations whose method of creation has been lost.

Magic Item Descriptions:

Potions:

There is a 70% chance that a potion bottle holds 1 dose, otherwise 1d6 doses. A quick taste of a potion can be used to identify it without consuming a dose. There is a 5% that a potion has decayed with age and has become a potion of delusion (60% chance) or poison (40% chance). Useless otherwise noted, the effects of a dose will last 1d6+6 10 minute turns.

Most potions on the list below can be made by any arcane spellcaster (or non-spellcaster with the Alchemy advance from the *Microlite74 Companion I* Advantages and Disadvantages optional rule) who has the recipe for the potion and the materials and time, see the Potion Recipe scroll for more information. In addition to the potions listed here, those with the potion brewing talent can brew a large number of everyday potions (e.g. cures for specific diseases, antidotes for a specific natural poison, household cleaning potions, etc.). The brewer will know the specific formula for a specific everyday potion on a MIND-based skill roll. If he has the needed materials and brewing equipment, he may brew the everyday potion (succeeding on a MIND-based skill roll). The GM will set the time (generally ranging from a few hours to a week) and materials costs for everyday potions. Many everyday potions can be purchased at an apothecary.

Animal Control: The drinker may control one or more animals with a total hit dice of 3d6 or less. When the effect of the potion

wears off, the animals will flee.

Antidote: The drinker becomes immune to all poisons of up to a specific strength for the duration of the potion. Poison from non-creature sources (e.g. a Potion of Poison) should be considered to be as if from a 7HD creature. The strength of the potion should be determined by rolling 1d10: 1-4 = Poison from 3HD creatures, 5-7 = Poison from 7HD creatures, 8-9 = Poison from 15HD creatures, 10 = All poison.

Blending: The drinker may change color to blend in with their surroundings. When hiding, the drinker will have a 90% chance to go unnoticed unless the viewer can see invisible creatures.

Bug Repellent: Any normal or giant bug (an insect, spider, scorpion, centipede, or other arthropod) will completely ignore the drinker unless magically controlled. If the bugs are magically controlled to attack the drinker, the drinker gets a +4 bonus to any saving throws against the controlling effect that allow the damage done by the insects to be reduced.

Clairaudience: While concentrating, the drinker may listen as if at any point within 60' of their current location.

Clairvoyance: While concentrating, the drinker may see as if at any point within 60' of their current location.

Climbing: The drinker may walk on walls and ceilings as if a spider.

Defense: This potion only lasts 10 minutes. The drinker gets a bonus to their armor class based on the power of the potion. To determine the power of the potion, roll 1d10: 1-3 = +1, 4-5 = +2, 6-7 = +3, 8-9 = +4, 10 = +5.

Delusion: This potion will have no effect when drunk. However, if tasted, it will falsely give the taster the impression that it is another type of potion from this list. Multiple tasters will all get the same impression. A magical analysis of some type (spell or alchemical operation) will correctly identify this potion as one of Delusion rather than as the type it tastes like.

Diminution: The drinker shrinks down to 6" in height. While in this state they cannot hurt creatures larger than 1' tall with physical attacks, and have a 90% chance of being able to hide. If this potion is drunk while a Potion of Growth is in effect, they will simply cancel each other rather than making the drinker sick.

Dragon Control: The drinker of this potion can control up to three dragons of sub-adult or younger. The dragons do not get saving throws, but older dragons are not affected. Each potion of dragon control will only control one type of dragon. The controlled dragons will do anything that is commanded (other than suicidal commands) although they are not capable of casting spells. When the control ends, the dragons will become hostile to the drinker and will either flee or attack depending on their impression of the drinker's power. Roll 1d10 to see which type of dragon is affected: 1-2 = Black, 3-4 = Blue, 5-6 = Green, 7-8 = Red, 9-10 = White.

Dreamspeech: This potion only lasts for 10 minutes. The drinker can speak to one paralyzed, petrified or sleeping creature within 30' (only one creature can be spoken with per potion) and can hear the responses of the creature via ESP. The drinker will automatically understand the language of the target, but the target is under no compulsion to speak the truth (or even respond at all) if they do not wish to.

Elasticity: This potion only lasts for 10 minutes. The drinker may stretch and deform themselves and their equipment to fit through gaps as small as 1" and reach as far as 30'. The drinker cannot cast spells or attack while stretched, and items carried cannot be used or dropped unless they are in normal form.

However, while stretched the drinker only takes half damage from blunt and bashing attacks.

ESP: This potion has the same effect as the spell of the same name.

Ethereality: This potion gives the drinker the ability to shift from the Prime Plane to the Ethereal Plane. The drinker may shift at any time before the potion's duration runs out, and may then spend up to 24 hours on the ethereal plane before shifting back. Once the drinker has shifted to the ethereal plane and back, the potion's duration immediately expires.

Fire Resistance: The drinker becomes immune to normal fire, gains a +2 bonus on all saving throws against fire or heat based attacks, and takes -1 point of damage per die (to a minimum of 1 point per die) from magical fire attacks.

Flying: This potion has the same effect as the Fly spell.

Freedom: The drinker is immune to paralysis and to all forms of Hold spell or effect.

Gaseous Form: The drinker's body transforms to a cloud of gas for up to 1 hour, causing all their equipment and carried items to fall to the floor. The drinker keeps control of their body, and can move through any non-airtight barrier. While in gaseous form, the drinker cannot attack, but has an armor class of -2 and can only be hit by magical weapons.

Giant Control: The user may control up to four giants of a certain type, but each one gets a saving throw. The giants will normally be hostile once control ends. To determine the type of giant affected, roll 1d6: 1 = Cloud, 2 = Fire, 3 = Frost, 4 = Hill, 5 = Stone, 6 = Storm.

Giant Strength: The drinker gains the strength of a giant, and can do double damage with melee weapons or throw large rocks (range: 60/130/200) for 3d6 damage. This potion does not stack with other strength enhancing items such as Gauntlets of Ogre Power.

Growth: The drinker grows to twice normal size, and be able to do double damage with melee attacks. If this potion is drunk while a Potion of Diminution is in effect, they will simply cancel each other rather than making the drinker sick.

Healing: This potion will either cure 1d3+1 body points of damage to the drinker or cure their paralysis. This potion has an instant effect, rather than a duration.

Heroism: The drinker will temporarily gain one or more levels as follows (roll 1d20):

Common Man (no class): +3 Fighter levels.

Fighting Classes: 1-8: +1 level, 9-14: +2 levels, 15-19: +3 levels 20: +4 levels

Specialist Classes: 1-12: +1 level, 13-19: +2 levels, 20: +3 levels

Arcane Classes: 1-19: +1 level, 20: +2 levels

All damage (including energy drains) is taken from the extra levels and hit points first. Spellcasters do not gain additional spellcasting ability.

Human Control: The drinker may control up to 6 levels of humans, similar to a Charm Person spell. The targets can only be controlled while within 60' of the drinker, and the effect lasts only for the duration of the potion.

Invisibility: This potion has the same effect as the spell of the same name.

Invulnerability: The drinker gains a +2 bonus to armor class and all saving throws for the duration of the potion. If a second

Potion of Invulnerability is drunk within a week, the only effect is sickness.

Levitation: This potion has the same effect as the spell of the same name.

Longevity: The drinker immediately becomes 10 years younger. The effect is an instant one rather than an ongoing one, and therefore cannot be dispelled. This potion will not reduce the age of the drinker below 15 years old.

Luck: This potion lasts only for 1 hour. The potion makes the drinker extremely lucky. The player of the drinking character may choose any one roll that they make on behalf of the drinking character within the duration and simply place the dice on the result of their choice rather than having to actually roll them.

Merging: This potion allows the drinker to merge other creatures into their own body. The drinker can merge up to seven other creatures, and both the drinker and the other creatures must be willing. Creatures simply step "into" the drinker and disappear along with their items and equipment. While merged with the drinker, the creatures do not take damage if the drinker is hit, and they cannot take any actions other than speaking. The merged creatures can step "out of" the drinker at any time.

Plant Control: The drinker may control all mundane plants and all plantlike creatures in a 30'x30' area up to 60' away. Mundane plants may entangle creatures in their area, but cannot otherwise attack.

Poison: This potion looks like any other, but it is poisonous. Anyone taking even a taste of the potion must save vs STR or die within 1d6 minutes. (Option: save vs Str or in a coma until poison is neutralized, lose 1d2 BP per day per day of coma.)

Polymorph Self: This potion has the same effect as the spell of the same name.

Sight: This potion lasts for 10 minutes. While this potion is in effect, the drinker can temporarily see despite any blindness conditions. Additionally, the drinker may see invisible things.

Speech: The drinker can understand all languages that they hear, and can respond in those same languages. This potion does not give the drinker the power to speak a language unless they first hear it spoken.

Speed: The drinker may move at double normal speed and attack twice per round.

Super Healing: This potion will either cure 2d3+3 body points of damage to the drinker. This potion has an instant effect, rather than a duration.

Treasure Finding: When the drinker concentrates, they can detect the distance and direction to the largest amount of treasure within 360'. The drinker gains no insight about the nature of the treasure or how to get to it.

Undead Control: The drinker can control up to 18HD in total of undead creatures of 9HD or less. The undead will be hostile when the duration ends.

Water Breathing: This potion lasts for four hours, and has the same effect as the spell of the same name.

Scrolls

Most scrolls contain spells and can only be used by arcane or divine casters although a few spell scrolls can be used by any intelligent being. Special scrolls (protection, etc.) can generally be used by anyone able to read them. Roll 1d20 to determine the

type of scroll:

1-12: Spell Scroll (50% for Arcane Casters/50% chance for Divine casters); 13-15: Spell Scroll (Anyone); 16-20: Special.

Spell Scroll (Arcane Casters): These scrolls can only be used by arcane spellcasters. They contain 1d6 spells. Roll 1d20 to determine the level of each spell: 1-5: level 1; 6-10: level 2; 11-13: level 3; 14-16: level 4; 17-18: level 5; 19: level 6; 20: level 7 or higher. Each spell may be cast once (or copied into a spellcaster's spell book) then it fades from the scroll.

Spell Scroll (Divine Casters): These scrolls can only be used by divine casters. They contain 1d6 spells. Roll 1d20 to determine the level of each spell: 1-5: level 1; 6-9: level 2; 10-12: level 3; 13-15: level 4; 16-17: level 5; 18-19: level 6; 20: level 7 or higher. Each spell may be cast once (or copied into a spellcaster's spell book) then it fades from the scroll.

Protection from Demons: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Demons cannot enter the zone nor can they cause direct harm to those within the zone. The zone lasts for 20 minutes, or until someone inside the zone attacks a demon in hand-to-hand combat.

Protection from Drowning: All within a 10 foot radius of the reader gain the ability to breathe underwater (or similar non-harmful liquid) for 1 full day.

Protection from Elementals: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Elementals cannot enter the zone nor can they cause direct harm to those within the zone. The zone lasts for 30 minutes, or until someone inside the zone attacks an elemental in hand-to-hand combat.

Protection from Lycanthropes: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Lycanthropes cannot enter the zone, but can use missile and spell attacks against those inside the zone. The zone lasts for 60 minutes, or until someone inside the zone attacks a lycanthrope in hand-to-hand combat.

Protection from Magic: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Mortal level magic (whether from spells or items) cannot enter or leave the zone. The zone lasts for 60 minutes, and can only be broken extremely powerful magic, like a wish.

Protection from Metal: Metal weapons or other items cannot harm or damage the reader for a period of 60 minutes.

Protection from Poison: Poison cannot harm the reader for a period of 6 hours, and any poison already in his system is completely removed.

Protection from Undead: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Undead cannot enter the zone nor can they cause direct harm to those within the zone. The zone lasts for 60 minutes, or until someone inside the zone attacks an undead in hand-to-hand combat.

Curse: Anyone who reads this scroll and who fails a save is cursed (GM's choice of effects) until a Remove Curse is successfully cast.

Special Ritual: This scroll contains a special ritual (see Ritual Magic) of the GM's design. The more powerful the ritual the more expensive and complex the ritual should be. Many such rituals should be black magic and require especially gruesome sacrifices.

Potion Recipe: This scroll contains a recipe for one of the potions listed in the above list specifying the materials and brewing procedure/time. Any spellcaster (or any non-caster with the Alchemy advantage) can follow the directions and brew the potion with a successful INT roll.

Wands and Staves

Most wands and all staves are magical devices that contain spell-like enchantments.

Wands are normally thin sticks around 18" long. They can only be used by spellcasters (normally only arcane casters, but there are exceptions). A wand will hold 5d10 charges, and each time it is used one charge will be used up. Once all the charges are used up, a wand is simply a non-magical stick. Treat the effects produced a wand as if created by a 4th level caster.

Staves are the bigger cousins of wands. They are normally 5'-6' long, and made of wood. They can only be used by spellcasters (normally only arcane casters, but there are exceptions). Staves tend to be more versatile and powerful than wands, although they still use charges. A staff will have 10d10 charges when found, and each use of the staff may use one or more of these charges. Once all the charges are used up, a staff is simply a non-magical stick, even powers that do not use a charge fail. Treat the effects produced a staff as if created by a 5th level caster. A staff can be used in melee as if a quarterstaff.

Some wands, called spell wands, simply have a spell impressed on them. A spell caster able to cast the type of spell (arcane or divine) contained in the wand can use the wand to directly cast the spell it is impressed with regardless of the spell's level for the normal cost in HP

Most wands and staves can only be made if instructions for the specific special ritual needed are discovered. The more powerful the wand or staff the more costly in time and material the ritual. Certain wands and staves may only be available as relics of ancient or lost civilizations (GM option) as the method of creating them has been lost.

Spell Wand: A spell wand contains one spell that a spell caster using the wand can directly cast for the normal HP cost (and corruption point cost if the spell is black magic). Determine the level of spell and the spell impressed in the wand randomly. Spell level: 1-6: level 1, 7-12: level 2, 13-17: level 3, 16-17: level 4, 18: level 5, 19: level 6, 20: higher level (GM choice).

Wand of Cold: Each time a charge is expended, this wand creates a cone of cold, 60' long and 30' wide at the end. All creatures within the cone must take 6d6 damage.

Wand of Enemy Detection: This wand is usable by any spellcaster. Each time a charge is expended, all creatures with hostile intent towards the user within 60' will glow as if on fire. This includes Invisible or hidden enemies; in which case the glow may give away their positions. The glow lasts for 10 minutes before fading.

Wand of Fear: Each time a charge is expended, this wand creates a cone of fear, 60' long and 30' wide at the end. All creatures within the cone must make a saving throw vs MIND or flee in terror for 5 minutes.

Wand of Fireballs: Each time a charge is expended, this wand creates a Fireball up to 240' away. Anyone in the area of effect takes 6d6 damage. Save for half damage.

Wand of Illusion: Each time a charge is expended, this wand creates a Phantasmal Force as the spell of the same name. The caster must concentrate to maintain the illusion.

Wand of Lightning Bolts: Each time a charge is expended, this

wand creates a Lightning Bolt up to 240' away and then extending 60' from that point. Anyone in the path of the lightning takes 6d6 damage. Save for half damage.

Wand of Magic Detection: This wand is usable by any spellcaster. Each time a charge is expended, all magical items and active spells within a 20' radius will glow for 6 rounds (1 minute).

Wand of Metal Detection: Each time a charge is expended, the wand will point towards a type of metal named by the user if there is at least 1,000cn of it within 20'.

Wand of Negation: Each time a charge is expended, this wand will cancel the effects of another wand or staff. If the effect that is being negated is an effect with a duration, it will be negated for a single round.

Wand of Paralyzation: Each time a charge is expended, this wand creates a cone 60' long and 30' wide at the end. All creatures within the cone must make a saving throw or be paralyzed for 1 hour.

Wand of Polymorphing: Each time a charge is expended, this wand produces the effect of either a Polymorph Self on the user of the wand or a Polymorph Other on a target that the wand is pointed at. Unwilling targets may make a saving throw to avoid the effect.

Wand of Secret Door Detection: When this wand is activated, it will point the user towards all secret doors within 20'. This expends one charge per secret door revealed.

Wand of Wizardry: This wand holds a reservoir of hit points which the wielder can use to cast spells instead of (or in addition to) his own. This reservoir will hold 10d4 hit points. When the reservoir drops below 50% capacity, the wand will automatically use a charge and refill the next day (at dawn).

Wand of Trap Detection: When this wand is activated, it will point the user towards all traps within 20'. This expends one charge per trap revealed.

Staff of Cancellation: This staff may be used by any character, but may only be used once. When activated, it will permanently drain any magical item (except an artifact) that is touched by it of all power. The GM may require an attack roll to touch a magic item carried or worn by another creature, normally against armor class 10.

Staff of Dispelling: This staff is usable by any spellcaster. When the staff is used and a charge is expended, it will cast Dispel Magic as if by a 5th level caster, except with a range of only touch. The staff can be used to dispel magic items. When it is used against an item and a charge is expended it will automatically destroy any potion or scroll; and will cause any other magic item to temporarily cease working for 1d4 rounds. Note that magic weapons and armor still work as mundane weapons and armor even when their magical properties are temporarily suppressed.

Staff of Harming: This staff is usable by divine casters only. Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 1d6+1 damage to the creature in addition to the normal damage that the staff does. The wielder of the staff can also activate it as normal to use any of the following effects as if casting the reverse of the curing spells (using up a variable number of charges):
2 charges = Cause Blindness
2 charges = Cause Disease
3 charges = Cause Serious Wounds
4 charges = Create Poison

Staff of Healing: This staff is usable by divine casters only. The

wielder may activate the staff to cure 1d2 body damage to a target. This does not use a charge, but each target can only be cured once per day by the staff. The staff can also be activated to cure other things, although this uses charges as follows:
1 charge = Cure Blindness
1 charge = Cure Disease
2 charges = Neutralize Poison
3 charges = Restoration

Staff of Power: This staff holds a reservoir of hit points which the wielder can use to cast spells instead of (or in addition to) his own. This reservoir will hold 10d10 hit points. When the reservoir drops below 50% capacity, the staff will automatically use a charge and refill the next day (at dawn).

Staff of Striking: Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 2d6 damage to the creature in addition to the normal damage that the staff does.

Staff of Withering: The wielder of the staff may activate the staff and expend a charge to touch a target and cause the target to make a saving throw or age 10 years. This staff does not work on undead.

Rings

Magical rings like those listed below are generally beyond the ability of current civilizations to create. They are the creations of ancient and/or lost civilizations.

A magical ring must be worn on a finger or thumb to operate, and a character can only wear one magical ring per hand. If a second ring is put on the same hand as an existing ring, neither ring will function (with the exception of a Ring of Weakness). Rings are usually either constant in effect or are activated by a "use item" action.

Animal Control: This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Animal Control with the exception that the wearer only gets a single attempt to control creatures per use.

Delusion: This ring will appear to function as a different type of ring if an Analyze spell is used on it. Once the ring is worn, it will be completely nonfunctional, but cannot be removed without a Remove Curse being cast on it.

Djinn Summoning: Once per week, the wearer of this ring can summon a djinn, who will serve them for a day. If the djinn is killed, the ring loses its magical power.

Ear: Three times per day this ring can be removed from its wearer's finger and placed against any surface. Until the wearer recovers the ring, they will be able to hear everything that happens around the ring as if their ear were in the ring's location.

Elemental Adaption: To determine the exact type of ring found, roll 1d100: 01-21 = Air, 22-42 = Earth, 43-63 = Fire, 64-84 = Water, 85-91 = Air and Water, 92-98 = Earth and Fire, 99-00 = All Elements.

The wearer of the ring is protected from environmental hazards in the elemental plane that matches the elemental alignment of the ring, and is able to breathe in those planes despite lack of air.

Fire Resistance: This ring makes its wearer immune to natural fire, gives a +2 bonus to all saving throws against magical fire, and reduces all magical fire damage done to the wearer by one point per die (to a minimum of one point per die).

Human Control: This ring may be used once per turn. It acts as if

the wearer had drunk a Potion of Human Control with the exception that the wearer only gets a single attempt to control people per use.

Invisibility: This ring may only be used once per turn. When activated it affects the wearer as if they had cast an Invisibility spell on themselves.

Life Protection: This ring will protect its wielder from 1d6 levels worth of energy drain. If overloaded (for example if it has only a single level of protection left and the wearer is drained two levels) then it will successfully protect the caster and then turn to dust. If it is exactly used up without being overloaded, it will become a Ring of Protection +1 once its levels of protection have been used up.

Memory: This ring can only be used by a spell caster. Once per day, the caster may activate it to recover one spell that they have cast within the previous ten minutes. That spell will be available for casting again as if freshly prepared.

Plant Control: This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Plant Control with the exception that the wearer only gets a single attempt to control creatures per use.

Protection: This ring gives a bonus to its wearer's armor class and to all saving throws equal to its magical bonus. If a character wears a Ring of Protection on both hands, only the larger of the two bonuses applies.

Quickness: Once per day, the wearer of this ring can move at double speed and take two actions per combat round for ten minutes.

Regeneration: The wearer of this ring will recover 1 hit point per ten minutes, and can slowly re-grow lost body parts. A limb will re-grow over the course of a week, whereas a finger or ear would re-grow over the course of a single day. This ring will not stop working when the wearer is on 0 hit points, and will not prevent the wearer from dying. It will also not heal damage from fire or acid (although will re-grow limbs lost to fire or acid).

Remedies: Once per day, this ring will duplicate the effect of a Cure Blindness, Cure Disease, Remove Curse or Neutralize Poison spell as if cast by a 6th level divine caster. The spell can be cast on the wearer or on a target that the wearer touches.

Safety: This ring acts like a Potion of Luck except that it has 1d4 charges and uses up a charge each time a die is placed instead of rolled. Once all the charges have been used up, this ring becomes non-magical.

Seeing: Once per day this ring enhances the character's sight for 30 minutes: a polymorphed creature or object will appear as it really is, superimposed with its present form. When looking at a person one may tell his alignment, class, level, and general intentions. One may also see invisible, displaced, ethereal and astral objects. Blindness is temporally "cured" when this ring is active.

Ring of Shooting Stars: Once per day, this ring can unleash 1d6 meteors that behave as the *Lightning Bolt* spell, but do 3d6 damage.

Spell Eating: This ring appears to Analyze spells to be a Ring of Spell Turning and operates as one. However, if the wearer of the ring casts a spell themselves, the ring immediately "eats" all the remaining prepared spells that the caster has. The ring can then no longer be removed except by the use of a Remove Curse cast by a 25th level caster. Once the curse has been activated, the wearer can prepare new spells as normal, but will lose them again when they next cast one.

Spell Storing: This ring will contain 1d6 different spells (determined randomly as if spells on a Spell Scroll) when found. The wearer of the ring can cast these spells once each, even if not a spell caster. The spells will always be cast as if by a caster of the minimum level needed to cast them, even if the wearer of the ring is a caster of higher level. Each spell can be recharged by having a spell caster cast it directly into the ring. The ring cannot "catch" spells generally cast at the wearer; the spells must be cast directly at the ring with the purpose of recharging it.

Spell Turning: Each day, this ring will reflect the first 2d6 spells (roll each day) cast at the wearer back at their casters. This only effects actual spells, not the spell-like powers of monsters or magic items. Once it has absorbed as many spells as it can, the ring has no other powers until the following day.

Survival: This ring will contain 1d100+100 charges when found. Each charge spent will allow the wearer to go for 24 hours without food and drink or for 1 hour without breathing. When the ring is down to its last five charges, it will turn black; and when it runs out of charges it will crumble to dust.

Telekinesis: This ring can be activated to produce an effect identical to the Telekinesis spell, capable of moving objects weighing up to 2,000cn.

Truth: Three times per day, this ring can be activated to telepathically warn its wearer whether a spoken statement that they have just heard is true in the opinion of the speaker. Note that there is a difference between the speaker being untruthful and the speaker merely being honestly wrong about something.

Truthfulness: This ring appears to be a Ring of Truth when examined with an Analyze spell, and will work as a Ring of Truth. However, once worn it cannot be removed except by a Remove Curse spell cast by a 26th level caster, and it compels its wearer to always speak the truth. The wearer may not knowingly lie while wearing the ring (but the ring doesn't prevent them from accidentally being wrong).

Truthlessness: This ring appears to be a Ring of Truth when examined with an Analyze spell, and will work as a Ring of Truth. However, once worn it cannot be removed except by a Remove Curse spell cast by a spellcaster of at least 12th level, and it compels its wearer to always speak lies. The wearer may not knowingly make any true statement while wearing the ring (but the ring does not prevent them from making a statement that is accidentally true if they genuinely don't know that it is).

Water Walking: This ring allows its wearer to walk on the surface of any liquid without sinking.

Weakness: 1d6 rounds after this ring is worn, it will immediately lower its wearer's strength score to 3. The ring cannot be removed until it has had a Remove Curse spell cast on it.

Wishes: This ring will grant from one to four wishes (as the Wish spell) before crumbling into dust. To determine the number of wishes contained in the ring, roll 1d10: 1-4 = 1, 5-7 = 2, 8-9 = 3, 10 = 4.

X-Ray Vision: The wearer of this ring can see up to 30' through stone or up to 60' through wood. It cannot be used to see through metal. To use the ring, the wearer must stand still and concentrate and can view a 10'x10' area per use. It takes 10 minutes to scan such an area, and the ring can only be used once per hour.

Ancient and Wondrous Items

Rings of power were not the only magic items produced in ancient times by civilizations all-but-forgotten today. Many wonderful

magic items existed then. Most of these items are very rare today even if they were fairly common ages ago. Some of these items may be one of a kind or have never existed outside of legends. Like magic rings, the methods used to create these items are generally lost to the mists of time.

Amulet of Scrying Protection: This item protects its wearer from being scried on via a Crystal Ball, and makes them immune to all types of ESP.

Bag of Devouring: This bag looks like a normal sack, but any non-living item placed entirely within it disappears from view and weighs nothing while in the bag. It will hold items up to 10,000cn in weight, providing the items fit wholly within it (i.e. they are 5'x1'x1' or smaller). Items placed within the bag can be found by touch by anyone reaching into the bag and can be withdrawn. However, any item left in the bag for more than two hours will vanish completely. This will not affect living creatures that are stuffed into the bag.

Bag of Holding: This bag looks like a normal sack, but any non-living item placed entirely within it disappears from view and weighs nothing while in the bag. It will hold items up to 10,000cn in weight, providing the items fit wholly within it (i.e. they are 5'x1'x1' or smaller). Items placed within the bag can be found by touch by anyone reaching into the bag and can be withdrawn. **Boat, Undersea:** This boat can be operated as a fully functional skiff. However, when a command word is given, it will dive under the water while simultaneously radiating a Water Breathing effect that protects all passengers who are touching the boat. The pilot of the boat can control its movement underwater as if on the surface.

Boat, Folding: This is an ordinary wooden rowboat or sailboat, but when it is not immersed in water, it can be collapsed into a 6-inch cube with a button on one side. If the button is pressed, the boat opens up instantly.

Boots of Dancing: These boots function as Boots of Speed until such time as the wearer is in combat or attempting to flee from same. At that point the wearer will be unable to do anything but dance, effectively reducing her speed by half.

Boots of Leaping: The wearer of these boots can make leaps of up to 10' vertically and up to 30' horizontally.

Boots of Levitation: The wearer of these boots may Levitate as per the spell of the same name. There is no limit to the duration of the levitation. **Boots of Speed:** When travelling overland, the wearer of these boots travels at the speed of a riding horse. However, the wearer can only move at this speed for a single day and then must rest for a day.

Boots of Speed: By speaking the command word, these boots double the wearer's speed, but they require the wearer to rest for twice as long as they were used.

Bowl of Water Elementals: Once per day, this bowl can be filled with water and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice water elemental. Conjuring the elemental takes 10 minutes.

Bracers of Armor: These leather bracers can be worn by anyone, regardless of their training in armor. While worn, they confer a bonus to AC. Roll 1d6 when found: 1-3: +1 AC, 4-5: +2 AC, 6: +3 AC.

Brazier of Fire Elementals: Once per day, this brazier can be lit and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice fire elemental. Conjuring the elemental takes 10 minutes.

Broom of Flying: This broom will carry its owner through the air at

a speed of 80' per round. The owner of the broom must concentrate to move, and the broom will hover if the owner stops concentrating. The broom can also carry a passenger, but in this case its speed is reduced to 60' per round.

Cape of Escape: Three times per day, the wearer of this cape can, with a flourish, teleport up to 60 feet, leaving behind a bank of smoke in his wake similar to the *Obscurement* spell.

Censer of Air Elementals: Once per day, this censer can be filled with incense and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice air elemental. Conjuring the elemental takes 10 minutes.

Chime of Time: This simple metal chime can be commanded to keep track of time. It will sound every hour until commanded to stop, and can be clearly heard within a 60' radius. If the chime is in a Silence 15' Radius spell when it is time to chime, it will automatically dispel the spell as it chimes. The chime can also be used like a hourglass. If commanded, it will slowly change color from one end to the other taking exactly one hour to do so.

Crystal Ball: A crystal ball is a scrying device that can only be used by a spellcaster. The crystal ball can be used three times per day to see any place or object that they desire; and a current image of that place or object will appear and last for 10 minutes. The clarity of the image will be based on the familiarity that the user has with the object or area.

Crystal Ball of Suggestion: This Crystal Ball is being watched by a malevolent intelligence, which will show the user what it wants her to see rather than what she wants to see. It will finish by casting *Suggestion* on the user.

Crystal Ball with Clairaudience: This works just as a normal Crystal Ball, except that by concentrating the user can hear what is going on at the far end as if through the ears of any living creature shown in the ball. Only a spellcaster can use this item.

Crystal Ball with ESP: This works just as a normal Crystal Ball, except that by concentrating the user can read the thoughts of the main subject of the vision if it is a living creature. Only a spellcaster can use this item.

Decanter of Endless Water: On command, this glass bottle pours out one gallon of clean water, either fresh or salty according to the user's wishes. A rare few have a second function, producing a gushing torrent of water on command.

Deck of Illusions: When thrown down, this deck of cards creates illusions equal to the *Phantasmal Forces* spell. The face cards (Jack, Queen, King, and Ace) instead produce *Spectral Forces*. Each card only functions once, becoming a normal (if finely made) playing card forever after.

Deck of Many Things: This special deck of cards has only 20 cards, but each has an amazing power. The owner and anyone else present may draw as many times as they wants, but the deck shuffles after every draw. When all the cards have been drawn or everyone has agreed to stop drawing, they reassemble and vanish, leaving only the sound of mischievous laughter. Sample effects: Placed under a geas, granted one wish, instantly killed, gain one level instantly, add one point to a single stat.

Displacer Cloak: This item makes the wearer appear to be 5' from their actual position. This makes all attacks against the wearer take a -2 penalty to their to-hit rolls, and gives the wearer a +2 bonus to all saving throws.

Drums of Panic: These are a pair of large kettle drums. When played, they have no effect on creatures within 10' of them, but creatures from 10' to 240' from them must make a saving throw vs MIND or flee in terror for 30 minutes.

Dust of Disappearance: When this dust is sprinkled over a creature or object, it becomes invisible as if under the spell *Invisibility* for 1 turn.

Dust of Appearance, when sprinkled, reveals any invisible creature or object within 5 feet of where it settles.

Efreeti Bottle: This 3' tall heavy jug contains an efreeti. The stopper may be opened once per day, and the efreeti will come forth and serve the opener. If the efreeti is slain, the bottle becomes non-magical. The efreeti is reluctant to serve, and will do its best to use loopholes in the commands that it is given in order to cause harm to the owner of the bottle.

Egg of Wonder: This is a painted hollow eggshell. When dropped or thrown (up to 60') it will break and an animal will emerge and grow to full size. For the next hour, the animal will obey the user of the egg to the best of its ability; and then it will disappear. To determine the type of animal that is summoned, roll 1d12: 1 = Ape (Rock Baboon), 2 = Bat (Giant), 3 = Bear (Black), 4 = Bear (Grizzly), 5 = Boar, 6 = Cat (Mountain Lion), 7 = Cat (Panther), 8 = Ferret (Giant), 9 = Lizard (Giant Gecko), 10 = Lizard (Giant Draco), 11 = Snake (Racer), 12 = Wolf.

Elven Boots: These boots give their wearer a Move Silently ability of 75%, like a thief.

Elven Cloak: This cloak is just like a Ring of Invisibility except that its invisibility is not perfect. When the wearer is in the presence of creatures that might notice them, their faint outline will be seen if a 1 is rolled on 1d6.

Figurine of Wonder: This is a small carved statuette of an animal. It works like an *Egg of Wonder*, but when time runs out (or if it dies), rather than disappearing it turns back into a figurine. It always produces the same kind of animal, and it can be used once per week.

Flask of the Alchemist: This flask can be filled with one pint of any ordinary liquid. Additionally, it can be used to produce a single dose of 1d4+1 randomly-selected potions. This latter ability only works as many times per week as the number of different potions it can make.

Flask of Curses: When the wax seal on this bottle is broken, the one who broke it will be affected by a random curse.

Flying Carpet: This carpet will carry one passenger at a speed of 100' per round, two at a speed of 80' per round, three at a speed of 60' per round, four at a speed of 40' per round, or five at a speed of 20' per round. The owner of the carpet must concentrate to make it move, and the carpet will hover in place if the owner stops concentrating.

Gauntlets of Ogre Power: The owner of these gauntlets has a strength of 18 while wearing the gauntlets, but taking them off return's the owner's strength back to its normal value.

Girdle of Giant Strength: Anyone who wears this girdle does double damage with whatever melee attacks they make.

Goggles of Infravision: While wearing these lenses, you can see in the dark as well as you can in light.

Hat of Disguise: Three times per day, the wearer of this hat can alter their appearance as *Change Self*, including their clothes.

Helm of Blindness: Anyone wearing this helmet is immediately made blind. The blindness cannot be cured until the helmet has been removed, and the helmet cannot be removed without a Remove Curse spell being cast on it.

Helm of Brilliance: At will, the wearer of this helm can cast *Light*. Three times per day, the wearer can cast *Wall of Fire*. Also, the wearer gains a +10 bonus to any saves against fire.

Helm of Reading: This helmet allows the wearer to read any language or cipher, and allows them to identify magical scrolls. However, it does not allow the wearer to use Spell Scrolls if they are not normally able to do so. This helmet is rather delicate, and has a 10% chance of being broken each time its wearer is struck in combat.

Helm of Telepathy: The wearer of this helmet can transmit their thoughts to any creature within 60'. The target creature will understand the thoughts of the wearer despite language differences. The wearer may also use the ESP spell to read the thoughts of others.

Helm of the Sea: While worn, this helmet allows the wearer to breathe and fight normally with any weapon she can use underwater, and grants her buoyancy enough to swim even if heavily armored.

Helm of Teleportation: This helm is only usable by arcane casters. The wearer of the helm may use the Teleport spell as often as they like to teleport themselves, with the normal chances of failure. The wearer may also use the helm to Teleport another creature (again, as if casting the spell). However, doing this discharges the helmet and it can no longer be used for any teleporting until it is recharged by having a Teleport spell cast into it.

Horn of Blasting: This horn can be blown once per ten minutes. When it is blown, it creates a cone of sound 100' long and 20' wide at the end. Everyone in the area must take 2d6 damage and make a saving throw vs STR or be deafened for ten minutes. Buildings and ships in the area of effect take 1d8 damage.

Horn of Valhalla: Once per day, this horn may be blown to summon the souls of 2d4 brave warriors, who fight alongside the one who blew it as Berserkers for one hour. Their weapons count as magical.

Horseshoes of Swiftess: Function as *Boots of Speed*, but can be attached to the feet of any horse, pony, donkey, or mule (including magical horse-like creatures such as pegasi). All four must be worn for it to work, but the horse will never throw a shoe while they are attached.

Hurricane Lamp: When this lamp is opened for the first time in a day, a hurricane of wind and rain emerge. Everyone within 30' of the lamp is knocked to the floor for three rounds, and must make a saving throw vs. DEX to avoid having all loose items or items held or carried by them (including weapons, but not including clothing) is scattered throughout the area. Once the hurricane has ended, the lamp may be used as a Lamp of Long Burning, although the hurricane will reset each day and must be triggered again before the lamp can be used.

Incense of Miracles: This incense can burn for up to four hours. A cleric or druid who prepares spells while the incense is lit does so as if she were two levels higher, up to and including having the next level of spells.

Ioun Stone: Mined from the core of a dead star, there are eight kinds of ioun stone, each with different effects. When activated, they can slowly orbit around their owner's body if she so desires. Roll 1d8 to determine type: 1-Red (+1 to STR) 2-Orange (Reduce all damage by 1) 3-Yellow (+1 to DEX) 4-Green (User does not need to eat, drink, sleep, or breathe unless they want to) 5-Blue (+1 to MIND) 6-Purple (+1 to CHA) 7-White (Regenerate 1 BP/turn) 8-Prismatic (+1 to all d20 rolls)

Item of Delusion: Roll randomly on the table again. Although this

is in all other respects a perfectly normal example of a similar item, whoever touches it is cursed to believe it is the indicated item despite all logical evidence to the contrary. (For instance an ordinary broomstick might be mistaken for a *Broom of Flying*).

Lamp of Long Burning: This lamp must be filled with oil and lit like any other lantern, but it will burn forever without using any of the oil that it contains. The lamp can be put out and re-lit repeatedly like any other lamp. If the lamp is ever completely submerged in water while lit, it will immediately stop working and lose its magical properties.

Loadstone of Weight: Whoever touches this heavy rock is unable to discard it until the curse is removed. 20% of these loadstones are also *Items of Delusion* that lead the bearer to believe that it is actually an enormous and valuable gemstone.

Medallion of ESP: This medallion allows the wearer to use the ESP spell at will, with a range as given in the item listing (either 30' or 90'). However, each time it is used, there is a 1 in 6 chance that instead of letting its wearer read minds, it will broadcast its all of its wearer's thoughts out loud for the next ten minutes.

Mirror of Life Trapping: If the owner of this mirror presents it to a creature of human size or smaller and activates it, the creature must make a saving throw vs. MIND or be sucked into the mirror, complete with everything they are wearing and carrying. The mirror can hold up to 20 creatures, who exist in a state of suspended animation while in the mirror, not needing food, drink or air and completely unable to take any actions.

Anyone looking into the mirror can see the reflections of the faces of all those trapped inside, and can wake any of them up temporarily to talk with them. No special communication powers are granted, so the viewer and victim need to share a common language to talk in. If the mirror is broken, all the creatures inside are instantly freed. However, the only way to free a single creature without breaking the mirror is to use a Wish spell.

Muzzle of Training: This muzzle will automatically reshape and resize itself to fit any creature with a mouth. When put on a creature and locked with a command word, the creature is magically prevented from biting, talking and casting spells; but it can still eat, drink and breathe normally. The owner of the muzzle can unlock it with a second command word, but otherwise it is locked with the equivalent of a Wizard Lock cast by a 6th level caster.

Nail, Finger: This appears to be a Nail of Pointing if checked with an Analyze spell. However, when someone tries to use it as such it will disappear. The next time that person tries to be unnoticed (by disguise, Invisibility or hiding), an illusion of a large glowing hand will appear above their head pointing them out. After that first instance, there is a 25% chance each time the person tries to go un-noticed that the hand will re-appear. This will continue to happen until the victim has a Remove Curse spell cast on them.

Nail of Pointing: This appears to be a simple 6" iron nail. Once per day, it can be commanded to point to a mundane (not magical or living) object, and for the next ten minutes the nail will point at the closest instance of that type of object (distance is irrelevant).

Ointment: This creamy white salve is normally found in small jars. To use the ointment, the whole jar must be applied to someone's skin. When the ointment is applied in this manner, it will have a random effect, rolled on 1d6: 1 = The user gets a +2 bonus to armor class and saving throws for the next ten minutes, 2 = The user is healed 2d6+2 points of damage, 3 = The user must make a saving throw vs. STR or die, 4 = The user takes 2d6 points of acid damage, 5 = The user is cured of all burn damage, whether magical or normal, 6 = The user's skin turns

bright orange for the next 1d4 months.

Pouch of Security: If this large sack is stolen, it will shout "Help! I am being stolen!" in common repeatedly for the next hour. The sack's owner can command it to be quiet before the end of the duration.

Quill of Copying: When supplied with 1,000gp worth of rare inks, any spell user can command this quill to copy a Spell Scroll containing one or more spells of a type that they can cast onto a blank parchment. There is a 75% chance that the spells will be copied correctly, creating two identical Spell Scrolls, and a 25% chance that the quill will burst, becoming useless and depositing its ink over both parchments (both ruining the original and failing to make a copy).

Ring Gates: Anything that passes through one of these two silver hoops (assuming it can fit) comes out of the other gate, preserving its momentum as it does so. One gate is set with a sapphire, the other is set with a carnelian.

Rope of Climbing: On command, this 50' rope will wriggle along the ground like a snake, and even up walls and on ceilings. It can fasten itself onto any solid protrusion on a surface that it is climbing up, and will support up to 10,000cn of weight. A second command will cause the rope to loosen itself and re-coil.

Scarab of Protection: This charm has 2d6 charges. Each time a curse is placed on the wearer, it will immediately target the wearer with a Remove Curse as if by a 36th level caster. Each Remove Curse uses up one charge. Additionally, it will block any Finger of Death or Obliterate spell (the reverse of the Raise Dead and Raise Dead Fully spells) cast at the wearer; and this also uses up one charge. When the scarab has run out of charges, it crumbles to dust.

Ship, Flying: Anyone with skill at sailing can pilot this ship, which in the absence of wind (or when sailing into the wind) can magically prepare itself at around 15 miles per hour. Most flying ships are at Small Ships or Large Ships, but a few Galleys and Longships are known to exist.

Slate of Identification: This 3' square framed sheet of slate is used to identify magic items. The slate has ten charges per day, and is used by placing it on a horizontal surface and then placing a magic item on it. When activated, the slate will identify the magic item (if it has enough charges left to do so) and chalk writing will appear on the slate indicating type of magic item and what command words it has (if any). If asked to identify an artifact, the slate will shatter.

The slate is incapable of identifying cursed items, even those that fail to fool an Analyze spell (such as a Potion of Poison). If it is asked to identify a cursed item, the slate will identify it as being a random type of similar but useful item.

The number of charges needed to identify different types of item are: Potion = 2 charges, Scroll = 3 charges, Ammunition = 3 charges, Wand = 4 charges, Staff = 5 charges, Weapon = 6 charges, Armor or shield = 7 charges, Ring = 8 charges, Wondrous item = 9 charges.

Spoon of Sustenance: This wooden spoon, when placed in a bowl or pot and stirred three times, fills the container with bland-tasting but highly nutritious gruel, which can be flavored with magic.

Stone of Earth Elementals: Once per day, this stone can be buried in the earth and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice earth elemental. Conjuring the elemental takes 10 minutes.

Talisman of Travel: This talisman allows the wearer to cast either

a Conjure Elemental or Summon Elemental spell in reverse. Instead of the spell summoning an elemental to the caster, the reversed spell will transport the caster to the elemental plane of their choice. While the caster continues to wear the talisman, they are protected from environmental damage on the elemental plane, such as choking or burning, and can breathe normally.

Tome of the Archwizard: 75% of Tomes of the Archwizard contain every Magic-User spell ever invented. The rest contain every Illusionist Spell ever invented. Additionally, the book seems to have infinite pages for note-taking. Unlike other spellbooks, whoever possesses it is capable of reading the spells within (whether or not she can cast them) after one week of study.

Tome of Training: By spending one day studying the insights recorded in this book, a member of the indicated class instantly gains one level. Each Tome of Training only works once per reader.

Wheel of Floating: When put on a cart or wagon, this wheel will allow the cart to be pulled on the surface of water rather than sinking. A single Wheel of Floating will hold up a vehicle of up to 10,000cn in weight, with every additional Wheel of Floating adding 5,000cn to that weight. Although these wheels will keep the vehicle above water, they do not effect whatever animal or animals are pulling the vehicle.

Wheel, Square: This wheel is the size of a wagon or cart wheel, but is square rather than round. It cannot be used on normal terrain, but when fitted to a wagon or cart it will allow the cart to travel over desert or mountain as if being pulled along a road.

Magic Weapons and Armor

Basic magic weapons and armor can be made by any master weapon smith or master armorer, provided he or she has enough meteoric iron and time. A +1 item will take a full year to create. A +2 item will take 4 more years (total of 5 years). A +3 item is a lifework, requiring first creating a +2 item and doing 20 years additional work on it -- for a total of 25 years. +4 and +5 items are possible in theory but would be the work of generations of craftsmen as a +4 item would require 125 years to create and a +5 item 600 years to create, with the original/current craftsman's specially trained apprentice taking over the task -- if the chain of master training replacement gets broken, the item can no longer be successfully improved. Weapons can have a damage bonus as well. It takes 50% of the time listed above to enchant a magic weapon damage bonus. If a weapon is to have both a damage and a hit bonus, the damage bonus must be added first then the hit bonus -- but the entire procedure must be one continuous enchantment operation.

Some magic weapons and armor have special powers such as the ability to shed light, better attack or damage certain types of creatures, magic effects similar to spells, etc. Learning to enchant such weapons takes years or research (or finding someone else's research notes and figuring them out). The exact powers that can be enchanted in this manner are up to the GM, but some of these rare abilities are listed below.

Wheel, Square: This wheel is the size of a wagon or cart wheel, but is square rather than round. It cannot be used on normal terrain, but when fitted to a wagon or cart it will allow the cart to travel over desert or mountain as if being pulled along a road.

Cursed Weapons: Until the curse is broken by a *Remove Curse* spell, the wielder of a cursed weapon cannot discard the weapon and cannot draw any other weapon unless they are already holding the cursed one.

Dancing Weapon/Shield: Weapon fights on its own within 30 feet of owner, as a +1 weapon during first round of combat, a +2 weapon during second round of combat, and a +3 weapon during third round of combat. Afterwards, its owner must direct

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Many Microlite74 gamers know that Randall Stukey, the author of Microlite74 and other M20-based old school games is trying to raise funds to pay the bills from [his wife's oral cancer](#) treatments and that he worked on the original Microlite74 as way to cope during her recovery from 6 weeks of radiation treatment in 2008. Randall and Donna are some of the 40 to 50 million people in the US who do not have health insurance nor did they qualify for government aid as they live in Texas and have no children. Donna (successful so far) cancer treatments have cost over \$110,000. While some of this has been absorbed by hospital foundations and the like, they still owe a lot of it. You can donate to the RetroRoleplaying Cancer Fund (via PayPal) and help them pay their bills.

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Everyone who donates any amount at all get a password giving them access to a number of special downloads. *Some* of the currently available downloads include:

- Pdf copies of the two issues of The Grimoire Randall published in the late 1970s (which Randall blogged about here: The Grimoire #1 (<http://blog.retroroleplaying.com/2009/05/grimoire-1-spring-1978-d-fanzine.html>) and The Grimoire #2 (<http://blog.retroroleplaying.com/2009/05/grimoire-2-summer-1979-d-fanzine.html>)
- Pdf copy of The Second Grimoire of Pharesm the Bright-Eyed, a set of house rules for a BECMI campaign Randall ran at a game shop in the mid-1980s.
- A copy of the Player's Introduction to the Fourth Campaign Arn (from about 1984)
- Microlite74 3.0 Extended Special Edition -- two PDFs designed to be printed in booklet format from Adobe Acrobat. Artwork is by Håkan Ackegård. The text has been reformatted into a single column in a large enough font to easily read.

To get access to these downloads and access to a private donor forum where you can get advance information on upcoming Microlite74 releases, help Randall pay the cancer bills by sending a donation in any amount -- small or large -- to the RetroRoleplaying Cancer Fund via Paypal at this link:

<http://www.retroroleplaying.com/node/153>

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it to sheathe itself or attack a new opponent or else it acts as an otherwise ordinary (i.e. non-dancing) +1 weapon for 24 hours. Dancing shields work similarly, but defend instead of attack.

Ethereal Armor: Wearer is able to become incorporeal and can only be hit by other incorporeal creatures such as wraiths. This ability functions 50 times.

Fire Brand: Weapon is covered in licking flames, dealing 1d6 extra fire damage on a hit. The flames shed light in a 30' radius.

Fiery Armor: Any creature that makes a melee attack against the wearer takes 1d3 fire damage if they hit.

Frost Brand: Weapon is always as cold as ice, dealing 1d6 extra cold damage on a hit. Also keeps rations fresh for longer due to refrigeration.

Intelligent weapon: 10% chance of being able to cast a random

spell of level 1d3 1/day. Can communicate with owner, 1 in 4 chance of being able to talk. Some are petulant and act as a cursed weapon unless they get their way.

Armor of Invulnerability: The character is immune to critical hits (except by Vorpal weapons) and only hit by magic weapons.

Possessed Armor: Contains the ghost of a previous wearer, who may or may not be able to take the armor for a joyride when it's not being worn and may or may not be willing to cooperate with the new owner.

Vorpal Weapon: Only weapons with some sort of bladed edge can be Vorpal. On a critical hit, a vorpal weapon slices off the head of its target, so long as it has a head. Unless the target has another head or is something that doesn't rely on its head to survive, it dies instantly.



Random Determination of Treasure

This is a simple system for generating random treasure. This is only a sample. GMs should feel free to tweak this system for their needs or even replace it with a system of their own designed for their specific campaign.

Rolling randomly for treasure after the PCs have defeated monsters can produce a strange effect: magic items that the monsters could have used in the battle and logically should have used as the result of the battle would have been different. The best way to handle this is to roll treasure for planned encounters when you create the encounter. Of course, this is often not possible for unplanned encounters (wandering monsters, etc.). In such cases, there are a number of ways to handle it.

- 1) Ignore the problem and put the item rolled in the treasure. While easy, this is unrealistic.
- 2) Simply eliminate the item and do not roll another. Assume the monsters had one less item.
- 3) Reroll until you get an item that would not have been obviously useful in the encounter. This can take a lot of time if you keep rolling items that could have been used in the encounter.
- 4) Replace the item with a "treasure map" of some type leading to the item.
- 5) Allow the item, but in such a way that the monsters could not have used it in the encounter. Perhaps the item is well hidden in the encounter area and the monsters never found it (but the PCs might if they search for it). Perhaps the item needs to be activated with a command word the monsters did not know (and the PCs would have to discover somehow) or only activates for its bearer after some specific "ritual" has been performed (such as a magic weapon that appears completely normal until used to kill a specific type of monster).

Always remember that any system of random treasure determination, including this one, is meant to be the GM's servant, not the GM's master. The GM is never required to place treasure he does not want in the campaign or that would not realistically fit the situation/environment just because the treasure was rolled on the charts. In such cases, feel free to roll again.

Part 1: The Basic Formula

An individual monster has a base amount of treasure in its lair proportionate to its XP value, according to the following table.

Monster XP value Base hoard size

1	15
2	25
3	40
4	65
5	100
6	165
7	270
8	430
9	700
10	1130
11	1830
12	2960
13	4790
14	7750

Each additional XP 150% the previous value

For the actual value of the hoard, multiply the base value by 1d4. For particularly ancient or wealthy monsters such as dragons, you might add 1 to the d4 roll, or even roll 1d6 instead. Monsters of animal intelligence that do not value treasure, or intelligent ones that have fallen on difficult times, might instead divide the hoard size by a similar amount, or even be treated as a much lower-level creature, if indeed they have any treasure at all. Random, unguarded treasure in a dungeon should generally correspond to the level of dungeon it is found on.

If you want the numbers to be a little more random, you can roll a d6 and a d10 for any number of digits, but not the highest place, adding the amount on the d10 if the d6 is odd and subtracting it if it is even.

Part 2: Specific Items

Now a monster *could* have all their treasure in just plain gold pieces, but where's the fun in that? No, they should have a variety of coins, valuables, and magical treasure. Use the following guidelines to spice up your treasure.

- d% of the treasure is gold. d% of the remainder is silver. Whatever is left is copper.
- If a treasure is worth less than 1000 GP, then for every 100 GP (rounded down), there is a 10% chance to substitute a roll on the Minor Treasures table for 100 GP of the money. If there is less than 100 GP, then there is a 1% chance for every 10 GP.
- If a treasure is worth less than 5000 GP, for each 1000 GP (rounded down), there is a 10% chance to substitute a roll on the Medium Treasures table for 1000 GP of the money and a 10% chance of 1d4 rolls on the Lesser Treasures table in addition to the money.
- For each 5000 GP (rounded down), there is a 10% chance to substitute a roll on the Major Treasures table for 5000 GP of the

money, a 10% chance of 1d4 rolls on the Medium Treasures table in addition to the money, and a 40% chance of 2d6 rolls on the Minor Treasures table in addition to the money.

1d20	Minor Treasures	Medium Treasures	Major Treasures
1-12	Minor Gem or Jewel	Medium Gem or Jewel	Major Gem or Jewel
13-19	Minor Object of Art	Medium Object of Art	Major Object of Art
20	Minor Magic Item	Medium Magic Item	Major Magic Item

Gems and Jewelry Table

1d8	Minor Gems	Medium Gems	Major Gems
1	Polished stone or glass worth 1d6 GP	Tiny precious stone worth 1d100 GP	Tooth-sized precious stone worth 1d100x10 GP
2	Cheap jewelry worth 1d6 GP	Jewelry worth 1d100 GP	Princely jewelry worth 1d100x10 GP
3	Tiny precious stone worth 1d100+25GP	Tooth-sized precious stone worth 1d6x200 GP	Eye-sized gem or jewelry worth 1d100x80 GP
4	Jewelry worth 1d100+25GP	Fine jewelry worth 1d6x200 GP	Royal jewelry worth 1d100x80 GP
5	Tooth-sized precious stone worth 1d100+75GP	Tooth-sized precious stone worth 1d6x300 GP	Fist-sized gem worth 1d100x120 GP
6	Jewelry worth 1d100+75GP	Fine jewelry worth 1d6x300 GP	Royal jewelry worth 1d100x120 GP
7	Tooth-sized precious stone worth 1d100x10GP	Eye-sized precious stone worth 1d100x100 GP	Head-sized precious stone worth 1d100x200 GP
8	Fine jewelry worth 1d100x10GP	Princely jewelry worth 1d100x100 GP	Unique jewelry worth 1d100x200 GP

Objects of Art Tables

1d4	Minor Art	Medium Art	Major Art
1	1d6 GP	1d100 GP	1d100x10 GP
2	1d100+25GP	1d6x200 GP	1d100x80 GP
3	1d100+75GP	1d6x300 GP	1d100x120 GP
4	1d100x10GP	1d100x100 GP	1d100x200 GP

If you want to describe a specific piece of jewelry or art, you can use the following tables:

Art Object Details

1d12	Kind of Art	Kind of Jewelry	Jewelry material
1	Carving/Sculpture/Idol/Holy symbol	Ring	Carved wood
2	Tapestry	Earrings	Carved bone/ivory
3	Book/scroll/poem	Bracelet	Clay
4	Furniture	Anklet	Copper
5	Urn/pottery	Necklace/chain	Brass/Tin
6	Painting/drawing	Pendant	Iron
7	Container (sarcophagus/box/theca)	Body piercing	Bronze
8	Fine vestments/hat/other article of clothing	Comb/hairpin	Silver
9	Fine musical instrument	Spectacles/monocle/magnifying glass	Electrum
10	Ceremonial weapon or armor	Belt/waist chain	Gold
11	Unusually fine normal item (pipe, lantern, cup, hourglass, mirror, etc)	Brooch/pin/cufflinks/cameo	Carved entirely from a big quartz/semiprecious stone
12	Musical score/libretto	Crown/Tiara/Circlet	Platinum/Mithril (Reroll if Minor Jewelry)

Magic Items Table

1d4	Minor Magic Item	Medium Magic Item	Major Magic Item
1	One random potion	3 random potions	6 random potions
2	Roll once on the Minor Scroll table	Roll once on the Medium Scroll table	Roll once on the Major Scroll table
3	Roll once on the Minor Arms and Armor table	Roll once on the Medium Arms and Armor table	Roll once on the Major Arms and Armor table
4	Roll once on the Minor Enchanted Items table	Roll once on the Medium Enchanted Items table	Roll once on the Major Enchanted Items table

Potions Table

Roll a d6. If it's odds, roll on potion table 1. If it's even roll on potion table 2

1d20 Potions 1		1d20 Potions 1 (cont.)		1d20 Potions 2		1d20 Potions 2 (cont.)	
1	Animal Control	11	Dreamspeech	1	Growth	11	Plant Control
2	Antidote	12	Elasticity	2	Healing	12	Poison
3	Blending	13	ESP	3	Heroism	13	Polymorph Self
4	Bug-repellent	14	Ethereality	4	Human Control	14	Sight
5	Clairaudience OR Clairvoyance	15	Fire resistance	5	Invisibility	15	Speech
6	Climbing	16	Flying	6	Invulnerability	16	Speed
7	Defense	17	Freedom	7	Levitation	17	Super Healing
8	Delusion	18	Gaseous Form	8	Longevity	18	Treasure Finding
9	Diminution	19	Giant Control	9	Luck	19	Undead Control
10	Dragon Control	20	Giant Strength	10	Merging	20	Water Breathing

Scrolls Table

For scrolls, randomly determine the list the spells are selected from. Scrolls seldom have more than one kind of spell written on them.

1d10 Minor Scrolls		Medium Scrolls		Major Scrolls	
1	1 spell, 1st level	1	1 spell, 1d6 level	5	5 spells, 1d6 level
2	1 spell, 1d3 level	2	2 spells, 1d4 level	6	6 spells, 1d6 level
3	2 spells, 1d2 level	3	2 spells, 1d6+1 level	7	7 spells, 1d6 level
4	3 spells, 1st level	4	5 spells, 1d3 level	8	8 spells, 1d6 level
5	Cursed scroll	5	Cursed Scroll		Cursed Scroll
6	Protection scroll (random)	6	Protection Scroll (random)		Protection Scroll (random)
7	Special Ritual	7	Special Ritual		Special Ritual
8	Potion Recipe	8	Potion Recipe		Potion Recipe
9	Spell scroll, anyone can use (reroll 1d4)	9	Spell scroll, anyone can use (reroll 1d4)		Spell scroll, anyone can use (reroll 1d4)
10	Treasure Map	10	Treasure Map		Treasure Map

Arms and Armor Table

1d8 Minor Arms		Medium Arms (1d6)		Major Arms	
1	Ordinary weapon with special ability	+1	weapon with special ability	+2	weapon with special ability
2	+1 ranged weapon	+2	ranged weapon	+3	ranged weapon
3	+1 melee weapon	+2	melee weapon	+3	melee weapon
4	+1 shield	+2	shield	+3	shield
5	+1 armor	+2	armor	+3	armor
6	Cursed weapon	+2	melee weapon		Unusual Weapon
7	Cursed armor or shield				Unusual armor or shield
8	Mithril armor				Mithril armor, +1



Weapon, shield, and armor properties

1d8 Cursed	Special abilities	Unusual Weapons	Unusual Weapons 2	Unusual Armor
1 -1	+1 to damage	+1 weapon that destroys undead on a hit (4+ HD undead get a save)	+1d4-1 (minimum 0) Flame Brand (see note)	+4 Armor
2 "	"	+1 weapon returns if thrown	+1d4-1 (minimum 0) Frost Brand (see note)	+4 Shield
3 -2	"	+1 weapon, extra attack 1/round	+1d4-1 (minimum 0) dancing weapon (see note)	+5 Armor
4 "	"	+1 weapon, +2 vs. particular type of enemy	+1d3 intelligent weapon (see note)	+5 Shield
5 -3	"	+1 weapon, +4 vs. particular type of enemy	+1d3 Vorpall weapon	Armor of Arrow Deflection (+2 AC against missile weapons)
6 -1 to AC against ranged attacks	Sheds light, 15' radius	+2 weapon, +3 vs. particular type of enemy	+2 weapon, +5 in the hands of randomly-selected class	Dancing Shield
7 Wearer must make WILL save to avoid (odds) fleeing at the start of combat (evens) charging recklessly at enemies	Sheds light, 30' radius	+4 weapon	+1d3 Lifedrinker (Drains 1 level from opponent on hit)	+1d4-1 (minimum 0) Ethereal Armor (See note)
8 Drains 1 level from wielder	+4 damage against a particular kind of foe (dragons, giants, orcs, etc)	+5 weapon	+1d3, grants 1 wish	+1d4-1 (minimum 0) Firey Armor (See note)
9 Backbiter (deals half damage to wielder)	Heals wielder for 1d6 HP or 1d2 BP 1/day			+1d4-1 (minimum 0) Possessed Armor (See note)
10 1 in 4 chance of breaking when used	Charm Person 1/day			+1d4-1 (minimum 0) Invulnerability (See note)

Enchanted Objects Table

1d20 Minor Enchanted Objects	1d20 Medium Enchanted Objects	1d20 Major Enchanted Objects
1 Minor Wand	1-2 Minor Wand	1-2 Major Wand
2 Minor Ring	3 Major Wand	3-4 Major Ring
3-20 Minor Wondrous Item	4-5 Minor Ring	5 Staff
	6 Major Ring	6-20 Major Wondrous Item
	7-20 Medium Wondrous Item	

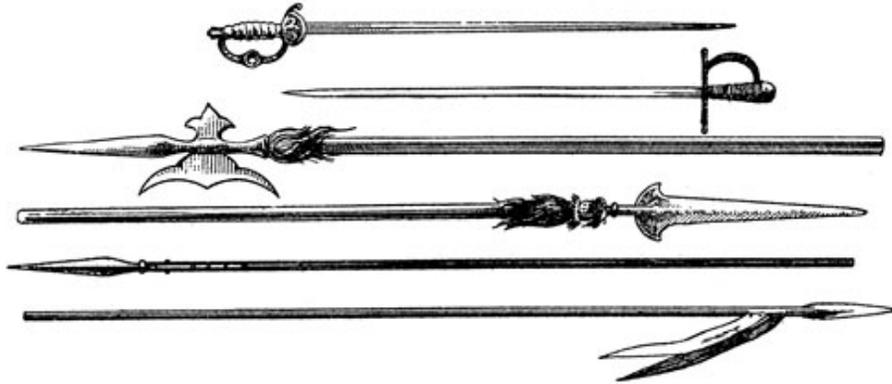
Wands and Staves Table

1d6 Minor Wands	1d8 Major Wands 1	1d8 Major Wands 2	1d8 Staves
1-2 Level 1 spell	1 Level 3 spell	1 Wand of Magic Detection	1 Staff of Cancellation
3-4 Level 2 spell	2 Level 4 Spell	2 Wand of Metal Detection	2 Staff of Dispelling
5-6 Level 3 spell	3 Wand of Cold	3 Wand of Negation	3 Staff of Dispelling
	4 Wand of Enemy Detection	4 Wand of Paralyzation	4 Staff of Harming
	5 Wand of Fear	5 Wand of Polymorphing	5 Staff of Healing
	6 Wand of Fireballs	6 Wand of Secret Door Detection	6 Staff of Power
	7 Wand of Illusion	7 Wand of Trap Detection	7 Staff of Striking
	8 Wand of Lightning Bolts	8 Wand of Wizardry	8 Staff of Withering



Rings Table

1d10 Minor Rings	Major Rings 1	Major Rings 2	Cursed
1 Animal Control	Djinn Summoning	Shooting Stars	Delusion
2 Cursed	Elemental Adaptation	Spell Storing	Spell Eating
3 Ear	Human Control	Spell Turning	Truthfulness
4 Fire Resistance	Life Protection	Survival	Truthlessness
5 Poison Resistance	Memory	Telekinesis	
6 Plant Control	Protection +3	Truth	
7 Protection +1	Quickness	Water Walking	
8 Protection +2	Regeneration	Weakness	
9	Remedies	Wishes	
10	Safety	X-Ray Vision	



Wondrous Items Table

1d20 Minor Wondrous Items	Medium Wondrous Items	Major Wondrous Items	Cursed
1 Bag of Holding	Amulet of Scrying Protection	1d4: 1-Bowl of Water Elementals, 2-Brazier of Fire Elementals 3-Censer of Air Elementals 4-Stone of Earth Elementals	Bag of Devouring
2 Boat, Folding	Boat, Underwater	Crystal ball (1d4: 1-2-Normal, 3-Claudiaudience 4-ESP)	Boots of Dancing
3 Boots of (odds) Leaping/(evens) Speed*	Broom of Flying	Deck of Many Things	Crystal Ball of Suggestion
4 Boots of Levitation	Cape of Escape	Efreeti Bottle	Flask of Curses
5 Bracers of Armor	Deck of Illusions	Flask of the Alchemist	Helm of Blindness
6 Chime of Time	Displacer Cloak	Girdle of Giant Strength	Loadstone of Weight
7 Cursed Item	Drums of Panic	Helm of Brilliance	Nail, Finger
8 Decanter of Endless Waters	Figurine of Wonder	Helm of Teleportation	Item of Delusion
9 Dust of (odds) Appearance/(evens) Disappearance	Flying Carpet	Horn of Blasting	
10 Egg of Wonder	Gauntlets of Ogre Power	Hurricane Lamp	
11 Elven Boots	Goggles of Infravision	Incense of Miracles	
12 Elven Cloak	Hat of Disguise	Ioun Stone	
13 Horseshoes of Swiftiness	Helm of Reading	Mirror of Life-Trapping	
14 Lamp of Long Burning	Helm of the Sea	Ring Gates	
15 Nail of Pointing	Horn of Valhalla	Ship, Flying	
16 Ointment	Medallion of ESP	Slate of Identification	
17 Pouch of Security	Muzzle of Training	Stone of True Seeing	
18 Rope of Climbing	Quill of Copying	Talisman of Travel	
19 Spoon of Sustenance	Scarab of Protection	Tome of the Archwizard	
20 Wheel, Square	Wheel, Floating	Tome of Training (1d4 1-Arcane classes 2-Fighting classes 3-Specialist classes that cast spells 4-Specialist classes without spells)	

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Microlite74 Companion II: Treasure
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Note: This is a Companion volume for Microlite74, a variant of Microlite20 designed to have the "feel" of the original "Oe" edition of the world's most popular fantasy roleplaying game. You can obtain a free copy of Microlite74 here:

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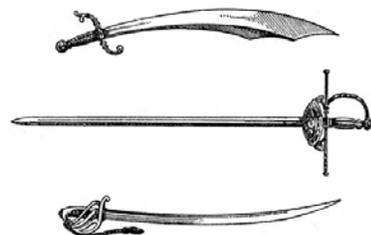
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Microlite74 Companion II: Treasure

Microlite74 games are trimmed-down miniature versions of the Primary Fantasy SRD rules designed to be quick and easy to play, especially when compared to modern incarnations of the game. The goal of *Microlite74* games is to recreate the style and feel of that very first (“0e”) fantasy roleplaying game published back in 1974 without giving up all of the clearer mechanics of modern D20-based versions.

The *Microlite74* rules are based on the 1974 0e edition of the world’s most popular fantasy roleplaying game with its supplements and material from 0e magazine articles, some 0e third party material, some of the house rules the author used in the 1970s, and selected ideas from other roleplaying games. These rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules.

Microlite74 Companion II: Treasure contains a large number of magical items of treasure and a sample system for randomly determining what treasure is a given group of monsters has. With the publication of this *Microlite74* 3.0 Companion volume, *Microlite74* becomes a complete and self-contained system with no need for the SRD or reference to other old school rules. This volume includes any classic treasure items as well as a few new items designed for the *Microlite74* system. *Microlite74 Companion II: Treasure* can be used with any of the three versions of *Microlite74*: *Basic*, *Standard*, or *Extended*.

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