Monsters & Magic Book

Special Edition
Special Edition Monsters & Magic Book

The following is a sourcebook of fearsome foes and fabulous finds for dungeon delvers using the *Tunnels & Trolls 7th Edition* rules.

**MONSTER RATING**

As noted in the main rulebook, most monsters are given a Monster Rating (MR), which determines how many dice and adds they have in combat, as well as their CON score and WIZ score.

\[
\text{Combat Dice + Adds} = \left(\frac{\text{MR}}{10}\right) + 1 \text{ dice (round down!)} + \left(\frac{\text{MR}}{2}\right) \text{ adds (round up!)}
\]

So, an MR 19 monster gets 2 dice + 11 adds (19/10 +1 = 2 dice) (19/2 = 11 adds). The number of dice never changes, but the number of Adds does, based on the monster’s current MR.

The Monster’s MR also serves as its “CON” score, noting how much damage a creature can take. This monster would have an effective “CON” of 19, thus being able to withstand 19 points of damage before falling. Damage is taken directly off a creatures MR, reducing the number of Adds it gets in combat.

The Monster has a WIZ score equal to its MR/10, rounded up. This monster would have a WIZ score of 2, and thus be unaffected by spells cast by wizards with a WIZ score less than 2.

Remember, WIZ and Adds for monsters will be changing during combat – they are based on the CURRENT MR.

**SPECIAL DAMAGE**

The default form of “Special Damage” is Spite Damage, dealing one point of damage for every 6 rolled during combat. However, alternate forms of
special damage can be used, if the GM so chooses. Each form of Special Damage comes with a trigger that must be activated during the combat roll. The triggers are based on a number of 6s rolled in combat, noted thusly:

1/ = the Special Damage is dealt with each 6 rolled in combat, much like Spite Damage.
2/ = The Special Damage is activated for every pair of 6s rolled in combat.
3/ = The Special Damage is activated for every three sixes rolled in combat.
4/ = The Special Damage is activated for every four sixes rolled in combat…
    … and so on.

Special Damage examples:

1/1 – Spite Damage, the default. For every 6 rolled, one point of damage is dealt.
1/2 = Severe Spite Damage. For every 6 rolled, two points of damage are dealt.

3/Call Flame = For every three 6s that are rolled by the monster in combat, one Call Flame spell is conjured forth, targeting its closest opponent.
4/Oh Go Away = If four 6s come up in the combat roll, an Oh Go Away spell is cast upon the closest opponent.

All spells are assumed cast at the lowest level, and cost the creature no kremm to invoke. As with Spite Damage, all Special Damage is dealt directly to the target’s CON (or MR) despite armor protection.

OTHER SPECIAL ABILITIES

Other Special Abilities can be given to creatures at the GM’s discretion. A tough hide or scales that absorb hits like armor can be added. A high IQ and WIZ may allow some monsters to cast spells. Some monsters may be under the influence of constant spells – like Cateyes or Little Feets. Again, these abilities are natural
and do not cost any personal *kremm* to maintain.

**BALANCING ENCOUNTERS**

From a game perspective, the Monster Ratings here are designed with a 4-person delving team in mind. If your players have assembled a smaller crew, you may want to adjust the MR for monsters they encounter. If you have 3 players, multiply the MR by ¾. If you have 2 players, multiply it by ½, and for one player, multiply it by ¼.

Similarly, if you have larger groups, you can increase the MR appropriately. For 5 players, multiply by 5/4. For 6 players, multiply by 3/2, and so on.

**MONSTERS in T&T7R**

If you find yourself using the Revised T&T rules presented in this Special Anniversary Edition set, you’ll see that it normally uses far fewer dice than traditional T&T. For this reason, you’ll have to adjust the MRs for monsters encountered. To provide acceptable challenges for your group, the following MRs should be used for a standard 3-person party (add 1/3rd for each additional character, subtract 1/3rd for smaller groups). Adjusting Special Damage triggers – reduce the number of sixes needed to trigger the special damage by 1/3rd.

<table>
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<th>Average Character Level</th>
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**Amphisbaena**

**Monster Rating:** 98  
(typically found on dungeon level 1)  
**Combat Dice:** 10d6 +49  
**Special Damage:** 1/1 – Poisonous bites that burn, but do not linger.

This large, two-headed serpent has eyes that glow like candles. Poison drips from its fangs, and both heads can strike with lightning-quick attacks. These creatures normally live on the ants and other insects found underground, but will happily consume a delver, should the situation present itself. If captured, tamed, and subsequently worn by a pregnant woman, a live amphisbaena guarantees healthy children – most likely twins.

If the two halves of a dead Amphisbaena are held together, they will rejoin and the creature will regenerate – returning to life once more.

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**Barbarian**

**Monster Rating:** 95  
(typically found on dungeon level 1)  
**Combat Dice:** 10d6 +48  
**Special Damage:** 2/3 – Furious blows denting armor and breaking bones.

These wild men have left civilization completely and gone to live in the wildlands or underground. Dressed in captured skins, they generally eschew armor and other manufactured items, preferring a more primitive, bestial nature. Ferocious fighters, these combatants will fly into a blood-thirsty rage when provoked, unyielding and doing more damage with fists than some with steel weapons.
Barghest
Monster Rating: 196
(typically found on
dungeon level 3)
Combat Dice: 20d6 +98
Special Damage: 6/\text{Glue}
You – the barghest’s howl chills
the heart and slows reactions.
Special Abilities: \textit{Cateyes} – this
nocturnal predator can see in
low-light conditions.

A monstrous blue/black canine,
the barghest is only visible in
the dead of night or in the dark
underground. Its terrifying

Bronze Legion, typical
warrior
Monster Rating: 29
Combat Dice: 3d6 +15
Special Damage: 1/1 –
normal spite damage.
Special Abilities: Armor –
their equipment takes 3 hits per
combat round.

The Bronze Legion is a militant
organization determined to
cleanse the underground world
of all foulness – and treasure!
Structured and disciplined, they
make for strong allies, or deadly

enemies. While they
may aid delvers in bat-
tle, they may end up at
odds over their belief
that all treasure recov-
ered underground go
toward maintaining their
efforts underground. They
always work in pairs ("battle
duo") and add an additional
pair per level of the dungeon or
underground complex. In addi-
tion, for every 4 warriors, add 1
commander.
**Bronze Leader, Commander**  
**Monster Rating:** 39  
(with every 4 Bronze Legion warriors)  
**Combat Dice:** 4d6 +20  
**Special Damage:** 1/1 – normal spite damage  
**Special Abilities:** Armor – their equipment takes 10 hits per combat round.  

Leading between 4 and 6 warriors, the Bronze Legion commanders are hard-and-fast warriors with great training and natural skill. Working their way up through the ranks of the legion (read: “surviving”), they’ve honed their skills in the dark depths and are dedicated to the cause of the Legion. No monster escapes their blades, and all items recovered are brought to their leaders on the surface.

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**Cerberus**  
**Monster Rating:** 145  
(typically found on dungeon level 2)  
**Combat Dice:** 15d6 +73  
**Special Damage:** 7/Vorpal Blade – Razor-sharp fangs, three heads, double damage dice.  
**Special Abilities:** Second Sight – this guardian is never fooled by illusions.  
**Unnatural hide** – Cerberus’ tough hide takes 2 hits of damage per round.

A three-headed watchdog, Cerberus guards subterranean complexes and tunnel systems. Often, delvers may be headstrong and fearless, having penetrated the first level of a tunnel complex, but Cerberus guards the entry-way to the deeper depths and must be overcome before further exploration can occur.
**Chimera**

**Monster Rating:** 147  
(typically found on dungeon level 2)

**Combat Dice:** 15d6 +74  

**Special Damage:** 3/Call Flame – The fiery breath of the dragon singes nearby foes.

**Special Abilities:** Magical Resistance – A chimera has an effective WIZ score of 25.

A natural aberration, a chimera is a fearsome mixture of lion, goat and serpent. With a goat’s voracious appetite, a lion’s might and cunning, and a dragon’s magical resistance and attacks, this creature is a true terror of the tunnels. A frightening predator, the chimera will use the terrain to its benefit, and will make stealthy sneak attacks to pick off weak members of a delving expedition.

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**Cyclops**

**Monster Rating:** 245  
(typically found on dungeon level 4)

**Combat Dice:** 25d6 +123  

**Special Damage:** 1/2 – A barrage of rocks and boulders penetrates all defenses.

**Special Abilities:** Second Sight – the single eye sees all!

Strong, stubborn, and abrupt of emotion, these giants are examples of pure violence and power. Constantly creating new tunnel complexes, they are readily equipped with boulders and rocks used to pound opponents into submission.
**Dire Bat**

**Monster Rating:** 95  
(typically found on dungeon level 1)

**Combat Dice:** 10d6 +48  
**Special Damage:** 4/Hold  
*That Pose* – the sonic scrambling confuses opponents  
**Special Abilities:** *Fly Me* – obviously, the bat can fly!

Shrieking out of the darkness, these giant bats often have a wingspan of 5 feet or more. Their claws and fangs deal terrible damage, but their sonic screech (a monstrous version of a normal bat’s echo-location call) can make foes even more vulnerable to attack. Due to their sheer size, they normally hunt alone, but start appearing in pairs on dungeon level 3.

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**Dire Lion**

**Monster Rating:** 148  
(typically found on dungeon level 2)

**Combat Dice:** 15d6 +74  
**Special Damage:** 5/Oh Go Away – the mighty roar drives foes to flee (use the Dire Lion’s current MR vs. the opponent’s INT+LK+CHR)  
**Special Abilities:** Unnatural hide – its tough hide takes 2 hits of damage per round.

If the lion is the king of the jungle, a Dire Lion is the king of the dark underground ecosystem. Massive creatures – nearly 9 feet tall at the shoulder – they stalk dungeons and tunnels, preying on delvers and underworld animals alike. The powerful roar of a male dire lion can send the bravest warrior running. Encountered singly on dungeon level 2, but more numerous the deeper the depth (add another Dire Lion for every 3 levels of depth).
**Dire Wolf**

**Monster Rating:** 95  
(typically found on dungeon level 1)  
**Combat Dice:** 10d6 +48  
**Special Damage:** 1/1 – canny combatants, they seem to always deal some damage.  
**Special Abilities:** *Cateyes* – this wily predator can see in low-light conditions

Exploring in the darkness, this massive wolf stalks its prey, waiting for the perfect moment to pounce. Dire Wolves are masters of surprise, easily catching most delvers at unawares. They are normally found alone on upper dungeon levels, but Dire Wolf packs can grow quite large in dangerous environments (add another Dire Wolf for each level past the 2nd).

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**Dragonling**

**Monster Rating:** 25 (typically found on dungeon level 1)  
**Combat Dice:** 3d6 +13  
**Special Damage:** 1/1 – standard spite damage.  
**Special Abilities:** *Will-o-Wisp* – candle-like lights circle each dragonling’s head.  
**Magical Resistance** – A dragonling has an effective WIZ score of 15.

Whether the offspring of a true dragon, or the mutant children of the naga, dragonlings are small humanoid creatures that greatly resemble their namesake. Though diminutive, they make up for perceived weakness with magical aptitude and sheer numbers. In the uppermost level of an underground complex, 4 dragonlings will be encountered together. For deeper levels, add 2 additional dragonlings for each level of the dungeon penetrated.
**Goblinkin**

**Monster Rating:** 294  
(typically found on dungeon level 5)  
**Combat Dice:** 30d6 +147  
**Special Damage:** 8/vorpal blade – able to focus their hate, they can double their damage.  
**Special Abilities:** Armor – their subterranean equipment takes 15 hits each round.

While true goblins are often hunchbacked weaklings (though not always!), these evolved goblinkin have turned their burning hatred and warlike ways toward developing a strong militant culture. Hardened warriors all, goblinkin are formidable foes in the netherdeep.

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**Harpy**

**Monster Rating:** 245  
(typically found on dungeon level 4)  
**Combat Dice:** 25d6 +123  
**Special Damage:** 6/Befuddle – the hacking cry of the harpy clouds the mind of foes!  
**Special Abilities:** *Fly Me* – Harpies can fly.

A travesty of nature (or dark magic, certainly!), harpies are loathsome creatures with the lower body, wings and claws of a predatory bird combined with the head and chest of a terrible woman. Fierce and ill-tempered, harpies are found in areas of filth and stench, a natural result of having a harpy inhabitant. During any encounter, a harpy continuously spits vulgarities and nasty epithets.
**Hydra**

**Monster Rating:** 45 per head (typically 5)

**Combat Dice:** 5d6 +23 per head

**Special Damage:** 2/Call Flame (per head) – each head is capable of belching fire.

**Special Abilities:** Armor plating – the scales of a hydra take 5 hits (per head) each round.

These multi-headed creatures are fearsome monsters indeed. Great beasts that roam the netherdeep, dungeon complexes, and gladiatorial arenas, hydrae are related to dragons, but much simpler – and sometimes more dangerous. Filled with a single brutal thought, “destroy,” a hydra is a creature of violence. A hydra may have between 3 and 12 heads, but there are rumors of a hundred-headed monster lurking in the deepest pits of the underworld.

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**Hyenakin**

**Monster Rating:** 25

(typically found on dungeon level 1)

**Combat Dice:** 3d6 +13

**Special Damage:** 1/1 – normal spite damage.

**Special Abilities:** Leather armor – absorbs 3 hits per combat round.

Some trick of underworld evolution, hyenakin are humanoid creatures with hyena-like heads and features. Fierce warriors, they often travel in groups of 4 or more. They hyenakin have begun encroaching on the realm of the lizard-kin, and an underground war is brewing between the two species.
**Lizardkin**

**Monster Rating:** 35  
(typically found on dungeon level 1)

**Combat Dice:** 4d6 +18  
**Special Damage:** 1/1 – normal spite damage.  
**Special Abilities:** Scaly hide – absorbs 2 hits per combat round.

Lizardkin were once the servants of the powerful naga, but rebelled and eventually found their own independence. They have struggled for centuries to forge their underground nation, and now find themselves threatened by encroaching hyenakin. Lizardkin fight with crude spears with stone heads, but their speed and skill make up for any weapon weakness. They are usually encountered in trios, when away from their homes.

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**Manticore**

**Monster Rating:** 245  
(typically found on dungeon level 4)

**Combat Dice:** 25d6 +123  
**Special Damage:** 1/1 – a manticore’s tailspikes usually find their mark.  
**Special Abilities:** *Fly Me* – Manticores can fly, if somewhat clumsily.

With the body of a dire lion, the head and intellect of a human (though ugly), the wings of a bat, and a tail covered in sharp spikes, the manticore is a predator through-and-through. Always encountered alone (manticores are not at all social), they prefer bold confrontation to subtlety and guile.
Minotaur
Monster Rating: 245
(typically found on
dungeon level 4)
Combat Dice: 25d6 +123
Special Damage:
7/Befuddle – a minotaur can con- fuse with a look!
Special Abilities: Never lost –
A perfect sense of direction and
distance.

A creature with the head of a
bull and body of a large man –
or small giant. Mighty war- riors, they haunt mazes and
twisted caverns, using their unerring sense of location to track and confuse foes. Furthermore, a mino- taur may add to the confusion of a lost delver by using its piercing stare – which sends the very mind of it’s vic- tim into a tangled state.

Medusa
Monster Rating: 392
(typically found on
dungeon level 7)
Combat Dice: 40d6 +196
Special Damage: 10/Medusa
– what were the chances!
Special Abilities: Healing
Feeling (self only) – Immune to all diseases and poisons.

Dreaded offspring of the naga, medusa are a perfect duality – an attractive, athletic body topped by a terrifying (indeed, petrifying!) visage, covered in snakes rather than hair. The gaze of a medusa can turn unlucky delvers into stone statues.
**Oracle**

**Monster Rating:** 343  
(typically found on dungeon level 6)

**Combat Dice:** 35d6 +172  
**Special Damage:** 7/Dem Bones Gonna Rise – An oracle summons MR 70 skeletons.

**Special Abilities:**  
*ESP* – though she has no eyes, the oracle can still read the mind.  
*Shield Me* – she can protect herself against magic with a thought.  
*Poor Baby* – Can heal 1 CON point per round.

A seemingly blind woman, the oracle provides a powerful ally and contact deep in the underworld – as well as a powerful foe to those who are foolish enough to provoke her wrath. While some may think her an easy target, they’ll learn that she does indeed have martial ability – and hidden allies, as skeletal remains animate at her feet and protect her. She often provides cautious delvers with information about the obstacles ahead – and also maintains relationships with some more monstrous creatures, who respect her for her abilities and healing power.

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**Satyr**

**Monster Rating:** 145  
(typically found on dungeon level 2)

**Combat Dice:** 15d6 +73  
**Special Damage:** 3/Befuddle – the pipes of the satyr lead to distracting daydreams.

**Special Abilities:**  
*Little Feets* – a satyr is fast and can act twice in each combat round.

The living incarnation of exuberance and indulgence, satyrs are creatures of mirth and may-
**Trollkin**

**Monster Rating:** 343  
(typically found on dungeon level 6)

**Combat Dice:** 35d6 +172

**Special Damage:** 1/1 – standard spite damage

**Special Abilities:** Armor – their elaborate suits take 15 hits per combat round.

Unlike goblin kin, who are larger more brutish versions of their less evolved cousins, trollkin are smaller, more refined versions of the massive trolls that haunt the lower levels of the underworld. Canny and willful, trollkin explore the subterranean world, looking to subjugate those who would serve as slaves and kill any who’d refuse. They have developed massive cities at levels far lower in the murky darkness, filled with riches and dark magic. Their weapons and armor are made of a strange, dark metal that disintegrates if exposed to natural light.

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**Werewolf**

**Monster Rating:** 149  
(typically found on dungeon level 2)

**Combat Dice:** 15d6 +75

**Special Damage:** 1/1 – claws and fangs deal spite damage.

**Special Abilities:** Only harmed by silver or magical weapons; all other weapon damage is ignored in the combat roll total.

The curse of lycanthropy is a terrible one indeed; it turns normal men (and other kin as well) into powerful creatures of pure rage. On the night of a full moon, or in the unlit world of the netherdeep, werewolves remain in bestial form. Only exposure to the light of the sun can transform them back into reasonable beings.
GUILDS AND MAGIC ITEMS

What do old wizards do when they tire of adventuring, or get so injured or cowardly that they cannot continue? Why, they open up a shop, of course, or become teachers for young wizards. The Wizards’ Guild and the other Trollworld guilds always need wizards to enchant their merchandise and sell knick-knackery to the hoi polloi.

Virtually every city and town in Trollworld has offices of the various guilds available to the public. These guild offices all have guild shops. And these shops all sell items to the public, thus earning the vast sums of money it takes to keep such organizations going. There are even some guild shops in notable dungeons and trackless wastes. (Wherever the GM would like to establish such a place of business is a good place for it.) The dwarf god Gristlegrim maintains such an establishment in the camp of the dwarven followers that always camp out beneath his floating fortress.

WANDS AND STA VES

Wizards have many kinds of tools, usually designed to save kremm or to channel it more effectively. This section lists a few of those items that are commonly available from the Wizards’ Guild.

Wizards may use a focusing device such as a staff, a wand, a ring, or the like to channel their thoughts and reduce the cost of a spell. A 1st-level wizard reduces the spell cost by 1 point, second level gets 2 points off, third level gets 3 points off, and so forth. Thus, you would think that a 10th level wizard could cast all first level spells for free, but there is a limiting factor. No spell will take effect unless one whole point of magical energy is poured into it. In fact, it is that minimum amount of energy needed to energize any spell that defines what a point of
kremm represents. Paragons and Specialist Mages can also use focusing devices, though Rogues cannot – they were never trained for it, and such training is one of the most difficult things that true Wizards learn. Rogues cannot cast spells at higher levels, nor do they reduce the spell-casting cost when casting at lower levels.

**Staff Ordinaire**

**Cost:** 100 GP

**Description:** A stout quarter-staff of oak, enchanted to reduce the cost of spell-casting in the manner described above. No sparkle, no jewels — just a stout chunk of wood suitable for leaning upon and for defending oneself. The staff ordinaire is a 2D6 weapon in combat and is the best bargain in the store for low-level Wizards.

**Deluxe Staff**

**Cost:** 50,000 GP

**Description:** The deluxe staff is really a demon bound into the form of a polished rod of metal and tied to a specific Wizard. It is sentient, and it learns and remembers all spells cast through it. It is also indestructible to anything below 14th-level magic. Deluxe staffs have an INT attribute 1 point lower than the INT of the Wizard to whom it is tied. As that wizard’s INT increases or decreases, so does the staff’s. In the event that the Wizard is slain and the staff passes into the keeping of another Wizard, the staff will retain the INT it had when its first master died. If the new master has an INT lower than that of the staff, the staff may seize control of the Wizard’s mind and use him or her as a kremm battery, behaving in what is generally a destructive and evil manner (as played by the GM — it is a demon, after all). Because of its indestructibility and extreme hardness, a deluxe staff gets 4D6 in combat.

**Jeweled Staff**

**Cost:** 1D6 x 1000 GP (depending on the value of jewel set on the end)

**Description:** A stout quarter-
staff of ebony enchanted to reduce the cost of spell casting in exactly the same way as the staff ordinaire. At the end of the staff is a huge jewel (made by casting Bigger is Better on a small jewel). The staff produces a rainbow shimmer effect when magic is cast through it — very impressive.

**Magic Wand**

**Cost:** 1D6 x 1000 GP (depending on the type of jewel set into it)

**Description:** A slim wand of polished ash wood set with a true jewel at the casting end. These wands reduce the casting cost of a spell by 1 point, plus an additional 1 point for each level of the spell below the caster’s level. For example, a 3rd-level Wizard casting a 1st-level TTYF through his wand would pay only 1 point of WIZ (the spell cost being reduced by 3 due to the wand and an additional 2 because he’s 2 levels higher than the spell). These wands also sparkle in order to fool the general public and look like the fake ones; it tends to make the Wizard user seem more impressive.

**Toy Magic Wand**

**Cost:** 1D6 x 100 GP (depending on what kind of jewel it has)

**Description:** A slim wand of polished oak set with a glass jewel at the casting end. The wand has been enchanted to draw 1 WIZ point of energy and to sparkle when in use. That’s all it does — it doesn’t reduce the cost of any spell cast with it at all. It looks magical, but is just a toy. These wands are sold in the public part of the guild, store and anyone can buy them.

**POTIONS**

Most spells can be infused into potions. Any liquid base may be used: water, juice, milk, liquor, or even blood. Evil types really like to use blood as the basis for the potion. More civilized types prefer brandy while specialists prefer various herbal teas. The Wizards Guild sells two versions of their potions—one in sweetened...
water and one in brandy. The warriors guild uses brandy and blood for their potions. The Thieves Guild just uses blood. The Merchants Guild uses half a dozen varieties of booze. The Healers Guild uses chicken soup as a basis for everything.

The formula for determining the cost of a potion is 100 times the number of spell points put into the potion times the level of the casting. No allowance is made for higher level wizards creating lower level potions and getting the spell done at a reduced cost.

The standard potion comes with only one dose. Drink or use the whole thing to get the rated effect. If you only use part of a potion, you will not cross the threshold necessary to activate the magic, and so you wasted it. Potions may come in containers of different sizes—as small as a shot glass, or as large as a bucket. You still gotta drink it all, or splash it all on the target, to get the desired effect.

*Bottle of Light* (100 gp). Don’t drink this. Just shake it up and it will glow for 2 min. Of course you need a transparent container, and it only works once.

*Admission Fluid* (200 gp). Splash it on any lock, and the lock will fail for the next 2 min.

*Trust Your Feelings Tea* (1,000 gp). Allows the drinker to do one free *Omnipotent Eye* spell.

*Cateyes Potion* (1,200 gp). Allows the drinker to see well in low-light conditions for 30 min.

*Healing Potion* (400 gp). One dose of the potion will heal one point of CON damage. It may be purchased in containers holding up to 10 doses at a time. Such bottles have marks on the side showing how much should be drunk to obtain the desired result.

*Perfect Remedy* (4,200 gp). Cures any disease including the com-
mon cold. Does not restore CON points.

*Universal Antidote* (2,800 gp). Stops the action of any poison. Does not restore CON points.

*Booster Juice* (7,200 gp). There are really 8 different flavors of this drink, one for each attribute. The drinker will double the chosen attribute for 50 min. After that he spends another 50 min. with the attribute halved.

**OTHER ITEMS**

For a reasonable fee, the Wizards’ Guild is willing to provide virtually any kind of magic item that you may desire. The Game Master has to provide these services. How much it costs should depend on the complexity of the object and the amount of magic it would take to produce it.

The lists of wizardly tools, enchanted items, and magical potions could be very long indeed. Virtually every spell in the spellbook can be turned into an enchanted item or magical potion of some form. Rather than fill the book with long lists, I’ve provided some short lists and the principles of how to make longer ones yourself.

*A bespelled item is one that has one spell cast upon it one time.* The magic is not permanent, and typically is only good for one use. These are the least expensive of magical items, and are sometimes given away for free to drum up business. These are the kind of things that Wizards and some Rogues make during adventures. Vorpal Blade is typical of such spells — a low-level combat spell with a temporary effect. In magic shops, such spells can be cast with an activation trigger (such as going into combat) to remain on the weapon until it is needed. These are the least expensive types of magic to buy, and generally sell for about one-quarter of the cost a Wizard would pay to purchase the spell (250 gp x Spell Level).
An enchanted item is one that has two spells on it: One to leech kremm from the wearer or user, and the other to produce an effect of some kind using that kremm. These are the typical magic items found in dungeons and sold in shops. They are not single-use items, but can be used over and over. Buying an enchanted “vorpal” sword would mean your combat total is always doubled, but your WIZ attribute would always be reduced by 6 points for each use. Typical costs for such items are the base cost of the item plus half the cost of the spell (500 gp x Spell Level). In our example, 200 gp for the sword and 500 gp for the enchantment of the Vorpal Blade, for a total of 700 gp.  

Note: Enchanted items temporarily lose their enchantment when the user’s kremm gets too low.

A second class of enchanted item has a “kremm battery” embedded right into it. Such items store magical energy and are good for a certain number of uses before losing their magical power. You can always tell these items because they come with a limited number of uses (or “charges”).

A truly magical item comes with at least two enchantments: One that produces each spell or effect for which the item is designed, and the other to absorb the necessary kremm from the planet itself to power its spell(s) or effect(s). Such magical artifacts never lose their power, and do not reduce the WIZ attribute of their wielder. This is the best type, and they are both rare and very expensive (at least 8,000 + 1,000 gp per Spell Level).

WEAPONS

A bespelled Vorpal weapon does double the basic dice roll in combat and costs 250 gp plus the cost of the weapon. All daggers and swords can be Vorpalled. The spell is triggered on the next use of the weapon. For an additional 100 gp, a trigger command can be added, allowing the spell to be saved until activated by the
wielder. Tridents, spears, axes, maces, bows, crossbows, polearms and hafted weapons cannot be vorpalled.

An enchanted Vorpal weapon also does double dice in combat and costs 500 gp plus the cost of the weapon. It uses the WIZ score of the wielder to activate, and drains the appropriate amount of kremm per use.

Magical Vorpal blades do double dice damage and cost 9,000 gp plus the cost of the weapon. These require no kremm from the wielder, and always remain active.

Similarly, weapons can be Whammed (tripling the dice in combat) for the cost of the weapon plus the cost of the magic (bespelled for 500 gp, enchanted for 1,000 gp, magical for 10,000 gp).

JEWELRY

Jewelry and other manufactured items follow the same formula as weapons: Cost of the item plus form of magic x level of spell.

For example, a 200 gp gold ring is turned into a magical ring of invisibility:

**Ring of Invisibility** (10,200 gp). A gold ring set with a star-shaped diamond. Wearing it will cause the wearer to become invisible—exactly as if he were in a Hidey Hole spell.

**Magic Target Shield** (16,035 gp). A target shield with a Zaparmor bonus, absorbs 12 hits per combat round.