

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
74	None	MISC56	Broken weapon	
74	None	MISC57	Broken Shield	
74	None	MISC58	Broken Armor	
74	None	MISC82	Ancient Armor	Weight: 15
Amulets and necklaces	None	AMUL01	Necklace of Missiles	Charge abilities: – Damage: 6d6 (Save vs. Spell for half) Range: 50 ft. Area of effect: 30-ft. radius Weight: 1
Amulets and necklaces	None	AMUL02	Necklace	
Amulets and necklaces	None	AMUL04	Studded Necklace with Zios Gems	
Amulets and necklaces	None	AMUL06	Agni Mani Necklace	
Amulets and necklaces	None	AMUL08	Tiger Cowrie Shell Necklace	
Amulets and necklaces	None	AMUL09	Silver Necklace	
Amulets and necklaces	None	AMUL10	Gold Necklace	
Amulets and necklaces	None	AMUL11	Pearl Necklace	
Amulets and necklaces	None	AMUL13	Bloodstone Amulet	
Amulets and necklaces	None	AMUL14	Amulet of Protection +1	Equipped abilities: – Armor Class: +1 – Saving Throws: +1 Weight: 1
Amulets and necklaces	None	AMUL15	Shield Amulet	Charge abilities: – Shield Armor Class set to 4 (2 vs. missile attacks) Duration: 1 hour Area of Effect: The wearer Weight: 1
Amulets and necklaces	None	AMUL16	Amulet of Metaspell Influence	Equipped abilities – Can cast one extra 2nd-level wizard spell Weight: 1
Amulets and necklaces	None	AMULBAR	Barrier Amulet	Charge abilities: – Stoneskin and Minor Globe of Invulnerability Stoneskin absorbs up to 1d4+2 physical blows; the globe prevents spells up to 3rd level from entering Duration: Stoneskin lasts 8 hours; the globe lasts 8 rounds Area of Effect: The user
Amulets and necklaces	None	AMULBRA	Badge of the Brave	Charge abilities: – Emotion: Courage once per day Allies gain +1 to hit, +3 to damage, +5 temporary HP, and immunity to fear Range: 50 ft. Duration: 1 hour Area of Effect: 15-ft. radius Weight: 1
Amulets and necklaces	None	AMULBRO	Clasp of Bron's Cloak	Equipped abilities: – Piercing Resistance: +5% – Slashing Resistance: +5% – Missile Resistance: +5% Weight: 1
Amulets and necklaces	None	AMULDEF	Scarab of Defense	Equipped abilities: – Save vs. Petrification/Polymorph: +2 Weight: 1
Amulets and necklaces	None	AMULFLE	Amulet of Dark Flesh	Equipped abilities: – Wearer is paralyzed and diseased (1 damage every 5 seconds) – Can only be removed with a Remove Curse spell Weight: 1
Amulets and necklaces	None	ANTIWEB	<Invalid Strref -1>	
Amulets and necklaces	None	BDSLEEP	Necklace	
Amulets and necklaces	None	BEHAMU	<Invalid Strref -1>	
Amulets and necklaces	None	BONEAM	Bone Talisman	Charge abilities: – Vampiric Touch once per day Weight: 3
Amulets and necklaces	None	BWTALIS	Black Wolf Talisman	Equipped abilities: – Armor Class: +1 – Save vs. Breath: +1 – Cold Resistance: +10% – Maximum Hit Points: +10 Weight: 1

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Amulets and necklaces	None	CIFADE	<Invalid Strref -1>	
Amulets and necklaces	None	CISHELH	Kossuth's Blood	Equipped abilities: – All casting times reduced by 2. – All fire damage inflicted by the character is increased by 20%. Weight: 0
Amulets and necklaces	None	CORELLO	Symbol of Corellon Larethian	Equipped abilities: – THACO: +2 Weight: 1
Amulets and necklaces	None	IMMAGMS	<Invalid Strref -1>	
Amulets and necklaces	None	IMMCLOUD	<Invalid Strref -1>	
Amulets and necklaces	None	IPSION	Greenstone Amulet	Charge abilities: – Immunity to charm, confusion, fear, domination, ESP, Detect Alignment, hold, stun, psionics, sleep, and feeblemind Duration: 1 turn Area of Effect: The wearer
Amulets and necklaces	None	KOSSUTH	Kossuth's Blood	Equipped abilities: – All casting times reduced by 2. – All fire damage inflicted by the character is increased by 20%. Weight: 0
Amulets and necklaces	None	LABELAS	Symbol of Labelas Enoreth	Equipped abilities: – Intelligence: +1 Weight: 0
Amulets and necklaces	None	MINHP1	<Invalid Strref -1>	
Amulets and necklaces	None	MINHPAM	<Invalid Strref -1>	
Amulets and necklaces	None	MINHPN9	<Invalid Strref -1>	
Amulets and necklaces	None	MIREKQI	Mirek's Family Heirloom	
Amulets and necklaces	None	MIRROR2	Mirror of Black Ice Amulet	Equipped abilities: – Armor Class: +2 vs. slashing and piercing attacks – Armor Class: +3 vs. missile attacks – Save vs. Wand: +3 – Save vs. Spell: +3 Charge abilities: – Blur Armor Class +3 and Saving Throws +1 Duration: 13 rounds Area of Effect: The wearer – Mirror Image Creates 6 images Duration: 3 turns Area of Effect: The wearer Weight: 0
Amulets and necklaces	None	MONHP1	<Invalid Strref -1>	Weight: 0
Amulets and necklaces	None	MOONBOW	Symbol of Sehanine Moonbow	Charge abilities: – Find Traps Range: 0 Duration: 3 turns Area of Effect: 30-ft. radius – Know Alignment (Save vs. Spell negates) Evil creatures glow red; neutral creatures glow blue; good creatures glow green Range: Visual range of the user Duration: 1 turn Area of Effect: 1 creature Weight: 0
Amulets and necklaces	None	OHPOMILL	Detect Illusion	
Amulets and necklaces	None	REGHP2R	<Invalid Strref -1>	
Amulets and necklaces	None	SCARAB	Scarab of Goodwill	Charge abilities: – Friends once per day Charisma: +5 Duration: 13 rounds Area of Effect: The wearer Weight: 1
Amulets and necklaces	None	SEEAMUL	<Invalid Strref -1>	
Amulets and necklaces	None	SHADE	<Invalid Strref -1>	
Amulets and necklaces	None	SHEVARA	Symbol of Shevarash	Equipped abilities: – Infravision Weight: 0
Amulets and necklaces	None	SOLOFOR	Symbol of Solonor Thelandira	Equipped abilities: – Missile THACO: +2 Weight: 0

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Amulets and necklaces	None	SUMAMU	<Invalid Strref -1>	
Amulets and necklaces	None	WEREAMUL	Selûne's Caress	Weight: 0
Armor	None	ARMPEN	Armor of Penance +5	Equipped abilities: – Armor Class: 2 (0 vs. slashing, 1 vs. missile and piercing) – Dexterity: -1 – Open Locks: -25% – Find Traps: -25% – Move Silently: -25% – Hide In Shadows: -25% – Pick Pockets: -25% Requires: 6 Strength Weight: 35
Armor	None	BLCKPLA	Plate Mail Armor	
Armor	None	BLOOD	Bathed-In-Blood +4	Armor Class: -1 (-4 vs. slashing) Requires: 12 Strength Weight: 55
Armor	None	CDHARMOR	Yeti Hide Armor +1	Equipped abilities: – Cold Resistance: +15% – Fire Resistance: -3% – Open Locks: -10% – Find Traps: -10% – Pick Pockets: -10% – Move Silently: -20% – Hide In Shadows: -20% Armor Class: 5 (7 vs. piercing and missile) Requires: 6 Strength Weight: 28
Armor	None	CDSCALE	White Dragon Scale	Equipped abilities: – Cold Resistance: +50% Armor Class: -2 (-3 vs. piercing and missile, -4 vs. crushing) Requires: 8 Strength Weight: 15
Armor	None	CHAINBM	Baleful Mail +2	Equipped abilities: – Charisma: -2 – Immunity to Dire Charm, Charm Person, Confusion, Command, and Rigid Thinking Armor Class: 3 (1 vs. slashing, 5 vs. crushing) Requires: 8 Strength Weight: 45
Armor	None	CHAN01	Chain Mail	
Armor	None	CHAN02	Chain Mail +1	Armor Class: 4 (2 vs. slashing, 6 vs. crushing) Requires: 8 Strength Weight: 20
Armor	None	CHAN03	Chain Mail +2	Armor Class: 3 (1 vs. slashing, 5 vs. crushing) Requires: 7 Strength Weight: 10
Armor	None	CHAN04	Splint Mail	
Armor	None	CHAN05	Splint Mail +1	Armor Class: 3 (2 vs. piercing and missile, 1 vs. crushing) Requires: 8 Strength Weight: 20
Armor	None	CHAN99	Splint Mail	
Armor	None	CISPGRD3	Plate Mail Armor	Armor Class: 0 (-3 vs. slashing and missile) Requires: 12 Strength Weight: 20
Armor	None	CLCK09	Mage Robe of Cold Resistance	Equipped abilities: – Cold Resistance: +20% Weight: 3
Armor	None	CLCK10	Mage Robe of Fire Resistance	Equipped abilities: – Fire Resistance: +20% Weight: 3
Armor	None	CLCK11	Mage Robe of Electrical Resistance	Equipped abilities: – Electrical Resistance: +20% Weight: 3

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Armor	None	CLCK12	Knave's Robe	Equipped abilities: – Armor Class: +1 vs. slashing attacks – Save vs. Death: +1 Weight: 4
Armor	None	CLCK13	Traveler's Robe	Equipped abilities: – Armor Class: +1 vs. missile attacks – Save vs. Breath: +1 Weight: 3
Armor	None	CLCK14	Adventurer's Robe	Equipped abilities: – Armor Class: +1 vs. crushing attacks – Save vs. Petrification/Polymorph: +1 Weight: 4
Armor	None	CLCK15	Robe of the Good Archmagi	Equipped abilities: – Armor Class: 5 – Saving Throws: +1 – Magic Resistance: 5% Weight: 6
Armor	None	CLCK16	Robe of the Neutral Archmagi	Equipped abilities: – Armor Class: 5 – Saving Throws: +1 – Magic Resistance: 5% Weight: 6
Armor	None	CLCK17	Robe of the Evil Archmagi	Equipped abilities: – Armor Class: 5 – Saving Throws: +1 – Magic Resistance: 5% Weight: 6
Armor	None	CLCK18	Knave's Robe	Equipped abilities: – Armor Class: +1 vs. slashing attacks – Save vs. Death: +1 Weight: 4
Armor	None	DRAGARM	Black Dragon Scale	Equipped abilities: – Save vs. Spell: +2 – Acid Resistance: +25% Armor Class: 4 (3 vs. piercing, slashing, and missile; 5 vs. crushing) Requires: 6 Strength Weight: 10
Armor	None	ELFCHAN	Elven Chain Mail of the Hand +3	Equipped abilities: – Cold Resistance: +20% – Open Locks: -5% – Find Traps: -5% – Pick Pockets: -20% – Move Silently: -10% – Hide In Shadows: -10% Armor Class: 2 (0 vs. slashing, 4 vs. crushing) Requires: 8 Strength Weight: 15
Armor	None	ELROBE	Robe of the Hand	Equipped abilities: – Armor Class: 9 – Dexterity: -2 – Fire Resistance: +40% – Cold Resistance: +40% – Electrical Resistance: +40% Weight: 10
Armor	None	GLORY	The Glory of Suffering +6	Equipped abilities: – Physical Damage Resistance: +10% – Maximum Hit Points: -25 Armor Class: -3 (-6 vs. slashing) Requires: 12 Strength Weight: 80
Armor	None	IPLAT05	Full Plate Mail +1	Armor Class: 0 (-4 vs. slashing, -3 vs. piercing and missile) Requires: 14 Strength Weight: 35

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Armor	None	ISWARM	Black Swan Armor +2	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Charisma: +1 – Fire Resistance: +10% – Cold Resistance: +10% – Electrical Resistance: +10% – Acid Resistance: +10% <p>Armor Class: 1 (-2 vs. slashing)</p> <p>Requires: 12 Strength</p> <p>Weight: 20</p>
Armor	None	KAYCHAI	Kaylessa's Armor +3	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Dexterity: +1 – Cold Resistance: +20% – Open Locks: -5% – Find Traps: -5% – Pick Pockets: -20% – Move Silently: -10% – Hide In Shadows: -10% <p>Armor Class: 2 (0 vs. slashing, 4 vs. crushing)</p> <p>Requires: 8 Strength</p> <p>Weight: 15</p>
Armor	None	KING	Winter King's Plate	
Armor	None	LEAT01	Leather Armor	
Armor	None	LEAT02	Leather Armor +1	<p>Armor Class: 7 (9 vs. piercing and missile)</p> <p>Requires: 4 Strength</p> <p>Weight: 10</p>
Armor	None	LEAT03	Leather Armor +2	<p>Armor Class: 6 (8 vs. piercing and missile)</p> <p>Requires: 4 Strength</p> <p>Weight: 5</p>
Armor	None	LEAT04	Studded Leather Armor	
Armor	None	LEAT05	Studded Leather Armor +1	<p>Armor Class: 6 (4 vs. slashing, 5 vs. piercing and missile)</p> <p>Requires: 6 Strength</p> <p>Weight: 15</p>
Armor	None	LEAT06	Missile Attractor +2	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Can only be removed with a Remove Curse spell <p>Armor Class: 5 (3 vs. slashing, 4 vs. piercing, 15 vs. missile weapons)</p> <p>Requires: 6 Strength</p> <p>Weight: 8</p>
Armor	None	LEAT07	Studded Leather Armor +2	<p>Armor Class: 5 (3 vs. slashing, 4 vs. piercing and missile)</p> <p>Requires: 6 Strength</p> <p>Weight: 8</p>
Armor	None	LEAT10	Hide Armor	
Armor	None	LEAT99	Leather Armor	
Armor	None	MAILLIF	Mail of Life +3	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Maximum Hit Points: +10 – Wearer regenerates 1 Hit Point per turn <p>Armor Class: 2 (0 vs. slashing, 4 vs. crushing)</p> <p>Requires: 8 Strength</p> <p>Weight: 40</p>
Armor	None	MOURNER	Mourner's Armor +4	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Wearer is unaware of <PRO_HISHER> current Hit Points – Missile Resistance: 75% – Maximum Hit Points: +25 – Open Locks: -25% – Find Traps: -25% – Pick Pockets: -25% – Move Silently: -25% – Hide In Shadows: -25% – Immunity to pain – May only be removed with a Remove Curse spell <p>Armor Class: 4 (6 vs. piercing and missile)</p> <p>Requires: 4 Strength</p> <p>Weight: 20</p>

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Armor	None	NAMJI	Namji's Robe	Equipped abilities: – Armor Class: 5 – Regenerate 1 Hit Point per round Weight: 5
Armor	None	OGI	Ogi-Luc's Great Robe	Equipped abilities: – Armor Class: 4 – Strength: 18/99 – Constitution: +2 Weight: 5
Armor	None	OGIEN	Ogien's Scale +4	Charge abilities: – Animal Rage three times per day 19 Strength, +20 HP, +20% movement rate, +2 to Saving Throws, unable to cast spells, 5% chance of going berserk Range: Touch Duration: 15 rounds Area of Effect: 1 creature Armor Class: 2 (1 vs. slashing, 4 vs. crushing) Requires: 8 Strength
Armor	None	OHFULLP	Full Plate Mail	
Armor	None	PLAT01	Plate Mail Armor	
Armor	None	PLAT02	Plate Mail +1	Armor Class: 2 (-1 vs. slashing) Requires: 11 Strength Weight: 20
Armor	None	PLAT04	Mithral Field Plate Armor +2	Armor Class: 0 (-4 vs. slashing, -3 vs. piercing and missile) Requires: 15 Strength Weight: 70
Armor	None	PLAT05	Full Plate Mail +1	Armor Class: 0 (-4 vs. slashing, -3 vs. piercing and missile) Requires: 14 Strength Weight: 35
Armor	None	PLAT19	Full Plate Mail +2	Armor Class: -1 (-5 vs. slashing, -4 vs. piercing and missile) Requires: 15 Strength Weight: 40
Armor	None	PLAT97	Plate Mail Armor	
Armor	None	PLATBLK	Plate Mail Armor	
Armor	None	PLATND	Plate Mail Armor	
Armor	None	PRESROB	Necromancer's Robe	Equipped abilities: – Armor Class: 6 – Magic Resistance: +3% – Save vs. Death: +3 Weight: 6
Armor	None	ROBEANG	Robes of Agony	Equipped abilities: – Armor Class: 5 – Maximum Hit Points: +15 – User is always under the effects of a Symbol of Pain, as though being pierced by thorns at all times (-2 to Dexterity, -4 to THAC0, -2 to Armor Class)
Armor	None	ROBEARM	Robe of Armory	Equipped abilities: – Armor Class: 3 – Physical Damage Resistance: +10% Weight: 5
Armor	None	ROBEINV	Robe of the Good Archmagi	Equipped abilities: – Armor Class: 5 – Saving Throws: +1 – Magic Resistance: 5% Weight: 6
Armor	None	SHARK	Shark Skin Armor	
Armor	None	SHARK2	Shark Skin and Coral Armor	
Armor	None	SHARK3	Coral Plate Armor	
Armor	None	SHPLATE	Shadowed Plate +3	Armor Class: 0 (-3 vs. slashing and missile) Requires: 12 Strength Weight: 20
Armor	None	SHROBE	Shadowed Robe	Equipped abilities: – Armor Class: 4 – Magic Resistance: +15% Weight: 5

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Armor	None	SWANARM	Black Swan Armor +2	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Charisma: +1 – Fire Resistance: +10% – Cold Resistance: +10% – Electrical Resistance: +10% – Acid Resistance: +10% <p>Armor Class: 1 (-2 vs. slashing)</p> <p>Requires: 12 Strength</p> <p>Weight: 20</p>
Armor	None	UMHULK	Umber Hulk Plate	
Armor	None	UROBE1A	Robe of Enfusing	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +2 – Magic Resistance: +5% – Lore: +5 – Can cast one extra 1st-level wizard spell <p>Weight: 4</p>
Armor	None	USLTR01	Shadowed Studded Leather +1	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Move Silently: +15% – Hide In Shadows: +15% – Magic Resistance: +5% <p>Armor Class: 6 (5 vs. piercing and missile, 4 vs. slashing)</p> <p>Requires: 6 Strength</p> <p>Weight: 15</p>
Armor	None	USLTR2A	Reinforced Leather +1	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Crushing Resistance: +35% <p>Armor Class: 6 (5 vs. piercing and missile, 4 vs. slashing)</p> <p>Requires: 6 Strength</p> <p>Weight: 15</p>
Armor	None	USLTR3A	Shadowed Studded Leather +2	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Move Silently: +20% – Hide In Shadows: +20% – Piercing Resistance: +15% – Slashing Resistance: +15% <p>Armor Class: 5 (4 vs. piercing and missile, 3 vs. slashing)</p> <p>Requires: 6 Strength</p> <p>Weight: 15</p>
Armor	None	USLTR4A	Studded Leather of Resistance +3	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Piercing Resistance: +15% – Slashing Resistance: +15% – Fire Resistance: +15% – Electrical Resistance: +15% – Save vs. Spell: +2 <p>Armor Class: 4 (3 vs. piercing and missile, 2 vs. slashing)</p> <p>Requires: 6 Strength</p> <p>Weight: 15</p>
Armor	None	USLTR5A	Shadowed Studded Leather +4	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Piercing Resistance: +20% – Slashing Resistance: +20% – Fire Resistance: +20% – Electrical Resistance: +20% – Move Silently: +30% – Hide In Shadows: +30% <p>Armor Class: 3 (2 vs. piercing and missile, 1 vs. slashing)</p> <p>Requires: 6 Strength</p> <p>Weight: 15</p>
Armor	None	VEXED	Vexed Armor	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Constitution: +2 – Cold Resistance: 100% – Hazard: This armor is the essence of the glabrezu known as Vexing Thoughts. Additional properties may be discovered upon donning the armor. <p>Armor Class: 1 (-2 vs. slashing)</p> <p>Requires: 12 Strength</p>

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Armor	None	VEXED2	Vexed Armor	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Constitution: +2 – Cold Resistance: 100% <p>Charge abilities:</p> <ul style="list-style-type: none"> – Hazard: User may summon Vexing Thoughts, a powerful glabrezu. Exactly what occurs when this power is activated is unknown <p>Armor Class: 1 (-2 vs. slashing)</p> <p>Requires: 12 Strength</p>
Armor	None	VEXED3	Vexed Armor	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Constitution: +2 – Cold Resistance: 100% <p>Charge abilities:</p> <ul style="list-style-type: none"> – Summon Chalimandren, the glabrezu who takes the form of the armor. Doing so destroys the armor, but does not harm the wearer <ul style="list-style-type: none"> – Fire Storm once per day <p>Damage: 2d8+14 fire (Save vs. Spell for half)</p> <p>Range: 40 ft.</p> <p>Area of Effect: 29-ft. radius</p> <p>Armor Class: 1 (-2 vs. slashing)</p> <p>Requires: 12 Strength</p>
Armor	None	WATCHER	Robe of the Watcher	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: 3 – Save vs. Spell: +2 – Magic Resistance: +10% – Non-detectable by magical means such as Detect Invisibility and scrying – Immunity to umber hulk gaze <p>Weight: 5</p>
Armor	None	XCHAN03	Chain Mail +2	<p>Armor Class: 3 (1 vs. slashing, 5 vs. crushing)</p> <p>Requires: 7 Strength</p> <p>Weight: 10</p>
Armor	None	XCLCK17	Robe of the Evil Archmagi	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: 5 – Saving Throws: +1 – Magic Resistance: 5% <p>Weight: 6</p>
Armor	None	XLEAT03	Leather Armor +2	<p>Armor Class: 6 (8 vs. piercing and missile)</p> <p>Requires: 4 Strength</p> <p>Weight: 5</p>
Arrows	None	ARHAND	Arrow of the Hand +2	<p>THACO: +2</p> <p>Damage: 1d6+2 (missile)</p> <p>Launcher: Bow</p> <p>Weight: 0</p>
Arrows	None	AROW01	Arrow	
Arrows	None	AROW02	Arrow +1	<p>THACO: +1</p> <p>Damage: 1d6+1 (missile)</p> <p>Launcher: Bow</p> <p>Weight: 0</p>
Arrows	None	AROW03	Arrow of Slaying	<p>Combat abilities:</p> <ul style="list-style-type: none"> – Slays ogre mage upon touch <p>Damage: 1d6 (missile)</p> <p>Launcher: Bow</p> <p>Weight: 0</p>
Arrows	None	AROW04	Acid Arrow +1	<p>THACO: +1</p> <p>Damage: 1d6+1, +2d6 acid damage</p> <p>Damage Type: Missile</p> <p>Launcher: Bow</p> <p>Weight: 0</p>
Arrows	None	AROW05	Arrow of Biting +1	<p>Combat abilities:</p> <ul style="list-style-type: none"> – Poison: 30% of total maximum Hit Points within 20 seconds after contact (Save vs. Death negates) <p>Damage: 1d6 (missile)</p> <p>Launcher: Bow</p>
Arrows	None	AROW06	Arrow of Detonation	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 30-ft. radius explosion upon impact, dealing 6d6 fire damage (Save vs. Spell for half) <p>Launcher: Bow</p> <p>Weight: 0</p>

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Arrows	None	AROW07	Arrow of Dispelling	<p>Combat abilities:</p> <ul style="list-style-type: none"> – Dispel Magic on target <p>Damage: 1d6 (missile) Launcher: Bow</p> <p>Weight: 0</p>
Arrows	None	AROW08	Arrow of Fire +1	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 1d6 fire damage (Save vs. Spell negates) <p>Damage: 1d6 (missile) Launcher: Bow</p> <p>Weight: 0</p>
Arrows	None	AROW09	Arrow of Ice +1	<p>Damage: 1d6, +1d6 cold damage Damage Type: Missile Launcher: Bow</p> <p>Weight: 0</p>
Arrows	None	AROW10	Arrow of Piercing +3	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 6 piercing damage (Save vs. Death negates) <p>THACO: +4 Damage: 1d6 (missile) Launcher: Bow</p> <p>Weight: 0</p>
Arrows	None	AROW11	Arrow +2	<p>THACO: +2 Damage: 1d6+2 (missile) Launcher: Bow</p> <p>Weight: 0</p>
Arrows	None	AROW12	Arrow of Biting	<p>Combat abilities:</p> <ul style="list-style-type: none"> – Poison: 30% of total maximum Hit Points within 20 seconds after contact (Save vs. Death negates) <p>Damage: 1d6 (missile) Launcher: Bow</p>
Arrows	None	AROW15	Arrow of Ice +1	<p>Damage: 1d6, +1d6 cold damage Damage Type: Missile Launcher: Bow</p> <p>Weight: 0</p>
Arrows	None	AROW16	Arrow of Ice +1	<p>Damage: 1d6, +1d6 cold damage Damage Type: Missile Launcher: Bow</p> <p>Weight: 0</p>
Arrows	None	AROW1-6	<Invalid Strref -1>	
Arrows	None	AROWTRN	Translocation Arrow +1	<p>Combat abilities:</p> <ul style="list-style-type: none"> – On a successful hit, the user is transported next to the target <p>THACO: -3 Damage: 1d3 (missile) Launcher: Bow</p> <p>Weight: 0</p>
Arrows	None	FARROW	<Invalid Strref -1>	
Arrows	None	GARROW	Goblin Arrow +1	<p>Combat abilities:</p> <ul style="list-style-type: none"> – On a successful hit, a goblin is summoned next to the target for 17 rounds <p>THACO: +1 Damage: 1d6+1 (missile) Launcher: Bow</p> <p>Weight: 0</p>
Arrows	None	HOLDFST	Holdfast Arrow +1	<p>Combat abilities:</p> <ul style="list-style-type: none"> – Hit target is entangled for 4 rounds <p>THACO: -1 Damage: 1d6-1 (missile) Damage Type: Missile Launcher: Bow</p> <p>Weight: 0</p>
Arrows	None	HQAROW	High Quality Arrow	
Arrows	None	UAROW2A	Hammer Arrow	<p>Damage: 1d2, +1d6 crushing damage Damage Type: Missile Launcher: Bow</p> <p>Weight: 0</p>
Arrows	None	UAROW3A	Confusion Arrow +3	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 10% chance target becomes confused for 8 seconds <p>THACO: +3 Damage: 1d6+3 (missile) Launcher: Bow</p> <p>Weight: 0</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Arrows	None	UAROW3B	Hammer Arrow +1	<p>Combat abilities: – 10% chance target is stunned for 8 seconds</p> <p>THACO: -5 Damage: 1d2, +1d10 crushing Damage Type: Missile Launcher: Bow</p> <p>Weight: 0</p>
Arrows	None	UAROW3C	Piercing Arrow +1	<p>Combat abilities: – Target's piercing resistance is reduced by 15% for damage inflicted by that hit</p> <p>THACO: +5 Damage: 1d6+1, +4d2 piercing Damage Type: Missile Launcher: Bow</p> <p>Weight: 0</p>
Arrows	None	UAROW4A	Inferno Arrow +2	<p>THACO: +2 Damage: 1d6+2, +1d10 fire Damage Type: Missile Launcher: Bow</p> <p>Weight: 0</p>
Arrows	None	XAROW11	Arrow +2	<p>THACO: +2 Damage: 1d6+2 (missile) Launcher: Bow</p> <p>Weight: 0</p>
Axes	Axe	2HAXE	Two-Handed Axe	
Axes	Axe	AX1H01	Battle Axe	
Axes	Axe	AX1H02	Battle Axe +1	<p>Damage: 1d8+1 (slashing) Speed Factor: 6 Proficiency Type: Axe Type: One-handed Requires: 10 Strength</p> <p>Weight: 7</p>
Axes	Axe	AX1H03	Battle Axe +2	<p>Damage: 1d8+2 (slashing) Speed Factor: 5 Proficiency Type: Axe Type: One-handed Requires: 10 Strength</p> <p>Weight: 5</p>
Axes	Axe	AX1H04	Throwing Axe	
Axes	Axe	AX1H05	Throwing Axe +2	<p>Combat abilities: – Returns to the wielder's hand when thrown</p> <p>THACO: +2 Damage: 1d6+3 Damage Type (melee): Slashing Damage Type (thrown): Missile Speed Factor: 2 Proficiency Type: Axe Type: One-handed Requires: 4 Strength</p> <p>Weight: 3</p>
Axes	Axe	AX2-12S	<Invalid Strref -1>	
Axes	Axe	AX2H01	Two-Handed Axe	
Axes	Axe	AXEMINO	Axe of the Minotaur Lord +4	<p>Combat abilities: – 25% chance target is stunned</p> <p>THACO: +4 Damage: 1d12+4 (slashing) Speed Factor: 8 Proficiency Type: Axe Type: One-handed Requires: 10 Strength</p> <p>Weight: 10</p>
Axes	Axe	CDYOUNG	Young Rage +5	<p>THACO: +5 Damage: 1d8+5 (slashing) Speed Factor: 3 Proficiency Type: Axe Type: One-handed Requires: 10 Strength</p> <p>Weight: 6</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Axes	Axe	CELEBRA	The Celebrant's Blade +4	THACO: +4 Damage: 1d8+4 (slashing) Speed Factor: 3 Proficiency Type: Axe Type: One-handed Requires: 10 Strength Weight: 5
Axes	Axe	ENSW2H	Battle Axe +3	THACO: +3 Damage: 1d8+3 (slashing) Speed Factor: 2 Proficiency Type: Axe Type: One-handed Requires: 10 Strength Weight: 0
Axes	Axe	FKILLER	Faith Killer +2	Equipped abilities: – Magic Resistance: +5% Combat abilities: – 5% chance to Dispel Magic on a successful hit THACO: +2 Damage: 1d8+2 (slashing) Speed Factor: 5 Proficiency Type: Axe Type: One-handed Requires: 10 Strength Weight: 5
Axes	Axe	HQAXE	High Quality Battle Axe	
Axes	Axe	I#AXE	Two-Handed Axe	
Axes	Axe	J2HAXE	Joril's Axe +3	Equipped abilities: – Dexterity: -1 – Constitution: +1 THACO: +3 Damage: 1d12+3 (slashing) Speed Factor: 9 Proficiency Type: Axe Type: Two-handed Requires: 10 Strength Weight: 10
Axes	Axe	LONESOM	Lonesome Road +3	Equipped abilities: – Constitution: +1 THACO: +3 Damage: 1d10+3 (slashing) Speed Factor: 6 Proficiency Type: Axe Type: Two-handed Requires: 10 Strength Weight: 10
Axes	Axe	RANAX	Battle Axe	
Axes	Axe	SHAX4D4C	<Invalid Strref -1>	
Axes	Axe	SHAXE2C	<Invalid Strref -1>	
Axes	Axe	U1HAX1A	Flawless Battle Axe	
Axes	Axe	U1HAX2A	Charged Battle Axe +2	Combat abilities: – 50% chance of dealing +1d3 electrical damage – 15% chance target is stunned for 4 seconds THACO: +2 Damage: 1d8+2 (slashing) Speed Factor: 7 Proficiency Type: Axe Type: One-handed Requires: 10 Strength Weight: 7

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Axes	Axe	U1HAX3A	Poisonous Battle Axe +2	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 25% chance target is poisoned (1 damage every 4 seconds) for 100 seconds <p>THACO: +2 Damage: 1d8+2 (slashing) Speed Factor: 7 Proficiency Type: Axe Type: One-handed Requires: 10 Strength</p> <p>Weight: 7</p>
Axes	Axe	U1HAX3B	Battle Axe +2: Defender	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +2 – Missile Resistance: +10% <p>THACO: +2 Damage: 1d8+2 (slashing) Speed Factor: 7 Proficiency Type: Axe Type: One-handed Requires: 10 Strength</p> <p>Weight: 7</p>
Axes	Axe	U1HAX4A	Battle Axe +3: Fatigue	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 20% chance target is slowed for 2 rounds <p>THACO: +3 Damage: 1d8+3 (slashing) Speed Factor: 7 Proficiency Type: Axe Type: One-handed Requires: 10 Strength</p> <p>Weight: 7</p>
Axes	Axe	U1HAX4B	Benorg's Truth +3	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +1 <p>Combat abilities:</p> <ul style="list-style-type: none"> – 10% chance target is stunned for 4 seconds <p>THACO: +3 Damage: 1d8+3 Damage Type: Slashing Speed Factor: 4 Proficiency Type: Axe Type: One-handed Requires: 10 Strength</p> <p>Weight: 7</p>
Axes	Axe	U2HAX1A	Flawless Two-Handed Axe	<p>THACO: +2 Damage: 1d10 (slashing) Speed Factor: 9 Proficiency Type: Axe Type: Two-handed Requires: 10 Strength</p> <p>Weight: 10</p>
Axes	Axe	U2HAX2A	Two-Handed Fire Axe +1	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 50% chance of dealing +1d3 fire damage <p>THACO: +1 Damage: 1d10+1 (slashing) Speed Factor: 9 Proficiency Type: Axe Type: Two-handed Requires: 10 Strength</p> <p>Weight: 10</p>
Axes	Axe	U2HAX3A	Infected Two-Handed Axe +2	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 15% target is infected with disease (1 damage every 2 seconds) indefinitely <p>THACO: +2 Damage: 1d10+2 (slashing) Speed Factor: 9 Proficiency Type: Axe Type: Two-handed Requires: 10 Strength</p> <p>Weight: 10</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Axes	Axe	U2HAX3B	Two-Handed Axe +2: Life Giver	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 10% chance to heal 2d3 Hit Points to self <p>THACO: +2 Damage: 1d10+2 (slashing) Speed Factor: 9 Proficiency Type: Axe Type: Two-handed Requires: 10 Strength</p> <p>Weight: 10</p>
Axes	Axe	U2HAX4A	Two-Handed Axe of Greater Phasing +2	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 25% chance of dealing +1d4 cold damage – 15% chance target is phased (takes 4 damage per second) for 5 seconds – These effects are mutually exclusive <p>THACO: +2 Damage: 1d10+2 (slashing) Speed Factor: 9 Proficiency Type: Axe Type: Two-handed Requires: 10 Strength</p> <p>Weight: 10</p>
Axes	Axe	U2HAX4B	Two-Handed Axe of Resistance +3	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Physical Damage Resistance: +10% – Magic Resistance: +10% – Saving Throws: +2 <p>THACO: +3 Damage: 1d10+3 (slashing) Speed Factor: 9 Proficiency Type: Axe Type: Two-handed Requires: 10 Strength</p> <p>Weight: 10</p>
Axes	Axe	U2HAX5A	Foe's Fate +4	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 25% chance of dealing +1d6 electric damage – 25% chance target goes berserk for 4 rounds <p>THACO: +4 Damage: 1d10+4 (slashing) Speed Factor: 9 Proficiency Type: Axe Type: Two-handed Requires: 10 Strength</p> <p>Weight: 10</p>
Axes	Axe	XAX1H03	Battle Axe +2	<p>Damage: 1d8+2 (slashing) Speed Factor: 5 Proficiency Type: Axe Type: One-handed Requires: 10 Strength</p> <p>Weight: 5</p>
Axes	Axe	YOUNG	Young Rage +5	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 5% chance per hit that the wielder goes berserk for 1 turn <p>THACO: +5 Damage: 1d8+5 (slashing) Speed Factor: 3 Proficiency Type: Axe Type: One-handed Requires: 10 Strength</p> <p>Weight: 6</p>
Belts and girdles	None	BELT01	Girdle	
Belts and girdles	None	BELT02	Golden Girdle	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +3 vs. slashing attacks <p>Weight: 2</p>
Belts and girdles	None	BELT03	Girdle of Bluntness	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +4 vs. crushing attacks <p>Weight: 2</p>
Belts and girdles	None	BELT04	Girdle of Piercing	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +3 vs. piercing and missile attacks <p>Weight: 2</p>
Belts and girdles	None	BELTBEA	Girdle of Beatification	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Bless on wearer <p>Weight: 2</p>

TYPE	PROFICIENCY	RESOURCE	NAME	DESCRIPTION
Belts and girdles	None	BELTBON	Belt of Bones	Charge abilities: – Circle of Bones once per day Creatures within 3 ft. of the wearer take 1d6 crushing and 1d6 slashing damage; wearer cannot move for spell duration Duration: 3 rounds – Animate Dead once per day Summons 1d6 skeletons or zombies Range: 20 ft. Duration: 8 hours
Belts and girdles	None	BELTGON	Girdle of Gond	Equipped abilities: – Open Locks: +10% – Find Traps: +5% Weight: 2
Belts and girdles	None	BELTSTO	Belt of Stones	Equipped abilities: – Strength: 6 – May only be removed with a Remove Curse spell Requires: 6 Strength Weight: 2
Belts and girdles	None	BELTSTR	Girdle of Stromnos	Equipped abilities: – Strength: 19 Weight: 2
Belts and girdles	None	BERSERK	Bone Marrow Belt	Equipped abilities: – Armor Class: +1 – Charisma: -2 – Slashing Resistance: +50% – Crushing Resistance: -15% Weight: 2
Belts and girdles	None	CDGOND	Girdle of Gond	Equipped abilities: – Open Locks: +15% – Find Traps: +10% Weight: 2
Belts and girdles	None	CIBOSSB	Ring	Weight: 0
Belts and girdles	None	LABELT	Girdle of Labelas	Equipped abilities: – Free action Charge abilities: – Haste once per day Duration: 9 rounds Area of Effect: The wearer Weight: 2
Belts and girdles	None	OBLOOD	Girdle of Ogre Blood	Equipped abilities: – Regenerate 1 Hit Point every 5 rounds Charge abilities: – Summon five ogres once per day Range: 20 ft. Duration: 17 rounds Weight: 2
Belts and girdles	None	SASH	Shimmering Sash	Equipped abilities: – Blur: Armor Class +3 and Saving Throws +1 Weight: 2
Belts and girdles	None	TROLLDIE	<Invalid Strref -1>	
Bolts	None	BOLT01	Bolt	
Bolts	None	BOLT02	Bolt +1	THACO: +1 Damage: 1d8+1 (missile) Launcher: Crossbow Weight: 0
Bolts	None	BOLT03	Bolt of Lightning	Combat abilities: – 4d4 electrical damage (Save vs. Breath for half) Damage: 1d8 (missile) Launcher: Crossbow Weight: 0
Bolts	None	BOLT04	Bolt of Biting	Equipped abilities: – Poison: 30 damage in 15 seconds (Save vs. Death negates) Damage: 1d8 (missile) Launcher: Crossbow Weight: 0
Bolts	None	BOLT06	Bolt +2	THACO: +2 Damage: 1d8+2 (missile) Launcher: Crossbow Weight: 0
Bolts	None	FBOLT	Bolt	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Bolts	None	HQBOLT	High Quality Bolt	
Bolts	None	SEKOLAH	Bolt of Sekolah's Fire	Damage: 3d6 fire damage per round for 3 rounds Launcher: Crossbow Weight: 0
Bolts	None	TRNBOLT	Tranquil Bolt +1	Combat abilities: – Hit target is silenced (Save vs. Spell negates) THACO: +1 Damage: 1d8+1 (missile) Launcher: Crossbow Weight: 0
Bolts	None	XBOLT06	Bolt +2	THACO: +2 Damage: 1d8+2 (missile) Launcher: Crossbow Weight: 0
Books	None	BOOK16	History of Halruaa	
Books	None	BOOK17	History of Luiren	
Books	None	BOOK38	History of the Drow	
Books	None	BOOK39	History of the Drow II	
Books	None	BOOK40	History of the Fateful Coin	
Books	None	BOOK43	History of the North I	
Books	None	BOOK44	History of the North II	
Books	None	BOOK46	History of the North	
Books	None	BOOK47	History of the North	
Books	None	BOOK55	History of the Unicorn Run	
Books	None	BOOK56	History of the Valley of the Gods	
Books	None	BOOK68	History of the Nether Scrolls	Weight: 2
Books	None	BOOKANI	Animals Are Your Friend	
Books	None	BOOKBLA	Lore of the Bladesingers	
Books	None	BOOKCOD	Code of Training in the Seldarine's Hand	
Books	None	BOOKCOM	Elameth's Compendium	
Books	None	BOOKCOR	Ancient Lore on Corellon Larethian	
Books	None	BOOKENG	Engineering Manual	
Books	None	BOOKEVA	Diary of Evayne	
Books	None	BOOKFIS	Fish on the Sea of Fallen Stars	
Books	None	BOOKFOL	The Folly of Fury	
Books	None	BOOKHIP	Hippogriff Riders of the Hand	
Books	None	BOOKIVY	Tending Ivy	
Books	None	BOOKLAB	Ancient Lore on Labelas Enoreth	
Books	None	BOOKMOO	Ancient Lore on Sehanine Moonbow	
Books	None	BOOKMYT	Mythal Theory	
Books	None	BOOKPK	Philosophy of Kara-Tur	
Books	None	BOOKPOT	Great Pottery of Lurien	
Books	None	BOOKROC	Rock Eaters They are Not!	
Books	None	BOOKSHE	Ancient Lore on Shevarash	
Books	None	BOOKSOL	Ancient Lore on Solonor Thelandira	
Books	None	BOOKSS	Secret Societies	
Books	None	BOOKUNI	Ecology of the Unicorn	
Books	None	BOOKVIO	On Non-Violence	
Books	None	BOOKWOR	Worship in the Hand of the Seldarine	
Books	None	BRIATH	Briath's Journal	
Books	None	CDMGOLEM	Golem Building Book	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Books	None	EREJOUR	Erevain's Journal	
Books	None	EVAJOUR	Journal of Evayne	
Books	None	GENEK	Genek's Journal	
Books	None	KALABAC	Kalabac's Journal	
Books	None	MANUSCR	Manuscript of the High Watcher	
Books	None	MJOURN	Maluradek's Journal	
Books	None	PWARJ	Presio's War Journal	
Books	None	REZNATH	Reznath's Journal	
Books	None	TJOURN	Terikan's Journal	
Boots	None	BOOT01	Boots of Speed	Equipped abilities – Sets movement rate to 13 (base is 10) Weight: 4
Boots	None	BOOT02	Boots of Stealth	Equipped abilities: – Move Silently: +20% – Hide In Shadows: +15% Weight: 4
Boots	None	BOOT03	Boots of the North	Equipped abilities – Cold Resistance: +50% Weight: 4
Boots	None	BOOT04	Boots of Avoidance	Equipped abilities – Armor Class: +5 vs. missile weapons Weight: 4
Boots	None	BOOT05	Boots of Grounding	Equipped abilities – Electricity Resistance: +50% Weight: 4
Boots	None	BOOTFOR	Boots of the Forgotten Ones	Equipped abilities: – Can cast two extra 1st-level spells and one extra 2nd-level spell. Weight: 4
Boots	None	BOOTFOX	Boots of the Fox	Equipped abilities: – Armor Class: +1 – Increases the wearer's movement rate by 40% Weight: 4
Boots	None	BOOTMAN	Boots of the Many Paths	Charge abilities: – Blur once per day Armor Class +3 and Saving Throws +1 Duration: 7 rounds Area of Effect: The wearer Weight: 4
Boots	None	BOOTMOA	Boots of Moander	Equipped abilities: – Immunity to entanglement Weight: 4
Boots	None	BOOTQUI	Quiet Boots	Equipped abilities: – Move Silently: +7% Weight: 4
Boots	None	CIBOOT	Boots of Speed	Equipped abilities – Sets movement rate to 13 (base is 10) Weight: 4
Boots	None	ELFBOOT	Elven Sewn Boots	
Boots	None	SHBOOTS	Shadowed Boots	Equipped abilities: – Armor Class: +1 – Move Silently: +15% – Hide In Shadows: +15% Weight: 5
Boots	None	SQRLSPD	Boots of Speed	Equipped abilities – Sets movement rate to 13 (base is 10) Weight: 4
Boots	None	STOMPER	Stomper's Boots	Charge abilities: – Earthquake once per day Enemies suffer 4d10+2 crushing damage and must save vs. Death or be knocked prone for 3 rounds. Huge creatures and creatures with 10 or more Hit Dice are unaffected Range: 0 Area of Effect: 30-ft. radius
Boots	None	TROLLBOO	The Paws of the Cheetah	Equipped abilities: – Doubles movement rate Weight: 4
Bottles	None	EBOTTLE	The Genie's Flask	Weight: 0
Bottles	None	MISC61	Bottle of Wine	Weight: 1
Bottles	None	RAZOR	Container of Razorvine Extract	Weight: 0

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Bottles	None	WINE	Bottle of Wine	Weight: 1
Bows	Longbow	BLCKBOW	The Black Bow +3	THACO: +4 Damage: +3 Speed Factor: 4 Proficiency Type: Longbow Type: Two-handed Requires: 12 Strength Weight: 3
Bows	Longbow	BOW01	Composite Longbow	
Bows	Longbow	BOW02	Composite Longbow +1	THACO: +2 Damage: +3 Speed Factor: 6 Proficiency Type: Longbow Type: Two-handed Requires: 15 Strength Weight: 9
Bows	Longbow	BOW03	Longbow	
Bows	Longbow	BOW04	Longbow +1	THACO: +2 Damage: +1 (missile) Speed Factor: 6 Proficiency Type: Longbow Type: Two-handed Requires: 12 Strength Weight: 3
Bows	Longbow	BOW07	Longbow of Marksmanship	THACO: +3 Damage: +2 Speed Factor: 5 Proficiency Type: Longbow Type: Two-handed Requires: 12 Strength Weight: 2
Bows	Longbow	BOWMESS	Messenger of Sseth +1	Combat abilities: – 3 attacks per round THACO: +2 Damage: +1 Speed Factor: 3 Proficiency Type: Longbow Type: Two-handed Requires: 12 Strength Weight: 3
Bows	Longbow	CLBHAND	Composite Longbow of the Hand	THACO: +2 Damage: +2 (missile) Speed Factor: 7 Proficiency Type: Longbow Type: Two-handed Requires: 15 Strength Weight: 3
Bows	Longbow	KAYBOW	Kaylessa's Bow +3	Equipped abilities: – Dexterity: +1 THACO: +3 Damage: +3 Speed Factor: 7 Proficiency Type: Longbow Type: Two-handed Requires: 15 Strength Weight: 3
Bows	Longbow	SHLGBOW2	<Invalid Strref -1>	
Bows	Longbow	ULBOW1A	Huge Longbow	Equipped abilities: – Armor Class: -1 Damage: +3 (missile) Speed Factor: 7 Proficiency Type: Longbow Type: Two-handed Requires: 18 Strength Weight: 3

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Bows	Longbow	ULBOW2A	Longbow +1: Protector	<p>Equipped abilities: – Armor Class: +1</p> <p>THACO: +2 Damage: +1 (missile) Speed Factor: 6 Proficiency Type: Longbow Type: Two-handed Requires: 12 Strength</p> <p>Weight: 3</p>
Bows	Longbow	ULBOW2B	Longbow +2: Defender	<p>Equipped abilities: – Armor Class: +2 – Save vs. Spell: +2</p> <p>THACO: +3 Damage: +2 (missile) Speed Factor: 6 Proficiency Type: Longbow Type: Two-handed Requires: 12 Strength</p> <p>Weight: 3</p>
Bows	Longbow	ULBOW3A	Longbow +2: Protector	<p>Equipped abilities: – Missile Resistance: +15% – Magic Resistance: +5%</p> <p>THACO: +3 Damage: +2 (missile) Speed Factor: 6 Proficiency Type: Longbow Type: Two-handed Requires: 12 Strength</p> <p>Weight: 3</p>
Bows	Longbow	ULBOW3C	Longbow of Action +2	<p>Equipped abilities: – Dexterity: +1</p> <p>THACO: +3 Damage: +2 (missile) Speed Factor: 6 Proficiency Type: Longbow Type: Two-handed Requires: 12 Strength</p> <p>Weight: 3</p>
Bows	Longbow	ULBOW4A	Longbow +3: Repeater	<p>Combat abilities: – 3 attacks per round</p> <p>THACO: +4 Damage: +3 (missile) Speed Factor: 6 Proficiency Type: Longbow Type: Two-handed Requires: 12 Strength</p> <p>Weight: 3</p>
Bows	Longbow	ULBOW4B	Longbow +3: Defender	<p>Equipped abilities: – Armor Class: +1 – Missile Resistance: +15% – Save vs. Spell: +3</p> <p>THACO: +4 Damage: +3 (missile) Speed Factor: 6 Proficiency Type: Longbow Type: Two-handed Requires: 12 Strength</p> <p>Weight: 3</p>
Bows	Longbow	ULBOW5A	Longbow +4: Hammer	<p>Equipped abilities: – Armor Class: +1</p> <p>Combat abilities: – 4 attacks per round</p> <p>THACO: +5 Damage: +4 (missile) Speed Factor: 6 Proficiency Type: Longbow Type: Two-handed Requires: 12 Strength 17 Dexterity</p> <p>Weight: 3</p>

TYPE	PROFICIENCY	RESOURCE	NAME	DESCRIPTION
Bows	Longbow	XLBOW04	Longbow +1	THACO: +2 Damage: +1 (missile) Speed Factor: 6 Proficiency Type: Longbow Type: Two-handed Requires: 12 Strength Weight: 3
Bows	None	GODBOW	Shortbow	Speed Factor: 6 Proficiency Type: Shortbow Type: Two-handed Requires: 6 Strength Weight: 2
Bows	Shortbow	BOW05	Shortbow	
Bows	Shortbow	BOW06	Shortbow +1	THACO: +1 Damage: +1 Speed Factor: 5 Proficiency Type: Shortbow Type: Two-handed Requires: 6 Strength Weight: 2
Bows	Shortbow	COMPB05	Shortbow	
Bows	Shortbow	HQSBOX	High Quality Shortbow	
Bows	Shortbow	SBOWEBU	Shortbow of Ebullience +3	Equipped abilities: – Constitution: -2 – Fire Resistance: -50% – Cold Resistance: +30% Combat abilities: – 25% chance of dealing +2d3 fire damage – 3 attacks per round THACO: +3 Damage: +3 Speed Factor: 2 Proficiency Type: Shortbow Requires: 6 Strength Weight: 3
Bows	Shortbow	STORM	Storm Bow +2	Charge abilities: – Storm Shell once per day Fire, Cold, and Electrical Resistance: +50% Duration: 1 turn Area of Effect: The wielder THACO: +2 Damage: +3 Speed Factor: 3 Proficiency Type: Shortbow Type: Two-handed Requires: 15 Strength Weight: 3
Bracers and gauntlets	None	BLAST	Bracers of Blasting	Charge abilities: – Shout once per day Deafness and 4d6 damage (Save vs. Spell to negate deafness and halve damage) Range: 0 Area of Effect: 35-ft. cone with 15-deg. arc – Great Shout once per day Creatures with 5 or fewer HD instantly die Creatures with 6 or more HD are stunned for 2 rounds, deafened for 4 rounds, and suffer 4d12 points of magic damage (save vs. Spell for half damage and duration) Drains 2d4 HP from the wearer, who must save vs. Spell or fall unconscious for 1 turn 10% chance the bracers will explode, doing 4d10 points of fire damage to the wearer Range: 0 Area of Effect: 35-ft. cone with 15-deg. arc Requires: 14 Strength
Bracers and gauntlets	None	BRAC01	Bracers of Defense A.C. 8	Equipped abilities: – Armor Class: 8 Weight: 2
Bracers and gauntlets	None	BRAC02	Bracers of Defense A.C. 7	Equipped abilities: – Armor Class: 7 Weight: 2
Bracers and gauntlets	None	BRAC03	Bracers of Defense A.C. 6	Equipped abilities: – Armor Class: 6 Weight: 2

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Bracers and gauntlets	None	BRAC04	Bracers of Archery	Equipped abilities: – THACO: +2 (missile weapons only) Weight: 2
Bracers and gauntlets	None	BRAC05	Bracers	
Bracers and gauntlets	None	BRAC06	Gauntlets of Ogre Power	Equipped abilities: – Strength: 18/00 Weight: 2
Bracers and gauntlets	None	BRAC07	Gauntlets of Dexterity	Equipped abilities: – Dexterity: 18 Weight: 2
Bracers and gauntlets	None	BRAC09	Gauntlets of Weapon Skill	Equipped abilities: – THACO: +1 Weight: 2
Bracers and gauntlets	None	BRAC10	Gauntlets of Weapon Expertise	Equipped abilities: – THACO: +1 – Damage: +2 Weight: 1
Bracers and gauntlets	None	BRACEIP	Bracers of Icelandic Pearl	Equipped abilities: – Armor Class: 6 – Dexterity: -2 Charge abilities: – Conjure Water Elemental once per day Range: 20 ft. Duration: 11 turns – Cone of Cold once per day Damage: 10d4+10 cold (Save vs. Spell for half) Range: 0 Area of Effect: 41-ft. cone with 60-deg. arc – Abi-Dalzim's Horrid Wilting once per day Damage: 17d8 (Save vs. Spell for half) Range: 100 ft. Area of Effect: 30-ft. radius Weight: 3
Bracers and gauntlets	None	CIBOSST	<Invalid Strref -1>	
Bracers and gauntlets	None	ELFGLOV	Elven Sewn Gloves	
Bracers and gauntlets	None	GAUNTEM	Gauntlets of Elven Might	Equipped abilities: – Armor Class: +1 – Saving Throws: +1 – Strength: 18/51 Requires: Multi- or dual-classed Fighter Weight: 2
Bracers and gauntlets	None	GAUNTID	Gauntlets of Infernal Damnation	Equipped abilities: – Shroud of Flame on the wearer (inflicts 2d6 fire damage) – Can only be removed with a Remove Curse spell Weight: 2
Bracers and gauntlets	None	GVALOR1	Gauntlet of Valor	Equipped abilities: – Immunity to Charm, Hold, Sleep, and related spells Combat abilities: – 12% of all hits cause 3d6 points of crushing damage and stun the target for 3 seconds Charge abilities: – Wearer can invoke the innate powers of the Gauntlet of Valor three times per day to be used as a weapon. THACO: +1 Damage: 1d4+1 (crushing) Proficiency Type: Fists
Bracers and gauntlets	None	KAYGLOV	Kaylessa's Gloves	Equipped abilities: – Armor Class: +1 – Dexterity: +1 Weight: 3
Bracers and gauntlets	None	KEDL	Silver Bracers of Kedl	Equipped abilities: – Armor Class: 2 Weight: 2
Bracers and gauntlets	None	OHBRAC01	The Flaming Fists of Lin Mei	Combat abilities: – THACO: +2 when attacking with fists – 25% chance of inflicting 1d2 points of fire damage when attacking with fists Charge abilities: – Burning Hands once per day Weight: 2

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Bracers and gauntlets	None	OHRAC02	Sarutobi's Stone Breakers	Equipped abilities: – Strength: +1 Combat abilities: – +2 damage when attacking with fists – +2d6 extra damage on a critical hit when attacking with fists Weight: 2
Bracers and gauntlets	None	XBRAC07	Gauntlets of Dexterity	Equipped abilities: – Dexterity: 18 Weight: 2
Bullets	None	BULL01	Bullet	
Bullets	None	BULL02	Bullet +1	THACO: +1 Damage: 1d4+2 (missile) Launcher: Sling Weight: 0
Bullets	None	BULL03	Bullet +2	THACO: +2 Damage: 1d4+3 (missile) Launcher: Sling Weight: 0
Bullets	None	FORCE	Force Bullet +2	Combat abilities: – Target must Save vs. Spell or be enclosed by Otiluke's Resilient Sphere for 7 rounds Damage: 1d4+3 (missile) Launcher: Sling Weight: 0
Bullets	None	MDK2BUL2	Bullet	
Bullets	None	MDK2BULL	Bullet	
Bullets	None	UBULL4A	Bullets of Fire +2	Combat abilities: – 50% chance of 2d6 fire damage (Save vs. Spell negates) THACO: +2 Damage: 1d4+2 (missile) Launcher: Sling Weight: 0
Bullets	None	XBULL03	Bullet +2	THACO: +2 Damage: 1d4+3 (missile) Launcher: Sling Weight: 0
Cloaks and robes	None	CDWUFF	Cloak of the Winter Wolf	Equipped abilities: – Armor Class: +1 vs. crushing attacks – Cold Resistance: +10% – Immunity to Winter Wolf Breath Attack Weight: 1
Cloaks and robes	None	CLCK01	Cloak of Protection +1	Equipped abilities: – Armor Class: +1 – Saving Throws: +1 Weight: 3
Cloaks and robes	None	CLCK02	Cloak of Protection +2	Equipped abilities: – Armor Class: +2 – Saving Throws: +2 Weight: 3
Cloaks and robes	None	CLCK03	Cloak of Displacement	Equipped abilities: – Armor Class: +4 vs. missile attacks – Save vs. Death: +2 – Save vs. Breath: +2 – Save vs. Wand: +2 Weight: 3
Cloaks and robes	None	CLCK06	Cloak of Non-Detection	Equipped abilities: – Non-detectable by magical means such as Detect Invisibility and scrying Weight: 3
Cloaks and robes	None	CLCKBS	Cloak of Burdened Spirits	Equipped abilities: – Wisdom: +1 Weight: 80
Cloaks and robes	None	CLOAKIN	Cloak of Invisibility	Charge abilities: – Invisibility three times per day Duration: 24 hours or until the wearer attacks or otherwise reveals <PRO_HIMHER>self Area of Effect: The wearer Weight: 1
Cloaks and robes	None	CLOAKMI	Mithran's Cloak	Equipped abilities: – Armor Class: +3 – Saving Throws: +2 Weight: 5

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Cloaks and robes	None	CLOAKSC	Cloak of Scintillating Colors	Equipped abilities: – Armor Class: +3 – Can be worn in combination with any other protective enchantment Weight: 3
Cloaks and robes	None	ELFCLCK	Elven Sewn Cloak	
Cloaks and robes	None	GLIMGLM	Glimglam's Cloak +1	Equipped abilities: – Armor Class: +1 – Saving Throws: +1 Weight: 4
Cloaks and robes	None	MANTLECS	Mantle of the Coming Storm	Equipped abilities – Armor Class: +1 – Save vs. Paralysis: +1 – Fire Resistance: +30% – Cold Resistance: +30% Charge abilities: – Free Action once per day Duration: 4 turns Area of Effect: The wearer Weight: 1
Cloaks and robes	None	MANTLEHF	Mantle of Hell's Furnace	Charge abilities: – Agannazar's Scorcher Damage: 3d6 fire to target (no save), 2d8 fire to all in path (Save vs. Spell for half) Range: 40 ft. – Burning Hands Damage: 1d3+6 fire (Save vs. Spell for half) Range: 0 Area of Effect: 15-ft. cone with 90-deg. arc – Charm Fire Elemental Kin Range: 60 ft. Duration: 1 turn Weight: 4
Cloaks and robes	None	SHCLOAK	Shadowed Cloak	Equipped abilities: – Hide In Shadows: +15% Weight: 5
Cloaks and robes	None	VIRGIN	Wailing of Virgins	Equipped abilities: – Armor Class: +4 vs. piercing, crushing, and missile attacks – Armor Class: +2 vs. slashing attacks – Immunity to all fear-based effects, Emotion: Hopelessness, and Symbol of Hopelessness – Can only be removed with a Remove Curse spell Charge abilities: – Cloak of Fear once per day Non-undead creatures flee in panic for 2d8 rounds (Save vs. Spell negates) Range: 0 Duration: 3 rounds Area of Effect: 3-ft. radius Weight: 1
Containers	None	BAG01	Winter Wolf Pelt	Weight: 10
Containers	None	BAG02	Gem Bag	
Containers	None	BAG02B	Gem Bag	
Containers	None	BAG02C	Gem Bag	
Containers	None	BAG02D	Gem Bag	
Containers	None	BAG02E	Gem Bag	
Containers	None	BAG02F	Gem Bag	
Containers	None	BAG02G	Gem Bag	
Containers	None	BAG02H	Gem Bag	
Containers	None	BAG02I	Gem Bag	
Containers	None	BAG03	Scroll Case	
Containers	None	BAG03B	Scroll Case	
Containers	None	BAG03C	Scroll Case	
Containers	None	BAG03D	Scroll Case	
Containers	None	BAG03E	Scroll Case	
Containers	None	BAG03F	Scroll Case	
Containers	None	BAG03G	Scroll Case	
Containers	None	BAG03H	Scroll Case	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Containers	None	BAG03I	Scroll Case	
Containers	None	BAG04	Bag of Holding	
Containers	None	BAG05	Ammo Belt	Weight: 2
Containers	None	BAG06	Potion Case	
Containers	None	BAG06B	Potion Case	
Containers	None	BAG06C	Potion Case	
Containers	None	BAG06D	Potion Case	
Containers	None	BAG07	Ammo Belt	Weight: 2
Containers	None	BAG31	Bag of Holding	
Containers	None	BAGH01	Bag of Holding	Weight: 5
Containers	None	BAGH02	Bag of Holding	Weight: 5
Containers	None	BAGH03	Bag of Holding	Weight: 5
Containers	None	GEMBG01	Gem Bag	
Containers	None	GEMBG02	Gem Bag	
Containers	None	GEMBG03	Gem Bag	
Containers	None	GEMBG04	Gem Bag	
Containers	None	GEMBG05	Gem Bag	
Containers	None	GEMBG06	Gem Bag	
Containers	None	GEMBG07	Gem Bag	
Containers	None	GEMBG08	Gem Bag	
Containers	None	PTNBG01	Potion Bag	
Containers	None	PTNBG02	Potion Bag	
Containers	None	PTNBG03	Potion Bag	
Containers	None	PTNBG04	Potion Bag	
Containers	None	PTNBG05	Potion Bag	
Containers	None	PTNBG06	Potion Bag	
Containers	None	PTNBG07	Potion Bag	
Containers	None	PTNBG08	Potion Bag	
Containers	None	PTNBG09	Potion Bag	
Containers	None	PTNBG10	Potion Bag	
Containers	None	SCRCS01	Scroll Case	
Containers	None	SCRCS02	Scroll Case	
Containers	None	SCRCS03	Scroll Case	
Containers	None	SCRCS04	Scroll Case	
Containers	None	SCRCS05	Scroll Case	
Containers	None	SCRCS06	Scroll Case	
Containers	None	SCRCS07	Scroll Case	
Containers	None	SCRCS08	Scroll Case	
Containers	None	SCRCS09	Scroll Case	
Containers	None	SCRCS10	Scroll Case	
Crossbows	Crossbow	CDXBOWBM	Bren Muller's Crossbow	<p>Charge abilities: – Deadeye once per day Wielder gains an additional +5 to-hit for two rounds</p> <p>THACO: +5 Damage: +2 Speed Factor: 4 Proficiency Type: Crossbow Type: Two-handed Requires: 8 Strength</p> <p>Weight: 7</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Crossbows	Crossbow	DAISY	Daisy +3	THACO: +5 Damage: +3 (missile) Speed Factor: 4 Proficiency Type: Crossbow Type: Two-handed Requires: 8 Strength Weight: 7
Crossbows	Crossbow	DLXBOW	Light Crossbow	
Crossbows	Crossbow	HQXHBOW	High Quality Heavy Crossbow	
Crossbows	Crossbow	HQLXBOW	High Quality Light Crossbow	
Crossbows	Crossbow	LXBOWBM	Bren Muller's Crossbow	THACO: +5 Damage: +2 Speed Factor: 4 Proficiency Type: Crossbow Type: Two-handed Requires: 8 Strength Weight: 7
Crossbows	Crossbow	MDK2GUN	Big Gun	
Crossbows	Crossbow	UHXBW2A	Finest Heavy Crossbow	THACO: +4 Damage: +2 (missile) Speed Factor: 10 Proficiency Type: Crossbow Type: Two-handed Requires: 12 Strength Weight: 14
Crossbows	Crossbow	UHXBW3A	Heavy Crossbow of Defense +2	Equipped abilities: – Armor Class: +1 – Missile Resistance: +10% THACO: +4 Damage: +4 (missile) Speed Factor: 9 Proficiency Type: Crossbow Type: Two-handed Requires: 11 Strength Weight: 12
Crossbows	Crossbow	UHXBW3B	Heavy Crossbow of Speed +2	Combat abilities: – 2 attacks per round THACO: +4 Damage: +4 (missile) Speed Factor: 9 Proficiency Type: Crossbow Type: Two-handed Requires: 11 Strength Weight: 12
Crossbows	Crossbow	UHXBW4A	Reinforced Heavy Crossbow +4	THACO: +4 Damage: +7 (missile) Speed Factor: 9 Proficiency Type: Crossbow Type: Two-handed Requires: 18 Strength Weight: 12
Crossbows	Crossbow	UHXBW5A	Repeating Heavy Crossbow +3	Combat abilities: – 3 attacks per round THACO: +5 Damage: +5 (missile) Speed Factor: 9 Proficiency Type: Crossbow Type: Two-handed Requires: 11 Strength Weight: 12
Crossbows	Crossbow	ULXBW2A	Finest Light Crossbow	THACO: +4 Speed Factor: 5 Proficiency Type: Crossbow Type: Two-handed Requires: 8 Strength Weight: 7

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Crossbows	Crossbow	ULXBW3A	Light Crossbow of Defense +2	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +1 – Missile Resistance: +10% <p>THACO: +4 Damage: +2 (missile) Speed Factor: 5 Proficiency Type: Crossbow Type: Two-handed Requires: 8 Strength</p> <p>Weight: 7</p>
Crossbows	Crossbow	ULXBW3B	Light Crossbow of Speed +2	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 2 attacks per round <p>THACO: +4 Damage: +2 (missile) Speed Factor: 5 Proficiency Type: Crossbow Type: Two-handed Requires: 8 Strength</p> <p>Weight: 7</p>
Crossbows	Crossbow	ULXBW5A	Repeating Light Crossbow +3	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 3 attacks per round <p>THACO: +5 Damage: +3 (missile) Speed Factor: 5 Proficiency Type: Crossbow Type: Two-handed Requires: 8 Strength</p> <p>Weight: 7</p>
Crossbows	Crossbow	XBOW01	Heavy Crossbow	
Crossbows	Crossbow	XBOW02	Heavy Crossbow +1	<p>THACO: +3 Damage: +3 (missile) Speed Factor: 9 Proficiency Type: Crossbow Type: Two-handed Requires: 11 Strength</p> <p>Weight: 12</p>
Crossbows	Crossbow	XBOW03	Heavy Crossbow of Accuracy	<p>THACO: +7 Damage: +2 (missile) Speed Factor: 7 Proficiency Type: Crossbow Type: Two-handed Requires: 11 Strength</p> <p>Weight: 10</p>
Crossbows	Crossbow	XBOW04	Light Crossbow	
Crossbows	Crossbow	XBOW05	Light Crossbow +1	<p>THACO: +3 Damage: +1 (missile) Speed Factor: 4 Proficiency Type: Crossbow Type: Two-handed Requires: 8 Strength</p> <p>Weight: 6</p>
Crossbows	Crossbow	XBOW06	Light Crossbow of Speed	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 1 extra attack per round <p>THACO: +3 Damage: +1 (missile) Speed Factor: 3 Proficiency Type: Crossbow Type: Two-handed Requires: 8 Strength</p> <p>Weight: 5</p>
Crossbows	Crossbow	XXBOW06	Light Crossbow of Speed	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 1 extra attack per round <p>THACO: +3 Damage: +1 (missile) Speed Factor: 3 Proficiency Type: Crossbow Type: Two-handed Requires: 8 Strength</p> <p>Weight: 5</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Daggers	Dagger	APPLEBN	Applebane +1	THACO: +1 Damage: 1d4+1 (piercing) Speed Factor: 2 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength Weight: 1
Daggers	Dagger	AURIL	Breath of Auril +3	Equipped abilities: – Intelligence: +1 – Charisma: -1 – Fire Resistance: -50% – Cold Resistance: 100% – Can only be removed by a Remove Curse spell Charge abilities: – Cone of Cold twice per day Damage: 10d4+10 cold (Save vs. Spell for half) Range: 0 Area of Effect: 41-ft. cone with 60-deg. arc THACO: +3 Damage: 1d4+3 (piercing) Speed Factor: 2 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength Weight: 1
Daggers	Dagger	CWMJELL	Attack	
Daggers	Dagger	CWOJELL	Attack	
Daggers	Dagger	DAGG01	Dagger	
Daggers	Dagger	DAGG02	Dagger +1	THACO: +1 Damage: 1d4+1 (piercing) Speed Factor: 1 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength Weight: 1
Daggers	Dagger	DAGG03	Dagger +2	THACO: +2 Damage: 1d4+2 (piercing) Speed Factor: 0 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength Weight: 1
Daggers	Dagger	DAGG04	Dagger +2, Longtooth	THACO: +2 Damage: 1d6+2 (piercing) Speed Factor: 0 Proficiency Type: Dagger Type: One-handed Requires: 4 Strength Weight: 2
Daggers	Dagger	DAGG05	Throwing Dagger	
Daggers	Dagger	EHDAG	Apsel's Dagger	
Daggers	Dagger	FANGGF	Fang of the Gloomfrost +4	Equipped abilities: – Fire Resistance: +10% – Cold Resistance: +10% Charge abilities: – Storm Shell once per day Fire, Cold, and Electrical Resistance: +50% Duration: 1 turn Area of Effect: The wielder – Antimagic Shell once per day Wielder is immune to magical attacks, but cannot cast spells out of the shell Duration: 13 turns THACO: +4 Damage: 1d4+4 (piercing) Speed Factor: 1 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength Weight: 1

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Daggers	Dagger	FIREKIS	Fire Kiss +3	<p>Combat abilities: – 5% chance hit target is affected by Shroud of Flame (2d6 fire damage)</p> <p>THACO: +3 Damage: 1d4+3 (piercing) Speed Factor: 1 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength</p> <p>Weight: 1</p>
Daggers	Dagger	GULLWYN	Dagger of Safe Harbor +3	<p>Charge abilities: – Otiluke's Resilient Sphere once per day (Save vs. Spell negates) User is immune to all attacks but unable to affect the outside world Duration: 7 rounds</p> <p>THACO: +3 Damage: 1d4+3 (piercing) Speed Factor: 1 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength</p> <p>Weight: 1</p>
Daggers	Dagger	HQDAGG	High Quality Dagger	
Daggers	Dagger	KRIS	Bone Kris of Black Ichor +3	<p>Combat abilities: – 20% chance target suffers 1 poison damage per second for 3 rounds (Save vs. Poison negates)</p> <p>THACO: +2 Damage: 1d4+2 (piercing) Speed Factor: 2 Proficiency Type: Dagger Requires: 3 Strength</p>
Daggers	Dagger	LOVER	Lover +4	<p>Combat abilities: – Returns to the wielder's hand when thrown</p> <p>THACO: +4 Damage: 1d4+4 (piercing) Speed Factor: 1 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength</p> <p>Weight: 1</p>
Daggers	Dagger	MISC75	Dagger of Venom +2	<p>Combat abilities: – Hit target suffers 6 points of poison damage per round up to a total of 15 damage (Save vs. Poison negates)</p> <p>THACO: +2 Damage: 1d4+2 (piercing) Speed Factor: 0 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength</p>
Daggers	Dagger	NYMDAGG	Nym's Dagger +2	<p>THACO: +2 Damage: 1d4+2 (piercing) Speed Factor: 1 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength</p> <p>Weight: 1</p>
Daggers	Dagger	PRESDAG	Presio's Dagger +2	<p>Combat abilities: – Hit target must save vs. Poison or suffer 1 point of poison damage per second for 8 seconds</p> <p>THACO: +2 Damage: 1d4+2 (piercing) Speed Factor: 0 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength</p>
Daggers	Dagger	RELIAN	Reliance +4	<p>THACO: +4 Damage: 1d4+4 (piercing) Speed Factor: 1 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength</p> <p>Weight: 1</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Daggers	Dagger	SPINE	Spinesheath +1	<p>THACO: +5 Damage: 1d4+1 (piercing) Speed Factor: 1 Proficiency Type: Dagger Type: One-handed Requires: 4 Strength</p> <p>Weight: 1</p>
Daggers	Dagger	TONGUE	The Salamander's Tongue +3	<p>Equipped abilities: – Save vs. Poison: +3 – Fire Resistance: +10% – Non-detection</p> <p>Combat abilities: – 20% chance of +1d4 fire damage</p> <p>THACO: +3 Damage: 1d4+3 (piercing) Speed Factor: 0 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength</p> <p>Weight: 1</p>
Daggers	Dagger	UDAGG1A	Fire Dagger +1	<p>Combat abilities: – 15% chance of dealing +1d4 fire damage</p> <p>THACO: +2 Damage: 1d4 (piercing) Speed Factor: 2 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength</p> <p>Weight: 1</p>
Daggers	Dagger	UDAGG1B	Phase Dagger	<p>Combat abilities: – 15% chance target is phased (takes 1 damage every 2 seconds) for 10 seconds</p> <p>Damage: 1d4 (piercing) Speed Factor: 2 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength</p> <p>Weight: 1</p>
Daggers	Dagger	UDAGG2A	Static Dagger +1	<p>Combat abilities: – 50% chance of dealing +1d3 electrical damage</p> <p>THACO: +1 Damage: 1d4+1 (piercing) Speed Factor: 2 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength</p> <p>Weight: 1</p>
Daggers	Dagger	UDAGG2B	Mage Dagger +1	<p>Equipped abilities: – Can cast one extra 1st-level wizard spell</p> <p>THACO: +1 Damage: 1d4+1 (piercing) Speed Factor: 2 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength</p> <p>Weight: 1</p>
Daggers	Dagger	UDAGG3A	Fire Dagger +2	<p>Equipped abilities: – Armor Class: +1</p> <p>Combat abilities: – 50% chance of dealing +1d4 fire damage</p> <p>THACO: +2 Damage: 1d4+2 (piercing) Speed Factor: 2 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength</p> <p>Weight: 1</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Daggers	Dagger	UDAGG3B	Mage Dagger +2	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +1 – Can cast one extra 1st- and 2nd-level wizard spell <p>THACO: +2 Damage: 1d4+2 (piercing) Speed Factor: 2 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength</p> <p>Weight: 1</p>
Daggers	Dagger	UDAGG3C	Life Dagger +2	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Maximum Hit Points: +5 <p>Combat abilities:</p> <ul style="list-style-type: none"> – 15% chance to heal 1d6 Hit Points to self <p>THACO: +2 Damage: 1d4+2 (piercing) Speed Factor: 2 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength</p> <p>Weight: 1</p>
Daggers	Dagger	UDAGG4A	Chaos Dagger +3	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 20% chance target is infected by disease (1 damage every 2 seconds for 8 seconds; Save vs. Death negates) <p>THACO: +3 Damage: 1d4+3 (piercing) Speed Factor: 2 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength</p>
Daggers	Dagger	UDAGG4B	Mage Dagger +3	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Fire Resistance: +20% – Can cast one extra 1st-, 2nd-, and 3rd-level wizard spell <p>THACO: +3 Damage: 1d4+3 (piercing) Speed Factor: 2 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength</p> <p>Weight: 1</p>
Daggers	Dagger	UDAGG5A	Mage Dagger +4	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +2 – Save vs. Spell: +3 – Magic Resistance: +15% – Can cast one extra 1st-, 2nd- and 3rd-level wizard spell <p>THACO: +4 Damage: 1d4+4 (piercing) Speed Factor: 2 Proficiency Type: Dagger Type: One-handed Requires: 3 Strength</p> <p>Weight: 1</p>
Daggers	Dagger	WITHERY	Ol' Witherly +2	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 2% chance per hit of casting Finger of Death on target (Save vs. Spell to suffer 2d8 damage instead of dying) <p>THACO: +2 Damage: 1d4+2 (piercing) Speed Factor: 1 Proficiency Type: Dagger Type: One-handed Requires: 4 Strength</p>
Darts	Darts	DART01	Dart	
Darts	Darts	DART02	Dart +1	<p>THACO: +1 Damage: 1d3+1 (missile) Speed Factor: 1 Proficiency Type: Dart Type: One-handed</p> <p>Weight: 0</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Darts	Darts	DART03	Dart of Stunning +1	<p>Combat abilities: – Hit target must save vs. Spell or be stunned for 7 rounds</p> <p>Damage: 1d3 (missile) Speed Factor: 2 Proficiency Type: Dart Type: One-handed</p> <p>Weight: 0</p>
Darts	Darts	DART04	Dart of Wounding +1	<p>Combat abilities: – Hit target suffers 20 poison damage in 20 seconds (Save vs. Death negates)</p> <p>Damage: 1d3 (missile) Speed Factor: 2 Proficiency Type: Dart Type: One-handed</p> <p>Weight: 0</p>
Darts	Darts	DARTZIL	Zilzanzer's Magnificent Dart +1	<p>Combat abilities: – Wielder can throw up to five of Zilzanzer's darts in a single round regardless of class</p> <p>Damage: 1d3+2 (missile) Speed Factor: 1 Proficiency Type: Dart Type: One-handed</p> <p>Weight: 0</p>
Darts	Darts	MDK2MTOV	Molotov Cocktail	
Darts	Darts	UDART1A	Hammer Darts	<p>Combat abilities: – 15% chance target is stunned for 8 seconds</p> <p>THACO: +1 Damage: 1d3 (missile) Speed Factor: 2 Proficiency Type: Dart Type: One-handed</p> <p>Weight: 0</p>
Darts	Darts	UDART2A	Berserker Darts	<p>Combat abilities: – 10% chance wielder goes berserk for 8 seconds</p> <p>THACO: +2 Damage: 1d3 (missile) Speed Factor: 2 Proficiency Type: Dart Type: One-handed</p> <p>Weight: 0</p>
Darts	Darts	UDART3A	Fire Dart +2	<p>THACO: +2 Damage: 1d3+2, +1d4 fire Damage Type: Missile Speed Factor: 2 Proficiency Type: Dart Type: One-handed</p> <p>Weight: 0</p>
Darts	Darts	UDART3B	Blinding Dart +2	<p>Combat abilities: – 25% chance target is blinded for 2 rounds</p> <p>THACO: +2 Damage: 1d3+2 (missile) Speed Factor: 2 Proficiency Type: Dart Type: One-handed</p> <p>Weight: 0</p>
Darts	Darts	UDART4A	Static Dart +3	<p>THACO: +3 Damage: 1d3+3, +2d3 electrical Damage Type: Missile Speed Factor: 2 Proficiency Type: Dart Type: One-handed</p> <p>Weight: 0</p>
Darts	Darts	UDART5A	Inferno Dart +4	<p>Equipped abilities: – 20% chance of dealing +2d6 fire damage</p> <p>THACO: +4 Damage: 1d3+4 (missile) Speed Factor: 2 Proficiency Type: Dart Type: One-handed</p> <p>Weight: 0</p>
Darts	None	DOBONE	Dart of Bone	
Darts	None	ENEBLADE	Energy Blade	
Darts	None	FIRESEED	Fire Seed	
Darts	None	MELFMET	Melf's Minute Meteor	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Darts	None	SORB	Searing Orb	
Darts	None	WRANGED	<Invalid Strref -1>	
Familiars	None	FAMCAT	Familiar	<p>Hit Points: 12 Armor Class: 2 Magic Resistance: 35%</p> <p>Combat: 2 attacks per round at 19 THAC0 for 1d3 slashing damage Special Abilities: – 15% in Pick Pockets – 65% in Move Silently/Hide in Shadows – Can cast Blur once per day – Immune to level drain, sleep, and petrification</p> <p>Weight: 1</p>
Familiars	None	FAMDUST	Familiar	<p>Hit Points: 12 Armor Class: 8 Magic Resistance: 10%</p> <p>Combat: 2 attacks per round at 19 THAC0 for 1d2 slashing damage Special Abilities: – 100% resistance to fire – 35% resistance to slashing, piercing, and missile damage – Can cast Glass Dust twice per day (all enemies in a 30-ft. radius must save vs. Breath or have their AC penalized by 4 and their THAC0 by 2 for 30 seconds) – Regenerates 1 HP/round – Immune to level drain, sleep, and petrification</p>
Familiars	None	FAMFAIR	Familiar	<p>Hit Points: 12 Armor Class: 6 Magic Resistance: 25%</p> <p>Combat: 2 attacks per round at 19 THAC0 for 1d2 slashing damage Special Abilities: – Can cast Mirror Image once per day – 100% resistance to fire – 125% resistance to electricity – Immune to level drain, sleep, and petrification</p> <p>Weight: 1</p>
Familiars	None	FAMFER	Familiar	<p>Hit Points: 12 Armor Class: 2 Magic Resistance: 35%</p> <p>Combat: 2 attacks per round at 19 THAC0 for 1d3 slashing damage Special Abilities: – 20% Find Traps – 50% Pick Pockets – 25% Hide in Shadows/Move Silently – Can cast Blur once per day – Immune to level drain, sleep, and petrification</p> <p>Weight: 1</p>
Familiars	None	FAMIMP	Familiar	<p>Hit Points: 9 Armor Class: 4 Magic Resistance: 15%</p> <p>Combat: 1 attack per round at 21 THAC0 for 1d6 slashing damage Special Abilities: – 100% resistance to fire, cold, and electricity – Can cast Polymorph Self once per day – Regenerates 1 HP/round</p> <p>Weight: 1</p>
Familiars	None	FAMPSD	Familiar	<p>Hit Points: 12 Armor Class: 0 Magic Resistance: 35%</p> <p>Combat: 2 attacks per round at 19 THAC0 for 1d3 slashing damage Special Abilities: – Can cast Blur once per day – Regenerates 1 HP/round – Immune to level drain, sleep, and petrification</p> <p>Weight: 1</p>
Familiars	None	FAMQUAS	Familiar	<p>Hit Points: 12 Armor Class: 4 Magic Resistance: 15%</p> <p>Combat: 3 attacks per round at 19 THAC0 for 1d6 damage Special Abilities: – 100% resistance to fire, cold, and electricity – 35% resistance to slashing, piercing, and missile – Can cast Horror once per day – Regenerates 1 HP/round</p> <p>Weight: 1</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Familiars	None	FAMRAB	Familiar	<p>Hit Points: 12 Armor Class: 3 Magic Resistance: 45%</p> <p>Combat: 2 attacks per round at 19 THACO for 1d2 slashing damage Special Abilities: – 40% Find Traps – 20% Hide in Shadows/Move Silently – 125% resistance to fire – 75% resistance to cold, electricity, and acid – Immune to level drain, sleep, and petrification</p> <p>Weight: 1</p>
Flails	Flail/Morning Star	BLUN02	Flail	
Flails	Flail/Morning Star	BLUN03	Flail +1	<p>THACO: +1 Damage: 1d6+2 (crushing) Speed Factor: 6 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 13 Strength</p> <p>Weight: 13</p>
Flails	Flail/Morning Star	FLAISK	Skullflail +4	<p>Combat abilities: – 10% chance of an additional 1d6 piercing damage</p> <p>THACO: +4 Damage: 1d6+4, +1d4 piercing from the biting skulls Damage Type: Crushing Speed Factor: 5 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 13 Strength</p> <p>Weight: 4</p>
Flails	Flail/Morning Star	MAE	Flail of Mae	<p>Combat abilities: – 5% chance of petrifying the target</p> <p>THACO: +3 Damage: 1d6+4 (crushing) Speed Factor: 3 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 13 Strength</p> <p>Weight: 10</p>
Flails	Flail/Morning Star	SFLAIL	Flail	
Flails	Flail/Morning Star	TOMB	Tombsweeper +3	<p>THACO: +3 Damage: 1d6+4 (crushing) Speed Factor: 3 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 13 Strength</p> <p>Weight: 5</p>
Flails	Flail/Morning Star	UFLAL2A	Crooked Flail +1	<p>Combat abilities: – 50% chance of dealing +1d4 piercing damage</p> <p>THACO: +1 Damage: 1d6+2 (crushing) Speed Factor: 7 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 11 Strength</p> <p>Weight: 15</p>
Flails	Flail/Morning Star	UFLAL2B	Hammer Flail +2	<p>Combat abilities: – 15% chance target is stunned for 4 seconds</p> <p>THACO: +2 Damage: 1d6+3 (crushing) Speed Factor: 7 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 11 Strength</p> <p>Weight: 15</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Flails	Flail/Morning Star	UFLAL3A	Fast Flail +2	<p>Combat abilities: – 1 extra attack per round</p> <p>THACO: +2 Damage: 1d6+3 (crushing) Speed Factor: 7 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 11 Strength</p> <p>Weight: 15</p>
Flails	Flail/Morning Star	UFLAL4A	Fire Flail +3	<p>Combat abilities: – 50% chance of dealing +2d6 fire damage</p> <p>THACO: +3 Damage: 1d6+4 (crushing) Speed Factor: 7 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 11 Strength</p> <p>Weight: 15</p>
Flails	Flail/Morning Star	UFLAL5A	Shocking Flail +4	<p>Equipped abilities: – Armor Class: +1</p> <p>Combat abilities: – 50% chance of dealing +2d3 electrical damage – 10% chance target is stunned for 4 seconds</p> <p>THACO: +4 Damage: 1d6+5 (crushing) Speed Factor: 7 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 11 Strength</p> <p>Weight: 15</p>
Food	None	GBERRY	Good Berry	
Food	None	GOODBER	Good Berry	<p>Special: Heals 5 Hit Points</p> <p>Weight: 0</p>
Food	None	POTATOES	Sack of Potatoes	
Furs and pelts	None	MISC01	Winter Wolf Pelt	Weight: 10
Furs and pelts	None	YETI	Yeti Pelt	
Gems	None	DGEM01	Flawed Fire Agate Gem	Weight: 0
Gems	None	DGEM02	Flawless Sunstone Gem	Weight: 0
Gems	None	DGEM03	Flawed Skydrop Gem	Weight: 0
Gems	None	DGEM04	Flawless Moonstone Gem	Weight: 0
Gems	None	DGEM05	Flawless Waterstar Gem	Weight: 0
Gems	None	DGEM06	Flawed Pearl	Weight: 0
Gems	None	DGEM07	Flawed Moonbar Gem	Weight: 0
Gems	None	DGEM08	Flawless Star Sapphire	Weight: 0
Gems	None	DGEM09	Flawless Diamond	Weight: 0
Gems	None	DGEM10	Flawed Emerald	Weight: 0
Gems	None	ELIGEM	Elisia's Token of Faith	Weight: 0
Gems	None	HEARTGM	The Heartstone Gem	
Gems	None	MISC16	Fire Agate Gem	Weight: 0
Gems	None	MISC17	Lynx Eye Gem	Weight: 0
Gems	None	MISC18	Sunstone Gem	Weight: 0
Gems	None	MISC19	Turquoise Gem	Weight: 0
Gems	None	MISC20	Bloodstone Gem	Weight: 0
Gems	None	MISC21	Skydrop Gem	Weight: 0
Gems	None	MISC22	Andar Gem	Weight: 0
Gems	None	MISC23	Jasper Gem	Weight: 0
Gems	None	MISC24	Tchazar Gem	Weight: 0
Gems	None	MISC25	Zircon Gem	Weight: 0
Gems	None	MISC26	Iol Gem	Weight: 0
Gems	None	MISC27	Moonstone Gem	Weight: 0
Gems	None	MISC28	Waterstar Gem	Weight: 0
Gems	None	MISC29	Ziose Gem	Weight: 0
Gems	None	MISC30	Chrysoberyl Gem	Weight: 0
Gems	None	MISC31	Star Diopside Gem	Weight: 0
Gems	None	MISC32	Shandon Gem	Weight: 0
Gems	None	MISC33	Aquamarine Gem	Weight: 0
Gems	None	MISC34	Garnet Gem	Weight: 0
Gems	None	MISC35	Horn Coral Gem	Weight: 0
Gems	None	MISC36	Pearl	Weight: 0
Gems	None	MISC37	Sphene Gem	Weight: 0
Gems	None	MISC38	Black Opal	Weight: 0
Gems	None	MISC39	Water Opal	Weight: 0
Gems	None	MISC40	Moonbar Gem	Weight: 0
Gems	None	MISC42	Diamond	Weight: 0
Gems	None	MISC43	Emerald	Weight: 0
Gems	None	MISC44	King's Tears	Weight: 0
Gems	None	MISC45	Rogue Stone	Weight: 0

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Gold pieces	None	MISC07	Gold Piece	
Halberds	Halberd	FAYR	Fayr's Halberd +3	
Halberds	Halberd	HALB01	Halberd	
Halberds	Halberd	HQHALB	High Quality Halberd	
Halberds	Halberd	LONGCLEV	Long Cleaver +4	THACO: +4 Damage: 1d10+4 (piercing) Speed Factor: 5 Proficiency Type: Halberd Type: Two-handed Requires: 13 Strength Weight: 15
Halberds	Halberd	PEASREW	Peasant's Reward +2	
Halberds	Halberd	POWER	The Icon of Power +3	Charge abilities: – Symbol, Pain three times per day –2 to Dexterity, -4 to THACO, and -2 to Armor Class (Save vs. Spell negates) Range: 35 ft. Duration: 11 turns Area of Effect: 18-ft. radius THACO: +3 Damage: 1d10+3 (piercing) Speed Factor: 5 Proficiency Type: Halberd Type: Two-handed Requires: 13 Strength Weight: 15
Halberds	Halberd	TONGGF	Tongue of the Gloomfrost +4	Equipped abilities: – Fire Resistance: +10% – Cold Resistance: +10% Combat abilities: – 3% chance of Cone of Cold on the target Damage: 10d4+10 cold (Save vs. Spell for half) Charge abilities: – Storm Shell once per day Fire, Cold, and Electrical Resistance: +50% Duration: 1 turn Area of Effect: The wielder THACO: +4 Damage: 1d10+4 (piercing) Speed Factor: 5 Proficiency Type: Halberd Type: Two-handed Requires: 13 Strength Weight: 6
Halberds	Halberd	UHALB1A	Halberd of Sparks +1	Combat abilities: – 15% chance of dealing +1d10 electrical damage THACO: +1 Damage: 1d10+1 (piercing) Speed Factor: 8 Proficiency Type: Halberd Type: Two-handed Requires: 13 Strength Weight: 14
Halberds	Halberd	UHALB2A	Diseased Halberd +1	Combat abilities: – 10% target is infected with disease (1 damage every 2 seconds) permanently THACO: +1 Damage: 1d10+1 (piercing) Speed Factor: 8 Proficiency Type: Halberd Type: Two-handed Requires: 13 Strength Weight: 14

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Halberds	Halberd	UHALB2B	Finest Halberd	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Slashing Resistance: +10% <p>THACO: +2 Damage: 1d10 (piercing) Speed Factor: 8 Proficiency Type: Halberd Type: Two-handed Requires: 13 Strength</p> <p>Weight: 14</p>
Halberds	Halberd	UHALB2C	Giant Halberd	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: -2 <p>THACO: -1 Damage: 2d8 (piercing) Speed Factor: 8 Proficiency Type: Halberd Type: Two-handed Requires: 18 Strength</p> <p>Weight: 21</p>
Halberds	Halberd	UHALB3A	Halberd +1: Defender	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +1 – Piercing Resistance: +10% – Slashing Resistance: +10% <p>THACO: +1 Damage: 1d10+1 (piercing) Speed Factor: 8 Proficiency Type: Halberd Type: Two-handed Requires: 13 Strength</p> <p>Weight: 14</p>
Halberds	Halberd	UHALB3B	Darig's Rest +2	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 10% chance target will sleep for 15 seconds <p>THACO: +2 Damage: 1d10+2 (piercing) Speed Factor: 8 Proficiency Type: Halberd Type: Two-handed Requires: 13 Strength</p> <p>Weight: 14</p>
Halberds	Halberd	UHALB3C	Life Halberd +2	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 10% chance per hit of healing 1d6 Hit Points to self <p>THACO: +2 Damage: 1d10+2 (piercing) Speed Factor: 8 Proficiency Type: Halberd Type: Two-handed Requires: 13 Strength</p> <p>Weight: 14</p>
Halberds	Halberd	UHALB4A	Doom Halberd +3	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 50% chance of dealing +2d3 fire damage – 15% chance target is stunned for 3 seconds <p>THACO: +3 Damage: 1d10+3 (piercing) Speed Factor: 8 Proficiency Type: Halberd Type: Two-handed Requires: 13 Strength</p> <p>Weight: 14</p>
Halberds	Halberd	UHALB4B	Star-Forged Halberd +3	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Dexterity: +1 – Slashing Resistance: +5% – Piercing Resistance: +5% <p>Combat abilities:</p> <ul style="list-style-type: none"> – 15% chance target is stunned for 3 seconds <p>THACO: +3 Damage: 1d10+3 (piercing) Speed Factor: 8 Proficiency Type: Halberd Type: Two-handed Requires: 13 Strength</p> <p>Weight: 14</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Halberds	Halberd	UHALB5A	Great Halberd +4	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Magic Resistance: +10% <p>Combat abilities:</p> <ul style="list-style-type: none"> – 50% chance of dealing +2d3 acid damage <p>THACO: +4 Damage: 1d10+4 (piercing) Speed Factor: 8 Proficiency Type: Halberd Type: Two-handed Requires: 13 Strength</p> <p>Weight: 14</p>
Halberds	None	PLYFLIND	Halberd +1	
Hammers	None	SHAMME1	Spiritual Hammer	
Hammers	None	SHAMME2	Spiritual Hammer	
Hammers	None	SHAMME3	Spiritual Hammer	
Hammers	None	SHAMMR	Spiritual Hammer	
Hammers	None	SHAMMR2	Spiritual Hammer	
Hammers	None	SHAMMR3	Spiritual Hammer	
Hammers	War Hammer	B2-16	Skull	
Hammers	War Hammer	BLOODGF	Blood of the Gloomfrost +4	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Fire Resistance: +10% – Cold Resistance: +10% <p>Combat abilities:</p> <ul style="list-style-type: none"> – 5% chance to heal 2d6 Hit Points to self <p>Charge abilities:</p> <ul style="list-style-type: none"> – Storm Shell once per day Fire, Cold, and Electrical Resistance: +50% <p>Duration: 1 turn Area of Effect: The wielder</p> <p>THACO: +4 Damage: 1d4+5 (crushing) Speed Factor: 1 Proficiency Type: War Hammer Type: One-handed Requires: 9 Strength</p> <p>Weight: 3</p>
Hammers	War Hammer	FG2-20C	<Invalid Strref -1>	
Hammers	War Hammer	FG2-20S	<Invalid Strref -1>	
Hammers	War Hammer	GSLEEP	Giant's Sleep +3	<p>THACO: +3 Damage: 1d4+4 (crushing) Speed Factor: 1 Proficiency Type: War Hammer Type: One-handed Requires: 9 Strength</p> <p>Weight: 5</p>
Hammers	War Hammer	HAMM01	War Hammer	<p>Damage: 1d4+1 (crushing) Speed Factor: 4 Proficiency Type: War Hammer Type: One-handed Requires: 9 Strength</p> <p>Weight: 6</p>
Hammers	War Hammer	HAMM02	War Hammer +1	<p>THACO: +1 Damage: 1d4+2 (crushing) Speed Factor: 3 Proficiency Type: War Hammer Type: One-handed Requires: 9 Strength</p> <p>Weight: 6</p>
Hammers	War Hammer	HAMM03	War Hammer +2	<p>THACO: +2 Damage: 1d4+3, +1 electrical damage Damage Type: Crushing Speed Factor: 2 Proficiency Type: War Hammer Type: One-handed Requires: 8 Strength</p> <p>Weight: 5</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Hammers	War Hammer	HELLPIK	Hellpick +3	THACO: +3 Damage: 1d4+4 (crushing) Speed Factor: 1 Proficiency Type: War Hammer Type: One-handed Requires: 9 Strength Weight: 6
Hammers	War Hammer	HQHAMM	High Quality War Hammer	THACO: +1 Damage: 1d4+1 (crushing) Speed Factor: 4 Proficiency Type: War Hammer Type: One-handed Requires: 9 Strength Weight: 6
Hammers	War Hammer	MAUL	War Hammer	Damage: 1d4+1 (crushing) Speed Factor: 4 Proficiency Type: War Hammer Type: One-handed Requires: 9 Strength Weight: 6
Hammers	War Hammer	REDEMT	Redemption +4	Equipped abilities: – Dispels charm and dire charm effects on hit THACO: +4 Damage: 1d4+5 (crushing) Speed Factor: 1 Proficiency Type: War Hammer Type: One-handed Requires: 9 Strength Weight: 6
Hammers	War Hammer	U1HAM2A	Sanctified War Hammer +1	Equipped abilities: – Can cast one extra 1st-level priest spell THACO: +1 Damage: 1d4+2 (crushing) Speed Factor: 3 Proficiency Type: War Hammer Type: One-handed Requires: 9 Strength Weight: 6
Hammers	War Hammer	U1HAM3A	Corrosive Hammer +2	Combat abilities: – 30% chance of dealing +1d4 acid damage THACO: +2 Damage: 1d4+3 (crushing) Speed Factor: 3 Proficiency Type: War Hammer Type: One-handed Requires: 9 Strength Weight: 6
Hammers	War Hammer	U1HAM3B	War Hammer of Sparks +2	Combat abilities: – 50% chance of dealing +1d3 electric damage – 10% chance target is stunned for 3 seconds THACO: +2 Damage: 1d4+3 (crushing) Speed Factor: 3 Proficiency Type: War Hammer Type: One-handed Requires: 9 Strength Weight: 6
Hammers	War Hammer	U1HAM4A	War Hammer +3: Life Giver	Combat abilities: – 20% chance to heal 1d4 to self THACO: +3 Damage: 1d4+4 (crushing) Speed Factor: 3 Proficiency Type: War Hammer Type: One-handed Requires: 9 Strength Weight: 6

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Hammers	War Hammer	U1HAM4B	Sanctified War Hammer +3	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Can cast two extra 1st-level, one extra 2nd-level, and one extra 3rd-level priest spells <p>THACO: +3 Damage: 1d4+4 (crushing) Speed Factor: 3 Proficiency Type: War Hammer Type: One-handed Requires: 9 Strength</p> <p>Weight: 6</p>
Hammers	War Hammer	U1HAM5A	War Hammer of Phasing +3	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 25% chance of dealing +1d4 cold damage – 15% chance target is phased (takes 3 damage per second) for 10 seconds – These effects are mutually exclusive <p>THACO: +3 Damage: 1d4+4 (crushing) Speed Factor: 3 Proficiency Type: War Hammer Type: One-handed Requires: 9 Strength</p> <p>Weight: 6</p>
Hammers	War Hammer	U1HAM5B	War Hammer +4: Defender	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +2 – Piercing Resistance: +15% – Slashing Resistance: +15% – Crushing Resistance: +15% – Magic Resistance: +15% – Save vs. Spell: +3 <p>Combat abilities:</p> <ul style="list-style-type: none"> – 20% chance of healing 1d4 Hit Points to self <p>THACO: +4 Damage: 1d4+5 (crushing) Speed Factor: 3 Proficiency Type: War Hammer Type: One-handed Requires: 9 Strength</p> <p>Weight: 6</p>
Hammers	War Hammer	U2HAM2A	Massive War Hammer	<p>THACO: -2 Damage: 1d4+3 (crushing) Speed Factor: 4 Proficiency Type: War Hammer Type: One-handed Requires: 18 Strength</p> <p>Weight: 15</p>
Hammers	War Hammer	U2HAM3A	Sanctified War Hammer +2	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Memorize 2 additional 1st-level priest spells – Memorize 1 additional 2nd-level priest spell <p>THACO: +2 Damage: 1d4+3 (crushing) Speed Factor: 3 Proficiency Type: War Hammer Type: One-handed Requires: 9 Strength</p> <p>Weight: 6</p>
Hammers	War Hammer	U2HAM4A	Star-Forged War Hammer +4	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Magic Resistance: +10% – Save vs. Spell: +2 <p>THACO: +4 Damage: 1d4+5 (crushing) Speed Factor: 3 Proficiency Type: War Hammer Type: One-handed Requires: 9 Strength</p> <p>Weight: 6</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Hammers	War Hammer	U2HAM4B	War Hammer of Phasing +2	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 15% chance of dealing +1d4 cold damage – 10% chance target is phased (takes 3 damage per second) for 10 seconds – These effects are mutually exclusive <p>THACO: +2 Damage: 1d4+3 (crushing) Speed Factor: 3 Proficiency Type: War Hammer Type: One-handed Requires: 9 Strength</p> <p>Weight: 6</p>
Hammers	War Hammer	U2HAM5A	Demon's Breath +3	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Fire Resistance: +50% <p>Combat abilities:</p> <ul style="list-style-type: none"> – 50% chance of dealing +2d3 fire damage – 20% chance to cast the wizard spell Fireball (6d6 fire damage to all within 30 ft; Save vs. Spell for half) <p>THACO: +3 Damage: 1d4+4 (crushing) Speed Factor: 3 Proficiency Type: War Hammer Type: One-handed Requires: 9 Strength</p>
Hammers	War Hammer	XU2HAM3	Sanctified War Hammer +2	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Memorize 2 additional 1st-level priest spells – Memorize 1 additional 2nd-level priest spell <p>THACO: +2 Damage: 1d4+3 (crushing) Speed Factor: 3 Proficiency Type: War Hammer Type: One-handed Requires: 9 Strength</p> <p>Weight: 6</p>
Hammers	War Hammer	ZZ14IN	Inconsequence +3	<p>THACO: +3, +4 vs. good and evil creatures Damage: 1d4+4, +5 vs. good and evil creatures Damage Type: Crushing Speed Factor: 1 Proficiency Type: War Hammer Type: One-handed Requires: 9 Strength</p> <p>Weight: 4</p>
Hammers	War Hammer	ZZA7CH	Conlan's Hammer +1, +5 vs. iron golems	<p>Combat abilities:</p> <ul style="list-style-type: none"> – Can hit all creatures that require magical weapons to hit <p>THACO: +1, +4 vs. iron golems Damage: 1d4+2, +5 vs. iron golems Damage Type: Crushing Speed Factor: 3 Proficiency Type: War Hammer Type: One-handed Requires: 9 Strength</p> <p>Weight: 4</p>
Hand-to-hand weapons	None	BEARSPIR	Attack	
Hand-to-hand weapons	None	BRBLP	Attack	
Hand-to-hand weapons	None	BRBRP	Attack	
Hand-to-hand weapons	None	CHILLT	Chill Touch	
Hand-to-hand weapons	None	CRITICAL	Cause Critical Wounds	
Hand-to-hand weapons	None	FIST	Fist	
Hand-to-hand weapons	None	GHOULT	Ghoul Touch	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Hand-to-hand weapons	None	GVALOR2	Gauntlet of Valor	<p>Equipped abilities: – Immunity to Charm, Hold, Sleep, and related spells</p> <p>Combat abilities: – 12% of all hits cause 3d6 points of crushing damage and stun the target for 3 seconds</p> <p>Charge abilities: – Wearer can invoke the innate powers of the Gauntlet of Valor three times per day to be used as a weapon.</p> <p>THACO: +1 Damage: 1d4+1 (crushing) Proficiency Type: Fists</p>
Hand-to-hand weapons	None	HARM	Harm	
Hand-to-hand weapons	None	ICETRL	Attack	
Hand-to-hand weapons	None	LIONSPIR	Attack	
Hand-to-hand weapons	None	M1D7SLSH	<Invalid Strref -1>	
Hand-to-hand weapons	None	M6D6FIST	<Invalid Strref -1>	
Hand-to-hand weapons	None	MFIST1	Fist	
Hand-to-hand weapons	None	MFIST2	Fist	
Hand-to-hand weapons	None	MFIST3	Fist	
Hand-to-hand weapons	None	MFIST4	Fist +1	
Hand-to-hand weapons	None	MFIST5	Fist +2	
Hand-to-hand weapons	None	MFIST6	Fist +3	
Hand-to-hand weapons	None	MFIST7	Fist +3	
Hand-to-hand weapons	None	MFIST8	Fist +4	
Hand-to-hand weapons	None	NISHRUU	Attack	
Hand-to-hand weapons	None	P1-8	Skull	
Hand-to-hand weapons	None	PLYBASS	Attack	
Hand-to-hand weapons	None	PLYBEAR1	Attack	
Hand-to-hand weapons	None	PLYJELLY	Attack	
Hand-to-hand weapons	None	PLYMSTAR	Morning Star	
Hand-to-hand weapons	None	PLYSPID	Attack	
Hand-to-hand weapons	None	PLYWOLF1	Attack	
Hand-to-hand weapons	None	PLYWYVRN	Attack	
Hand-to-hand weapons	None	SERIOUS	Cause Serious Wounds	
Hand-to-hand weapons	None	SGRASP01	Shocking Grasp	
Hand-to-hand weapons	None	SGRASP02	Shocking Grasp	
Hand-to-hand weapons	None	SGRASP03	Shocking Grasp	
Hand-to-hand weapons	None	SGRASP04	Shocking Grasp	
Hand-to-hand weapons	None	SGRASP05	Shocking Grasp	
Hand-to-hand weapons	None	SGRASP06	Shocking Grasp	
Hand-to-hand weapons	None	SGRASP07	Shocking Grasp	
Hand-to-hand weapons	None	SGRASP08	Shocking Grasp	
Hand-to-hand weapons	None	SGRASP09	Shocking Grasp	
Hand-to-hand weapons	None	SGRASP10	Shocking Grasp	
Hand-to-hand weapons	None	SGRASP11	Shocking Grasp	
Hand-to-hand weapons	None	SGRASP12	Shocking Grasp	
Hand-to-hand weapons	None	SGRASP13	Shocking Grasp	
Hand-to-hand weapons	None	SGRASP14	Shocking Grasp	
Hand-to-hand weapons	None	SGRASP15	Shocking Grasp	
Hand-to-hand weapons	None	SGRASP16	Shocking Grasp	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Hand-to-hand weapons	None	SGRASP17	Shocking Grasp	
Hand-to-hand weapons	None	SGRASP18	Shocking Grasp	
Hand-to-hand weapons	None	SGRASP19	Shocking Grasp	
Hand-to-hand weapons	None	SGRASP20	Shocking Grasp	
Hand-to-hand weapons	None	SLAYLIVE	Slay Living	
Hand-to-hand weapons	None	SNAKSPIR	Attack	
Hand-to-hand weapons	None	SPBATT1	Attack	
Hand-to-hand weapons	None	SPBATT2	Attack	
Hand-to-hand weapons	None	SPBATT3	Attack	
Hand-to-hand weapons	None	SPBATT4	Attack	
Hand-to-hand weapons	None	SPBATT5	Attack	
Hand-to-hand weapons	None	SPLATT1	Attack	
Hand-to-hand weapons	None	SPLATT2	Attack	
Hand-to-hand weapons	None	SPLATT3	Attack	
Hand-to-hand weapons	None	SPLATT4	Attack	
Hand-to-hand weapons	None	SPLATT5	Attack	
Hand-to-hand weapons	None	SPSATT1	Attack	
Hand-to-hand weapons	None	SPSATT2	Attack	
Hand-to-hand weapons	None	SPSATT3	Attack	
Hand-to-hand weapons	None	SPSATT4	Attack	
Hand-to-hand weapons	None	SPSATT5	Attack	
Hand-to-hand weapons	None	SPWATT1	Attack	
Hand-to-hand weapons	None	SPWATT2	Attack	
Hand-to-hand weapons	None	SPWATT3	Attack	
Hand-to-hand weapons	None	SPWATT4	Attack	
Hand-to-hand weapons	None	SPWATT5	Attack	
Hand-to-hand weapons	None	SQUIRP	<Invalid Strref -1>	
Hand-to-hand weapons	None	TROLL01	Attack	
Hand-to-hand weapons	None	TROLLALL	Attack	
Hand-to-hand weapons	None	TROLLSPI	Attack	
Hand-to-hand weapons	None	WEREWLF1	Attack	
Hand-to-hand weapons	None	WEREWLF2	Attack	
Hand-to-hand weapons	None	WOLFM	Attack	
Hand-to-hand weapons	None	WOLFSPIR	Attack	
Hand-to-hand weapons	None	WPSNZOM	<Invalid Strref -1>	
Hand-to-hand weapons	None	WSWOLF	Attack	
Headgear	None	CDRELM	Remorhaz Shell Helm	Equipped abilities: – Protects against critical hits – Armor Class: +1 – Magic Resistance: +10% – Magic Damage Resistance: +20% Weight: 10
Headgear	None	CISPGRD1	Helmet of Charm Protection	Equipped abilities: – Immunity to charm – Protects against critical hits Weight: 4

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Headgear	None	CONE	Cyclocone	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +1 <p>Charge abilities:</p> <ul style="list-style-type: none"> – Whirlwind <p>Creates a whirlwind that deals 2d8 crushing and 2d8 slashing damage; creatures in its path must also save vs. Breath or be stunned for 2 rounds. Creatures with 2 or fewer Hit Dice are instantly killed; elementals and other huge creatures are unaffected.</p> <p>Range: 100 ft. Area of Effect: Moving 9-ft. radius</p>
Headgear	None	HELM01	Helmet	
Headgear	None	HELM06	Helmet of Charm Protection	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Immunity to charm – Protects against critical hits <p>Weight: 4</p>
Headgear	None	HELM08	Helmet	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Protects against critical hits <p>Weight: 2</p>
Headgear	None	HELM09	Helmet	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Protects against critical hits <p>Weight: 2</p>
Headgear	None	HELM10	Helmet	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Protects against critical hits <p>Weight: 2</p>
Headgear	None	HELMBLK	Helmet	
Headgear	None	HELMCT	Chautog's Thinker	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +1 – Intelligence: +2 – Charisma: -2 – Protects against critical hits <p>Requires: 17 Strength</p> <p>Weight: 5</p>
Headgear	None	HELMDED	Dead Man's Face	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +1 – Charisma: -2 – Immunity to Horror and Cloak of Fear – Protects against critical hits <p>Weight: 3</p>
Headgear	None	HELMDEF	Helm of the Trusted Defender	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +3 – Immunity to sleep and fatigue – Protects against critical hits <p>Weight: 2</p>
Headgear	None	HELMHUN	Illian's Hunting Helm	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +2 – Protects against critical hits <p>Weight: 3</p>
Headgear	None	HEMLLA	Blessed Helm of Lathander	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +2 <p>Charge abilities:</p> <ul style="list-style-type: none"> – Cure Moderate Wounds once per day <p>Heals 11 HP Range: Touch Area of Effect: 1 creature</p> <ul style="list-style-type: none"> – Neutralize Poison once per day <p>Cures poison and restores 10 HP Range: Touch Area of Effect: 1 creature</p> <ul style="list-style-type: none"> – Remove Paralysis once per day <p>Cures paralysis Range: Visual range of the wearer Area of Effect: Allies within 30 ft.</p> <p>Weight: 2</p>
Headgear	None	HELMPAT	Patriot Helm	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +2 <p>Weight: 4</p>
Headgear	None	HELMSH	Helm of Shouting	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +1 <p>Charge abilities:</p> <ul style="list-style-type: none"> – Shout once per day <p>Deafness and 4d6 damage (Save vs. Spell to negate deafness and halve damage) Range: 0 Area of Effect: 35-ft. cone with 15 deg. arc</p> <p>Weight: 2</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Headgear	None	HELSKWA	Helmet	Equipped abilities: – Protects against critical hits Weight: 2
Headgear	None	HELSUN	Sune's Laurel of Favor	Equipped abilities: – Charisma: +1 – Armor Class: +1 Weight: 1
Headgear	None	IHELM10	Helmet	Equipped abilities: – Protects against critical hits Weight: 2
Headgear	None	OHIOUN01	Deep Red Ioun Stone	Equipped abilities: – Dexterity: +1 Weight: 0
Headgear	None	OHIOUN02	Scarlet/Blue Ioun Stone	Equipped abilities: – Intelligence: +1 Weight: 0
Headgear	None	OHIOUN03	Clear Ioun Stone	Equipped abilities: – Magic Resistance: 5% Weight: 0
Headgear	None	ROGUE	Rogue's Cowl	Equipped abilities: – Armor Class: +2 – Move Silently: +10% – Hide In Shadows: +10% Charge abilities: – Blindness once per day (Save vs. Spell negates) Range: Visual range of the user Duration: 8 hours Area of Effect: 1 creature – Color Spray once per day (Save vs. Spell negates if creature has 6 or more HD) Creatures with 10 or fewer HD: Knocked unconscious for 5 rounds Creatures with 11-12 HD: Blinded for 3 rounds Creatures with 13 or more HD: Stunned for 1 round Range: 12 ft. Area of Effect: 29-ft. cone with 90-deg. arc Weight: 2
Keys	None	FKEY	Forge Key	Weight: 0
Keys	None	KEYALBI	Albion's Key	
Keys	None	KEYBRON	Bronze Key	
Keys	None	KEYCON	Conlan's Key	
Keys	None	KEYCOPP	Copper Key	
Keys	None	KEYDUG	Dugmaren's Key	
Keys	None	KEYDUNG	Dungeon Key	
Keys	None	KEYELEC	Electrum Key	
Keys	None	KEYGATE	Gate Key	
Keys	None	KEYGOLD	Gold Key	
Keys	None	KEYMAUS	Mausoleum Key	
Keys	None	KEYNRM	Plain Key	
Keys	None	KEYPLAT	Platinum Key	
Keys	None	KEYPRST	Priest's Key	
Keys	None	KEYSANC	Sanctum Key	
Keys	None	KEYSILV	Silver Key	
Keys	None	KEYWATC	Watchtower Key	
Keys	None	TKEY	Terikan's Key	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Large swords	Bastard Sword	AMAUNAT	Amaunator's Legacy +3	<p>Combat abilities:</p> <ul style="list-style-type: none"> – Additional 2d4+3 fire damage vs. undead – 5% chance of Beltyn's Burning Blood on hit <p>Charge abilities:</p> <ul style="list-style-type: none"> – Sunray once per day Blindness for 2 rounds (Save vs. Spell negates); undead and myconids take 8d6 fire damage (Save vs. Spell for half) Range: 100 ft. Area of Effect: 18-ft. radius <p>THACO: +3 Damage: 2d4+3 (slashing) Speed Factor: 1 Proficiency Type: Bastard Sword Type: One-handed Requires: 11 Strength</p>
Large swords	Bastard Sword	BEHWEP	<Invalid Strref -1>	
Large swords	Bastard Sword	COMPS01	Bastard Sword	
Large swords	Bastard Sword	HQBSWRD	High Quality Bastard Sword	
Large swords	Bastard Sword	RANBSWD	Bastard Sword	
Large swords	Bastard Sword	REAVR	The Snow Maiden's Reaver +2	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 2% chance target is turned to solid ice <p>THACO: +2 Damage: 2d4+2 (cold) Speed Factor: 6 Proficiency Type: Bastard Sword Type: One-handed Requires: 11 Strength</p> <p>Weight: 10</p>
Large swords	Bastard Sword	SW1H01	Bastard Sword	
Large swords	Bastard Sword	SW1H02	Bastard Sword +1	<p>THACO: +1 Damage: 2d4+1 (slashing) Speed Factor: 7 Proficiency Type: Bastard Sword Type: One-handed Requires: 11 Strength</p> <p>Weight: 9</p>
Large swords	Bastard Sword	SW1H03	Bastard Sword +1, +3 vs. Shapeshifters	<p>THACO: +1 Damage: 2d4+1, +3 vs. shapeshifters Damage Type: Slashing Speed Factor: 7 Proficiency Type: Bastard Sword Type: One-handed Requires: 10 Strength</p> <p>Weight: 8</p>
Large swords	Bastard Sword	UBSWD1A	Fang	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 25% chance of dealing +1d3 acid damage <p>Damage: 2d4 (slashing) Speed Factor: 8 Proficiency Type: Bastard Sword Type: One-handed Requires: 11 Strength</p> <p>Weight: 10</p>
Large swords	Bastard Sword	UBSWD2A	Phasing Bastard Sword +1	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 15% chance target is phased (takes 1 damage every 2 seconds) for 10 seconds <p>THACO: +1 Damage: 2d4+1 (slashing) Speed Factor: 8 Proficiency Type: Bastard Sword Type: One-handed Requires: 11 Strength</p> <p>Weight: 10</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Large swords	Bastard Sword	UBSWD2B	Flaming Bastard Sword +1	<p>Combat abilities: – 25% chance of dealing +2d3 fire damage</p> <p>THACO: +1 Damage: 2d4+1 (slashing) Speed Factor: 8 Proficiency Type: Bastard Sword Type: One-handed Requires: 11 Strength</p> <p>Weight: 10</p>
Large swords	Bastard Sword	UBSWD3A	Bastard Sword +2: Life Giver	<p>Combat abilities: – 5% chance per hit of healing 1d10 Hit Points to self</p> <p>THACO: +2 Damage: 2d4+2 (slashing) Speed Factor: 8 Proficiency Type: Bastard Sword Type: One-handed Requires: 11 Strength</p> <p>Weight: 10</p>
Large swords	Bastard Sword	UBSWD3B	Bastard Sword of Action +1	<p>Combat abilities: – 1 extra attack per round</p> <p>THACO: +1 Damage: 2d4+1 (slashing) Speed Factor: 8 Proficiency Type: Bastard Sword Type: One-handed Requires: 11 Strength</p> <p>Weight: 10</p>
Large swords	Bastard Sword	UBSWD4A	Bastard Sword +3: Defender	<p>Equipped abilities: – Armor Class: +2 – Saving Throws: +1 – Physical Damage Resistance: +10%</p> <p>THACO: +3 Damage: 2d4+3 (slashing) Speed Factor: 8 Proficiency Type: Bastard Sword Type: One-handed Requires: 11 Strength</p> <p>Weight: 10</p>
Large swords	Bastard Sword	UBSWD4B	Bastard Sword of Greater Phasing +3	<p>Combat abilities: – 15% chance hit target is phased (takes 2 damage per second) for 10 seconds</p> <p>THACO: +3 Damage: 2d4+3 (slashing) Speed Factor: 8 Proficiency Type: Bastard Sword Type: One-handed Requires: 11 Strength</p> <p>Weight: 10</p>
Large swords	Bastard Sword	UBSWD4C	Bastard Sword +2: Conflagration	<p>Equipped abilities: – Fire Resistance: +50%</p> <p>Combat abilities: – 10% chance a 5-HD fireball is released</p> <p>THACO: +2 Damage: 2d4+2 (slashing) Speed Factor: 8 Proficiency Type: Bastard Sword Type: One-handed Requires: 11 Strength</p> <p>Weight: 10</p>
Large swords	Bastard Sword	UBSWD5A	Cancerous Bastard Sword +4	<p>Combat abilities: – 15% chance target is infected by disease (1 damage every 2 seconds) indefinitely</p> <p>THACO: +4 Damage: 2d4+4 (slashing) Speed Factor: 8 Proficiency Type: Bastard Sword Type: One-handed Requires: 11 Strength</p> <p>Weight: 10</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Large swords	Bastard Sword	UBSWD5B	Bastard Sword +3: Incinerator	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Fire Resistance: +15% <p>Combat abilities:</p> <ul style="list-style-type: none"> – 50% chance of dealing +1d8 fire damage – 10% chance target is stunned for 4 seconds <p>THACO: +3 Damage: 2d4+3 (slashing) Speed Factor: 8 Proficiency Type: Bastard Sword Type: One-handed Requires: 11 Strength</p> <p>Weight: 10</p>
Large swords	Bastard Sword	ZZG7TS	Trollslayer +1, +4 vs. trolls	<p>THACO: +1, +4 vs. trolls Damage: 2d4+1, +4 vs. trolls Damage Type: Slashing (1d4) and fire (1d4) Speed Factor: 6 Proficiency Type: Bastard Sword Type: One-handed Requires: 11 Strength</p> <p>Weight: 8</p>
Large swords	Katana	SW1H43	Katana	
Large swords	Katana	SW1H44	Katana +1	<p>THACO: +1 Damage: 1d10+1 (slashing) Speed Factor: 3 Proficiency Type: Katana Type: One-handed Requires: 6 Strength</p> <p>Weight: 5</p>
Large swords	Katana	SW1H45	Darkened Glory +2	<p>Combat abilities:</p> <ul style="list-style-type: none"> – +5% chance of scoring a critical hit (with this weapon only) – Casts Curse centered on the target each time a critical hit is scored <p>THACO: +2 Damage: 1d10+2 (slashing) Speed Factor: 2 Proficiency Type: Katana Type: One-handed Requires: 6 Strength</p> <p>Weight: 4</p>
Large swords	Katana	SW1H51	Solemn Duty +3	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Immunity to confusion <p>Combat abilities:</p> <ul style="list-style-type: none"> – 3% chance of decapitating an opponent on each hit <p>THACO: +3, +5 vs. outer planar creatures Damage: 1d10+3, +2 magic damage vs. outer planar creatures Damage Type: Slashing Speed Factor: 1 Proficiency Type: Katana Type: One-handed Requires: 6 Strength</p> <p>Weight: 3</p>
Large swords	Katana	SW1H55	Katana +2	<p>THACO: +2 Damage: 1d10+2 (slashing) Speed Factor: 2 Proficiency Type: Katana Type: One-handed Requires: 6 Strength</p> <p>Weight: 4</p>
Large swords	Long Sword	AXLIZMAN	Halberd	
Large swords	Long Sword	AXYUANTI	Halberd	
Large swords	Long Sword	BAEL	The Blade of Bael +3	<p>THACO: +3 Damage: 2d4+3 (slashing) Speed Factor: 3 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength</p> <p>Weight: 4</p>
Large swords	Long Sword	BLAKBLAD	Black Blade of Disaster	
Large swords	Long Sword	BLCKSWD	Long Sword	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Large swords	Long Sword	BLYUANTI	Halberd	
Large swords	Long Sword	CDGLOOM	Gloom +4	<p>Charge abilities:</p> <ul style="list-style-type: none"> – Find Traps twice per day Nearby traps are revealed to the wielder as if <PRO_HESHE> were a Thief – Knock twice per day Opens a locked door or chest Range: 50 ft. <p>THACO: +4 Damage: 2d4+4 (slashing) Speed Factor: 5 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength</p> <p>Weight: 4</p>
Large swords	Long Sword	CDMYR	The Sword of Myrloch Vale	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Lore: +30 – Charisma: +1 <p>THACO: +3 Damage: 1d8+3 (slashing) Speed Factor: 4 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength</p> <p>Weight: 4</p>
Large swords	Long Sword	CWSPGRD	Long Sword of Action +4	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +1 – Slashing Resistance: +15% <p>Combat abilities:</p> <ul style="list-style-type: none"> – 1 extra attack per round <p>THACO: +4 Damage: 1d8+4 (slashing) Speed Factor: 4 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength</p> <p>Weight: 4</p>
Large swords	Long Sword	CYNICIS	Cynicism +4	<p>Charge abilities:</p> <ul style="list-style-type: none"> – Find Traps once per day Nearby traps are revealed to the wielder as if <PRO_HESHE> were a Thief – Knock once per day Opens a locked door or chest Range: 50 ft. <p>THACO: +2 Damage: 2d4+4 (slashing) Speed Factor: 5 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength</p> <p>Weight: 4</p>
Large swords	Long Sword	ENSW1H01	Long Sword +3	<p>THACO: +3 Damage: 1d8+3 (slashing) Speed Factor: 2 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength</p> <p>Weight: 0</p>
Large swords	Long Sword	EREVAIN	Erevain's Broad Sword +2	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Save vs. Wands: +2 – Acid Resistance: +10% <p>THACO: +2 Damage: 2d4+2 (slashing) Speed Factor: 5 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength</p> <p>Weight: 4</p>
Large swords	Long Sword	HQLSWRD	High Quality Long Sword	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Large swords	Long Sword	INTRCES	Intercession +1	Equipped abilities: – Armor Class: +2, except vs. missile attacks THACO: +1 Damage: 1d8+1 (slashing) Speed Factor: 4 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength Weight: 4
Large swords	Long Sword	JHOSWD2	Restored Blade of Aihonen +5	
Large swords	Long Sword	JHOSWD3	Singing Blade of Aihonen +5	
Large swords	Long Sword	KISSGF	Kiss of the Gloomfrost +4	Equipped abilities: – Fire Resistance: +10% – Cold Resistance: +10% Combat abilities: – 5% chance of 2d6 cold damage Charge abilities: – Storm Shell once per day Fire, Cold, and Electrical Resistance: +50% Duration: 1 turn Area of Effect: The wielder THACO: +4 Damage: 1d8+4 (slashing) Speed Factor: 1 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength Weight: 3
Large swords	Long Sword	LALIZMAN	Halberd	
Large swords	Long Sword	LSHAND	Long Sword of the Hand +3	THACO: +3 Damage: 1d8+3 (slashing) Speed Factor: 5 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength Weight: 4
Large swords	Long Sword	M2D4SLAS	<Invalid Strref -1>	
Large swords	Long Sword	M5D4SLAS	<Invalid Strref -1>	
Large swords	Long Sword	MSLIZMAN	Halberd	
Large swords	Long Sword	MYRLOCH	The Sword of Myrloch Vale	Equipped abilities: – Lore: +20 THACO: +3 Damage: 1d8+3 (slashing) Speed Factor: 4 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength Weight: 4
Large swords	Long Sword	NALIZMAN	Halberd	
Large swords	Long Sword	POLIZMAN	Halberd	
Large swords	Long Sword	S1-12	<Invalid Strref -1>	
Large swords	Long Sword	SHLSWRD2	<Invalid Strref -1>	
Large swords	Long Sword	SW1H04	Long Sword	
Large swords	Long Sword	SW1H05	Long Sword +1	THACO: +1 Damage: 1d8+1 (slashing) Speed Factor: 4 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength Weight: 4

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Large swords	Long Sword	SW1H06	Varscona +2	THACO: +2 Damage: 1d8+2, +1 cold damage Damage Type: Slashing Speed Factor: 3 Proficiency Type: Long Sword Type: One-handed Requires: 5 Strength Weight: 3
Large swords	Long Sword	SWYUANTI	Halberd	
Large swords	Long Sword	TELIZMAN	Halberd	
Large swords	Long Sword	TURODAH	Turodahel +2	Equipped abilities: – Intelligence: +1 THACO: +2 Damage: 1d8+2 (slashing) Speed Factor: 3 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength Weight: 5
Large swords	Long Sword	ULSWD1A	Finest Long Sword	THACO: +2 Damage: 1d8 (slashing) Speed Factor: 5 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength Weight: 4
Large swords	Long Sword	ULSWD2A	Fine Long Sword +1	THACO: +2 Damage: 1d8+1 (slashing) Speed Factor: 4 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength Weight: 4
Large swords	Long Sword	ULSWD2B	Spiked Long Sword +1	Combat abilities: – 25% chance of dealing +2d6 piercing damage THACO: +1 Damage: 1d8+1 (slashing) Speed Factor: 4 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength Weight: 4
Large swords	Long Sword	ULSWD3A	Flaming Long Sword +2	Equipped abilities: – Fire Resistance: +10% THACO: +2 Damage: 1d8+2, +1d3 fire Damage Type: Slashing Speed Factor: 4 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength Weight: 4
Large swords	Long Sword	ULSWD3B	Long Sword of Confusion +2	Combat abilities: – 25% chance target is confused for 1 round THACO: +2 Damage: 1d8+2 (slashing) Speed Factor: 4 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength Weight: 4
Large swords	Long Sword	ULSWD3C	Life's Gift +2	Combat abilities: – 15% chance of healing 1d3 Hit Points to self THACO: +2 Damage: 1d8+2 (slashing) Speed Factor: 4 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength Weight: 4

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Large swords	Long Sword	ULSWD3D	Long Sword of Action +2	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Dexterity: +1 <p>THACO: +2 Damage: 1d8+2 (slashing) Speed Factor: 4 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength</p> <p>Weight: 4</p>
Large swords	Long Sword	ULSWD4A	Hold Fast +3	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +1 – Slashing Resistance: +15% <p>Combat abilities:</p> <ul style="list-style-type: none"> – 15% chance target is held for 1 turn (Save vs. Spell negates) <p>THACO: +3 Damage: 1d8+3 (slashing) Speed Factor: 4 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength</p> <p>Weight: 4</p>
Large swords	Long Sword	ULSWD4B	Long Sword +3: Enforcer	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Magic Resistance: +5% – Can cast one extra 1st- and 2nd-level wizard spell <p>THACO: +3 Damage: 1d8+3 (slashing) Speed Factor: 4 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength</p> <p>Weight: 4</p>
Large swords	Long Sword	ULSWD5A	Long Sword of Action +4	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +1 – Slashing Resistance: +15% <p>Combat abilities:</p> <ul style="list-style-type: none"> – 1 extra attack per round <p>THACO: +4 Damage: 1d8+4 (slashing) Speed Factor: 4 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength</p> <p>Weight: 4</p>
Large swords	Long Sword	ULSWD5B	Bhaal's Fire +3	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 15% chance target is stunned for 2 rounds <p>THACO: +3 Damage: 1d8+3, +2d4 fire Damage Type: Slashing Speed Factor: 4 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength</p> <p>Weight: 4</p>
Large swords	Long Sword	ZZ36DGD	Dead God's Dreaming +4, +6 vs. good	<p>Charge abilities:</p> <ul style="list-style-type: none"> – Emotion: Fear three times per day (Save vs. Spell negates) Range: 50 ft. Duration: 5 rounds Area of Effect: 15-ft. radius – Symbol, Pain once per day -2 to Dexterity, -4 to THACO, and -2 to Armor Class (Save vs. Spell negates) Range: 35 ft. Duration: 11 turns Area of Effect: 18-ft. radius <p>THACO: +4, +6 vs. good Damage: 2d4+4, +5 vs. good Damage Type: Slashing Speed Factor: 2 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength</p> <p>Weight: 4</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Large swords	Long Sword	ZZ57PJ	Pale Justice +4	
Large swords	Long Sword	ZZC8HB	Hell's Bane +4	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Fire Resistance: +20% <p>THACO: 0 (+4 vs. baatezu and tanar'ri) Damage: 1d8 (2d8+4 vs. baatezu and tanar'ri) Damage Type: Slashing Speed Factor: 5 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength</p> <p>Weight: 5</p>
Large swords	Long Sword	ZZF6AL	Alamion +3	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Fire Resistance: +10% – Cold Resistance: -5% <p>THACO: +3, +5 vs. salamanders Damage: 1d8+3, +5 vs. salamanders Damage Type: Slashing Speed Factor: 2 Proficiency Type: Long Sword Type: One-handed Requires: 6 Strength</p> <p>Weight: 5</p>
Large swords	None	DEVA	Mace of Disruption +2	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Immunity to level drain <p>Combat abilities:</p> <ul style="list-style-type: none"> – Undead must save vs. Death at -4 or be utterly destroyed <p>THACO: +2 (strikes as a +5 weapon) Damage: 1d6+3, 2d6+4 vs. undead Damage Type: Crushing Speed Factor: 6 Proficiency Type: Mace Type: One-handed Requires: 10 Strength</p> <p>Weight: 8</p>
Large swords	None	FLIND1	Bastard Sword	
Large swords	None	M2D6SLAS	<Invalid Strref -1>	
Large swords	None	MOONBLA	Moonblade	
Large swords	None	MORSWORD	Mordenkainen's Sword	
Large swords	None	MSWORD	Mordenkainen's Sword	
Large swords	None	PHANBLAD	Phantom Blade	
Large swords	None	PLANETAR	Silver Sword	
Large swords	None	SW1HSEEK	Seeking Sword	
Large swords	Scimitar/Wakizashi/Ninjatō	FBLADE	Flame Blade	
Large swords	Scimitar/Wakizashi/Ninjatō	LUCKY	The Lucky Scimitar +2	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Luck (+1 to all rolls) <p>Charge abilities:</p> <ul style="list-style-type: none"> – Luck once per day Range: 15 ft. Duration: 3 rounds Area of Effect: 1 creature <p>THACO: +2 Damage: 1d8+2 (slashing) Proficiency Type: Scimitar/Wakizashi/Ninjatō Speed Factor: 4 Type: One-handed Requires: 8 Strength</p> <p>Weight: 4</p>
Large swords	Scimitar/Wakizashi/Ninjatō	MIELIKK	Cradle of Mielikki +1	<p>THACO: +1 Damage: 1d8+1 (slashing) Proficiency Type: Scimitar/Wakizashi/Ninjatō Speed Factor: 4 Type: One-handed Requires: 8 Strength</p> <p>Weight: 4</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Large swords	Scimitar/Wakizashi/Ninjatō	SCIMITA	Scimitar	<p>Damage: 1d8 (slashing) Proficiency Type: Scimitar/Wakizashi/Ninjatō Speed Factor: 5 Type: One-handed Requires: 8 Strength</p> <p>Weight: 4</p>
Large swords	Scimitar/Wakizashi/Ninjatō	SW1H15	Scimitar +3, Frostbrand	<p>Equipped abilities: – Fire Resistance: +50%</p> <p>THACO: +3 Damage: 1d8+3 (slashing) Proficiency Type: Scimitar/Wakizashi/Ninjatō Speed Factor: 2 Type: One-handed Requires: 8 Strength</p> <p>Weight: 4</p>
Large swords	Scimitar/Wakizashi/Ninjatō	SW1H20	Scimitar	
Large swords	Scimitar/Wakizashi/Ninjatō	SW1H48	Ninjatō	
Large swords	Scimitar/Wakizashi/Ninjatō	SW1H49	Ninjatō +1	<p>THACO: +1 Damage: 1d8+1 (slashing) Speed Factor: 3 Proficiency Type: Scimitar/Wakizashi/Ninjatō Type: One-handed Requires: 6 Strength</p> <p>Weight: 4</p>
Large swords	Scimitar/Wakizashi/Ninjatō	TALONGF	Talon of the Gloomfrost	<p>Equipped abilities: – Fire Resistance: +10% – Cold Resistance: +10%</p> <p>Combat abilities: – 15% chance target is entangled for 4 rounds</p> <p>Charge abilities: – Storm Shell once per day Fire, Cold, and Electrical Resistance: +50% Duration: 1 turn Area of Effect: The wielder</p> <p>THACO: +4 Damage: 1d8+4 (slashing) Speed Factor: 1 Proficiency Type: Scimitar/Wakizashi/Ninjatō Type: One-handed Requires: 8 Strength</p> <p>Weight: 3</p>
Large swords	Scimitar/Wakizashi/Ninjatō	VALIANT	Valiant +2	<p>Combat abilities: – 1 extra attack per round</p> <p>THACO: +2 Damage: 1d8+2 (slashing) Proficiency Type: Scimitar/Wakizashi/Ninjatō Speed Factor: 0 Type: One-handed Requires: 8 Strength</p> <p>Weight: 4</p>
Large swords	Scimitar/Wakizashi/Ninjatō	ZZD5WOH	Wind of Heaven +4, +5 vs. elementals	<p>Equipped abilities: – Immunity to Cloudkill, Death Fog, Stinking Cloud, Cloud of Pestilence, and Malavon's Corrosive Fog</p> <p>THACO: +4, +5 vs. elementals Damage: 1d8+4, +5 vs. elementals Damage Type: Slashing Proficiency Type: Scimitar/Wakizashi/Ninjatō Speed Factor: 1 Type: One-handed Requires: 8 Strength</p>
Large swords	Two-Handed Sword	CAIRN	Cairn Blade +4	<p>THACO: +4 Damage: 1d10+4 (slashing) Speed Factor: 6 Proficiency Type: Two-handed Sword Type: Two-handed Requires: 14 Strength</p> <p>Weight: 20</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Large swords	Two-Handed Sword	HANDGF	Hand of the Gloomfrost +4	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Fire Resistance: +10% – Cold Resistance: +10% <p>Combat abilities:</p> <ul style="list-style-type: none"> – 5% chance of Suffocate on the target for 1 round (2d4 magic damage, -4 THACO, -6 Dexterity, 1 fewer attack per round, -50% movement penalty; Save vs. Spell negates all effects) <p>Charge abilities:</p> <ul style="list-style-type: none"> – Storm Shell once per day Fire, Cold, and Electrical Resistance: +50% Duration: 1 turn Area of Effect: The wielder <p>THACO: +4</p> <p>Damage: 1d10+4 (slashing)</p> <p>Speed Factor: 6</p> <p>Proficiency Type: Two-handed Sword</p> <p>Type: Two-handed</p> <p>Requires:</p> <p>14 Strength</p>
Large swords	Two-Handed Sword	HQ2HSWD	High Quality Two-Handed Long Sword	
Large swords	Two-Handed Sword	KRESWRD	Kresselack's Sword +1	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Cold Resistance: +10% <p>THACO: +1</p> <p>Damage: 1d10+1 (slashing)</p> <p>Speed Factor: 8</p> <p>Proficiency Type: Two-handed Sword</p> <p>Type: Two-handed</p> <p>Requires:</p> <p>14 Strength</p> <p>Weight: 12</p>
Large swords	Two-Handed Sword	PIKEMAN	Pikeman's End +3	<p>THACO: +3</p> <p>Damage: 1d10+3 (slashing)</p> <p>Speed Factor: 7</p> <p>Proficiency Type: Two-handed Sword</p> <p>Type: Two-handed</p> <p>Requires:</p> <p>14 Strength</p> <p>Weight: 8</p>
Large swords	Two-Handed Sword	SERRATE	Serrated Bone Blade +3	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 20% chance of dealing +1d10 cold damage <p>THACO: +3</p> <p>Damage: 1d10+3 (slashing)</p> <p>Speed Factor: 10</p> <p>Proficiency Type: Two-handed Sword</p> <p>Type: Two-handed</p> <p>Requires:</p> <p>14 Strength</p> <p>Weight: 25</p>
Large swords	Two-Handed Sword	SKELWASU	Two-handed Sword +1	<p>THACO: +1</p> <p>Damage: 1d10+1 (slashing)</p> <p>Speed Factor: 9</p> <p>Proficiency Type: Two-handed Sword</p> <p>Type: Two-handed</p> <p>Requires:</p> <p>14 Strength</p> <p>Weight: 12</p>
Large swords	Two-Handed Sword	SW2H01	Two-Handed Sword	
Large swords	Two-Handed Sword	SW2H02	Two-Handed Sword +1	<p>THACO: +1</p> <p>Damage: 1d10+1 (slashing)</p> <p>Speed Factor: 9</p> <p>Proficiency Type: Two-handed Sword</p> <p>Type: Two-handed</p> <p>Requires:</p> <p>13 Strength</p> <p>Weight: 12</p>
Large swords	Two-Handed Sword	UTSWD1A	Flawless Two-Handed Sword	<p>THACO: +2</p> <p>Damage: 1d10 (slashing)</p> <p>Speed Factor: 9</p> <p>Proficiency Type: Two-handed Sword</p> <p>Type: Two-handed</p> <p>Requires:</p> <p>13 Strength</p> <p>Weight: 12</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Large swords	Two-Handed Sword	UTSWD2A	Giant Two-Handed Sword	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: -1 <p>THACO: -1 Damage: 1d10+4 (slashing) Speed Factor: 9 Proficiency Type: Two-handed Sword Type: Two-handed Requires: 18 Strength</p> <p>Weight: 18</p>
Large swords	Two-Handed Sword	UTSWD2B	Two-Handed Sword +1: Hammering	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 20% chance target is stunned for 3 seconds <p>THACO: +1 Damage: 1d10+1 (slashing) Speed Factor: 9 Proficiency Type: Two-handed Sword Type: Two-handed Requires: 13 Strength</p> <p>Weight: 12</p>
Large swords	Two-Handed Sword	UTSWD2C	Two-Handed Sword of Resistance +1	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Magic Resistance: +5% – Save vs. Spell: +1 <p>THACO: +1 Damage: 1d10+1 (slashing) Speed Factor: 9 Proficiency Type: Two-handed Sword Type: Two-handed Requires: 13 Strength</p> <p>Weight: 12</p>
Large swords	Two-Handed Sword	UTSWD3A	Two-Handed Sword +2: Hammering	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 20% chance target is stunned for 1 round <p>THACO: +2 Damage: 1d10+2 (slashing) Speed Factor: 9 Proficiency Type: Two-handed Sword Type: Two-handed Requires: 18 Strength</p> <p>Weight: 12</p>
Large swords	Two-Handed Sword	UTSWD3B	Two-Handed Sword +2: Defender	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +1 – Slashing Resistance: +10% <p>THACO: +2 Damage: 1d10+2 (slashing) Speed Factor: 9 Proficiency Type: Two-handed Sword Type: Two-handed Requires: 13 Strength</p> <p>Weight: 12</p>
Large swords	Two-Handed Sword	UTSWD4A	Two-Handed Sword +4: Backbiter	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 25% chance user takes 1d4 piercing damage <p>THACO: +4 Damage: 1d10+4, +1d6 piercing Damage Type: Slashing Speed Factor: 9 Proficiency Type: Two-handed Sword Type: Two-handed Requires: 13 Strength</p> <p>Weight: 12</p>
Large swords	Two-Handed Sword	UTSWD4B	Two-Handed Sword +3: Bane	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Magic Resistance: +10% <p>Combat abilities:</p> <ul style="list-style-type: none"> – 25% chance target is infected with disease (1 damage per second) indefinitely <p>THACO: +3 Damage: 1d10+3 (slashing) Speed Factor: 9 Proficiency Type: Two-handed Sword Type: Two-handed Requires: 13 Strength</p> <p>Weight: 12</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Large swords	Two-Handed Sword	UTSWD5A	Static Two-Handed Sword +4	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 50% chance of dealing +2d3 electrical damage – 25% chance target is stunned for 4 seconds <p>THACO: +4 Damage: 1d10+4 (slashing) Speed Factor: 9 Proficiency Type: Two-handed Sword Type: Two-handed Requires: 13 Strength</p> <p>Weight: 12</p>
Large swords	Two-Handed Sword	UTSWD5B	Two-Handed Sword +4: Life Giver	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Increased regeneration rate (1 HP every 2 seconds) <p>Combat abilities:</p> <ul style="list-style-type: none"> – 5% chance to heal 1d20 Hit Points to self <p>THACO: +4 Damage: 1d10+4 (slashing) Speed Factor: 9 Proficiency Type: Two-handed Sword Type: Two-handed Requires: 13 Strength</p> <p>Weight: 12</p>
Maces	Club	BLUN01	Club	
Maces	Club	CLUB6-24	<Invalid Strref -1>	
Maces	Club	DAZER	Dazer	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 5% chance target is stunned for 2 rounds <p>THACO: +1 Damage: 1d6+1 (crushing) Speed Factor: 4 Proficiency Type: Club Type: One-handed Requires: 5 Strength</p> <p>Weight: 3</p>
Maces	Club	DEBIAN	Debian's Rod of Smiting	<p>Combat abilities:</p> <ul style="list-style-type: none"> – Against golems, it does an extra 1d8+3 points of crushing damage, with a 5% chance to destroy them – Against outer planar creatures, there is a 5% chance that it will do an extra 8d3 points of crushing damage on a successful hit <p>THACO: +3 Damage: 1d8+3 (crushing) Speed Factor: 2 Proficiency Type: Club Type: One-handed Requires: 5 Strength</p>
Maces	Club	GASP	Club	
Maces	Club	PEACEKE	Peacekeeper +3	<p>THACO: +3 Damage: 1d6+3 (crushing) Speed Factor: 2 Proficiency Type: Club Type: One-handed Requires: 5 Strength</p> <p>Weight: 1</p>
Maces	Club	RANCLUB	Club	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Maces	Club	SCEPTRE	Scepter of Tyranny +4	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Charisma: +1 – Immunity to fear effects <p>Charge abilities:</p> <ul style="list-style-type: none"> – Cloak of Fear once per day Non-undead creatures flee in panic for 2d8 rounds (Save vs. Spell negates) Range: 0 Duration: 3 rounds Area of Effect: 3-ft. radius <ul style="list-style-type: none"> – Domination once per day (Save vs. Spell at -2 negates) Range: 40 ft. Duration: 15 rounds Area of Effect: 1 creature <p>THACO: +4 Damage: 1d6+4 (crushing) Speed Factor: 2 Proficiency Type: Club Type: One-handed Requires: 5 Strength</p> <p>Weight: 2</p>
Maces	Club	SHILLEL	Shillelagh	
Maces	Club	SMCUDGE	Star Metal Cudgel	
Maces	Club	SVIAN	Svian's Club +5	<p>THACO: +5 Damage: 1d6+5 (crushing) Speed Factor: 1 Proficiency Type: Club Type: One-handed Requires: 5 Strength</p> <p>Weight: 4</p>
Maces	Club	XCLUB	Dazer	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 5% chance target is stunned for 2 rounds <p>THACO: +1 Damage: 1d6+1 (crushing) Speed Factor: 4 Proficiency Type: Club Type: One-handed Requires: 5 Strength</p> <p>Weight: 3</p>
Maces	Mace	BESS	The Love of Black Bess +3	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 10% of all hits cause the target to lose 4 points of luck <p>THACO: +3 Damage: 1d6+4 (crushing) Speed Factor: 5 Proficiency Type: Mace Type: One-handed Requires: 10 Strength</p> <p>Weight: 7</p>
Maces	Mace	BLUN04	Mace	
Maces	Mace	BLUN05	Mace +1	<p>THACO: +1 Damage: 1d6+2 (crushing) Speed Factor: 6 Proficiency Type: Mace Type: One-handed Requires: 10 Strength</p> <p>Weight: 8</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Maces	Mace	DOVES	Three White Doves +3	<p>Combat abilities: – Double damage against undead and outer planar creatures.</p> <p>Undead: 1-4 Hit Dice: Automatically destroyed 5 Hit Dice: 95% chance of being destroyed 6 Hit Dice: 80% 7 Hit Dice: 65% 8-9 Hit Dice: 50% 10 Hit Dice: 35% 11+ Hit Dice: 20%</p> <p>Outer-planar creatures: 5% chance of being destroyed</p> <p>THACO: +3 Damage: 1d6+4 (crushing) Speed Factor: 4 Proficiency Type: Mace Type: One-handed Requires: 10 Strength</p> <p>Weight: 5</p>
Maces	Mace	ENMACE	Mace +3	<p>THACO: +3 Damage: 1d6+4 (crushing) Speed Factor: 4 Proficiency Type: Mace Type: One-handed Requires: 10 Strength</p> <p>Weight: 0</p>
Maces	Mace	FISTGF	Fist of the Gloomfrost +4	<p>Equipped abilities: – Fire Resistance: +10% – Cold Resistance: +10%</p> <p>Combat abilities: – 5% chance of +1d10 crushing damage</p> <p>Charge abilities: – Storm Shell once per day Fire, Cold, and Electrical Resistance: +50% Duration: 1 turn Area of Effect: The wielder</p> <p>THACO: +4 Damage: 1d6+5 (crushing) Speed Factor: 3 Proficiency Type: Mace Type: One-handed Requires: 10 Strength</p> <p>Weight: 2</p>
Maces	Mace	HQMACE	High Quality Mace	
Maces	Mace	POQ2-16	<Invalid Strref -1>	
Maces	Mace	SHMACE2	<Invalid Strref -1>	
Maces	Mace	ZZ05WE	The Mace of Weal and Woe +1	<p>Equipped abilities: – Saving Throws: +1</p> <p>Combat abilities: – 13% chance hit target is cursed for 6 rounds (-1 penalty to THACO; lowered morale)</p> <p>THACO: +1, +2 vs. lawful creatures Damage: 1d6+2, +3 vs. lawful creatures Damage Type: Crushing Speed Factor: 6 Proficiency Type: Mace Type: One-handed Requires: 10 Strength</p> <p>Weight: 7</p>
Maces	Mace	ZZJ6SP	Selûne's Promise +1	<p>Combat abilities: – 2% of all hits cause the wielder to panic for 1 turn</p> <p>THACO: +1, +3 vs. spectral undead Damage: 1d6+2, +4 vs. spectral undead Damage Type: Crushing Speed Factor: 6 Proficiency Type: Mace Type: One-handed Requires: 10 Strength</p> <p>Weight: 7ℱflails</p>
Maces	None	SHILLE	Shillelagh	
Miscellaneous	None	AELEM	Attack	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Miscellaneous	None	AROW_P1	<Invalid Strref -1>	
Miscellaneous	None	AROW_P2	<Invalid Strref -1>	
Miscellaneous	None	ASKELP1	<Invalid Strref -1>	
Miscellaneous	None	ASKELP2	<Invalid Strref -1>	
Miscellaneous	None	ASKELP3	<Invalid Strref -1>	
Miscellaneous	None	B1-10	Skull	
Miscellaneous	None	B1-10M2	Attack	
Miscellaneous	None	B1-12	Skull	
Miscellaneous	None	B1-12M2	Attack	
Miscellaneous	None	B1-12M3	Attack	
Miscellaneous	None	B1-20M3	Attack	
Miscellaneous	None	B1-20M4	Attack	
Miscellaneous	None	B1-6	Skull	
Miscellaneous	None	B1-8	Skull	
Miscellaneous	None	B1-8M1	Attack	
Miscellaneous	None	B1-8M2	Attack	
Miscellaneous	None	B2-16M2	Attack	
Miscellaneous	None	B3-18M3	<Invalid Strref -1>	
Miscellaneous	None	B3-24	Attack	
Miscellaneous	None	B4-32	Skull	
Miscellaneous	None	B4-32M4	Attack	
Miscellaneous	None	B6-36	Skull	
Miscellaneous	None	BARDIC	Bardic Horn of Valhalla	Charge abilities: – Summon 2-4 berserkers once per day Range: 20 ft. Duration: 1 hour Weight: 1
Miscellaneous	None	BASILL1	Attack	
Miscellaneous	None	BASILL2	Attack	
Miscellaneous	None	BCLAW	Beast Claw	
Miscellaneous	None	BEARPOLR	Attack	
Miscellaneous	None	BFLAOIL	Flaming Oil	
Miscellaneous	None	BIRDS	A Cage of Exotic Birds	Weight: 2
Miscellaneous	None	BISHOP	White Bishop	Charge abilities: – Summon Bishop Summons a priest-like ally who will automatically heal injured party members until they are at full health or until the Bishop no longer has spells to cast. Summoner has no control of the Bishop Range: 20 ft.
Miscellaneous	None	BKNIGHT	Black Knight	Charge abilities: – Summon Black Knight Summons a fighter-like ally who will automatically attack the nearest enemy. Summoner has no control over the Black Knight Range: 20 ft. Duration: 200 seconds
Miscellaneous	None	BL3-12M4	<Invalid Strref -1>	
Miscellaneous	None	BOOK03	Manual of Bodily Health	Constitution: Raised by 1 point permanently Special: The book is consumed upon use Usage: Place into Quick Item slot Weight: 25
Miscellaneous	None	BOOK04	Manual of Gainful Exercise	Strength: Raised by 1 point permanently Special: The book is consumed upon use Usage: Place into Quick Item slot Weight: 25
Miscellaneous	None	BOOK05	Manual of Quickness of Action	Dexterity: Raised by 1 point permanently Special: The book is consumed upon use Usage: Place into Quick Item slot Weight: 25

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Miscellaneous	None	BOOK06	Tome of Clear Thought	Intelligence: Raised by 1 point permanently Special: The book is consumed upon use Usage: Place into Quick Item slot Weight: 25
Miscellaneous	None	BOOK07	Tome of Leadership and Influence	Charisma: Raised by 1 point permanently Special: The book is consumed upon use Usage: Place into Quick Item slot Weight: 25
Miscellaneous	None	BOOK08	Tome of Understanding	Wisdom: Raised by 1 point permanently Special: The book is consumed upon use Usage: Place into Quick Item slot Weight: 25
Miscellaneous	None	CARRIO1	<Invalid Strref -1>	
Miscellaneous	None	CAT	Dead Cat	
Miscellaneous	None	CATJAG	Attack	
Miscellaneous	None	CATLIO	Attack	
Miscellaneous	None	CDDAEN	The Ballad of Daen Winterbrush	
Miscellaneous	None	CDDAEN2	The Ballad of Daen Winterbrush	
Miscellaneous	None	CDFAMPSD	Attack	
Miscellaneous	None	CDHLYSYM	<Invalid Strref -1>	
Miscellaneous	None	CDMITHAM	Symbol of Clan Battlehammer	Weight: 0
Miscellaneous	None	CDPOLYBB	Attack	
Miscellaneous	None	CDPOLYPB	Attack	
Miscellaneous	None	CDPOLYWW	Attack	
Miscellaneous	None	CDREM	Remorhaz Shell	Weight: 100
Miscellaneous	None	CDSCALES	White Dragon Scales	Weight: 15
Miscellaneous	None	CDSHWELE	Attack	
Miscellaneous	None	CDTOOLS	Gnomish Tools	
Miscellaneous	None	CIIGEN	Broken Shield	
Miscellaneous	None	CIRAKSH	Broken Shield	
Miscellaneous	None	CIREVE	Broken Shield	
Miscellaneous	None	CITTERN	The Cittern of War	Charge abilities: – Emotion: Courage twice per day Allies receive +1 to hit, +3 to damage, +5 to temporary HP, and immunity to fear Range: 0 Duration: 1 hour Area of Effect: 15-ft. radius Weight: 3
Miscellaneous	None	CRPDOOM	<Invalid Strref -1>	
Miscellaneous	None	CTOUCH	Chill Touch	
Miscellaneous	None	CWOSLIM	Attack	
Miscellaneous	None	CWREVE	Attack	
Miscellaneous	None	CWSZOMB	Attack	
Miscellaneous	None	DE1TRES	<Invalid Strref -1>	
Miscellaneous	None	DE2TRES	<Invalid Strref -1>	
Miscellaneous	None	DE3TRES	<Invalid Strref -1>	
Miscellaneous	None	DE4TRES	<Invalid Strref -1>	
Miscellaneous	None	DE6TRES	<Invalid Strref -1>	
Miscellaneous	None	DE7TRES	<Invalid Strref -1>	
Miscellaneous	None	DRUEAR	Attack	
Miscellaneous	None	DRUFIR	Attack	
Miscellaneous	None	EARTHHRN	Attack	
Miscellaneous	None	EC3TRES	<Invalid Strref -1>	
Miscellaneous	None	EELEM	Attack	
Miscellaneous	None	EH1TRES	<Invalid Strref -1>	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Miscellaneous	None	ELEAR	Skull	
Miscellaneous	None	ELEMCHAN	Skull	
Miscellaneous	None	ELEMSUNN	Skull	
Miscellaneous	None	ELEMZAAM	Skull	
Miscellaneous	None	ETTERC1	Attack	
Miscellaneous	None	ETTERC2	Attack	
Miscellaneous	None	EXTRES1	<Invalid Strref -1>	
Miscellaneous	None	EXTRES2	<Invalid Strref -1>	
Miscellaneous	None	EXTRES4	<Invalid Strref -1>	
Miscellaneous	None	EXTRES5	<Invalid Strref -1>	
Miscellaneous	None	FELE1-8	Skull	
Miscellaneous	None	FELEM	Attack	
Miscellaneous	None	FIRELEM	Attack	
Miscellaneous	None	FIRERN	Attack	
Miscellaneous	None	FISH	Knucklehead Trout	Weight: 1
Miscellaneous	None	FLAMOIL	Flaming Oil	
Miscellaneous	None	FSEEDS	Fire Seed	Damage: 2d8 fire (if splash damage, save vs. Spell for half) Area of Effect: 8-ft. radius Weight: 0
Miscellaneous	None	GHA1T1	<Invalid Strref -1>	
Miscellaneous	None	GHOUL1	<Invalid Strref -1>	
Miscellaneous	None	GOLCLA	Attack	
Miscellaneous	None	GOLIRO	Attack	
Miscellaneous	None	GOLSTO	Attack	
Miscellaneous	None	HARP	The Unstrung Harp	Charge abilities: – Heal once per day Completely heals target and cures blindness, deafness, poison, disease, feeblemind, and intoxication Range: Touch Area of Effect: 1 creature Requires: 13 Wisdom
Miscellaneous	None	HIDEBEE	Rhino Beetle Shell	
Miscellaneous	None	HIDEUMB	Umber Hulk Hide	
Miscellaneous	None	HOLDING	Jester's Bag of Holding	Charge abilities: – Shake bag once per day Random object will appear in inventory (or on the ground if inventory is full) Weight: 1
Miscellaneous	None	HOLYSYM	Holy Symbol of Myrkul	
Miscellaneous	None	HOLYWAT	Barrel of Holy Water	
Miscellaneous	None	HONEYLT	Rotted Honey Leather	
Miscellaneous	None	IBODY	Iron Fist	
Miscellaneous	None	ICASA	Attack	
Miscellaneous	None	ICEGOLEM	Skull	
Miscellaneous	None	ICEROSE	The Ice Rose	
Miscellaneous	None	IMP	Attack	
Miscellaneous	None	INVSTLK	Attack	
Miscellaneous	None	IRONMAN	<Invalid Strref -1>	
Miscellaneous	None	JELLMU1	Attack	
Miscellaneous	None	JHOSWD1	Shattered Blade of Aihonen	
Miscellaneous	None	JORIL	Joril's Badge	
Miscellaneous	None	KRILAG	Krilag's Badge	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Miscellaneous	None	KT1TRES	<Invalid Strref -1>	
Miscellaneous	None	KT2TRES	<Invalid Strref -1>	
Miscellaneous	None	KT3TRES	<Invalid Strref -1>	
Miscellaneous	None	LD1TRES	<Invalid Strref -1>	
Miscellaneous	None	LD2TRES	<Invalid Strref -1>	
Miscellaneous	None	LD3TRES	<Invalid Strref -1>	
Miscellaneous	None	LD4TRES	<Invalid Strref -1>	
Miscellaneous	None	LD5TRES	<Invalid Strref -1>	
Miscellaneous	None	LTOUCH	Lich Touch	
Miscellaneous	None	M3D6CRSH	<Invalid Strref -1>	
Miscellaneous	None	MAIDEN	Maiden Ilmadia's Badge	
Miscellaneous	None	MALAVON	Malavon's Badge	
Miscellaneous	None	MARKETH	Marketh's Badge	
Miscellaneous	None	MHORN	The Merry Shorthorn	Charge abilities: – Bless once per day Allies receive +1 to hit, +1 to saves vs. fear effects, and increased morale Range: 0 Duration: 6 rounds Area of Effect: 30-ft. radius Weight: 1
Miscellaneous	None	MINDFLAY	Attack	
Miscellaneous	None	MIRROR	Mirror of Black Ice	
Miscellaneous	None	MISC3P	Glasses of Identification	
Miscellaneous	None	MISC50	Skull	
Miscellaneous	None	MISC52	Wyvern Head	
Miscellaneous	None	MISC9D	Giant Troll's Head	
Miscellaneous	None	MUM1-12	<Invalid Strref -1>	
Miscellaneous	None	ORCTRES	<Invalid Strref -1>	
Miscellaneous	None	ORKTRES	<Invalid Strref -1>	
Miscellaneous	None	P1-10	Skull	
Miscellaneous	None	P1-2	Skull	
Miscellaneous	None	P1-4	Skull	
Miscellaneous	None	P1-6	Skull	
Miscellaneous	None	P1-8M1	Attack	
Miscellaneous	None	P3-12M4	Attack	
Miscellaneous	None	PELLON	The Dire Old Lute of Pellon Kay	Charge abilities: – Dire Charm (Save vs. Spell negates) Range: Visual range of the player Duration: 2 turns Area of Effect: 1 creature Weight: 2
Miscellaneous	None	PERDIEM	Brother Perdiem's Badge	
Miscellaneous	None	PIECE1	Piece of broken machinery	
Miscellaneous	None	PIECE2	Piece of broken machinery	
Miscellaneous	None	PIECE3	Piece of broken machinery	
Miscellaneous	None	PIECE4	Piece of broken machinery	
Miscellaneous	None	PLYBEETL	Attack	
Miscellaneous	None	PLYPBEAR	Attack	
Miscellaneous	None	PLYWWOLF	Attack	
Miscellaneous	None	REMORHA	Skull	
Miscellaneous	None	RND9200	<Invalid Strref -1>	
Miscellaneous	None	RND9300	<Invalid Strref -1>	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Miscellaneous	None	RNDTRE89	<Invalid Strref 9999999>	
Miscellaneous	None	RNGP1	<Invalid Strref -1>	
Miscellaneous	None	RNGP2	<Invalid Strref -1>	
Miscellaneous	None	RNGP3	<Invalid Strref -1>	
Miscellaneous	None	RNGP4	<Invalid Strref -1>	
Miscellaneous	None	S1-10	Skull	
Miscellaneous	None	S1-10M2	Attack	
Miscellaneous	None	S1-12M2	Attack	
Miscellaneous	None	S1-2	Attack	
Miscellaneous	None	S1-20	Skull	
Miscellaneous	None	S1-20M3	Attack	
Miscellaneous	None	S1-3	Attack	
Miscellaneous	None	S1-4	Skull	
Miscellaneous	None	S1-4M1	Attack	
Miscellaneous	None	S1-6	Attack	
Miscellaneous	None	S1-8	Skull	
Miscellaneous	None	S1-8M1	Attack	
Miscellaneous	None	S2-12M2	Attack	
Miscellaneous	None	S2-16	Skull	
Miscellaneous	None	S2-16M2	Attack	
Miscellaneous	None	S2-16M3	Attack	
Miscellaneous	None	S2-20M2	Attack	
Miscellaneous	None	S5-20	<Invalid Strref -1>	
Miscellaneous	None	S5-20M3	Attack	
Miscellaneous	None	SEEDS	Seeds	Weight: 0
Miscellaneous	None	SH_AXE	<Invalid Strref -1>	
Miscellaneous	None	SH_BOW	<Invalid Strref -1>	
Miscellaneous	None	SH_GEM	<Invalid Strref -1>	
Miscellaneous	None	SH_INGSW	<Invalid Strref -1>	
Miscellaneous	None	SH_MSTR	<Invalid Strref -1>	
Miscellaneous	None	SH_SHLD	<Invalid Strref -1>	
Miscellaneous	None	SH_SSWD	<Invalid Strref -1>	
Miscellaneous	None	SH_WHMR	<Invalid Strref -1>	
Miscellaneous	None	SH_XBOW	<Invalid Strref -1>	
Miscellaneous	None	SH1TRES	<Invalid Strref -1>	
Miscellaneous	None	SH2TRES	<Invalid Strref -1>	
Miscellaneous	None	SH3TRES	<Invalid Strref -1>	
Miscellaneous	None	SH4TRES	<Invalid Strref -1>	
Miscellaneous	None	SH8TRES	<Invalid Strref -1>	
Miscellaneous	None	SHADLESS	<Invalid Strref -1>	
Miscellaneous	None	SHADOW1	Skull	
Miscellaneous	None	SHAWM	Owain's Lullabye	Charge abilities: – Cone of Cold Damage: 10d4+10 cold (Save vs. Spell for half) Range: 0 Area of Effect: 41-ft. cone with 60-deg. arc Weight: 2
Miscellaneous	None	SHMBLR	Attack	
Miscellaneous	None	SHT_CLR	<Invalid Strref -1>	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Miscellaneous	None	SHT_MAG	<Invalid Strref -1>	
Miscellaneous	None	SKEL_M1	<Invalid Strref -1>	
Miscellaneous	None	SKEL_R1	<Invalid Strref -1>	
Miscellaneous	None	SKEL_R2	<Invalid Strref -1>	
Miscellaneous	None	SKULL1	Skull	
Miscellaneous	None	SKULL2	Skull	
Miscellaneous	None	SPIDGI1	<Invalid Strref -1>	
Miscellaneous	None	SPIDHU1	<Invalid Strref -1>	
Miscellaneous	None	SPIDPH1	<Invalid Strref -1>	
Miscellaneous	None	SPIDSW1	<Invalid Strref -1>	
Miscellaneous	None	SPIDWR1	<Invalid Strref -1>	
Miscellaneous	None	SQUIREL	A Cage of Squirrels	Weight: 2
Miscellaneous	None	STALKESU	Attack	
Miscellaneous	None	SYMHELM	Holy Symbol of Helm	
Miscellaneous	None	TERIKAN	Terikan's Phylactery	Weight: 1
Miscellaneous	None	TFGTRES	<Invalid Strref -1>	
Miscellaneous	None	TG1TRES	<Invalid Strref -1>	
Miscellaneous	None	TG2TRES	<Invalid Strref -1>	
Miscellaneous	None	TG3TRES	<Invalid Strref -1>	
Miscellaneous	None	THISTLE	Moth-Eaten Thistledown	
Miscellaneous	None	TIERNON	Tiernon's Hearthstone	<p>Charge abilities:</p> <ul style="list-style-type: none"> – Resist Fire/Cold once per day Fire and Cold Resistance: +50% Range: Touch Duration: 4 rounds <ul style="list-style-type: none"> – Burning Hands once per day Damage: 1d3+2 fire (Save vs. Spell for half) Range: 0 Area of Effect: 15-ft. cone with 90 deg. arc <ul style="list-style-type: none"> – Nullify fatigue three times per day Range: Touch Area of Effect: 1 creature <p>Weight: 1</p>
Miscellaneous	None	TSKELP1	<Invalid Strref -1>	
Miscellaneous	None	TSKELP2	<Invalid Strref -1>	
Miscellaneous	None	UD1TRES	<Invalid Strref -1>	
Miscellaneous	None	UD2TRES	<Invalid Strref -1>	
Miscellaneous	None	UD3TRES	<Invalid Strref -1>	
Miscellaneous	None	UD4TRES	<Invalid Strref -1>	
Miscellaneous	None	UD5TRES	<Invalid Strref -1>	
Miscellaneous	None	UMBERHLK	Attack	
Miscellaneous	None	VAMP	<Invalid Strref -1>	
Miscellaneous	None	VAMP1	<Invalid Strref -1>	
Miscellaneous	None	VIOLIN	Viol of the Hollow Men	<p>Charge abilities:</p> <ul style="list-style-type: none"> – Shadow Monsters once per day Summons 1d4 shadows Duration: 9 rounds <p>Weight: 3</p>
Miscellaneous	None	VOICEBN	The Voice's Bones	
Miscellaneous	None	VS1TRES	<Invalid Strref -1>	
Miscellaneous	None	VS2TRES	<Invalid Strref -1>	
Miscellaneous	None	VS3TRES	<Invalid Strref -1>	
Miscellaneous	None	WATER	Barrel of Pure Water	Weight: 25
Miscellaneous	None	WCWIGHT	<Invalid Strref -1>	
Miscellaneous	None	WELEM	Attack	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Miscellaneous	None	WEPGIAN	Skull	
Miscellaneous	None	WEPRAN	<Invalid Strref -1>	
Miscellaneous	None	WEPWYV	<Invalid Strref -1>	
Miscellaneous	None	WEREGRDR	Skull	
Miscellaneous	None	WOLFGR	Attack	
Miscellaneous	None	WOLFWI1	<Invalid Strref -1>	
Miscellaneous	None	WOLFWI2	<Invalid Strref -1>	
Miscellaneous	None	WT1TRES	<Invalid Strref -1>	
Miscellaneous	None	WT2TRES	<Invalid Strref -1>	
Miscellaneous	None	WT3TRES	<Invalid Strref -1>	
Miscellaneous	None	WTGTRES	<Invalid Strref -1>	
Miscellaneous	None	WYLFINS	Wylfdene's Tribal Insignia	
Miscellaneous	None	WYVERN1	Attack	
Miscellaneous	None	WYVERN2	Attack	
Miscellaneous	None	XAIN	Xainlaphar's Flying Skull	Damage: 4d8 fire (Save vs. Breath for half) Range: 20 ft. Area of Effect: 8-ft. radius Weight: 1
Miscellaneous	None	YXUN	Attack	
Morning stars	Flail/Morning Star	BLUN06	Morning Star	
Morning stars	Flail/Morning Star	BLUN07	Morning Star +1	THACO: +1 Damage: 2d4+1 (crushing) Speed Factor: 6 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 11 Strength Weight: 10
Morning stars	Flail/Morning Star	ENMORN	Morning Star +3	THACO: +3 Damage: 2d4+3 (crushing) Speed Factor: 4 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 11 Strength Weight: 0
Morning stars	Flail/Morning Star	GIVING	The Giving Star	Combat abilities: – 10% of all hits cast Cure Light Wounds on the user and give +1 to Strength for 5 rounds THACO: +3 Damage: 2d4+3 (crushing) Speed Factor: 4 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 11 Strength Weight: 9
Morning stars	Flail/Morning Star	HQMSTAR	High Quality Morning Star	
Morning stars	Flail/Morning Star	PEST	Pestilent Dawn +4	Equipped abilities: – Immunity to disease Combat abilities: – 25% chance target is diseased (1 damage every 2 seconds) THACO: +4 Damage: 2d4+4 (crushing) Speed Factor: 3 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 11 Strength Weight: 8

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Morning stars	Flail/Morning Star	UMSTR2A	Morning Star of Confusion +1	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 10% chance target becomes confused for 1 round <p>THACO: +1 Damage: 2d4+1 (crushing) Speed Factor: 6 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 11 Strength</p> <p>Weight: 10</p>
Morning stars	Flail/Morning Star	UMSTR2B	Lesser Static Star +1	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 50% chance of dealing +1d3 electrical damage – 10% chance target is stunned for 3 seconds <p>THACO: +1 Damage: 2d4+1 (crushing) Speed Factor: 6 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 11 Strength</p> <p>Weight: 10</p>
Morning stars	Flail/Morning Star	UMSTR3A	Morning Star +2: Hammer	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 20% chance target is stunned for 3 seconds <p>THACO: +2 Damage: 2d4+2 (crushing) Speed Factor: 6 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 11 Strength</p> <p>Weight: 10</p>
Morning stars	Flail/Morning Star	UMSTR3B	Sanctified Morning Star +3	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Can cast two extra 1st-level priest spells <p>THACO: +3 Damage: 2d4+3 (crushing) Speed Factor: 6 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 11 Strength</p> <p>Weight: 10</p>
Morning stars	Flail/Morning Star	UMSTR3C	Morning Star of Lesser Phasing +2	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 25% chance of dealing +1d3 cold damage – 15% chance target is phased (takes 1 damage per second) for 10 seconds <p>THACO: +2 Damage: 2d4+2 (crushing) Speed Factor: 6 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 11 Strength</p> <p>Weight: 10</p>
Morning stars	Flail/Morning Star	UMSTR4A	Morning Star of the Gods	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +1 – Wisdom: +1 – Memorize two additional 1st-level and one additional 2nd-level priest spells <p>THACO: +3 Damage: 2d4+3 (crushing) Speed Factor: 6 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 11 Strength</p> <p>Weight: 10</p>
Morning stars	Flail/Morning Star	UMSTR4B	Static Star +3	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 25% chance of dealing +2d3 cold damage – 15% chance target is slowed for 2 rounds <p>THACO: +3 Damage: 2d4+3 (crushing) Speed Factor: 6 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 11 Strength</p> <p>Weight: 10</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Morning stars	Flail/Morning Star	UMSTR5A	Morning Star of Action +4	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 5% chance target is stunned for 4 seconds – 1 extra attack per round <p>THACO: +4 Damage: 2d4+4 (crushing) Speed Factor: 6 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 11 Strength</p> <p>Weight: 10</p>
Morning stars	Flail/Morning Star	UMSTR5B	Morning Star +4: Defender	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +2 – Slashing Resistance: +20% – Piercing Resistance: +20% – Magic Resistance: +15% <p>THACO: +4 Damage: 2d4+4 (crushing) Speed Factor: 6 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 11 Strength</p> <p>Weight: 10</p>
Morning stars	Flail/Morning Star	XBLUN07	Morning Star +1	<p>THACO: +1 Damage: 2d4+1 (crushing) Speed Factor: 6 Proficiency Type: Flail/Morning Star Type: One-handed Requires: 11 Strength</p> <p>Weight: 10</p>
Morning stars	None	OGRE1	Attack	
Potions	None	ADISEASE	Mummy's Tea	<p>Special: Cures blindness, deafness, and disease</p> <p>Weight: 1</p>
Potions	None	CHANCE	Oil of Second Chances	<p>Target has Remove Curse, Bless, and Luck cast upon them Takes a full round to use</p> <p>Weight: 1</p>
Potions	None	COFFEE	Berduskan Black Brew	<p>Special: Removes fatigue as if user has had a full night's sleep.</p> <p>Weight: 1</p>
Potions	None	ELFWINE	Elven Healing Wine	<p>Special: Heals 2d8 Hit Points</p> <p>Weight: 1</p>
Potions	None	EXTHEAL	Potion of Extra Healing	<p>Special: Restores 18 Hit Points</p> <p>Weight: 1</p>
Potions	None	PHILTER	Philter of Purification	<p>Special: Cures blindness, deafness, and disease</p> <p>Weight: 1</p>
Potions	None	PNULL	Oil of Null Effect	<p>Special: Dispels magical effects on the drinker</p> <p>Weight: 0</p>
Potions	None	POISON	Vial of mysterious liquid	<p>Weight: 0</p>
Potions	None	POTN02	Potion of Fire Resistance	<p>Fire Resistance: +50% Duration: 2 hours</p> <p>Weight: 1</p>
Potions	None	POTN03	Potion of Hill Giant Strength	<p>Strength: 19 (Hill Giant Strength) Duration: 2 hours</p> <p>Weight: 1</p>
Potions	None	POTN04	Potion of Frost Giant Strength	<p>Strength: 21 (Frost Giant Strength) Duration: 2 hours</p> <p>Weight: 1</p>
Potions	None	POTN05	Potion of Fire Giant Strength	<p>Strength: 22 (Fire Giant Strength) Duration: 2 hours</p> <p>Weight: 1</p>
Potions	None	POTN06	Potion of Cloud Giant Strength	<p>Strength: 23 (Cloud Giant Strength) Duration: 2 hours</p> <p>Weight: 1</p>
Potions	None	POTN07	Potion of Storm Giant Strength	<p>Strength: 24 (Storm Giant Strength) Duration: 2 hours</p> <p>Weight: 1</p>
Potions	None	POTN08	Potion of Healing	<p>Special: Restores 9 Hit Points</p> <p>Weight: 1</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Potions	None	POTN09	Potion of Heroism	Hit Points: +10% (base only) THACO: Set to 90% of current base Duration: 2 hours Weight: 1
Potions	None	POTN10	Potion of Invisibility	Special: Invisibility Duration: 24 hours Weight: 1
Potions	None	POTN11	Potion of Invulnerability	Armor Class: Set to 0 Saving Throws: +5 Duration: 1 hour Weight: 1
Potions	None	POTN12	Potion of Stone Giant Strength	Strength: 20 (Stone Giant Strength) Duration: 2 hours Weight: 1
Potions	None	POTN13	Oil of Fiery Burning	Damage: 5d6 fire (Save vs. Breath for half) Range: 40 ft. Area of Effect: 30-ft. radius Weight: 1
Potions	None	POTN14	Oil of Speed	Special: Doubles movement and attack rates Duration: 1 hour Weight: 1
Potions	None	POTN15	Red Potion	Intelligence: 25 Wisdom: 3 Strength: 3 Magic Damage Resistance: +50% Duration: 24 hours Weight: 1
Potions	None	POTN16	Violet Potion	Strength: 25 Dexterity: 3 Constitution: 3 Duration: 24 hours Weight: 1
Potions	None	POTN17	Elixir of Health	Special: Cures poison and disease and heals 10 Hit Points Weight: 1
Potions	None	POTN18	Potion of Absorption	Armor Class: +10 bonus to crushing attacks Electrical Resistance: 100% immunity Duration: 2 hours Weight: 1
Potions	None	POTN19	Potion of Agility	Dexterity: 18 Duration: 15 turns Weight: 1
Potions	None	POTN20	Antidote	Special: Cures poison Weight: 1
Potions	None	POTN21	Potion of Clarity	Special: Prevents feeblemind, confusion, fear, and charm Duration: 1 hour Weight: 1
Potions	None	POTN22	Potion of Cold Resistance	Cold Resistance: 50% Duration: 2 hours Weight: 1
Potions	None	POTN23	Oil of Speed	Weight: 1
Potions	None	POTN24	Potion of Defense	Armor Class: Set to 0 Duration: 2 hours Weight: 1
Potions	None	POTN25	Potion of Healing	Weight: 1
Potions	None	POTN26	Potion of Explosions	Damage: 6d6 (Save vs. Spell for half) Area of Effect: 40-ft. radius Weight: 1
Potions	None	POTN27	Potion of Firebreath	Damage: 6d10 fire (Save vs. Breath for half) Weight: 1
Potions	None	POTN28	Potion of Fortitude	Constitution: 18 Duration: 3 hours Weight: 1
Potions	None	POTN29	Potion of Genius	Intelligence: +4 Duration: 3 hours Weight: 1
Potions	None	POTN30	Potion of Infravision	Special: Grants infravision Duration: 4 hours Weight: 1
Potions	None	POTN31	Potion of Insulation	Electrical Resistance: 50% Duration: 2 hours Weight: 1
Potions	None	POTN32	Antidote	Weight: 1

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Potions	None	POTN33	Potion of Magic Blocking	Special: Dispels magic and grants immunity to spells 5th level or lower Duration: 5 rounds Weight: 1
Potions	None	POTN34	Potion of Magic Protection	Duration: 2 hours Weight: 1
Potions	None	POTN35	Potion of Magic Shielding	Saving Throws: Made automatically Magic Damage Resistance: +50% Fire Resistance: +50% Cold Resistance: +50% Electricity Resistance: +50% Acid Resistance: +50% Duration: 3 turns Weight: 1
Potions	None	POTN36	Potion of Master Thievery	Open Locks: +40% Pick Pockets: +40% Duration: 3 hours Weight: 1
Potions	None	POTN37	Potion of Mind Focusing	Intelligence: +3 Dexterity: +3 Duration: 12 hours Weight: 1
Potions	None	POTN38	Potion of Mirrored Eyes	Special: Immunity to petrification Duration: 1 turn Weight: 1
Potions	None	POTN39	Potion of Perception	Open Locks: +20% Find Traps: +20% Move Silently: +20% Hide In Shadows: +20% Pick Pockets: +20% Duration: 6 hours Weight: 1
Potions	None	POTN40	Potion of Invulnerability	Weight: 1
Potions	None	POTN41	Potion of Power	THACO: Set to 80% of current base Hit Points: +20% temporary (base only) Move Silently: +20% (base only) Hide In Shadows: +20% (base only) Pick Pockets: +20% (base only) Open Locks: +20% (base only) Find Traps: +20% (base only) Duration: 4 turns Weight: 1
Potions	None	POTN42	Potion of Regeneration	Special: Regenerate 2 Hit Points per round Duration: 3 turns Weight: 1
Potions	None	POTN43	Potion of Insight	Wisdom: 18 Duration: 6 hours Weight: 1
Potions	None	POTN44	Potion of Strength	Strength: 18 Duration: 4 hours Weight: 1
Potions	None	POTN45	Potion of Freedom	Special: Free action Duration: 2 hours Weight: 1
Potions	None	POTN46	Potion of Stone Form	Armor Class: 0 Saving Throws: +3 Dexterity: -3 Duration: 1 hour Weight: 1
Potions	None	POTN52	Potion of Extra Healing	Special: Restores 27 Hit Points Weight: 1
Potions	None	POTN55	Potion of Superior Healing	Special: Restores 40 Hit Points Weight: 1
Potions	None	POTN56	Rogue's Potion of Frost Giant Strength	Strength: 21 (Frost Giant Strength) Duration: 2 hours Weight: 1
Potions	None	POTNCLR1	Potion of Clear Purpose	Constitution: -2 Wisdom: +1 Duration: Permanent Weight: 1
Potions	None	SERPSCA	Oil of the Serpent's Scales	Special: Target has +2 Armor Class for 6 rounds (non-cumulative) Takes a full round to use. Weight: 1
Potions	None	SPIRIT	Spirit Essence	Special: Heals 25 Hit Points Weight: 1

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Potions	None	THRYM	Thrym Extract	Cold Resistance: 100% Damage to user: 8d6 fire (save vs. Death at -4 negates) Weight: 1
Potions	None	USPOT1A	Potion of Action Transference	Charisma: +1 Dexterity: -1 Duration: Permanent Weight: 1
Potions	None	USPOT2A	Potion of Resistance	Crushing Resistance: +5% Duration: Permanent Weight: 1
Potions	None	USPOT2B	Potion of Greater Resistance	Slashing Resistance: +5% Piercing Resistance: +5% Duration: Permanent Weight: 1
Potions	None	USPOT3A	Potion of Magical Resistance	Magic Resistance: +5% Duration: Permanent Weight: 1
Potions	None	USPOT3B	Potion of Constitution	Constitution: +1 Duration: Permanent Weight: 1
Potions	None	USPOT3C	Potion of Strength Transference	Dexterity: +1 Strength: -1 Duration: Permanent Weight: 1
Potions	None	USPOT4A	Potion of Arcane Absorption	Magic Resistance: +10% Duration: Permanent Weight: 1
Potions	None	USPOT4B	Potion of Life Transference	Strength: +1 Constitution: -1 Duration: Permanent Weight: 1
Potions	None	USPOT4C	Potion of Aura Enhancement	Intelligence: +1 Magic Resistance: +5% Duration: Permanent Weight: 1
Potions	None	USPOT5A	Potion of Dissipation	Magic Resistance: +15% Duration: Permanent Weight: 1
Potions	None	USPOT5B	Potion of Holy Transference	Wisdom: +2 Dexterity: -1 Duration: Permanent Weight: 1
Quarterstaves	Quarterstaff	BDSUMST	The Summoner's Staff +3	Charge abilities: – Flame Arrow Damage: Two arrows causing 1d6 missile + 4d6 fire (Save vs. Spell for half fire damage) Range: 30 ft. – Monster Summoning IV Summons 1d3 4th-level monsters Range: 20 ft. Duration: 15 rounds – Invisible Stalker Summons 8-HD invisible stalker Range: 30 ft. Duration: 2 hours THACO: +3 Damage: 1d6+3 (crushing) Speed Factor: 1 Proficiency Type: Quarterstaff Type: Two-handed Requires: 5 Strength Weight: 3
Quarterstaves	Quarterstaff	BDSUMSTX	The Summoner's Staff +3	THACO: +3 Damage: 1d6+3 (crushing) Speed Factor: 1 Proficiency Type: Quarterstaff Type: Two-handed Requires: 5 Strength Weight: 3
Quarterstaves	Quarterstaff	DECASTA	Decastave	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Quarterstaves	Quarterstaff	ENSTAFF	Quarterstaff +3	THACO: +3 Damage: 1d6+3 (crushing) Speed Factor: 1 Proficiency Type: Quarterstaff Type: Two-handed Requires: 5 Strength Weight: 0
Quarterstaves	Quarterstaff	ERON	The Staff of Eron +3	THACO: +3 Damage: 1d6+3 (crushing) Speed Factor: 1 Proficiency Type: Quarterstaff Type: Two-handed Requires: 5 Strength Weight: 3
Quarterstaves	Quarterstaff	MORADIN	Staff of Moradin's Breath	Charge abilities: – Resurrection Raised target is fully healed Range: Unlimited Area of Effect: 1 creature THACO: +2 Damage: 1d6+2 (crushing) Speed Factor: 3 Proficiency Type: Quarterstaff Type: Two-handed Requires: 5 Strength Weight: 3
Quarterstaves	Quarterstaff	NATURE	Staff of Nature's Wrath +1	Charge abilities: – Entangle (Save vs. Spell each round negates) Range: Visual range of the caster Duration: 1 turn Area of Effect: 24-ft. radius – Flame Strike Damage: 6d8 fire (Save vs. Spell for half) Range: Visual range of the caster Area of Effect: 1 creature THACO: +1 Damage: 1d6+1 (crushing) Speed Factor: 3 Proficiency Type: Quarterstaff Type: Two-handed Requires: 5 Strength Weight: 3
Quarterstaves	Quarterstaff	QUOST	Quost's Staff of the Elements +4	Charge abilities: – Conjure Fire Elemental once per day Range: 20 ft. Duration: 9 turns – Conjure Water Elemental once per day Range: 20 ft. Duration: 9 turns THACO: +4 Damage: 1d6+4 (crushing) Speed Factor: 1 Proficiency Type: Quarterstaff Type: Two-handed Requires: 5 Strength Weight: 3
Quarterstaves	Quarterstaff	SHSTAFF	Staff of the Hand +3	THACO: +3 Damage: 1d6+3 (crushing) Speed Factor: 4 Proficiency Type: Quarterstaff Type: Two-handed Requires: 5 Strength Weight: 4
Quarterstaves	Quarterstaff	SPENSTAF	Spendelard's Protector +1	Equipped abilities: – Armor Class: +1 – Save vs. Spell: +1 THACO: +1 Damage: 1d6+1 (crushing) Speed Factor: 3 Proficiency Type: Quarterstaff Type: Two-handed Requires: 5 Strength Weight: 3

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Quarterstaves	Quarterstaff	STAF01	Quarterstaff	
Quarterstaves	Quarterstaff	STAF02	Quarterstaff +1	THACO: +1 Damage: 1d6+1 (crushing) Speed Factor: 3 Proficiency Type: Quarterstaff Type: Two-handed Requires: 5 Strength Weight: 4
Quarterstaves	Quarterstaff	STAF3-8	<Invalid Strref -1>	
Quarterstaves	Quarterstaff	STAFBES	Staff of Besieging +2	Charge abilities: – Dispel Magic once per day Range: 40 ft. Area of Effect: 30-ft. radius – Lower Resistance once per day Magic Resistance: -39% Range: 100 ft. Area of Effect: 1 creature THACO: +2 Damage: 1d6+2 (crushing) Speed Factor: 3 Proficiency Type: Quarterstaff Type: Two-handed Requires: 5 Strength Weight: 3
Quarterstaves	Quarterstaff	STAFHMG	Staff of the Hanged Man's Glee +1	Equipped abilities: – Charisma: -2 Charge abilities: – Animate Dead three times per day Summons 1d6 skeletons or zombies Range: 20 ft. Duration: 8 hours THACO: +1 Damage: 1d6+1 (crushing) Speed Factor: 4 Proficiency Type: Quarterstaff Type: Two-handed Requires: 5 Strength Weight: 2
Quarterstaves	Quarterstaff	XSTAFHMG	Staff of the Hanged Man's Glee +1	Equipped abilities: – Charisma: -2 Charge abilities: – Animate Dead three times per day Summons 1d6 skeletons or zombies Range: 20 ft. Duration: 8 hours THACO: +1 Damage: 1d6+1 (crushing) Speed Factor: 4 Proficiency Type: Quarterstaff Type: Two-handed Requires: 5 Strength Weight: 2
Rings	None	ANTIMAG	<Invalid Strref -1>	
Rings	None	APOINT	<Invalid Strref -1>	
Rings	None	BDCONSTR	Construct immunity item - do not translate	
Rings	None	BELT12	Holy Symbol of Lathander	Equipped abilities: – Strength: +1 – Magic Resistance: +5% – Can cast one extra 6th- and 7th-level priest spell Weight: 0
Rings	None	BELT13	Holy Symbol of Helm	Equipped abilities: – Strength: +1 – Magic Resistance: +5% – Can cast one extra 6th- and 7th-level priest spell Weight: 0
Rings	None	BELT14	Holy Symbol of Talos	Equipped abilities: – Strength: +1 – Magic Resistance: +5% – Can cast one extra 6th- and 7th-level priest spell Weight: 0

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Rings	None	BRING	<Invalid Strref -1>	
Rings	None	CIGBARD	Ring of Free Action	Equipped abilities: – The wearer is immune to everything, magical and otherwise, that impedes mobility in any way, although <PRO_HESHE> can still be hasted and receive beneficial movement effects such as those granted by boots of speed
Rings	None	CIRAKSH1	Ring of Invisibility	Equipped abilities: – Wearer becomes invisible until an attack is made; then the ring must be removed and put on to become invisible again.
Rings	None	CISTONE	<Invalid Strref -1>	
Rings	None	CSALRING	<Invalid Strref -1>	
Rings	None	DBONE	Ring of Dwarven Bone	Equipped abilities: – Strength: +1 Weight: 0
Rings	None	EIDANRNG	Eidan's Legacy Ring	
Rings	None	ELEMPRIN	<Invalid Strref -1>	
Rings	None	FAMMY	Sandthief's Ring	
Rings	None	FARTRNG	<Invalid Strref -1>	
Rings	None	FREEACT	Ring of Free Action	Equipped abilities: – The wearer is immune to everything, magical and otherwise, that impedes mobility in any way, although <PRO_HESHE> can still be hasted and receive beneficial movement effects such as those granted by boots of speed
Rings	None	FSALRING	<Invalid Strref -1>	
Rings	None	GHOST	<Invalid Strref -1>	
Rings	None	GOLSTONE	Ring	Weight: 0
Rings	None	GORGON	Ring of the Gorgon	Equipped abilities: – Wearer is turned to stone Weight: 0
Rings	None	ILLBLUR	<Invalid Strref -1>	
Rings	None	IMMUNE1	<Invalid Strref -1>	
Rings	None	IMMUNE2	<Invalid Strref -1>	
Rings	None	IMMUNE3	<Invalid Strref -1>	
Rings	None	INVULNER	<Invalid Strref -1>	
Rings	None	IRONGOL	<Invalid Strref -1>	
Rings	None	JASPER	Jasper's Ring of Shocking Grasp	Charge abilities: – Shocking Grasp four times per day Damage: 1d8+2 electrical Range: Touch Area of Effect: 1 creature Weight: 0
Rings	None	KAYRING	Kaylessa's Ring	Equipped abilities: – Hide In Shadows: +15% Weight: 0
Rings	None	LWRING	<Invalid Strref -1>	
Rings	None	MAGE01	Sandthief's Ring	
Rings	None	MAGE06	<Invalid Strref -1>	Equipped abilities: – The wearer is immune to everything, magical and otherwise, that impedes mobility in any way, although <PRO_HESHE> can still be hasted and receive beneficial movement effects such as those granted by boots of speed
Rings	None	MDK2RING	Big Gun	
Rings	None	MIN1HP	<Invalid Strref -1>	
Rings	None	MIN2HP	<Invalid Strref -1>	
Rings	None	MOVE20	<Invalid Strref -1>	
Rings	None	MOVRAT10	<Invalid Strref -1>	
Rings	None	NOMAGIC	<Invalid Strref -1>	
Rings	None	OHHIDE	Hide In Shadows	
Rings	None	REG1HP2	<Invalid Strref -1>	
Rings	None	REGEN	Ring of Aura Transfusion	Equipped abilities: – Increased regeneration (1 HP every 3 seconds) – Magic Resistance: -5% – Save vs. Spell: -2 Weight: 0

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Rings	None	REGHP1	<Invalid Strref -1>	
Rings	None	REGHP2	<Invalid Strref -1>	
Rings	None	RIDRING	<Invalid Strref -1>	
Rings	None	RING01	Ring	Weight: 0
Rings	None	RING02	Ring of Fire Resistance	Equipped abilities: – Fire Resistance: +40% Weight: 0
Rings	None	RING03	Ring of Animal Friendship	Charge abilities: – Charm Animal (Save vs. Wand negates) Range: 40 ft. Area: 1 animal Duration: 2 hours Weight: 0
Rings	None	RING06	Ring of Protection +1	Equipped abilities: – Armor Class: +1 – Saving Throws: +1 Weight: 0
Rings	None	RING07	Ring of Protection +2	Equipped abilities: – Armor Class: +2 – Saving Throws: +2 Weight: 0
Rings	None	RING08	Ring of Wizardry	Equipped abilities: – Can cast double the number of 1st-level wizard spells Weight: 0
Rings	None	RING09	Ring of Free Action	Equipped abilities: – The wearer is immune to everything, magical and otherwise, that impedes mobility in any way, although <PRO_HESHE> can still be hasted and receive beneficial movement effects such as those granted by boots of speed
Rings	None	RING10	Gold Ring	Weight: 0
Rings	None	RING11	Silver Ring	Weight: 0
Rings	None	RING13	Jade Ring	Weight: 0
Rings	None	RING17	Flamedance Ring	Weight: 0
Rings	None	RING18	Fire Opal Ring	Weight: 0
Rings	None	RING21	Ring of Infravision	Equipped abilities: – Infravision up to 120 ft. Weight: 0
Rings	None	RING22	Ring of Holiness	Equipped abilities: – Can cast one extra priest spell of each level from 1st to 4th Weight: 0
Rings	None	RING90	Ring	Weight: 0
Rings	None	RING91	Ring	Weight: 0
Rings	None	RING95	Ring	Weight: 0
Rings	None	RING97	Ring	Weight: 0
Rings	None	RINGCOP	Copy of Marketh's Ring	
Rings	None	RINGDEMN	<Invalid Strref -1>	
Rings	None	RINGED	Edion's Ring of Wizardry	Equipped abilities: – Can cast double the number of 5th-level wizard spells Weight: 0
Rings	None	RINGELF	The Elfbone Ring of Kiran-Hai	Equipped abilities: – Save vs. Death: +2 – Immunity to Finger of Death and Death Spell Weight: 0
Rings	None	RINGFIR	Ring of Fire Resistance	Equipped abilities: – Fire Resistance: +40% Weight: 0
Rings	None	RINGKON	Kontik's Ring of Wizardry	Equipped abilities: – Can cast double the number of 1st- and 2nd-level wizard spells Combat abilities: – All cold damage inflicted by the character is increased by 15% Weight: 0
Rings	None	RINGLUR	Tarnished Ring	
Rings	None	RINGMAL	<Invalid Strref -1>	
Rings	None	RINGPAN	Ring of Pain Amplification	Equipped abilities: – Slashing Resistance: -20% – Piercing Resistance: -20% – Crushing Resistance: -20% – Can only be removed with a Remove Curse spell Weight: 0
Rings	None	RINGTOM	<Invalid Strref -1>	
Rings	None	RINGWOLF	<Invalid Strref -1>	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Rings	None	SEEALL	<Invalid Strref -1>	
Rings	None	SHADOWS	Ring of Shadows	Equipped abilities: – Hide In Shadows: +15% – Non-detectable by magical means such as Detect Invisibility and scrying Weight: 0
Rings	None	SHLDRNG	Shield Ring	Equipped abilities: – Shield: Armor Class set to 4 (2 vs. missile weapons); immunity to magical missiles Weight: 0
Rings	None	SPRNGB01	Interesting. Well... we must be off. Farewell.	
Rings	None	SPRNGB02	Interesting. Well... we must be off. Farewell.	
Rings	None	SPRNGB03	Interesting. Well... we must be off. Farewell.	
Rings	None	SPRNGB04	Interesting. Well... we must be off. Farewell.	
Rings	None	SPRNGL01	Interesting. Well... we must be off. Farewell.	
Rings	None	SPRNGL02	Interesting. Well... we must be off. Farewell.	
Rings	None	SPRNGL03	Interesting. Well... we must be off. Farewell.	
Rings	None	SPRNGL04	Interesting. Well... we must be off. Farewell.	
Rings	None	SPRNGS01	Interesting. Well... we must be off. Farewell.	
Rings	None	SPRNGS02	Interesting. Well... we must be off. Farewell.	
Rings	None	SPRNGS03	Interesting. Well... we must be off. Farewell.	
Rings	None	SPRNGS04	Interesting. Well... we must be off. Farewell.	
Rings	None	SPRNGW01	Interesting. Well... we must be off. Farewell.	
Rings	None	SPRNGW02	Interesting. Well... we must be off. Farewell.	
Rings	None	SPRNGW03	Interesting. Well... we must be off. Farewell.	
Rings	None	SPRNGW04	Interesting. Well... we must be off. Farewell.	
Rings	None	SPRNGZ05	Interesting. Well... we must be off. Farewell.	
Rings	None	SQRLREG	<Invalid Strref -1>	
Rings	None	SRING	Ring of Sanctuary	Charge abilities: – Sanctuary Enemies ignore Cleric as long as <PRO_HESHE> takes no offensive action Duration: 12 rounds Weight: 0
Rings	None	STALKER	Ring	Weight: 0
Rings	None	STUPID	Ring	Weight: 0
Rings	None	SUMAN	<Invalid Strref -1>	
Rings	None	SUMRING	<Invalid Strref -1>	
Rings	None	TRAN100	<Invalid Strref -1>	
Rings	None	TRANS	<Invalid Strref -1>	
Rings	None	TRANS2	<Invalid Strref -1>	
Rings	None	TRANS20	<Invalid Strref -1>	
Rings	None	TRANS3	<Invalid Strref -1>	
Rings	None	TRANS4	<Invalid Strref -1>	
Rings	None	TRANS40	<Invalid Strref -1>	
Rings	None	TRANS5	<Invalid Strref -1>	
Rings	None	TRANS60	<Invalid Strref -1>	
Rings	None	TROLLDE	<Invalid Strref -1>	
Rings	None	TROLLIMM	<Invalid Strref -1>	Equipped abilities: – The wearer is immune to everything, magical and otherwise, that affects mobility in any way. This includes Haste and Slow spells.
Rings	None	TROLLREG	<Invalid Strref -1>	Equipped abilities: – The wearer is immune to everything, magical and otherwise, that affects mobility in any way. This includes Haste and Slow spells.

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Rings	None	ULRING	Ulcaster Academy Ring	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Save vs. Spell: +2 <p>Charge abilities:</p> <ul style="list-style-type: none"> – Larloch's Minor Drain three times per day Drains 1d4 Hit Points from the target and adds them to the wearer's total for 1 turn Range: 50 ft. Area of Effect: 1 creature – Horror three times per day (Save vs. Spell negates) Range: 40 ft. Duration: 1 turn Area of Effect: 30-ft. radius – Vampiric Touch three times per day Drains 5d6 Hit Points from the target and adds them to the wearer's total for 1 hour Range: Touch Area of Effect: 1 creature <p>Weight: 0</p>
Rings	None	URING1A	Ring of the Warrior	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – THACO: +1 <p>Weight: 0</p>
Rings	None	URING1B	Ring of Lesser Resistance	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Save vs. Spell: +2 <p>Weight: 0</p>
Rings	None	URING2A	Greater Ring of the Warrior	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – THACO: +1 – Armor Class: +1 <p>Weight: 0</p>
Rings	None	URING2B	Ring of Missile Deflection	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Missile Resistance: +10% <p>Weight: 0</p>
Rings	None	URING3A	Ring of Resistance	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Missile Resistance: +10% – Fire Resistance: +10% <p>Weight: 0</p>
Rings	None	URING3B	Ring of Strength	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Strength: +1 – Dexterity: -1 <p>Weight: 0</p>
Rings	None	URING3C	Ring of Intelligence	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Constitution: -1 – Intelligence: +1 <p>Weight: 0</p>
Rings	None	URING4A	Ring of Reckless Action	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: -2 <p>Combat abilities:</p> <ul style="list-style-type: none"> – 1 extra attack per round <p>Weight: 0</p>
Rings	None	URING4B	Ring of the Protector +2	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +2 – Magic Resistance: +10% <p>Weight: 0</p>
Rings	None	URING4C	Ring of Aura Transfusion	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Increased regeneration (1 HP every 3 seconds) – Magic Resistance: -5% – Save vs. Spell: -2 <p>Weight: 0</p>
Rings	None	URING5A	Ring of Greater Resistance	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +2 – Crushing Resistance: +25% – Save vs. Spell: +3 <p>Weight: 0</p>
Rings	None	URING5B	Ring of the Warrior Thief	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Strength: +1 <p>Combat abilities:</p> <ul style="list-style-type: none"> – 1 extra attack per round <p>Weight: 0</p>
Rings	None	VAMPREG	<Invalid Strref -1>	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – The wearer is immune to everything, magical and otherwise, that affects mobility in any way. This includes Haste and Slow spells.
Rings	None	VAMPREG1	<Invalid Strref -1>	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – The wearer is immune to everything, magical and otherwise, that affects mobility in any way. This includes Haste and Slow spells.

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Rings	None	WISP	Ring of the Will-o-Wisp	Charge abilities: – Shoot out a spray of motes once per day Damage: 4d4 magic Range: Touch Area of Effect: 24-ft. cone with 30-deg. arc Weight: 0
Rings	None	YXURESI	<Invalid Strref -1>	
Scrolls	None	CDYOUNGN	Note for Edion	
Scrolls	None	CLETTER	Council Letter	
Scrolls	None	CONTRACT	Caravan Contract	
Scrolls	None	DVER	Dver's Note	
Scrolls	None	LIST	Supply List	
Scrolls	None	NOTEKER	Note to Kerish	
Scrolls	None	NOTEKRI	Note to Krilag	
Scrolls	None	PORTRAIT	Portrait of Marketh	
Scrolls	None	SCACID	Acid Storm	
Scrolls	None	SCAMS	Antimagic Shell	
Scrolls	None	SCBLANK	Mind Blank	
Scrolls	None	SCBLOO	Beltyn's Burning Blood	
Scrolls	None	SCCAE	Conjure Air Elemental	
Scrolls	None	SCCEE	Conjure Earth Elemental	
Scrolls	None	SCCFE	Conjure Fire Elemental	
Scrolls	None	SCCHAO	Chaos	
Scrolls	None	SCCLITE	Chain Lightning	
Scrolls	None	SCCOUR	Emotion: Courage	
Scrolls	None	SCCWE	Conjure Water Elemental	
Scrolls	None	SCDECA	Decastave	
Scrolls	None	SCDFOG	Death Fog	
Scrolls	None	SCDISI	Disintegrate	
Scrolls	None	SCDMS	Demi-Shadow Monsters	
Scrolls	None	SCDOMI	Domination	
Scrolls	None	SCDSPEL	Death Spell	
Scrolls	None	SCEMOT	Emotion: Hope	
Scrolls	None	SCFEAR	Emotion: Fear	
Scrolls	None	SCFEEB	Feeblemind	
Scrolls	None	SCFING	Finger of Death	
Scrolls	None	SCFTS	Flesh to Stone	
Scrolls	None	SCGLOB	Globe of Invulnerability	
Scrolls	None	SCHMON	Hold Monster	
Scrolls	None	SCHOPE	Emotion: Hopelessness	
Scrolls	None	SCICE	Icelandic	
Scrolls	None	SCINCIN	Incendiary Cloud	
Scrolls	None	SCISTAL	Invisible Stalker	
Scrolls	None	SCKILL	Power Word, Kill	
Scrolls	None	SCLICH	Lich Touch	
Scrolls	None	SCMALA	Malavon's Rage	
Scrolls	None	SCMALI	Greater Malison	
Scrolls	None	SCMINVI	Mass Invisibility	
Scrolls	None	SCMORD	Mordenkainen's Sword	

TYPE	PROFICIENCY	RESOURCE	NAME	DESCRIPTION
Scrolls	None	SCMSIV	Monster Summoning IV	
Scrolls	None	SCMSV	Monster Summoning V	
Scrolls	None	SCMSVI	Monster Summoning VI	
Scrolls	None	SCMSVII	Monster Summoning VII	
Scrolls	None	SCOFS	Otiluke's Freezing Sphere	
Scrolls	None	SCOTIL	Otiluke's Resilient Sphere	
Scrolls	None	SCPRISM	Prismatic Spray	
Scrolls	None	SCPWS	Power Word, Silence	
Scrolls	None	SCREM	Remove Curse	
Scrolls	None	SCRL03	Protection from Acid	Acid Resistance: +50% Range: 30 ft. Area: 1 creature Duration: 12 hours
Scrolls	None	SCRL04	Protection from Cold	Cold Resistance: +50% Range: 30 ft. Area: 1 creature Duration: 12 hours
Scrolls	None	SCRL05	Protection from Electricity	Electricity Resistance: +50% Range: 30 ft. Area: 1 creature Duration: 12 hours
Scrolls	None	SCRL06	Protection from Fire	Fire Resistance: +50% Range: 30 ft. Area: 1 creature Duration: 12 hours
Scrolls	None	SCRL07	Protection from Magic	Spells: Cannot be cast Magic: Does not function within sphere, with the exception of magical weapons. Special: Dispel all current magical effects upon casting Range: 30 ft. Area: 1 creature Duration: 2 hours
Scrolls	None	SCRL08	Protection from Poison	Grants immunity to poison and neutralizes poison in the target Range: 30 ft. Area of Effect: 1 creature Duration: 6 hours
Scrolls	None	SCRL09	Protection from Undead	Special: Immune to all undead Range: 30 ft. Area: 1 creature Duration: 12 hours
Scrolls	None	SCRL1B	Agannazar's Scorcher	
Scrolls	None	SCRL1C	Ghoul Touch	
Scrolls	None	SCRL1D	Clairvoyance	
Scrolls	None	SCRL1E	Dispel Magic	
Scrolls	None	SCRL1F	Flame Arrow	
Scrolls	None	SCRL1G	Fireball	
Scrolls	None	SCRL1H	Haste	
Scrolls	None	SCRL1I	Hold Person	
Scrolls	None	SCRL1J	Invisibility, 10' Radius	
Scrolls	None	SCRL1K	Lightning Bolt	
Scrolls	None	SCRL1L	Monster Summoning I	
Scrolls	None	SCRL1M	Non-Detection	
Scrolls	None	SCRL1N	Protection From Normal Missiles	
Scrolls	None	SCRL1O	Slow	
Scrolls	None	SCRL1P	Skull Trap	
Scrolls	None	SCRL1Q	Vampiric Touch	
Scrolls	None	SCRL1R	Wraithform	
Scrolls	None	SCRL1S	Dire Charm	
Scrolls	None	SCRL1T	Ghost Armor	
Scrolls	None	SCRL1U	Confusion	
Scrolls	None	SCRL1V	Dimension Door	
Scrolls	None	SCRL1W	Firesield (Blue)	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Scrolls	None	SCRL1Y	Improved Invisibility	
Scrolls	None	SCRL1Z	Minor Globe of Invulnerability	
Scrolls	None	SCRL2A	Monster Summoning II	
Scrolls	None	SCRL2D	Animate Dead	
Scrolls	None	SCRL2E	Cloudkill	
Scrolls	None	SCRL2F	Cone of Cold	
Scrolls	None	SCRL2G	Monster Summoning III	
Scrolls	None	SCRL2H	Shadow Door	
Scrolls	None	SCRL3G	Vocalize	
Scrolls	None	SCRL56	Cure Serious Wounds	
Scrolls	None	SCRL5L	Polymorph Other	
Scrolls	None	SCRL5M	Polymorph Self	
Scrolls	None	SCRL5T	Protection From Electricity	
Scrolls	None	SCRL5U	Reflected Image	
Scrolls	None	SCRL61	Cure Critical Wounds	
Scrolls	None	SCRL62	Flame Strike	
Scrolls	None	SCRL66	Grease	
Scrolls	None	SCRL67	Armor	
Scrolls	None	SCRL68	Burning Hands	
Scrolls	None	SCRL69	Charm Person	
Scrolls	None	SCRL6D	Find Familiar	
Scrolls	None	SCRL6E	Power Word, Sleep	
Scrolls	None	SCRL6F	Ray of Enfeeblement	
Scrolls	None	SCRL6G	Minor Spell Deflection	
Scrolls	None	SCRL6H	Protection From Fire	
Scrolls	None	SCRL6I	Protection From Cold	
Scrolls	None	SCRL6J	Spell Thrust	
Scrolls	None	SCRL6K	Detect Illusion	
Scrolls	None	SCRL6L	Hold Undead	
Scrolls	None	SCRL6M	Enchanted Weapon	
Scrolls	None	SCRL6N	Fireshield (Red)	
Scrolls	None	SCRL6O	Secret Word	
Scrolls	None	SCRL6P	Minor Sequencer	
Scrolls	None	SCRL6Q	Teleport Field	
Scrolls	None	SCRL6R	Spider Spawn	
Scrolls	None	SCRL6S	Spell Immunity	
Scrolls	None	SCRL6T	Protection From Normal Weapons	
Scrolls	None	SCRL6U	Breach	
Scrolls	None	SCRL6W	Oracle	
Scrolls	None	SCRL6X	Conjure Lesser Fire Elemental	
Scrolls	None	SCRL6Y	Protection From Acid	
Scrolls	None	SCRL6Z	Phantom Blade	
Scrolls	None	SCRL70	Color Spray	
Scrolls	None	SCRL71	Blindness	
Scrolls	None	SCRL72	Friends	
Scrolls	None	SCRL73	Protection From Petrification	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Scrolls	None	SCRL75	Identify	
Scrolls	None	SCRL76	Infravision	
Scrolls	None	SCRL77	Magic Missile	
Scrolls	None	SCRL78	Protection From Evil	
Scrolls	None	SCRL79	Shield	
Scrolls	None	SCRL7B	Conjure Lesser Air Elemental	
Scrolls	None	SCRL7C	Conjure Lesser Earth Elemental	
Scrolls	None	SCRL7D	Minor Spell Turning	
Scrolls	None	SCRL7J	Protection From Magic Energy	
Scrolls	None	SCRL7K	Mislead	
Scrolls	None	SCRL7L	Pierce Magic	
Scrolls	None	SCRL7M	True Sight	
Scrolls	None	SCRL7O	Protection From Magical Weapons	
Scrolls	None	SCRL7Q	Improved Haste	
Scrolls	None	SCRL7U	Contingency	
Scrolls	None	SCRL7V	Spell Deflection	
Scrolls	None	SCRL7W	Wyvern Call	
Scrolls	None	SCRL7Y	Conjure Air Elemental	
Scrolls	None	SCRL80	Shocking Grasp	
Scrolls	None	SCRL81	Sleep	
Scrolls	None	SCRL82	Chill Touch	
Scrolls	None	SCRL83	Chromatic Orb	
Scrolls	None	SCRL84	Larloch's Minor Drain	
Scrolls	None	SCRL85	Blur	
Scrolls	None	SCRL86	Detect Evil	
Scrolls	None	SCRL87	Detect Invisibility	
Scrolls	None	SCRL89	Horror	
Scrolls	None	SCRL8A	Carrion Summons	
Scrolls	None	SCRL8B	Summon Nishruu	
Scrolls	None	SCRL8D	Spell Turning	
Scrolls	None	SCRL8E	Protection From The Elements	
Scrolls	None	SCRL8F	Project Image	
Scrolls	None	SCRL8G	Ruby Ray of Reversal	
Scrolls	None	SCRL8H	Warding Whip	
Scrolls	None	SCRL8I	Cacofiend	
Scrolls	None	SCRL8J	Mantle	
Scrolls	None	SCRL8L	Spell Sequencer	
Scrolls	None	SCRL8M	Sphere of Chaos	
Scrolls	None	SCRL8N	Delayed Blast Fireball	
Scrolls	None	SCRL8S	Summon Efreeti	
Scrolls	None	SCRL8T	Summon Djinni	
Scrolls	None	SCRL8U	Summon Hakeashar	
Scrolls	None	SCRL8V	Control Undead	
Scrolls	None	SCRL8X	Spell Shield	
Scrolls	None	SCRL8Y	Protection From Energy	
Scrolls	None	SCRL8Z	Simulacrum	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Scrolls	None	SCRL90	Invisibility	
Scrolls	None	SCRL91	Knock	
Scrolls	None	SCRL92	Know Alignment	
Scrolls	None	SCRL93	Luck	
Scrolls	None	SCRL94	Resist Fear	
Scrolls	None	SCRL95	Melf's Acid Arrow	
Scrolls	None	SCRL96	Mirror Image	
Scrolls	None	SCRL97	Stinking Cloud	
Scrolls	None	SCRL98	Strength	
Scrolls	None	SCRL99	Web	
Scrolls	None	SCRL9A	Pierce Shield	
Scrolls	None	SCRL9B	Summon Fiend	
Scrolls	None	SCRL9C	Improved Mantle	
Scrolls	None	SCRL9D	Spell Trigger	
Scrolls	None	SCRL9F	Symbol, Fear	
Scrolls	None	SCRL9H	Maze	
Scrolls	None	SCRL9L	Spell Trap	
Scrolls	None	SCRL9M	Spellstrike	
Scrolls	None	SCRL9N	Gate	
Scrolls	None	SCRL9P	Absolute Immunity	
Scrolls	None	SCRL9Q	Chain Contingency	
Scrolls	None	SCRL9R	Time Stop	
Scrolls	None	SCRL9S	Imprisonment	
Scrolls	None	SCRL9T	Meteor Swarm	
Scrolls	None	SCRL9V	Wail of the Banshee	
Scrolls	None	SCRL9W	Energy Drain	
Scrolls	None	SCRL9X	Black Blade of Disaster	
Scrolls	None	SCRL9Y	Shapechange	
Scrolls	None	SCRL9Z	Freedom	
Scrolls	None	SCRLA1	Wizard Eye	
Scrolls	None	SCRLA2	Deafness	
Scrolls	None	SCRLA3	Glitterdust	
Scrolls	None	SCRLA4	Limited Wish	
Scrolls	None	SCRLA5	Melf's Minute Meteors	
Scrolls	None	SCRLA6	Spook	
Scrolls	None	SCRLA7	Remove Magic	
Scrolls	None	SCRLA8	Contagion	
Scrolls	None	SCRLADJ	Note	
Scrolls	None	SCRLAI	Ray of Enfeeblement	
Scrolls	None	SCRLAJ	Farsight	
Scrolls	None	SCRLAM	Symbol, Death	
Scrolls	None	SCRLAN	Symbol, Stun	
Scrolls	None	SCRLAO	Symbol, Death	
Scrolls	None	SCRLAP	Symbol, Stun	
Scrolls	None	SCRLAQ	Farsight	
Scrolls	None	SCRLB1	Bigby's Clenched Fist	

TYPE	PROFICIENCY	RESOURCE	NAME	DESCRIPTION
Scrolls	None	SCRLB2	Bigby's Crushing Hand	
Scrolls	None	SCRLB4	Wish	
Scrolls	None	SCRLPET	Stone to Flesh Scroll	– Stone to Flesh Range: 20 ft. Area of Effect: 1 creature
Scrolls	None	SCRLPET2	Stone to Flesh Scroll	– Stone to Flesh Range: 20 ft. Area of Effect: 1 creature
Scrolls	None	SCRLZY	Summon Cow	
Scrolls	None	SCRLZZ	Summon Cow	
Scrolls	None	SCRNOTE	Scribbled Note	
Scrolls	None	SCSHAD	Shadow Monsters	
Scrolls	None	SCSHDS	Shades	
Scrolls	None	SCSHRO	Shroud of Flame	
Scrolls	None	SCSNILL	Snilloc's Snowball Swarm	
Scrolls	None	SCSPIR	Spirit Armor	
Scrolls	None	SCSSHA	Summon Shadow	
Scrolls	None	SCSTF	Stone to Flesh	
Scrolls	None	SCSTON	Stoneskin	
Scrolls	None	SCSTOR	Ice Storm	
Scrolls	None	SCSTUN	Power Word, Stun	
Scrolls	None	SCTENS	Tenser's Transformation	
Scrolls	None	SPPR103C	Cure Light Wounds	
Scrolls	None	SPPR105C	Entangle	
Scrolls	None	SPPR108C	Remove Fear	
Scrolls	None	SPPR201C	Aid	
Scrolls	None	SPPR203C	Chant	
Scrolls	None	SPPR205C	Find Traps	
Scrolls	None	SPPR208C	Hold Person	
Scrolls	None	SPPR211C	Silence, 15' Radius	
Scrolls	None	SPPR212C	Slow Poison	
Scrolls	None	SPPR214C	Cure Moderate Wounds	
Scrolls	None	SPPR304C	Glyph of Warding	
Scrolls	None	SPPR306C	Protection from Fire	
Scrolls	None	SPPR307C	Remove Curse	
Scrolls	None	SPPR308C	Remove Paralysis	
Scrolls	None	SPPR313C	Prayer	
Scrolls	None	SPPR314C	Cure Disease	
Scrolls	None	SPPR324X	Holy Smite	
Scrolls	None	SPPR331X	Favor of Ilmater	
Scrolls	None	SPPR404C	Neutralize Poison	
Scrolls	None	SPPR407C	Protection from Lightning	
Scrolls	None	SPPR504C	Raise Dead	
Scrolls	None	SPPR507C	Champion's Strength	
Scrolls	None	SPPR510C	Insect Plague	
Scrolls	None	SPPR512C	Spike Stones	
Scrolls	None	SPPR607C	Heal	
Scrolls	None	SPPR610X	Blade Barrier	
Scrolls	None	SPPR712C	Resurrection	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Scrolls	None	SPPR714C	Symbol, Pain	
Scrolls	None	SPWI126X	Expeditious Retreat	
Scrolls	None	SPWI223A	Cat's Grace	
Scrolls	None	SPWI319X	Lance of Disruption	
Scrolls	None	SPWI422X	Mordenkainen's Force Missiles	
Scrolls	None	SPWI423X	Shout	
Scrolls	None	SPWI424X	Vitriolic Sphere	
Scrolls	None	SPWI517X	Contact Other Plane	
Scrolls	None	SPWI518X	Lower Resistance	
Scrolls	None	SPWI519X	Sunfire	
Scrolls	None	SPWI618X	Darts of Bone	
Scrolls	None	SPWI619X	Soul Eater	
Scrolls	None	SPWI620X	Trollish Fortitude	
Scrolls	None	SPWI710X	Seven Eyes	
Scrolls	None	SPWI711X	Suffocate	
Scrolls	None	SPWI805X	Abi-Dalzim's Horrid Wilting	
Scrolls	None	SPWI806X	Great Shout	
Scrolls	None	SPWI807X	Iron Body	
Scrolls	None	SPWI808X	Power Word, Blind	
Scrolls	None	TALE1	The Tale of Sir Geddian	
Scrolls	None	TALE2	The Tale of Sir Giles	
Scrolls	None	TALE3	The Tale of Sir Erris	
Scrolls	None	TALE4	The Tale of Sir Zierkki	
Scrolls	None	TORN	Scroll	
Scrolls	None	WISHSCRL	Note	
Shields	None	ARGENT	The Argent Shield +2	Equipped abilities: – Armor Class: +3 – Magic Resistance: +25% Requires: 12 Strength Weight: 5
Shields	None	BEETSHLD	Rhino Beetle Shield	
Shields	None	BLCKSHD	Large Shield +1	Equipped abilities: – Armor Class: +2, an extra +1 vs. missile attacks Requires: 14 Strength Weight: 12
Shields	None	CDMYST	Mystery of the Dead +3	Equipped abilities: – Armor Class: +4, an extra +1 vs. missile attacks – Immunity to Finger of Death and Power Word, Kill – Cure Critical Wounds once per day Heals 27 Hit Points of touched creature Range: Touch Duration: Permanent Area of Effect: 1 creature – Undead Ward once per day Undead creatures in area are turned as by a level 11 priest Range: 0 Duration: 1 turn Area of Effect: 20-ft. radius Requires: 15 Strength Weight: 20

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Shields	None	CDSTOUT	Stoutward +1	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +2 – Strength: +1 – Maximum Hit Points: +10 – No protection against missile attacks <p>Requires: 4 Strength</p> <p>Weight: 4</p>
Shields	None	CISPGRD2	Small Shield	
Shields	None	DNTSHD1	Sundered Shield of Tiernon +1	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +2 – No protection against crushing attacks – Slashing Resistance: +3% – Piercing Resistance: +3% <p>Requires: 12 Strength</p> <p>Weight: 3</p>
Shields	None	DNTSHD2	Sundered Shield of Tiernon +2	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +3 – Physical Damage Resistance: +10% <p>Charge abilities:</p> <ul style="list-style-type: none"> – Armor Class +2 and Physical Damage Resistance +15% once per day Duration: 17 rounds Area of Effect: The wielder <ul style="list-style-type: none"> – Unfailing Endurance once per day Eliminates fatigue Range: Touch Area of Effect: 1 creature <p>Requires: 12 Strength</p> <p>Weight: 2</p>
Shields	None	LYRE	Lyre of Progression	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Held under the left arm, this instrument allows a Bard to memorize two extra 2nd-level spells and one extra 3rd-level spell
Shields	None	MYSTERY	Mystery of the Dead +3	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +4, an extra +1 vs. missile attacks – Immunity to Finger of Death and Power Word, Kill <p>Requires: 15 Strength</p> <p>Weight: 20</p>
Shields	None	NYMSHLD	Nym's Rhino Beetle Shield +2	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +3, an extra +1 vs. missile attacks – Fire Resistance: +15% <p>Requires: 15 Strength</p> <p>Weight: 5</p>
Shields	None	ORRSHLD	Orrick's Rhino Beetle Shield +3	
Shields	None	REVENAN	The Shield of the Revenant +2	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +3 <p>Charge abilities:</p> <ul style="list-style-type: none"> – Undead Ward once per day Undead are affected as if turned by a 5th-level priest Range: 0 Duration: 1 turn Area of Effect: 20-ft. radius <p>Requires: 12 Strength</p> <p>Weight: 3</p>
Shields	None	SHLD01	Small Shield	
Shields	None	SHLD02	Small Shield +1	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +2 – No protection against missile attacks <p>Requires: 4 Strength</p> <p>Weight: 3</p>
Shields	None	SHLD03	Medium Shield	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Shields	None	SHLD04	Medium Shield +1	Equipped abilities: – Armor Class: +2 Requires: 12 Strength Weight: 6
Shields	None	SHLD05	Large Shield	
Shields	None	SHLD06	Large Shield +1	Equipped abilities: – Armor Class: +2, an extra +1 vs. missile attacks Requires: 14 Strength Weight: 12
Shields	None	SHLD07	Large Shield +1, +4 vs. Missiles	Armor Class: +2, an extra +5 vs. missile weapons Requires: 13 Strength Weight: 12
Shields	None	SHLD08	Buckler	
Shields	None	SHLD09	Buckler	
Shields	None	SHLD10	Buckler	
Shields	None	SHLD13	Medium Shield	
Shields	None	SHLD15	Large Shield	
Shields	None	SHLD18	Large Shield	
Shields	None	SHLDBCH	The Bitch Queen's Envoy +2	Equipped abilities: – Armor Class: +3 – Water elementals ignore the bearer in combat Requires: 12 Strength Weight: 4
Shields	None	SHLDRED	The Red Knight's Shield +3	Equipped abilities: – Armor Class: +4 Requires: 12 Strength Weight: 4
Shields	None	SHSHLD	Shield of the Hand	Armor Class: +3, an extra +1 vs. missile attacks Requires: 15 Strength Weight: 8
Shields	None	STOUT	Stoutward +1	Equipped abilities: – Armor Class: +2 – No protection against missile attacks Requires: 4 Strength Weight: 4
Shields	None	USHLD2A	Reinforced Large Shield +1	Equipped abilities: – Armor Class: +2, an extra +1 vs. missile attacks – Slashing Resistance: +10% Requires: 14 Strength Weight: 12
Shields	None	USHLD2B	Large Shield +1 of Missile Deflection	Equipped abilities: – Armor Class: +2, +4 vs. missile attacks – Missile Resistance: +10% Requires: 14 Strength Weight: 12
Shields	None	USHLD3A	Reinforced Large Shield +2	Equipped abilities: – Armor Class: +3, an extra +1 vs. missile attacks – Crushing Resistance: +15% – Fire Resistance: +15% Requires: 14 Strength Weight: 12

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Shields	None	USHLD3B	Great Shield +3	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +4, an extra +1 vs. missile attacks – THACO: -2 – Slashing Resistance: +15% – Crushing Resistance: +15% – Piercing Resistance: +15% – Fire Resistance: +15% <p>Requires: 18 Strength</p> <p>Weight: 18</p>
Shields	None	USHLD4A	Large Shield of Strength +1	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +2, an extra +1 vs. missile attacks – Strength: +1 – Slashing Resistance: +10% – Piercing Resistance: +10% <p>Requires: 14 Strength</p> <p>Weight: 12</p>
Shields	None	WAUKEEN	Waukeen's Defender +2	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +3 (only +2 vs. missile) – Saving Throws: +2 – Magic Resistance: 10% <p>Requires: 4 Strength</p> <p>Weight: 4</p>
Slings	Sling	JAMISON	Jamison's Sling +4	<p>THACO: +4</p> <p>Damage: +4 (missile)</p> <p>Speed Factor: 2</p> <p>Proficiency Type: Sling</p> <p>Type: One-handed</p> <p>Requires: 3 Strength</p> <p>Weight: 0</p>
Slings	Sling	QUINN	Quinn's Fancy Sling +3	<p>THACO: +5</p> <p>Damage: +3 (missile)</p> <p>Speed Factor: 1</p> <p>Proficiency Type: Sling</p> <p>Type: One-handed</p> <p>Requires: 3 Strength</p> <p>Weight: 0</p>
Slings	Sling	SLINGED	Edley's Sling +3	<p>THACO: +3</p> <p>Damage: +2 (missile)</p> <p>Speed Factor: 4</p> <p>Proficiency Type: Sling</p> <p>Type: One-handed</p> <p>Requires: 3 Strength</p> <p>Weight: 0</p>
Slings	Sling	SLNG01	Sling	
Slings	Sling	SLNG02	Sling +1	<p>THACO: +1</p> <p>Damage: +1 (missile)</p> <p>Speed Factor: 5</p> <p>Proficiency Type: Sling</p> <p>Type: One-handed</p> <p>Requires: 3 Strength</p> <p>Weight: 0</p>
Slings	Sling	XSLNG02	Sling +1	<p>THACO: +1</p> <p>Damage: +1 (missile)</p> <p>Speed Factor: 5</p> <p>Proficiency Type: Sling</p> <p>Type: One-handed</p> <p>Requires: 3 Strength</p> <p>Weight: 0</p>
Slings	Sling	ZZH8GK	Giant Killer +1, +4 vs. giants	<p>THACO: +1, +4 vs. giants</p> <p>Damage: +1, +4 vs. giants</p> <p>Speed Factor: 5</p> <p>Proficiency Type: Sling</p> <p>Type: One-handed</p> <p>Requires: 3 Strength</p> <p>Weight: 0</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Small swords	Scimitar/Wakizashi/Ninjatō	BDWAKI1	Morohanotsurugi +3	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Inflicts 1d8+3 (piercing) damage on wielder on every hit – May only be removed with a Remove Curse spell <p>THACO: +3 Damage: 1d8+3 (piercing) Speed Factor: 0 Proficiency Type: Scimitar/Wakizashi/Ninjato Type: One-handed Requires: 5 Strength</p> <p>Weight: 2</p>
Small swords	Scimitar/Wakizashi/Ninjatō	SW1H46	Wakizashi	
Small swords	Scimitar/Wakizashi/Ninjatō	SW1H47	Wakizashi +1	<p>THACO: +1 Damage: 1d8+1 (piercing) Speed Factor: 2 Proficiency Type: Scimitar/Wakizashi/Ninjatō Type: One-handed Requires: 5 Strength</p> <p>Weight: 2</p>
Small swords	Short Sword	BIRON	Blood Iron +4	<p>Combat abilities:</p> <ul style="list-style-type: none"> – Each hit heals 3 Hit Points in the wielder <p>THACO: +4 Damage: 1d6+4 (piercing) Speed Factor: 1 Proficiency Type: Short Sword Type: One-handed Requires: 5 Strength</p> <p>Weight: 3</p>
Small swords	Short Sword	DAYS	The Sword of Days +3	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Immunity to Haste and Slow <p>Combat abilities:</p> <ul style="list-style-type: none"> – 25% chance hit target is slowed for 8 rounds <p>THACO: +3 Damage: 1d6+3 (piercing) Speed Factor: 1 Proficiency Type: Short Sword Type: One-handed Requires: 5 Strength</p> <p>Weight: 3</p>
Small swords	Short Sword	DIVER	Spell Diver +2	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Save vs. Spell: +1 – Magic Resistance: +5% <p>Combat abilities:</p> <ul style="list-style-type: none"> – 50% of all hits nullify the target's ability to cast spells for 2 rounds <p>THACO: +2 Damage: 1d6+2 (piercing) Speed Factor: 1 Proficiency Type: Short Sword Type: One-handed Requires: 5 Strength</p> <p>Weight: 1</p>
Small swords	Short Sword	ENSW1H02	Short Sword +3	<p>THACO: +3 Damage: 1d6+3 (piercing) Speed Factor: 0 Proficiency Type: Short Sword Type: One-handed Requires: 5 Strength</p> <p>Weight: 0</p>
Small swords	Short Sword	HQSSWRD	High Quality Short Sword	
Small swords	Short Sword	SHSSWRD	Short Sword of the Hand +3	<p>THACO: +3 Damage: 1d6+3 (piercing) Speed Factor: 3 Proficiency Type: Short Sword Type: One-handed Requires: 5 Strength</p> <p>Weight: 3</p>
Small swords	Short Sword	SW1H07	Short Sword	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Small swords	Short Sword	SW1H08	Short Sword +1	THACO: +1 Damage: 1d6+1 (piercing) Speed Factor: 2 Proficiency Type: Short Sword Type: One-handed Requires: 5 Strength Weight: 3
Small swords	Short Sword	SW1H09	Short Sword +2	THACO: +2 Damage: 1d6+2 (piercing) Speed Factor: 1 Proficiency Type: Short Sword Type: One-handed Requires: 4 Strength Weight: 2
Small swords	Short Sword	SW1H10	Short Sword of Backstabbing	THACO: +3 Damage: 1d6+3 (piercing) Speed Factor: 0 Proficiency Type: Short Sword Type: One-handed Requires: 4 Strength Weight: 3
Small swords	Short Sword	USSWD2A	Flaming Short Sword +1	Combat abilities: – 50% chance of dealing +1d3 fire damage THACO: +1 Damage: 1d6+1 (piercing) Speed Factor: 2 Proficiency Type: Short Sword Type: One-handed Requires: 5 Strength Weight: 3
Small swords	Short Sword	USSWD2B	Short Sword of Lesser Phasing +1	Combat abilities: – 10% chance target is phased (takes 1 damage per second) for 10 seconds THACO: +1 Damage: 1d6+1, +1d2 cold Damage Type: Piercing Speed Factor: 2 Proficiency Type: Short Sword Type: One-handed Requires: 5 Strength Weight: 3
Small swords	Short Sword	USSWD3A	Sloth +2	Combat abilities: – 10% chance target is slowed for 2 rounds THACO: +2 Damage: 1d6+2 (piercing) Speed Factor: 2 Proficiency Type: Short Sword Type: One-handed Requires: 5 Strength Weight: 3
Small swords	Short Sword	USSWD3B	Some God's Lesser Promise +2	Combat abilities: – 5% chance to heal 1d6 Hit Points to self THACO: +2 Damage: 1d6+2 (piercing) Speed Factor: 2 Proficiency Type: Short Sword Type: One-handed Requires: 5 Strength Weight: 3
Small swords	Short Sword	USSWD3C	Short Sword of Action +2	Equipped abilities: – Dexterity: +1 THACO: +2 Damage: 1d6+2 (piercing) Speed Factor: 2 Proficiency Type: Short Sword Type: One-handed Requires: 5 Strength Weight: 3

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Small swords	Short Sword	USSWD4A	Short Sword of Shadows +3	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +2 – Move Silently: +15% – Hide In Shadows: +15% <p>THACO: +3 Damage: 1d6+3 (piercing) Speed Factor: 2 Proficiency Type: Short Sword Type: One-handed Requires: 5 Strength</p> <p>Weight: 3</p>
Small swords	Short Sword	USSWD4B	Static Short Sword +3	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Armor Class: +1 <p>THACO: +3 Damage: 1d6+3, +1d4 electrical Damage Type: Piercing Speed Factor: 2 Proficiency Type: Short Sword Type: One-handed Requires: 5 Strength</p> <p>Weight: 3</p>
Small swords	Short Sword	USSWD5A	Short Sword of Health +4	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 15% chance to heal 1d6 Hit Points to self <p>THACO: +4 Damage: 1d6+4 (piercing) Speed Factor: 2 Proficiency Type: Short Sword Type: One-handed Requires: 5 Strength</p> <p>Weight: 3</p>
Small swords	Short Sword	USSWD5B	Short Sword +4: Hammer	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 20% chance target is stunned for 4 seconds <p>THACO: +4 Damage: 1d6+4, +1d3 crushing Damage Type: Piercing Speed Factor: 2 Proficiency Type: Short Sword Type: One-handed Requires: 5 Strength</p> <p>Weight: 3</p>
Small swords	Short Sword	XSW1H09	Short Sword +2	<p>THACO: +2 Damage: 1d6+2 (piercing) Speed Factor: 1 Proficiency Type: Short Sword Type: One-handed Requires: 4 Strength</p> <p>Weight: 2</p>
Small swords	Short Sword	XUSSWD3	Short Sword of Action +2	<p>Equipped abilities:</p> <ul style="list-style-type: none"> – Dexterity: +1 <p>THACO: +2 Damage: 1d6+2 (piercing) Speed Factor: 2 Proficiency Type: Short Sword Type: One-handed Requires: 5 Strength</p> <p>Weight: 3</p>
Small swords	Short Sword	ZZE6PE	Pig's Eye +4	<p>Combat abilities:</p> <ul style="list-style-type: none"> – 50% of all hits blind orcs for 8 seconds <p>THACO: +2, +4 vs. orcs Damage: 1d6+2, +4 vs. orcs Damage Type: Piercing Speed Factor: 1 Proficiency Type: Short Sword Type: One-handed Requires: 5 Strength</p> <p>Weight: 3</p>
Spears	None	PLYSALA	Spear	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Spears	Spear	BITEME	Spear of Kerish +3	<p>Equipped abilities: – Fire Resistance: +10%</p> <p>Combat abilities: – 5% chance of dealing +1d6 cold damage</p> <p>THACO: +3 Damage: 1d8+3 (piercing) Speed Factor: 5 Proficiency Type: Spear Type: Two-handed Requires: 5 Strength</p> <p>Weight: 2</p>
Spears	Spear	KINETIC	Kinetic Spear +2	<p>Combat abilities: – 5% of all hits initiate a Lance of Disruption on the target (5d4+30 crushing damage, Save vs. Spell for half)</p> <p>THACO: +2 Damage: 1d8+2 (piercing) Speed Factor: 6 Proficiency Type: Spear Type: Two-handed Requires: 5 Strength</p>
Spears	Spear	LIZSPEAR	<Invalid Strref -1>	
Spears	Spear	POKER	Puny's Poker +3	<p>THACO: +3 Damage: 1d8+3 (piercing) Speed Factor: 8 Proficiency Type: Spear Type: Two-handed Requires: 5 Strength</p> <p>Weight: 5</p>
Spears	Spear	SALFIRE	<Invalid Strref -1>	
Spears	Spear	SALFROS	<Invalid Strref -1>	
Spears	Spear	SALSHIK	<Invalid Strref -1>	
Spears	Spear	SLAYER	Slayer +5	<p>THACO: +5 Damage: 1d8+5 (piercing) Speed Factor: 3 Proficiency Type: Spear Type: Two-handed Requires: 5 Strength</p> <p>Weight: 2</p>
Spears	Spear	SPER01	Spear	
Spears	Spear	SPER02	Spear +1	<p>THACO: +1 Damage: 1d8+1 (piercing) Speed Factor: 7 Proficiency Type: Spear Type: Two-handed Requires: 5 Strength</p> <p>Weight: 5</p>
Spears	Spear	SPER03	Spear +3, Backbiter	<p>Combat abilities: – 3 piercing damage inflicted upon the wielder upon every successful hit</p> <p>THACO: +3 Damage: 1d8+3 (piercing) Speed Factor: 5 Proficiency Type: Spear Type: Two-handed Requires: 5 Strength</p> <p>Weight: 3</p>
Spears	Spear	WHTASH	The Spear of White Ash +3	<p>Combat abilities: – 5% of all hits cause an additional 1d6 points of piercing damage from the barbs on the spearhead</p> <p>THACO: +3 Damage: 1d8+3 (piercing) Speed Factor: 5 Proficiency Type: Spear Type: Two-handed Requires: 5 Strength</p>
Wands	None	ADIS	<Invalid Strref -1>	
Wands	None	BELBYE	<Invalid Strref -1>	

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Wands	None	BLRDECK	Blur Deck	Charge abilities: – Blur Armor Class +3 and Saving Throws +1 Duration: 8 rounds Area of Effect: The user Weight: 0
Wands	None	BRDFLUTE	Magic Flute	Charge abilities: – Resist Fear – Globe of Invulnerability – Delayed Blast Fireball Requires: 9 Intelligence Weight: 0
Wands	None	HLYDECK	Holy Chaos! Deck	Special: Casts a random beneficial spell centered on the user. Weight: 0
Wands	None	SPAWN	Wand of Monster Summoning	
Wands	None	WAND02	Wand of Fear	Charge abilities: – Fear (Save vs. Spell negates) Range: 100 ft. Duration: 15 rounds Area of Effect: 30-ft. radius Requires: 9 Intelligence Weight: 1
Wands	None	WAND03	Wand of Magic Missiles	Charge abilities: – Magic Missile Creates 1 missile, which inflicts 1d4+1 magic damage Range: 100 ft. Area of Effect: 1 creature Requires: 9 Intelligence Weight: 1
Wands	None	WAND04	Wand of Paralyzation	Charge abilities: – Stun (Save vs. Wand at -4 negates) Range: 100 ft. Duration: 1 turn Area of Effect: 1 creature Requires: 9 Intelligence Weight: 1
Wands	None	WAND05	Wand of Fire	Charge abilities: – Fireball Damage: 6d6 fire (Save vs. Wand for half) Range: 60 ft. Area of Effect: 30-ft. radius – Agannazar's Scorcher Damage: 6d6+6 fire (Save vs. Wand for half) Range: 40 ft. Area: 1 creature Requires: 9 Intelligence Weight: 1
Wands	None	WAND06	Wand of Frost	Charge abilities: – Column of Ice Damage: 8d6 cold (Save vs. Wand for half) Range: 100 ft. Area of Effect: 1 creature Requires: 9 Intelligence Weight: 1
Wands	None	WAND07	Wand of Lightning	Charge abilities: – Lightning bolt Damage: 6d6 electrical (Save vs. Wand for half) Range: 100 ft. Area: Path of bolt Requires: 9 Intelligence Weight: 1

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Wands	None	WAND08	Wand of Sleep	<p>Charge abilities:</p> <ul style="list-style-type: none"> – Sleep (Save vs. Wand negates) <p>Range: 80 ft. Area: 30-ft. radius Duration: 2 turns</p> <p>Requires: 9 Intelligence</p> <p>Weight: 1</p>
Wands	None	WAND10	Wand of Monster Summoning	<p>Charge abilities:</p> <ul style="list-style-type: none"> – Summon 12 HD of monsters <p>Range: 20 ft. Duration: 2 turns</p> <p>Requires: 9 Intelligence</p> <p>Weight: 1</p>
Wands	None	WAND11	Wand of the Heavens	<p>Charge abilities:</p> <ul style="list-style-type: none"> – Flamestrike <p>Damage: 6d8 fire (Save vs. Wand for half) Range: 120 ft. Area of Effect: 5-ft. radius</p> <p>Requires: 9 Intelligence</p> <p>Weight: 1</p>
Wands	None	WAND12	Wand of Magic Missiles	<p>Charge abilities:</p> <ul style="list-style-type: none"> – Magic Missile <p>Creates 1 missile, which inflicts 1d4+1 magic damage Range: 100 ft. Area of Effect: 1 creature</p> <p>Requires: 9 Intelligence</p> <p>Weight: 1</p>
Wands	None	WAND18	Wand of Spell Striking	<p>Charge abilities:</p> <ul style="list-style-type: none"> – Breach <p>Dispels all specific and combat protections on target Range: 40 ft. Area of Effect: 1 creature</p> <ul style="list-style-type: none"> – Pierce Magic <p>Lowers target's Magic Resistance by 20% for 2 turns and removes one spell protection from target Range: 40 ft. Area of Effect: 1 creature</p> <p>Requires: 9 Intelligence</p>
Wands	None	WAND19	Wand of Cursing	<p>Charge abilities:</p> <ul style="list-style-type: none"> – Blindness, Deafness, and Silence (Save vs. Spell negates all effects) <p>Duration: 1 turn Area of Effect: 1 creature</p> <p>Weight: 1</p>
Wands	None	WAND4CA	<Invalid Strref -1>	
Wands	None	WANDARM	Wand of Armory	<p>Charge abilities:</p> <ul style="list-style-type: none"> – Shield <p>Armor Class set to 4 (2 vs. missile); immunity to magical missiles Duration: 15 rounds Area of Effect: The user</p> <ul style="list-style-type: none"> – Ghost Armor <p>Armor Class set to 3 Duration: 7 rounds Area of Effect: The user</p> <p>Requires: 9 Intelligence</p> <p>Weight: 1</p>

TYPE	PROFICIENCY	RESSOURCE	NAME	DESCRIPTION
Wands	None	WANDCOR	Wand of Corrosion	<p>Charge abilities:</p> <ul style="list-style-type: none"> – Death Fog Damage: 4 acid in the 1st round, 8 acid in the 2nd round, 16 acid in the 3rd round Special: Movement speed limited to 50% within fog; must save vs. Spell or suffer -2 to Strength and Dexterity that round Range: Visual range of the user Duration: 15 rounds Area of Effect: 24-ft. radius – Acid Storm Damage: 1d4 acid for 3 rounds, 1d6 acid for the next 3 rounds, and 1d8 acid for the remaining rounds (Save vs. Spell for half) Range: Visual range of the user Duration: 30 rounds Area of Effect: 24-ft. radius <p>Requires: 9 Intelligence</p>
Wands	None	WANDFAK	Wand of Lightning	<p>Charge abilities:</p> <ul style="list-style-type: none"> – Lightning bolt Damage: 6d6 electrical (Save vs. Wand for half) Range: 100 ft. Area: Path of bolt <p>Requires: 9 Intelligence</p> <p>Weight: 1</p>
Wands	None	WANDFRE	Wand of Freezing Death	<p>Charge abilities:</p> <ul style="list-style-type: none"> – Icelance Damage: 5d6 cold Stuns target for 3 rounds (Save vs. Spell negates) Range: 100 ft. Area of Effect: 1 creature – Snilloc's Snowball Swarm Damage: 4d3 cold (Save vs. Spell for half) Range: 40 ft. Area of Effect: 30-ft. radius – Ice Storm Damage: 3d10 cold Range: 40 ft. Area of Effect: 30-ft. radius <p>Requires: 9 Intelligence</p> <p>Weight: 1</p>
Wands	None	WANDMIS	Pemby's Wand of Many Missiles	<p>Charge abilities:</p> <ul style="list-style-type: none"> – Magic Missile Creates 3 missiles, each inflicting 1d4+1 magic damage Range: 70 ft. Area of Effect: 1 creature <p>Requires: 9 Intelligence</p> <p>Weight: 1</p>
Wands	None	WANDREA	Wand of Lightning	<p>Charge abilities:</p> <ul style="list-style-type: none"> – Lightning bolt Damage: 6d6 electrical (Save vs. Wand for half) Range: 100 ft. Area: Path of bolt <p>Requires: 9 Intelligence</p> <p>Weight: 1</p>
Wands	None	WANDTRP	Wand of Trap Detection	<p>Charge abilities:</p> <ul style="list-style-type: none"> – Find Traps Traps are revealed to the user as if <PRO_HESHE> were a Thief <p>Requires: 9 Intelligence</p> <p>Weight: 1</p>