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# Introduction

This document attempts to include a complete list of the items found in the world of Realmz. As of now, the items found in the City of Bywater, Prelude to Pestilence, Assault on Giant Mountain, Castle in the Clouds, and Destroy the Necronomicon scenarios are included, as well as some of the new items in Search for the White Dragon and various items that are currently (as far as I know) available only trough the PC editor.

This is not intended in any way as a replacement to the Realmz manual, but as a supplement to it. The list was compiled by actually playing the scenarios thoroughly, collecting all the items and gathering them at one shop. So you can be pretty sure that the items mentioned are there (as of version 3.2) and if you can't find them, just search harder.

Note: You might not be able to obtain all the items that I have listed for a certain scenario, because, depending on the course of action you choose during encounters, some of them might become unavailable. (For example, in the Prelude to Pestilence scenario, if you choose not to fight the Minotaurs, you cannot find the Jo Stick +2.)

There is also the slight posibility that an item has become unavailable in a certain scenario that I have it listed for. Things do change between upgrades, but I'm doing my best to keep up with them.

If you want to print this document, just click this icon -> or chose Print from the File menu.

To search the document, click on this icon -> or chose Find from the File menu.

This document can also be saved as Text Only by choosing Output Text… from the File menu.

To make navigating trough the document easier, the following icons were added at the top and bottom of each page:

 able of contents;  Previous chapter;

T

 **Next chapter.**

The items were grouped under the various chapters, and at the beginning of each chapter there is an explanation of the notation used.

Note: Unique items have a red star (\*) before their name.

Important: Clicking on an item icon (with the exception of scrolls) will bring up a description of that item.

After an item's name, the scenario in which the item can be found is indicated using the following abbreviations and color codes:

City of Bywater Prelude to Pestilence PP Assault on Giant Mountain GM Castle in the Clouds CC Destroy the Necronomicon DN Search for the White Dragon WD Stuff of Legends ??

Stuff of Legends denotes items that I have not found in scenarios yet, but are available in the game trough the PC editor.

Also, the following abbreviations and color codes were used for the various classes and races:

Fighter: F

Monk: Mk

Paladin: P

Ranger: R

Thief: T

Mage: M

Cleric: C Enchanter: E

Human: H Shadow Elf: SE Elf: E

Orc: O

Furfoot: F

Gnome: G

Dwarf: D

Half Elf: HE Half Orc: HO

I have tried to make this list as comprehensive as possible, but if there is something missing please e-mail me at [dci1@cornell.edu](mailto:dci1@cornell.edu) with the name of the item and its location in the game. Also, please let me know if you detect any mistakes in this document.

Any other comments/suggestions are of course welcome.

  

  

# Note:

A Cloak can be worn in addition to any other armor.

Notation:

Icon/Name/Scenario/AC Adjustment/Weight/

**/Class/Race/Other (optional)**

# Standard Armor

Padded Cloak/CB,PP,GM,CC,DN/-1/55/

/All/All

Robe/CB,PP,GM,CC,DN/-1/40/

/All/All

Padded Armor/CPBP, ,GM,CC,DN/-2/75/

/F,P,R,T,C,E/All

Leather Armor/CB,PP,GM,CC,DN/-3/150/

/F,P,R,T,C/All

/F,P,R,C/All

PP,GCMh,aCiCn,DANr/-5/2o5r0//CB,

Banded Armor/CB,PP,GM,CC,DN/-7/350/

/F,P,C/All

/F,P,C/All

PP,GM,CPCl,DtNe/-9A/7r5m0/ or/CB,

  

  

# Note:

A Cloak can be worn in addition to any other armor.

Notation:

Icon/Name/Scenario/AC Adjust./Weight/

**/Class/Race/Other (optional)**

# Magic Armor

\*Cloak of Regeneration/DN/-1/24/

**/All/H,O,F,G,D,HE,HO/Regenerate**

Cloak of Displacement +1/CB,GM,CC,DN/-2/40/

/All/All

\*Cloak of Power +1/DN/-2/52/

**/M,C,E/All/Spell Points+35**

Cloak of Protection +2/CB,DN/-3/52/

**/All/All/Magic Res.+3**

Cloak of the Magi/??/-3/35/

/M,E/All/

\*Concealer of Lies +3/CB,CC,DN/-4/42/

**/T/All/Move Silently+10%**

\*Shadow Cloak +3/DN/-4/45/

/Mk/All

\*Cloak of Light +3/CC/-4/33/

/P/All

\*The Whistling Winds +3/??/-4/37/

/F,Mk,P,R,T/All

\*Cloak of the Outcasts +4/DN/-4/24/

/All/HE,HO

\*Cloak of Small Folk +4/GM/-5/30/

/All/F,G,D

Cape of Everlasting Life/DN/-1/140/

**/All/H,O,F,G,D,HO/Regenerate**

Robe of Strength/PP,CC,DN/-1/25/

**/All/All/Strength+1**

\*Robe of Speed/GM,CC,DN/-1/30/

**/All/All/Speedy**

Robe of Spell Storing +1/GM,CC,DN/-1/25/

**/M,C,E/All/Spell Points+15**

\*Robe of Many Favors +1/CB,PP,CC,DN/-2/15/

**/M,C,E/All/Magic+1, Luck+1, Movement+1, Magic Res.+3, Spell points+10, Bless**

Robe of Protection +1/CB,PP,GM,CC,DN/-2/35/

**/All/All/Fire Protection**

Robe of Enchanters +1/CB,CC/-2/25/

**/E/All/Spell Points+75**

Robe of The Magi +2/CB,PP/-2/24/

/M/All

Padded Armor +1/CB,GM,CC,DN/-3/75/

/F,P,R,T,C,E/All

Leather Armor +1/CB,GM,CC,DN/-4/95/

/F,P,R,T,C/All

Leather Armor +2/CB,GM,CC,DN/-5/105/

/F,P,R,T,C/All

Leather Armor +3/PP,CC,DN/-6/125/

/F,P,R,T,C,E/All

\*Leather of Strength +3/PP,GM,CC,DN/-6/140/

**/F,P,R,T,C,E/All/Strength+1**

Chain Armor +1/CB,PP,GM,CC,DN/-6/150/

/F,P,R,C/All

Mithrahl Chain Armor +2/CB,GM,DN/-7/145/

/F,P,R,C/All

\*Volted Chain +3/GM,CC,DN/-8/200/

**/F,P,R,C/All/Electrical Protection**

Banded Armor +1/CB,PP,GM,CC,DN/-8/300/

/F,P,C/All

Banded Armor +2/CB,GM,CC,DN/-9/250/

/F,P,C/All

Plate Armor +1/CB,PP,GM,CC,DN/-10/700/

/F,P,C/All

Plate Armor +2/PP,GM,DN/-11/500/

/F,P,C/All

Mithrahl Plate + 2/PP,GM,CC,DN/-11/200/

/F,P,C/All

\*Plate Armor of Magicks +2/GM/-11/520/

**/F,P,C/All/Magic Res.+5, Pro. 2nd Level**

\*Plate Armor of Scorland +2/??/-11/530/

**/F,P,C/All/Magic+1, Magic Res.+2, Chemical Protection**

Plate Armor +3/PP,GM,DN/-12/550/

/F,P,C/All

\*Emerald Alloy Plate +4/DN/-13/730/

**/F,P,C/All/Magic+2,Magic Res.+5, Chemical Protection**

# Cursed Armor

\*Cover of Darkness -3/WD/+3/42/

/All/All/

**/Disguised as Cloak of Power +1**

\*Robe of Vulnerability/PP,GM,CC,DN/+2/20/

/All/All/

**/Disguised as Robe of The Magi +2**

\*Leather of Darkness -2/CB,CC/+2/100/

/F,P,R,T,C,E/All/

**/Disguised as Leather +3**

\*Banded of Imprisonment -3/PP,CC/+3/300/

/F,P,C/All/

**/Disguised as Banded Armor +2**

\*Plate of Imprisonment -3/CC/+3/500/

/F,P,C/All/

**/Disguised as Plate Armor of Scorland +2**

\*The Chastised Warrior -5/??/+5/500/

**/F,P,C/All/Cursed**

**/Disguised as Plate Armor +3**

  

  

Notation:

Icon/Name/Scenario/AC Adjustment/Weight/

**/Class/Race/Other (optional)**

# Standard Helms&Caps

PP,GMH,CelCm,D/NC/-B1/4, 0/

/F,P,R,C/All

 **/F,P,R,C/All**

PIPro,GnMC,CaCp,D/CNB/-1,/40/

Leather Cap/CB,PP,GM,CC,DN/-1/10/

/F,P,R,T,C/All

# Magic Helms&Caps

 **Helm +1P/CPB,G,M,CC,DN/-2/40/**

/F,P,R,C/All

HelmW+D1//-2/45/

/F,P,R,C/All

\*Helm of Kranack +1/CB/-2/35/

**/F,P,R,C/All/+1 To Hit Magic Using, +1 To Hit Undead**

\*Helm of The Vikings +1/PP,GM/-2/37/

/F,P,R,C/All

elm of Might +1/CB,PP,GM,CC,DN/-2/45/

H

**/F,P,R,C/All/Magic+1**

Helm of Speed +1/GM,DN/-2/20/

**/F,P,R,C/All/Movement+4**

\*Helm of True Sight +1 (X8)/??/-2/35/

**/F,P,R,C/All/ Cast Discover Secret (X8)**

Helm of Defense +2/PP,GM,CC,DN/-3/55/

**/F,P,R,C/All/Chemical Protection**

\*Helm of Heroism +2/GM,CC/-3/32/

**/F,P,R,C/All/Strong**

\*Maliki's Revenge +2/DN/-3/15/

**/T/All/Magic+3, Missile Shield**

\*Winged Helm of Zephron +4/GM/-5/60/

**/F,P,R,C/All/Magic+1, Pro. From Evil**

Cap of Spells +1/PP,GM/-1/5/

**/M,E/All/Spell points+15**

\*Cap of Regeneration +1/GM/-1/5/

**/M,E/H,O,F,G,D,HE,HO/Regenerate**

Cap of the Magi +2/GM/-2/5/

**/M,E/All/Spell Points+10, Pro. 2nd Level**

Cap of Protection +2/CB,CC/-2/5/

**/M,E/All/Magic Res.+2, Pro. First Level**

Cap of Defense +2/GM,DN/-2/5/

**/M,E/All/Shielded from Hits**

# Cursed Helms&Caps

\*Helm of Pain -1/CB,PP,CC/+1/50/

/F,P,R,C/All/

**/Disguised as Helm of True Sight +1**

\*Dunce Cap -3/PP,CC/+3/3/

**/M,E/All/Stupid (unable to cast spells)**

**/Disguised as Cap of Spells +1**

  

  

Notation:

Icon/Name/Scenario/AC Adjustment/Weight/

**/Class/Race/Other (optional)**

# Standard Gloves

Leather Gloves/CB,PP,GM,CC,DN/-1/12/

/F,Mk,P,R,T,C/All

Silk Gloves/CB,PP,GM,CC,DN/-1/4/

/All/All

Chain Gloves/CB,PP,GM,CC,DN/-1/20/

/F,P,R,C/All

/F,P,R,C/All

PPlaPt,Ge MG,aCuCn,DtNle/-t1s//2C2/B,

# Magic Gloves

Gauntlets of Strength +1/PP,GM,CC,DN/-2/15/

**/F,Mk,P,R/All/Strength+1**

Gauntlets of Combat +1/CB,PP,GM,DN/-2/17/

**/F,P,R,C/All/Magic+1, Shielded from Hits**

of Damage +1/PP,GM,CC,DN/-2/45/

Gauntlets

**/F,P,R/All/Magic+1**

\*Gloves of Regeneration +1/GM,CC,DN/-2/6/

**/All/H,O,F,G,D,HE,HO/Regenerate**

Gloves of Wizardry +1/GM/-2/7/

**/M,E/All/Spell points+30**

Gloves of Thievery +10%/CB,DN/-2/17/

**/T/All/+10% to Pick Lock and Disarm Trap**

Gloves of The Seasons +2/CB,CC/-3/30/

/Mk/All

\*Tiger Paws +2/GM/-3/16/

**/F,P,R,C/All/Pro. 2nd Level, Magic Res.+5**

\*Gauntlets of Regula +2/??/-3/24/

**/P/All/Bless**

\*Dragon Claws +3/GM/-4/14/

**/F,P,R,C/All/Magic Res.+2, Increased Defense**

Gloves of the Huntsman +3/CC/-4/23/

/R/All/

\*Fistful of Missiles +3 X!/DN/-4/25/

**/F,Mk,P,R,T,C/All/Cast Magic Darts X!**

# Cursed Gloves

\*Medusas Kin -1/??/0/19/

**/F,P,R,C/All/Statue**

**/Disguised as Gauntlets of Damage +1**

\*Gloves of Thumbs -15%/CB,CC/+3/16/

**/T/All/-15% to Pick Lock and Disarm Trap**

**/Disguised as Gloves of Thievery +10%**

\*Gauntlets of Deception -2/CC/+2/13/

**/F,P,R,C/All/Hindered Defense**

**/Disguised as Gloves of Regeneration +1**

\*Gauntlets of Pain -2/CC/+2/22/

**/F,P,R,C/All/Poisoned**

**/Disguised as Gauntlets of Strength +1**

# Bracers

Bracers of AC 16/CB,PP,GM,CC,DN/-4/25/

/Mk,M,E/All

Bracers of AC 12/CB,GM,CC,DN/-8/25/

/Mk,M,E/All

Bracers of AC 8/PP,GM,CC,DN/-12/25/

/Mk,M,E/All

Bracers of AC 4/GM,CC,DN/-16/25/

/Mk,M,E/All

Bracers of the Magi AC 0/DN/-20/25/

/Mk,M,E/All

# Cursed Bracers

\*Bracers of The Void/??/+5/25/

/Mk,M,E/All/

**/Disguised as Bracers of AC 4**

  

  

Notation:

Icon/Name/Scenario/AC Adjustment/Weight/Class/Race/

**/Other (optional)**

# Standard Boots

Leather Boots/CB,PP,GM,CC,DN/-1/40/

/All/All

Shod Boots/CB,PP,GM,CC,DN/-2/65/

Steel

/F,P,R,C/All

# Magic Boots

Boots of Climbing (X12)/WD/0/20/

**/All/All/Cast Spider Legs (X12)**

Boots of Speed/CB,PP,GM,CC/-1/12/

**/All/All/Movement+6**

Boots of Quiet/PP/-1/40/

**/All/All/+25% to Move Silently**

Boots/CB,PP,GM,CC,DN/-2/60/

Combat

**/F,P,R/All/Magic+1**

  

  

# Note:

Most shields require one hand free in order to equip them. If you are using a

two-handed weapon, you cannot use a shield.

Notation:

Icon/Name/Scenario/AC Adjustment/Weight/Class/Race/

**/Other (optional)**

# Standard Shield

Shield/CB,PP,GM,CC,DN/-2/150/

/F,P,R,C/All

# Magic Shields

\*Shield of Protection (X24)/GM,DN/-2/190/

**/F,P,R,C/All/Luck+4, Cast Protect From Evil (X24)**

\*Shield of Magicks/DN/-2/143/

**/F,P,R,C/All/Magic Res.+5, Pro. 2nd Level**

Shield +1/CB,PP,GM,CC,DN/-3/150/

/F,P,R,C/All

Iron Scales +1/CB,PP,GM,CC,DN/-3/75/

/F,P,R,C/All

\*Shield of Healing +1 X36/CB,PP/-3/90/

**/F,P,R,C/All/Cast Heal Light Wounds (X36)**

\*Shield of Happenstance +1/GM,CC/-3/167/

**/F,P,R,C/All/Luck+3**

\*Deaths Head Shield +1 (X6)/DN/-3/125/

**/F,P,R,T,C/All/Cast Death (X6), equip w/out free hands**

Shield +2/CB,PP,GM,CC,DN/-4/79/

/F,P,R,C/All

\*Shield of the Blue Oxen +2/PP,GM/-4/143/

**/F,P,R,C/All/Regenerate**

\*Shield of Hawk Sight +2 (X24)/PP/-4/118/

**/F,P,R,C/All/Cast Light (X24)**

\*Dragon Breath +2 (X12)/GM,CC/-4/112/

**/F,P,R,C/All/Cast Flame Breath (X12)**

Shield +3/GM,DN/-5/150/

/F,P,R,C/All

\*Saurons Bane +3/??/-5/160/

**/F,P,R,C/All/Magic+1, Magic Res.+5, Protection from Evil**

\*Hellsbane +3/??/-5/180/

**/P,C/All/Magic+1, Bless**

\*Shield of Shields +4/GM,DN/-6/120/

/F,P,R,C/All

\*Emeral Alloy Shield +4/DN/-6/180/

**/F,P,R,C/All/Magic Res.+5**

\*Ruby Shield +4/??/-6/145/

**/F,P,R,C/All/Magic+1, Mental Protection**

\*Band of the Unicorn +5/??/-7/160/

**/F,P,R,C/All/Magic Res.+5, Electrical Protection**

\*Hells Caretaker +5/??/-7/175/

**/F,P,M,C/All/Magic+2, Fire Protection**

# Cursed Shields

\*Sir Robbins Shield -3/??/3/120/

**/F,P,R,C/All/Magic-3, Move+12, Fear**

**/Disguised as Hells Caretaker +5**

\*Shield of Entanglement/GM/2/173/

**/F,P,R,C/All/Entangle**

**/Disguised as Shield of Shields +4**

\*Shield of Vulnerability -1/CC/1/130/

/F,P,R,C/All/

**/Disguised as Shield +3**

  

  

# Notes:

A bow, cross bow, or throwing weapon can be equipped in addition to any melee weapon and/or shield.

Arrows or quiver of arrows must be equipped in order to use the bow or cross

bow.

Notation:

**Icon/Name/Scenario/Damage Vs. Small/Vs. Large/Weight/**

**/Nr. of Hands/Class/Race/Other (optional)**

# Standard Weapons

Dagger/CB,PP,GM,CC,DN/4/3/5/1/

/F,Mk,P,R,T,M,E/All

Short Sword/CB,PP,GM,CC,DN/6/8/80/1/

/F,Mk,P,R,T,E/All

Scimitar/CB,PP,GM,CC,DN/8/8/90/1/

/F,Mk,P,R,T,E/All

Broadsword/CB,PP,GM,CC,DN/8/10/180/1/

/F,P,R/All

Tip Sword/CB,PP,GM,DN/12/10/120/1/

/F,Mk,P,R/All

Longsword/CB,PP,GM,CC,DN/10/12/120/1/

/F,P,R/All

Two-Handed Sword/PP,GM,CC,DN/12/18/220/2/

/F,P/H,SE,E,O,HE,HO

Stone Axe/CB,PP,GM,DN/7/7/55/1/



/F,P/All

War Axe/CB,PP,GM,CC,DN/8/8/110/1/

/F,Mk,P,R/All

Battle-axe/CB,PP,GM,CC,DN/12/12/170/2/

/F,P/All

Throwing Axe X!/GM,CC,DN/6/4/50/1/

/F,Mk,R,T/All

Stone Hammer/CB,PP,GM,CC,DN/7/5/55/1/

/F,P,C/All

War Hammer/CB,PP,GM,CC,DN/8/6/60/1/

/F,P,C/All

Battle Hammer/CB,PP,GM,CC,DN/8/8/150/1/

/F,P,C/All

Throwing Hammer/CB,PP,GM,CC,DN/6/6/85/1/

/F,C/All

Club/CB,PP,GM,CC,DN/6/6/180/1/

/F,P,R,C/All

Mace/CB,PP,GM,CC,DN/6/6/200/1/

/F,P,R,C/All

Jo Stick/GM,CC,DN/6/6/70/2/

/F,Mk/All

Flail/CB,PP,GM,CC,DN/8/6/120/1/

/F,P,R,C/All

Quarter Staff/CB,PP,GM,CC,DN/5/5/35/2/

/All/All

Quarter Staff/DN/5/5/60/2/

/All/All

Staff/CB,GM,DN/6/6/35/2/

/All/All

Nunchuka/CB,PP,GM,CC,DN/6/4/60/2/

/F,Mk,T/All

Morning Star/CB,PP,DN/8/8/170/1/

/F,P,R/All

Pike Axe/CB,PP,GM,DN/12/18/140/2/

/F,P/All

Halberd/PP,GM,DN/14/16/190/2/

/F,P/All

Spear/CB,GM,CC,DN/8/10/120/2/

/F,Mk,P,R/All

Bow/CB,PP,GM,CC,DN/6/6/80/2/

/F,R,T/All

Cross Bow X!/DN/8/8/120/2/

**/F,R/All/Fires Arrow X!**

Death Dealer X!/DN/24/24/180/2/

/F,R/All

Throwing Daggers X12/CB,PP,GM,CC,DN/4/4/96/1/

/F,Mk,T/All

Throwing Stars X24/CB,PP,GM,CC,DN/6/4/72/1/

**/F,Mk/All/ 2 attacks/use**

Darts X24/CB,GM,CC,DN/2/2/48/1/

/F,Mk,R,T,M,E/All

Bag of Rocks/GM,DN/6/6/420/1/

/None/None

Bag of Boulders/GM,DN/12/12/850/1/

/None/None

  

  

# Notes:

EacMhagic+ point increases the amount of extra damage that the PC does by 1 (as shown in the Damage field in the character info screen,) and increases the chance of hitting the opponent by 5% (i.e. a Longsword +2 has +2 Damage and +10% Chance to Hit.)

Penetration weapons have double bonus to hit (i.e. a Dagger of Penetration +2 has

+2 Damage and +20 % Chance to Hit.) For more info on 'Damage' and '% Chance to Hit' see the manual.

Notation:

**Icon/Name/Scenario/Damage Vs. Small/Vs. Large/Weight**

**/Nr. of Hands/Class/Race/Other (optional)**

# Magic Blade Weapons

Dagger +1/CB,DN/4/3/5/1/

**/F,Mk,P,R,T,M,E/All/Magic+1**

Dagger of Spells +1/CB,PP,GM,CC,DN/4/3/6/1/

**/M,E/All/Magic+1, Spell Points+10**

Dagger of Anti-Magic +1/CB,GM/4/3/7/1/

/F,Mk,P,R,T,M,E/All/

**/Magic+1, Magic Res.+5, Pro. 2nd Level**

Dagger of Styx +2/PP,CC,DN/4/3/8/1/

**/F,Mk,P,R,T,M,E/All/Magic+2, Demonic+8**

Dagger of Penetration +2/CB,PP,GM,CC,DN/4/3/9/1/

**/F,Mk,P,R,T,M,E/All/Magic+2**

\*Frozen Viper +2/CB,CC/4/3/5/1/

**/F,Mk,P,R,T,M,E/All/Magic+2, Cold+4, Fire Protection**

Dagger of Shielding +2/GM,CC,DN/4/3/6/1/

**/F,Mk,P,R,T,M,E/All/Magic+2, Missile Shield**

\*Sting +3 (X30)/GM/4/3/8/1/

**/M,E/All/Magic+3, Heat+4, Cast Flame Hands (X30)**

\*Stormbringer +5/DN/4/3/9/1/

**/F,Mk,P,R,T,M,E/All/Magic+5, Demonic+15**

Short Sword of Defense +2/GM/6/8/50/1/

**/F,Mk,P,R,T,E/All/Magic+2, AC-1,**

**/Magic Res.+1, Cold Protection**

Short Sword of Speed +2/GM,CC/6/8/50/1/

**/F,Mk,P,R,T,E/All/Magic+2, Movement+4**

\*Sword of Regeneration +2/DN/6/8/55/1/

**/F,Mk,P,R,T,E/H,O,F,G,D,HE,HO/Magic+2, Regenerate**

Short Sword +3/CB,DN/6/8/60/1/

**/F,Mk,P,R,T,E/All/Magic+3**

Scimitar +1/PP,GM,CC,DN/8/8/45/1/

**/F,Mk,P,R,T,E/All/Magic+1**

Scimitar of Dodging +2/CB/8/8/45/1/

**/F,Mk,P,R,T,E/All/Magic+1, Missile Shield**

Scimitar of Speed +2/CB,PP,CC/8/8/60/1/

**/F,Mk,P,R,T,E/All/Magic+2, Movement+4**

Scimitar +3/PP,GM,CC,DN/8/8/65/1/

**/F,Mk,P,R,T,E/All/Magic+3**

\*Holy Venom +6/DN/8/8/47/1/

**/F,Mk,P,R,T/All/Magic+6**

roadsword +1/PP,GM,CC,DN/8/10/140/1/



B

**/F,P,R/All/Magic+1**

roadsword +2/CC,DN/8/10/130/1/

B

**/F,P,R/All/Magic+2**

enetration Broadsword +2/CB,CC,DN/8/10/120/1/

P

**/F,P,R/All/Magic+2**

enetration Tip Sword +2/CB,PP/12/10/100/1/

P

**/F,Mk,P,R/All/Magic+2**

\*Sword of The Powers +4/WD/12/10/90/1/

**/F,Mk,P,R/All/Magic+4, Electric+8, AC-1, Magic Res.+3**

ongsword +1/CB,PP,GM,CC,DN/10/12/60/1/

L

**/F,P,R/All/Magic+1**

ongsword +2/CB,PP,GM,CC,DN/10/12/70/1/

L

**/F,P,R/All/Magic+2**

ongsword of Protection +2/PP,DN/10/12/70/1/

L

**/F,P,R/All/Magic+2, AC -2**

word of Resistance +2/PP,CC/10/12/69/1/

S

**/F,P,R/All/Magic+2, Magic Res.+5**

\*Longsword +2 Frostblade/GM,CC/10/12/80/1/

 **/F,P,R/All/Magic+2, Cold+10**

\*Longsword +2 Flameheart/CC,DN/10/12/80/1/

**/F,P,R/All/Magic+2, Heat+8**

ongsword +3/PP,GM,CC,DN/10/12/75/1/

L

**/F,P,R/All/Magic+3**

\*Blade of the Underworld X!/DN/10/12/125/1/

**/F,Mk,P,R,T/O/Magic+4, Cast Light X!**

\*Cobra Strike +4/DN/10/12/80/1/

**/F,R/All/Magic+4, Poison Target**

\*Blade of Blackpool +5/GM/10/12/105/1/

**/F,Mk,P,R,T/All/Magic+5, AC+2,**

**/Undead+10, Demonic+12, Invisible**

\*Excalibur+7/DN/10/12/120/1/

**/F,P,R/H/Magic+7, AC-2, Strength+1, Luck+2,**

**/Magic Res.+10, Regenerate**

Sword of the Paladins +4 (X24)/CC/10/13/90/1/

\*

**/P/All/Magic+4, Evil+4, Undead+6, Demonic+6**

**/Cast Heal Light Wounds (X24)**

Sword of Defense +1/GM,CC,DN/12/18/160/2/

**/F,P/H,SE,E,O,HE,HO/Magic+1**

**/Shielded from Hits, AC-1**

wo-Handed Sword +1/CB,PP,GM,CC,DN/12/18/150/2/

T

**/F,P/H,SE,E,O,HE,HO/Magic+1**

wo-Handed Sword +2/CB,PP,CC,DN/12/18/160/2/

T

**/F,P/H,SE,E,O,HE,HO/Magic+2**

\*Two-Handed Electro Sword +2/GM/12/18/140/2/

**/F,P/H,SE,E,O,HE,HO/Magic+2, Electric+12**

\*Sword of the Voltar +2/GM/12/18/130/1/

**/F,P/H,SE,E,O,HE,HO/Magic+2, Bless**

ar Axe +1/CB,GM,CC,DN/8/8/85/1/

W

**/F,Mk,P,R/All/Magic+1**

ar Axe +2/CB,GM,CC,DN/8/8/85/1/

W

**/F,Mk,P,R/All/Magic+2**

ar Axe of Strength +2/CB/8/8/85/1/

W

**/F,Mk,P,R/All/Magic+2, Strong**

ar Axe +3/CB,GM,CC,DN/8/8/80/1/

W

**/F,Mk,P,R/All/Magic+3**

attle-axe +1/CB,CC,DN/12/12/140/2/

B

**/F,P/All/Magic+1**

\*Battle-axe of Varg +2 (X24)/??/12/12/165/2/

**/F,P/All/Magic+2, Movement+2, Strength+2**

**/Cast Magic Dart (X24)**

atle-axe of Strength +2/PP,CC,DN/12/12/190/2/

B

**/F,P/All/Magic+2, Strong**

atle-axe +3/GM,DN/12/12/70/2/

B

**/F,P/All/Magic+3**

\*Deaths Head Axe +4/DN/12/16/5/1/

**/F,Mk,P,R,T/All/Magic+4**

  

  

# Notes:

EacMhagic+ point increases the amount of extra damage that the PC does by 1 (as shown in the Damage field in the character info screen,) and increases the chance of hitting the opponent by 5% (i.e. a Mace +2 has +2 Damage and +10% Chance to Hit). For more info on 'Damage' and '% Chance to Hit' see the manual.

Notation:

**Icon/Name/Scenario/Damage Vs. Small/Vs. Large/Weight**

**/Nr. of Hands/Class/Race/Other (optional)**

# Magic Bashing and Pole Weapons

War Hammer +1/CB,PP,GM,DN/8/6/60/1/

**/F,P,C/All/Magic+1**

\*War Hammer +5/DN/10/10/160/2/

**/F,P,R,C/All/Magic+5**

Battle Hammer +1/CB,GM,DN/8/8/120/1/

**/F,P,C/All/Magic+1**

Battle Hammer +2/??/8/8/145/1/

**/F,P,C/All/Magic+2**

\*Battle Hammer +4/GM/8/8/120/1/

**/F,P,C/All/Magic+4**

\*Hammer of Thor +7 (X4)/10/10/165/1/

**/P,C/D/Magic+7, Luck+5, AC-2, Magic Res.+5**

**/Cast Quake (X4)**

Club +2/CB,GM,DN/6/6/130/1/

**/F,P,R,C/All/Magic+2**

\*Club of Pummeling +4/DN/8/8/120/1/

**/F,P,R,C/All/Magic+4**

ace +1/CB,PP,GM,CC,DN/6/6/140/1/

M

**/F,P,R,C/All/Magic+1**

ace +2/GM,CC,DN/6/6/150/1/

M

**/F,P,R,C/All/Magic+2**

ace of Resistance +2/GM,CC/6/6/150/1/

M

**/F,P,R,C/All/Magic+2, Magic Res.+5**

\*Mace of Disruption +2/GM/6/6/170/1/

 **/P,C/All/Magic+2, Evil+12, Undead+6, Demonic+24**

Mace of Destruction +3/DN/12/16/160/1/

\*

**/F,P,R,C/All/Magic+3**

Jo Stick +1/CB,GM,CC,DN/6/6/55/2/

**/F,Mk/All/Magic+1**

Jo Stick +2/PP,CC,DN/6/6/35/2/

**/F,Mk/All/Magic+2**

Jo Stick of Protection +2/GM/6/6/50/2/

**/F,Mk/All/Magic+2, AC-2, Pro. from Evil**

Jo Stick of Speed +2/??/6/6/45/2/

**/F,Mk/All/Magic+2, Speedy**

\*Jo Stick of Rygar +4/6/6/55/2/

**/F,Mk/All/Magic+4, Evil+5, Undead+10, Demonic+10**

Flail +2/GM,DN/8/6/100/1/



**/F,P,R,C/All/Magic+2**

\*Flail of Cats Tails +4/DN/8/6/90/1/

**/F,P,R,C/All/Magic+4, Heat+6, Cold+6, Electric+6, Evil+6**

\*Flail of Devilish Dare +4/??/8/6/70/1/

**/F,P,R,C/All/Magic+4, Demonic+20**

\*Flail of Doom +5/GM/8/6/80/1/

**/F,P,R,C/All/Magic+5, Evil+10, Undead+5, Demonic+5**

Bull Whip +1/DN/4/4/45/1/

**/F,Mk,R,T,C/All/Magic+1, Ranged Attack**

Snake Bite +3/DN/4/4/45/1/

**/F,Mk,R,T,C/All/Magic+3, Poison Target**

Bull Whip +4/DN/4/4/45/1/

**/F,Mk,R,T,C/All/Magic+4, Ranged Attack**

uarter Staff +1/CB,GM,CC,DN/5/5/40/2/

Q

**/All/All/Magic+1**

Quarter Staff +2/PP,CC,DN/5/5/28/2/

**/All/All/Magic+2**

Quarter Staff +3/CC,DN/5/5/60/2/

**/All/All/Magic+3**

\*Staff of Merlin +3/GM/5/5/45/2/

**/M/All/Magic+3**

Staff of Missiles +1 (X12)/CB,GM/6/6/70/2/

 **/All/All/Magic+1, Cast Power Level 7 Magic Darts (X12)**

Staff of FireBalls +1 (X12)/CB,GM,CC,DN/6/6/80/2/

**/All/All/Magic+1, Cast Random Power Level Fire Balls (X12)**

Staff of Stones +2 (X12)/GM,DN/6/6/60/2/

**/All/All/Magic+2, Cast Power Level 7 Brimstones (X12)**

Staff of Protection +2/DN/6/6/85/2/

**/All/All/Magic+2, AC-2, Magic Res.+5**

\*Staff of Spells +2/??/6/6/70/2/

**/M,C,E/All/Magic+2, Spell Points+40**

\*Staff of Striking +4/??/6/6/65/2/

**/All/All/Magic+4**

unchuka +1/CB,PP,GM,DN/6/4/30/2/

N

**/F,Mk,T/All/Magic+1**

unchuka +2/GM,CC,DN/6/4/35/2/

N

**/F,Mk,T/All/Magic+2**

unchuka of Dexterity +2/??/6/4/45/2/

N

**/F,Mk,T/All/Magic+2, Missile Shield**

Nunchuka of Speed +2/??/6/4/40/2/

**/F,Mk,T/All/Magic+2, Movement+4**

\*Nunchuka of Kamfir +3/GM/6/4/45/2/

**/F,Mk,T/All/Magic+3, Magic Res.+5, Invisible**

\*The Four Winds +4/??/6/4/40/2/

**/F,Mk,T/All/Magic+4, Heat+4, Cold+4, Electric+4, Evil+4**

pear +1/CB,GM,DN/8/10/125/2/

S

**/F,Mk,P,R/All/Magic+1**

Spear of Piercing +2/GM,DN/8/10/90/2/

**/F,Mk,P,R/All/Magic+2**

\*Spear of Might +3/GM/8/10/95/2/

**/F,Mk,P,R/All/Magic+3**

\*Spear of Wondrous Might +5/DN/8/10/100/2/

**/F,Mk,P,R/All/Magic+5**

orning Star +2/CB,GM,CC,DN/8/8/125/1/

M

**/F,P,R/All/Magic+2**

orning Star of Defense+2/??/8/8/85/1/

M

 **/F,P,R/All/Magic+2, Shielded from Hits**

Morning Star +4/??/8/8/145/1/

**/F,P,R/All/Magic+4**

ike Axe +1/GM,DN/12/18/100/2/ P/All/Magic+1

P

/F,

alberd +1/GM,DN/14/16/150/2/ P/All/Magic+1

H

/F,

  

  

# Notes:

A bow, cross bow, or throwing weapon can be equipped in addition to any melee weapon and/or shield.

Arrows or quiver of arrows must be equipped in order to use the bow or cross bow, and a bow or crossbow must be equipped in order to use the special arrows.

EacMhagic+ point increases the amount of extra damage that the PC does by 1 (as shown in the Damage field in the character info screen,) and increases the chance of hitting the opponent by 5%. For more info on 'Damage' and '% Chance to Hit'

see the manual.

Notation:

**Icon/Name/Scenario/Damage Vs. Small/Vs. Large/Weight**

**/Nr. of Hands/Class/Race/Other (optional)**

# Magic Range Weapons

Sling of Bullets +3 (X6)/DN/3/3/46/1/

**/F,R,T,C/All/Magic+3, Fires Bullets+3 (X6)**

Shuriken (X6)/CB,DN/6/4/36/1/

**/T/All/Fires Shuriken (X6)**

\*Throwing Axe of Sketch X!/GM/6/4/25/1/

**/F,Mk,R,T/All/Magic+1, Fires Throwing Axe+1 X!**

Throwing Axe +2 X!/??/6/4/20/1/

**/F,Mk,R,T/All/Magic+2, Fires Throwing Axe+2 X!**

Throwing Hammer +1 X!/CB,PP,GM,DN/6/6/50/1/

**/F,C/All/Magic+1, Fires Throwing Hammer+1 X!**

Throwing Hammer +2 X!/??/6/6/90/1/

**/F,C/All/Magic+2, Fires Throwing Hammer+2 X!**

Throwing Hammer +3 X!/??/6/6/70/1/

**/F,C/All/Magic+3, Fires Throwing Hammer+3 X!**

Dumbfounder +3 X!/GM/10/10/75/2/

**/F,R,C/All/Magic+3, Fires Throwing Hammer+3 X!**

**/Hits 2 adjacent targets**

Bow +1 X!/CB,CC,DN/6/6/70/2/



**/F,R,T/All/Magic+1, Fires Arrow+1 X!**

\*Bow of Shalomar +2 X!/GM,CC/6/6/55/2/

**/F,R,T/All/Magic+2, Fires Arrow+2 X!**



Perrin's Eye +3 X!/GM/6/6/50/2/

**/F,R,T/All/Magic+3, Fires Arrow+3 X!**

\*Bow of Champions +4 X!/DN/6/6/75/2/

**/R/All/Magic+4, Luck+5, Fires Arrow Storm +4 X!**

Cross Bow +2 X!/DN/8/8/170/2/

**/F,R/All/Magic+2, Fires Arrow+2 X!**

Double Dragon +2 X!/DN/8/8/160/2/

**/F,R/All/Magic+2, Fires Arrow+2 X!, 2 times/use**

Arrow of Seeking/PP/6/6/5/0/

**/F,R,T/All/Never misses**

Arrow of Saphron +3/GM,DN/6/6/5/0/

**/F,R,T/All/Magic+3**

Arrow Storm/GM,DN/6/6/5/0/

**/F,R,T/All/Arrow Storm**

Flaming Arrow/GM,DN/0/0/5/0/

**/F,R,T/All/Heat+24**

Arrow of Lightning/GM,CC,DN/0/0/5/0/

**/F,R,T/All/Electric+24**

Exploding Arrow of Antioch/GM,DN/6/6/5/0/

**/F,R,T/All/Exploding Arrow**

Arrow of Death/GM/6/6/5/0/

**/F,R,T/All/Death Arrow**

Daggers +1 (X12)/PP,GM,CC,DN/4/4/96/1/

Throwing

**/F,Mk,T/All/Magic+1, Fires Throwing Daggers +1 (X12)**

Poison Throwing Daggers (X12)/CB,GM,DN/4/4/96/1/

**/F,Mk,T/All/Magic+1, Fires Throwing Daggers +1 (X12)**

**/Poisons Target**

Throwing Knife +5 (X6)/DN/4/4/72/1/

**/F,Mk,R,T/All/Magic+5, Fires Throwing Knife +5 (X6)**

Throwing Stars +1 (X24)/GM,CC,DN/6/4/22/1/

**/F,Mk/All/Magic+1, Fires Throwing Stars+1 (X24)**

**/2 attacks/use**

Biting Vipers +1 (X24)/GM,DN/6/4/22/1/

**/F,Mk/All/Magic+1, Fires Throwing Stars+1 (X24)**

**/Poison Target, 2 attacks/use**

Dart of Hornet's Nest (X1)/CB,GM,DN/2/2/2/1/

**/F,Mk,R,T,M,E/All/Magic Damage**

 Dart of Frost (X1)/CB,PP,CC,DN/2/2/2/1/

**/F,Mk,R,T,M,E/All/Cold Damage**

 Dart of Mental Terror (X1)/PP,GM,DN/2/2/2/1/

**/F,Mk,R,T,M,E/All/Mental Damage**

 Dart of Poison (X1)/PP,GM,CC,DN/2/2/6/1/

**/F,Mk,R,T,M,E/All/Poison Target**

  

  

# Notes:

EacMhagic- point decreases the amount of extra damage that the PC does by 1 (as shown in the Damage field in the character info screen,) and decreases the chance of hitting the opponent by 5%. For more info on 'Damage' and '% Chance to Hit'

see the manual.

Notation:

**Icon/Name/Scenario/Damage Vs. Small/Vs. Large/Weight**

**/Nr. of Hands/Class/Race/Other (optional)**

# Cursed Weapons

\*Dagger -5/PP,CC/4/3/7/1/

**/F,Mk,P,R,T,M,E/All/Magic-5, Heal Target**

**/Disguised as Dagger of Penetration +2**

\*Short Sword of the Omen -3/??/6/8/60/1/

**/F,Mk,P,R,T,E/All/Magic-3, Cursed**

**/Disguised as Short Sword of Defense +2**

\*Scimitar of Trickery -2/CC/8/8/85/1/

**/F,Mk,P,R,T,E/All/Magic-2**

**/Disguised as Scimitar of Speed +2**

\*Sword of No Redemption-2/CB,PP,GM,CC/10/12/90/1/

**/F,P,R/All/Magic-2**

**/Disguised as Sword of Resistance + 2**

\*Sword of the Lost Soul -3/GM,CC/10/12/100/1/

**/F,P,R/All/Magic-3**

**/Disguised as Sword of Resistance +2**

\*Tip Sword of Stench -2/CC/12/10/100/1/

**/F,Mk,P,R/All/Magic-3, Slow**

**/Disguised as Sword of the Powers +4**

\*Sword of Ill Repute -2/CC/12/18/70/2/

**/F,P/H,SE,E,O,HE,HO/Magic-2**

**/Disguised as Two Handed Sword +2**

\*Battle-axe of Death -2/??/6/6/170/2/

**/F,P/All/Magic-2, Enemy Reflects Attacks (?)**

**/Disguised as Battle-axe of Varg +2**

\*War Axe of Weakness -2/PP/8/8/90/1/

**/F,Mk,P,R/All/Magic-2, Strength-2**

Mace of Evil Heroism -2/CC/6/6/140/1/

\*

/

**/F,P,R,C/All/Magic-2**

**Disguised as Mace of Destruction +3**

\*Jo Stick of Tragedy -3/CC/6/6/35/2/

**/F,Mk/All/Magic-3, Blind**

**/Disguised as Jo Stick of Speed +2**

\*Flail of No Hope -3/CC/8/6/85/1/

**/F,P,R,C/All/Magic-3, Stupid (unable to cast spells)**

**/Disguised as Flail of Cats Tails +4**

\*The Sleeping Dragon -2/CC/6/4/35/2/

**/F,Mk,T/All/Magic-2, Slow**

**/Disguised as The Four Winds +4**

\*Morning Star of Pain -2/CC/8/8/125/1/

**/F,P,R/All/Magic-3, Poison**

**/Disguised as Morning Star +4**

\*Bow of Thumbs -3 X!/??/6/6/60/2/

**/F,R,T/All/Magic-3**

**/Disguised as Perrin's Eye +3 X!**

\*Cross Bow of Thumbs X!/??/8/8/200/2/

/F,R/All

**/Disguised as Cross Bow of Thumbs X!**

  

  

Notation:

Icon/Name/Scenario/AC Adjustment/Weight/

**/Class/Race/Other (optional)**

# Magic Rings

Ring of Displacement +1/PP,GM,DN/-1/1/

/All/All/

ing of Protection +1/CB,PP,GM,CC,DN/-1/1/

R

**/All/All/Magic Res.+2**

ing of Protection +2/CB,PP,GM,CC,DN/-2/1/

R

**/All/All/Magic Res.+4**

ing of Protection +3/GM,DN/-3/1/

R

**/All/All/Magic Res.+6**

ing of Fire Resistance/CB,PP,DN/0/1/

R

**/All/All/Fire Protection**

ing of Cold Resistance/PP,GM/0/1/

R

**/All/All/Cold Protection**

ing of Magic Resistance +10%/GM,DN/0/1/

R

**/All/All/Magic Res.+10, Pro. First Level**

ing of Regeneration/GM,CC,DN/0/1/

R

**/All/H,O,Ha,G,D,HE,HO/Regenerate**

Ring of the Wariors +3/GM,DN/0/1/

\*

**/F,Mk,P,R,T/All/Magic+3, Increased Defense**

ing of Monster Summoning (X6)/CB,GM,DN/0/1/

R

**/All/All/Cast Creature Summons III (X6)**

\*Ring of Xuthcalie/DN/0/1/

**/All/All/Speedy**

\*Ring of Resurrection (X4)/??/0/0/

**/All/All/Cast Revive Dead (X4)**

# Cursed Rings

\*Ring of Entanglement/PP/0/1/

**/All/All/Slow**

**/Disguised as Ring of Protection + 3**

\*Ring of Fech/??/0/1/

**/All/All/Magic Res.-10, Silenced (can't cast spells)**

**/Disguised as Ring of Magic Resistance +10%**

  

  

Notation:

Icon/Name/Scenario/AC Adjustment/Weight/

**/Class/Race/Other (optional)**

# Magic Necklaces

Bitter Sweet +1 (-1)/CB,GM,CC/+1/1/

**/All/All/Magic+1**

\*Necklace of Shen +1/CB/-1/5/

**/E/All/ Spell Points+60, Bless**

Necklace of Spells +1/PP,GM/-1/14/

**/M,C,E/All/Spell Points+45**

\*Necklace of Many Wonders/??/-1/6/

**/All/All/Magic+1, Luck+2, Movement+2, Magic Res.+3**

Necklace of Protection +2/PP,DN/-2/12/

**/All/All/Magic Res.+2**

Arcane Garland +2/DN/-2/14/

**/M,C,E/All/Magic Res.+2, Spell Points+15**

\*Combat Mask/DN/-2/12/

**/F,Mk,R,T/All/Reflect Attacks**

Necklace of Invisibility/CB,CC,DN/0/10/

**/All/All/Magic+2, Invisible**

Necklace of Shielding/PP,CC,DN/0/5/

**/All/All/Missile Shield**

Necklace of the Abyss/DN/0/8/

**/P,M,C,E/All/Movement+4, Magic Res.+3, Spell Points+25**

\*Necklace of Nether Planes/DN/0/6/

**/All/All/+3 To Hit Undead, +3 to Hit Demonic**

\*Selinadas Gift/??/0/0/

**/R/All/Magic+3, Reflect Spells**

Necklace of Lightning Bolts (X12)/CB,PP,CC/0/15/

**/All/All/Cast Lightning Strike (X12)**

 Necklace of Fire Balls (X12)/PP,DN/0/8/

**/All/All/Cast Fire Ball (X12)**



Necklace of Spider Climb (X4)/PP/0/14/

**/All/All/Cast Spider Legs (X4)**

Necklace of Keys (X3)/CB,CC/0/6/

**/All/All/Cast Open Lock (X3)**

Necklace of Revival (X3)/CB,GM,CC/0/8/

**/All/All/Cast Revive Dead (X3)**

# Cursed Necklaces

\*Necklace of Shackles -2/GM,CC/0/5/

**/All/All/Entangled**

**/Disguised as Arcane Garland +2**

  

  

Notation:

Icon/Name/Scenario/AC Adjustment/Weight/

**/Class/Race/Other**

# Ion Stones

**qua Ion Stone +1/CB/-1/1/ F/All/Magic Res.+2**

A

/

**urple Ion Stone +1/CB,PP,GM/-1/1/ Mk/All/Magic Res.+2**

P

/

**opper Ion Stone +1/CB,DN/-1/1/ P/All/Magic Res.+2**

C

/

**ellow Ion Stone +1/CB,PP/-1/1/ R/All/Magic Res.+2**

Y

/

**reen Ion Stone +1/CB,CC,DN/-1/1/ T/All/Magic Res.+2**

G

/

**ed Ion Stone +1/PP,GM,CC/-1/1/ M/All/Magic Res.+2**

R

/

**peckled Ion Stone +1/PP,GM/-1/1/ C/All/Magic Res.+2**

S

/

**lue Ion Stone +1/PP,GM,DN/-1/1/ E/All/Magic Res.+2**

B

/

**Pearled Ion Stone/-3/3/ P,C/G/Magic+1, Spell Points+40, Blessed**

\*

/

  

  

# Note:

Most potions are pretty self explanatory, and clicking on their icon will show a detailed description of that potion's effect.

Notation:

**Icon/Name XUses/Scenario/Class/Race/Other (optional)**

# Potions

 ire Resistance X3/CB,PP,GM,CC,DN/All/All  old Resistance X3/CB,PP,GM,CC,DN/All/All  hemical Resistance X3/CB,PP,GM,CC,DN/All/All

F

C

C

Heal X1/CB,PP,GM,CC,DN/All/All Healing Cream X4/PP,GM,DN/All/All

Heal Critical Wounds X3/PP,GM,CC,DN/All/All

 eal Serious Wounds X3/PP,GM,CC,DN/All/All Heal Light Wounds X3/CB,PP,GM,CC,DN/All/All Heal Poison X3/CB,PP,GM,CC,DN/All/All Invisibility X3/CB,PP,GM,CC,DN/All/All

H

Water Lungs X4/CB,PP,GM,CC,DN/All/All Giant Strength X3/CB,PP,CC,DN/All/All Speed X3/CB,PP,GM,CC,DN/All/All

Vaporous Form X2/CB,PP,CC,DN/All/All Potion of Youth X1/WD/All/All Improvement X1/CB,PP,GM,CC,DN/All/All

Improved Strength X1/??/All/All

Improved Inteligence X1/??/All/All  Improved Wisdom X1/??/All/All

Improved Constitution X1/GM,DN/All/All

Improved Karma X1/GM,CC,DN/All/All  Improved Dexterity X1/GM/All/All

Improved Luck X1/GM,CC,DN/All/All Lip Balm X3/??/All/All/

**Cast Heal Critical Wounds (X3)**

Oil of Resistance X3/??/All/All/

**Cast Sphere of Protection IV (X3)**

Juice of Safu X1/??/P,C,E/All/

**Cast Recharge Power (X1)**

Oil of Sovrameni X1/??/All/H,O,F,G,D,HO/

**Cast Regenerate (X1)**

Corelian Ointment X3/??/All/All/

**Cast Shield from Projectiles (X3)**

# Cursed Potions

X6/CB,PP,GM,CC,DN/All/All

Poison

**/Disguised as Improvement X6**

Potion of Aging X1/??/All/All

/Dj,guioed as Potion of Youth la

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# Notes:

For the effects of each scroll consult the spell table in the Realmz manual. Each scroll has 1 weight/use. Some scrolls can be used more than once.

Notation: Icon/Name/Scenario/Class

# Scroll Cases

Magical Scroll Case/CB,PP,GM,CC,DN/T,M Enchanters Scroll Case/CB,PP,GM,CC,DN/E Clerical Scroll Case/CB,PP,GM,CC,DN/P,C

# Scrolls

 **Dart /CB,DN/T,M**

Magic

 **PP,GM,DN/P,C**

Brimstones/CB,

Fire Ball/CB,PP,GM,CC/T,M  Blast/CB,PP,GM,DN/T,M

Cosmic

Cloud of Cleavers/PP,DN/P,C Acid Splash/PP,DN/E Festering Wounds/PP/P,C Deep Freeze/GM,CC/T,M Fox Fire/GM,DN/E

 **Attack Deflector/CB,PP/P,T,M,C,E From Evil/CB,GM,DN/P,T,M,C**

Minor

Protect

Vorpal Plate/CB,PP,GM,DN/P,C Invisibility/CB/P,T,M,C,E Strength/PP/P,C Silence/CB,DN/P,T,M,C,E

Hold Humanoid/CB,PP,DN/P,C

 Humanoid/CB,PP,DN/P,C Hold Creature/GM,DN/P,C Charm Creature/GM,DN/P,C Slow/CB,PP,DN/P,T,MU,C

Charm

Sleep/PP,DN/P,C

Itching Skin/PP,GM,DN/P,T,M,C,E  Fear/GM/P,C

Haste/CB,PP,GM,CC,DN/P,T,M,C  DN/P,C

Bless/CB,

Bark Skin/GM,DN/E

Screen II/GM/T,M

Magic



Light Wounds/CB/P,C

Heal

Heal Critical Wounds/PP/P,C Heal Wounds/PP,DN/P,C

Creature Summons I/GM,DN/E

Creature Summons II/GM,DN/E Phase/CB,GM,CC,DN/P,T,M,C,E

 **Magic/CB/P,T,M,C,E  Secret/CB/P,T,M,C,E**

Discover

Discover

Identify/CB,PP/T,M

 **Legs/CB,PP,CC,DN/T,M**

Spider

Jump/CB/T,M

Fly/CB,PP,GM,CC,DN/P,T,M,C

 **Lungs/CB,DN/T,M Shape Stone/PP,DN/P,C,E Flesh/PP/E**

Water

Puppet Master/PP,GM,DN/P,C



  

  

Notation: Icon/Name/Scenario/Weight/

/Class/Race/Use

# Misc. Supplies

Parchment X3/CB,PP,GM,CC,DN/3/

**/All/All/Create scroll**

Quiver of Arrows/CB,PP,GM,CC,DN/6/6/75/

**/F,R,T/All/Ammunition for bow**

Torch X6/CB,PP,GM,CC,DN/72/

**/All/All/ Light**

ron Rations X36/CB,PP,GM,CC,DN/108/

I

**/All/All/ Accelerate stamina regeneration after combat**

Wine/CB,PP,CC/25/

/All/All/ ?

Iron Spikes X3/CB,PP,GM,CC,DN/150/

**/All/All/ Bolt shut some doors**

Flask of Oil X5/CB,PP,GM,CC,DN/75/

**/F,M,R,T,MU,C,E/All/Heat Damage+6, 1 handed**

Rope/CB,PP,GM,CC,DN/100/

**/All/All/ Misc. uses**

Mirror/CB,PP,GM,CC,DN/15/

**/All/All/Reflects light, gaze, etc.**

  

  

Notation: Icon/Name/Scenario/Weight/

**/Class/Race/Effect**

# Special Items

\*Prism of Power (X6)/CB,GM,DN/15/

**/P,M,C,E/All/Cast Power Surge (X6)**

Thiefs Tools +5%/CB,PP,GM,DN/12/

**/Mk,T/All/+5% to Pick Lock and Disarm Trap**

Thiefs Tools +10%/GM,DN/12/

**/Mk,T/All/+10% to Pick Lock and Disarm Trap**

Thiefs Tools +15%/PP,CC,DN/12/

**/Mk,T/All/+15% to Pick Lock and Disarm Trap**

Thief's Tools +20%/DN/12/

**/Mk,T/All/+20% to Pick Lock & Disarm Trap**

Quiver of Protection +1/CB,GM,CC,DN/6/6/70/

**/F,R,T/All/Magic Res.+1, AC-1**

Quiver of Magic Resistance/PP,DN/6/6/90/

**/F,R,T/All/Magic Res.+5**

Quiver of Speed/GM,DN/6/6/100/

**/F,R,T/All/Movement+2**

Quiver of Strength/6/6/95/

**/F,R,T/All/Strength+1**

Quiver of Tchart/6/6/75/

**/F,R,T/All/Luck+3, Missile Shield**

Quiver of Luck/6/6/95/

**/F,R,T/All/Luck+2**

Belt of Strength/CB/25/

**/All/All/Strength+1**

Belt of Deflection/WD/35/

**/All/All/Missile Shield**

 \*Unholy Visor/??/45/

**/F,P,R,C/All/+3 To Hit Demonic**



\*Jesters Prey/??/8/

**/T/All/Magic+4, Luck+4**

\*Shadow Mask/WD/15/

**/F,Mk,R,T/All/Reflect Spells**

\*Leaf of Apollo/WD/12/

**/All/All/Magic+3, Pro. 4th Level**

\*Trinity Boomerang/??/6/

**/All/All/AC-2, Magic Res.+10, Pro. 3rd Level**

\*Emerald Heirloom/??/9/

/All/All/

\*Serpents Head/??/7/

**/All/All/+5 To Hit Reptilian**

Book X1/CB/35/

/All/All/ ?

Ancient Text of Knowledge X1/CB/25/

**/All/All/Wisdom+1 upon use**

\*Book of Turanians/CB/140/

/All/All/ ?

\*Tome of Shalizar/CB,GM/25/

**/All/All/Gives access to a certain temple**

\*Rod of Transmutation (X6)/CB,WD/25/

**/All/All/Cast Transmute Other (X6)**

Staff of Mind Control (X3)/??/25/

**/All/All/Cast Mass Charm (X3)**

\*Rod of Shattering (X2)/??/45/

**/All/All/Cast Shatter (X2)**

\*Staff of the Ages (X6)/??/25/

**/All/All/Cast Statue (X6)**

\*Scepter of Clarvoyance (X6)/WD/35/

**/All/All/Cast Wizard Eye (X6)**

\*Scepter of Soul Stealing (X4)/WD/40/

**/All/All/Cast Death (X4)**

\*Staff of Anti Magic (X4)/??/24/

**/All/All/Cast Magic Screen IV (X4)**

\*Dancer of the Dead X!/DN/0/

**/All/All/Cast Puppet Master X!**



\*Horn of Summoning X!/DN/25/

**/All/All/Cast Creature Summons II X!**

\*Dragon Statue (X3)/DN/135/

**/All/All/Cast Creature Summons VI (X3)**

\*Troll Statue (X5)/DN/175/

**/All/All/Cast Creature Summons VI (X5)**

\*Snake Statue (X12)/DN/175/

**/All/All/Cast Creature Summons VI (X12)**

\*Eye of the Serpent (X3)/??/12/

**/All/All/Cast Creature Summons VI (X3)**

# Cursed Items

\*Quiver of Confusion/CC/6/6/95/

**/F,R,T/All/Confused**

**/Disguised as Quiver of Protection +1**

\*Blind Mans Folly/??/45/

**/All/All/Blind**

**/Disguised as Potion of Aging**

\*Constrictor/??/15/

**/All/All/Stupid (unable to cast spells)**

**/Disguised as Jesters Prey**

  

  

Notation:

**Icon/Name/Weight/**

**/Class/Race/Effect**

**OR**

**Icon/Name/Damage Vs. Small/Vs. Large/Weight**

**/Nr. of Hands/Class/Race/Effect**

**OR**

**Icon/Name/AC Adjust./Weight/**

**/Class/Race/Other (optional)**

# Scenario Specific Items

## City of Bywater:

**Note:**

There are various ways of obtaining an invitation to the castle. Another identical looking invitation to the guard house can be obtained if the proper course of action is taken during a specific encounter.

\*Crown of Safe Return X3/35/

**/All/All/Teleport to castle gates upon use**

 Iron Key X2/12/

**/All/All/Open a specific lock**

Invitation/1/All/All/

**/Invitation to the castle AND**

**/Invitation to the guardhouse**

\*Orc Babe/125/

**/None/None/Needs to be returned to his tribe**

\*Personal Items/225/

**/None/None/Blacksmith son's belongings**

## Prelude to Pestilence:

\*Sword of Volta +2/PP/8/10/125/1/

**/F,P,R/H,SE,E,O,HE,HO/Magic+2, Electric+6**

Helm +2/PP/-3/24/

/F,P,R,C/All

\*Candle of Summoning/5/All/All/

**/Summons NPCs to aid you in your quest.**

\*Candle of Improved Wisdom X1/5/

**/P,C,E/All/Increase wisdom upon use**

\*Sacred Book of Njaln/16/

**/All/All/Minotaur book.**

 **Jailer's Key/5/All/All/Opens specific doors.**

Necklace of Griloch/2/

/F,Mk,R,T,M,E/H,SE,O,F,G,D,HO/Luck-2

\*Necklace of Berhune/5/

/F,Mk,P,R,M,C,E/H,E,O,F,G,D,HE,HO/

**/Luck+2, Bless**

\*Store Identification/0/

**/All/All/Allows passage into potion shop**

## Assault on Giant Mountain:

\*Axe of Ashblet/10/12/190/2/

**/F,P,R/D/Magic+3, Magic Res.+3, AC-1**

\*Giant Slayer/12/18/210/2/

**/F,P,R/All/Magic+2, +10 to Hit Giant Class**

\*Anvil of Pain/2500/

**/All/All/Destroys the Giant Slayer**

\*Beast Lizard Egg/245/

**/All/All/Cures diseased dwarf**

\*Fire Sticks/25/

**/All/All/Explode when used**

\*Magical Necklace/45/

**/None/None/Allows passage in a certain tunnel**

\*Skeleton Key of Rhamos/5/

**/All/All/Opens a certain lock**

\*Brass Key/5/

**/All/All/Opens a certain lock**

\*Heavy Brass Key/5/

**/All/All/Opens a certain lock**

 \*Iron Key/5/

**/All/All/Opens a certain lock**

 Jailer's Key/5/

**/All/All/Opens certain locks**

\*Pair of Silver Coins/5/

**/All/All/Used in a certain encounter**

\*Ivory Horn of Annoyance/47/

**/All/All/Makes a loud noise when used**

\*Gnoll/Ogre Contract/25/

**/None/None/Details an alliance**

\*Ant Poison/25/

**/All/All/Attracts ants**

\*Resist Chemicals/25/

**/All/All/Chemical Protection**

Barell of Oil/3000/

/None/None/?

\*Iron Maiden/-9/3200/

**/F,P,C/All/Red Herring**

\*Gloomy Ring/0/1/

**/All/All/Traded for a Regeneration Ring in a certain encounter**

\*Crystals of Summoning (X3)/30/

**/All/All/Cast Creature Summons II (X3)**

Star Mines (X1)/1/

**/T,M/All/Cast Magic Dart (X1)**

\*Starlight Gem (X6)/7/

**/All/H,SE,E,O,F,G,D,HE/Cast Light (X6)**

\*Magical Gem (X1)/5/

**/All/All/Cast Vapor Trail (X1)**

## Castle in the Clouds:

\*Lord Voltan's Necklace/15/

**/All/All/AC-2, Confused**

**/Can be used in a specific castle to teleport the party**

**/to a hidden chamber from an apparent dead end.**

\*Book of Summoning/47/

**/All/All/Summons hostile monsters**

Book/45/

/All/All/

\*History of Ketonia/40/

**/All/All/Gives map to cross island**

 Steel Key/7/

**/All/All/Opens certain doors**

Brass Key/5/

**/All/All/Opens certain doors**

\*Dragon's Eye (X13)/7/

**/All/All/Cast Light (X13)**

  

  

Notation:

**Icon/Name/Weight/**

**/Class/Race/Effect**

**OR**

**Icon/Name/Damage Vs. Small/Vs. Large/Weight**

**/Nr. of Hands/Class/Race/Effect**

**OR**

**Icon/Name/AC Adjust./Weight/**

**/Class/Race/Other (optional)**

# Scenario Specific Items

## Destroy the Necronomicon:

\*Deadstone of Fear/45/

**/All/All/Fits in a certain bastion's indentation**

\*Deadstone of Gluttony/45/

**/All/All/Fits in a certain bastion's indentation**

\*Deadstone of Jealousy/45/

**/All/All/Fits in a certain bastion's indentation**

\*Deadstone of Scorn/45/

**/All/All/Fits in a certain bastion's indentation**

\*Deadstone of Hate/45/

**/All/All/Fits in a certain bastion's indentation**

\*Deadstone of Anger/45/

**/All/All/Fits in a certain bastion's indentation**

\*Deadstone of Loathing/45/

**/All/All/Fits in a certain bastion's indentation**

\*Deadstone of Disgust/45/

**/All/All/Fits in a certain bastion's indentation**

\*Deadstone of Repulsion/45/

**/All/All/Fits in a certain bastion's indentation**

\*Deadstone of Resentment/45/

**/All/All/Fits in a certain bastion's indentation**

\*Deadstone of Malevolence/45/

**/All/All/Fits in a certain bastion's indentation**

\*Deadstone of Vengeance/45/

**/All/All/Fits in a certain bastion's indentation**

\*Deadstone of Emptiness/45/

**/All/All/Fits in a certain bastion's indentation**

\*Deadstone of Suspicion/45/

**/All/All/Fits in a certain bastion's indentation**

\*Scimitar (Uruki)/8/8/10/1/

**/F,Mk,P,R,T/All/Harms a certain creature**

\*Scimitar (Gigshi)/8/8/10/1/

**/F,Mk,P,R,T/All/Harms a certain creature**

\*Scimitar (Kanpa)/8/8/10/1/

**/F,Mk,P,R,T/All/Harms a certain creature**

\*Scimitar (Lugal)/8/8/10/1/

**/F,Mk,P,R,T/All/Harms a certain creature**

\*Scimitar (Addar)/8/8/10/1/

**/F,Mk,P,R,T/All/Harms a certain creature**

\*Scimitar (Annakia)/8/8/10/1/

**/F,Mk,P,R,T/All/Harms a certain creature**

\*Statue of Summoning (X3)/125/

**/All/All/Cast Creature Summons VI (X3)**

Healing Salve (X6)/24/

**/All/All/Cast Heal Critical Wounds (X6)**

\*Scrying Stone/3/

**/All/All/Creates a vision**

\*Blue Gem/0/

**/All/All/Establishes a telepatic link at a certain time.**

\*Sun Seeker Gem/250/

**/All/All/Radiates magical energy**

\*Eye Spy/7/

**/All/All/Allows the party to read certain papers**

\*Skull Cap/5/

**/None/None/Used in a specific encounter**

\*Sack of Vials/24/

**/All/All/Contains vials with a deadly dwarven virus**

\*Book of Screams/25/

 **/All/All/A little surprise...**

\*Necronomicon/25/

**/All/All/Needs to be destroyed to finish the scenario**

Fang of the Serpent/8/8/15/1/

/F,Mk,R,T,M,E/H,SE,O,F,G,D,HE,HO/

**/Magic+2, Poison Target**

\*Hedra's Dagger/4/4/250/2/

**/F,Mk,R/All/Magic+3**

\*Plate Mail +5/-14/890/

**/F,P,R,C/All/Magic Res.+5**

  

 

# Wow, cool doc! I'd give my right eye for it! Do you want it?

No, you can keep it. Seriously though, this document is 100% free, just my way of saying thanx for a great game. However, there are a couple of things that you should do if you use this document.

First of all, if you haven't done it yet, REGISTER REALMZ! Shareware of this quality comes once in a blue moon, and it would be a shame to see it perish just because Tim couldn't make enough money to support it! Besides, you won't get much use out of this doc unless you register, since you won't be able to get all the cool items that are found in scenarios.

Second, if you like this compilation, drop me a line at [dci1@cornell.edu](mailto:dci1@cornell.edu) and let me know. Knowing that people actually find this of use would give me an incentive to keep working on future scenarios as well, and to do my best to keep it up to date.

# About the Author

My name is Dan Ilut and I'm currently an undergrad at Cornell Univ., physics&philosophy major, and playing around with a Mac is my main hobby. I got hooked on RPGs as soon as I got Realmz, and Exile followed shortly thereafter. After playing a few Realmz scenarios, however, I started to loose track of all the items available, so I decided to gather a list of all the items from all the scenarios.

That's quite an undertaking, as I was soon to realize, and since I didn't have much free time (two majors would do that to a guy) it took a while until this list started to materialize. But its finally here, so I hope you enjoy it and find it useful.

# My Other Stuff

As I said previously, I love my Mac, but I don't have the time or the patience and dedication necessary for serious programming, so my software production is limited mainly to some hacking and some documentation/localization. So if you play SimCity2000v1.1, check out my $patch (found on all the major archives) that lets you start every new city with $99,999,999 in the coffers. Talk about major building!

And if you play Exile II, check out the Exile II Book of Items by Petru Diaconescu (aka Ace), on which I lent a hand (mostly with graphics, layout and organization, Ace did all the info collecting work). This document should be available from most Exile II sites.

Also, there is an awesome shareware gin-rummy game, Classic Gin Rummy, by Michael Terry (whom I'd like to thank for his suggestions in improving this document). I will be doing the localization in Italian and Romanian for that game, so check it out.

# People to Thank

•First of all, I'd like to thank Tim Phillips for the best game ever and for his help in getting this document together, Sean Sayrs and Jim Foley for their great scenarios, Max Fellwalker for her amazing artwork (be sure to check out her

Realmz graphics page at <http://emporium.turnpike.net/Z/zen/Realmz.html>), and Jeff Vogel for Exile & ExileII, two other great games that made countless hours of my life vanish.

•Second, I would like to thank David Grayson for making an HTML version of this document and keeping it up to date. You can check out the web version at <http://www.outreach.com/fantasoft/BoR/onlinebooks.html>

And, of course, Thomas Weigle for all his help in making sure that this document is error free as much as possible. Check out his Book of Beasts, which should be available from the same places as this document. It has everything you ever wanted to know about the Realmz monsters.

There are many other people that contributed with suggestions and mistake reports, and my thanks go out to all of them.

•Finally, I would like to thank all the fans on comp.sys.mac.game.adventure for the great Realmz wob. It never fails to put a smile on my face. =)

# Legalize, Disclaimer, etc

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Sleepy Cat Graphics

P.O. Box 608048

San Diego, CA 92160

Also, she has a Realmz graphics page at <http://emporium.turnpike.net/Z/zen/Realmz.html>.

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Well, that's it, folks! May the world of Realmz be your other reality!

 