

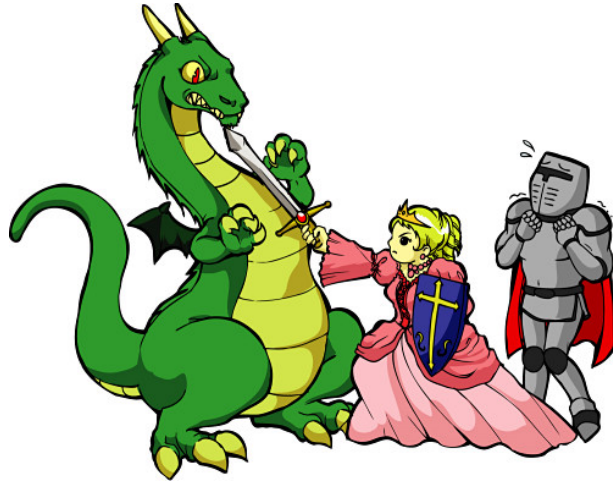
DUNGEON PARTY



RPG

A Solo Roleplaying Game By Errin Famiglia

DUNGEON PARTY RPG



INTRODUCTION

Dungeon Party RPG is a solo roleplaying game representing a diverse party of fantastic adventurers delving into dangerous dungeons wherein horrible monsters and magical treasures await, all in a far off world of fantasy...

In Dungeon Party RPG, a single player takes the role of a party of dungeon explorers. Instead of playing a single character, the entire party of characters is the role played by the player. Instead of characteristics, the characters within the party represent the only factors that define it, and no characters are individualized or have characteristics themselves. In a way, the dungeon party is the "player character" and the characters in the party are it's "characteristics".

COMPONENTS

In order to play Dungeon Party RPG, you need the following components:

A player (you!)

A six-sided die

A pencil

A copy of the Dungeon Party RPG Character Sheet

Copies of the Dungeon Party RPG Dungeon Map Sheet

Counters cut out from copies of the Dungeon Party RPG Counter Sheet

This Dungeon Party RPG Rulebook (read on...)

PARTIES

The first step in playing *Dungeon Party RPG* is creating a Party. A Party is a group of fantastic adventurers called Characters. There are 18 Characters in the game, with each Party starting out with 9 Characters. A Party may never have more than 9 Characters, though it may have less should some Characters perish.

To create your Party, get a copy of the *Dungeon Party RPG* Character Sheet. Then, use the following process until you have 9 Characters in your Party:

Roll a die. If the die roll is 1 or 2, roll a die and consult Character Table A. If the die roll is 3 or 4, roll a die and consult Character Table B. If the die roll is 5 or 6, roll a die and consult Character Table C.

Character Table A - Die roll of 1 = Add an Angel Knight to your Party, Die roll of 2 = Add a Berserker to your Party, Die roll of 3 = Add a Curate to your Party, Die roll of 4 = Add a Dragon Knight to your Party, Die roll of 5 = Add an Elementalist to your Party, Die roll of 6 = Add a Fistfighter to your Party.

Character Table B - Die roll of 1 = Add a Guardsman to your Party, Die roll of 2 = Add a Harlequin to your Party, Die roll of 3 = Add an Invoker to your Party, Die roll of 4 = Add a Magician to your Party, Die roll of 5 = Add a Noble Knight to your Party, Die roll of 6 = Add an Ovate to your Party.

Character Table C - Die roll of 1 = Add a Pathfinder to your Party, Die roll of 2 = Add a Rutterkin to your Party, Die roll of 3 = Add a Swordsman to your Party, Die roll of 4 = Add a Targeteer to your Party, Die roll of 5 = Add a Valkyrie to your Party, Die roll of 6 = Add a Warlock to your Party.

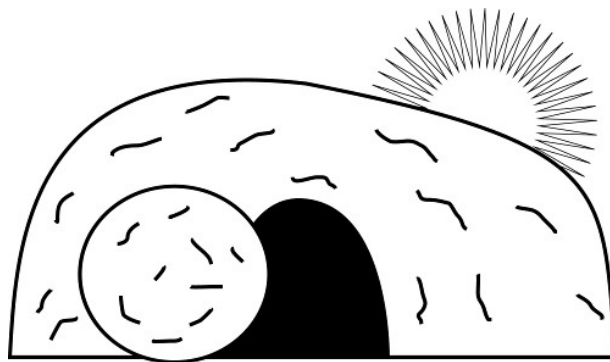
When a Character is added to your Party, take a counter representing that Character and place it on your Character Sheet in the appropriate slot. Consult the Character Appendix for which counter to use for which Character. If you ever roll to add a Character to your Party that is already in your Party, you may choose to roll over for a different Character to be added to your Party instead, starting by re-rolling which Character Table to use and going from there. It is not recommended to have more than 1 Character of the same type in a Party.

When a Character is added to a Party, the only factor to make a mental note about the Character is the first letter of their name. That letter is used in the rules to denote which Monsters can be slain outright by the Character as well as which Treasures may be utilized by the Character. Such letters will show up in parentheses () when they show up elsewhere in the rules.

Once all 9 Characters have been added, a Party is ready to explore a Dungeon.

DUNGEONS

To explore a new *Dungeon*, take a copy of the *Dungeon Party RPG Dungeon Map Sheet*. First, write in a name for the *Dungeon* which will uniquely designate it for game purposes. Second, write in '1' for the level of the *Dungeon*. Third, write in 'Center' for the section of the *Dungeon*. Once the name, level, and section of the *Dungeon Map Sheet* are written in, the Entrance Room to the *Dungeon* must be determined. Each *Dungeon Map Sheet* has 36 Rooms in a grid of 6 rows and 6 columns. To determine which Room is the Entrance Room, roll a die. That die roll will determine which row in the grid the Entrance Room is in, going from top (die roll of 1) to bottom (die roll of 6). Once the row is determined, roll a die. That die roll will determine which column in the grid the Entrance Room is in, going from left (die roll of 1) to right (die roll of 6). Once the row and column are determined, cross index them to determine which Room is the Entrance Room. Once the Entrance Room is determined, write an 'E' in the center of it's box. Then write a '1' in the middle of the northern edge of the Room's box, write a '2' in the middle of the eastern edge of the Room's box, write a '3' in the middle of the southern edge of the Room's box, and write a '4' in the middle of the western edge of the Room's box. Once the Entrance Room has been written on the *Dungeon Map Sheet*, a Party can begin exploring the *Dungeon*.



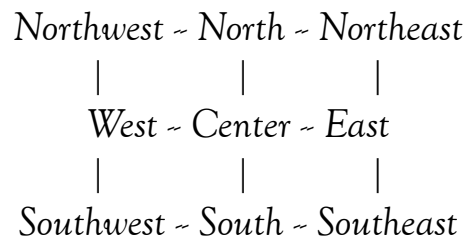
EXPLORATION

Exploration of a Dungeon always begins with the Party in the Entrance Room. No marker is used for a Party's current location in a Dungeon; Rather, you simply keep a mental note of which Room the Party is in at all times.

The "E" in the Entrance Room represents of flight of stairs (or other form of entry) going into and out of the Dungeon, while the numbers each represent a door leading to other Rooms in the Dungeon. Once in the Entrance Room, the Party begins exploring the Dungeon by moving through 1 of the 4 doors.

When a door is moved through, the Party proceeds to whichever Room is immediately in the direction of the door as it is placed within the Room that the Party is moving out from; In other words, whichever direction the number of a door is in a Room is the direction in which the Party moves through that door.

If moving through a door means moving off the edge of the Dungeon Map Sheet the Party is on, a new section will be added to the Dungeon (or the Party will move into a previously explored section) as long as it fits the following pattern:



All sections in a Dungeon are defined by the Center section. No other sections can exist in a Dungeon besides the nine sections in the above pattern, which means any door leading out of a section which does not lead to another section cannot be moved through by a Party, as they are false doors which dead end.

When a door does lead to another section of the Dungeon, place the Dungeon Map Sheet that represents the section in the appropriate slot in the section pattern, then move the Party into whichever Room is immediately in the direction of the door that the Party moved through from the last Room.

When a new section is added to a Dungeon, write down the same name and level on it's Dungeon Map Sheet as the old Dungeon Map Sheet that the Party just moved from, then write down the new section as appropriate to the pattern.

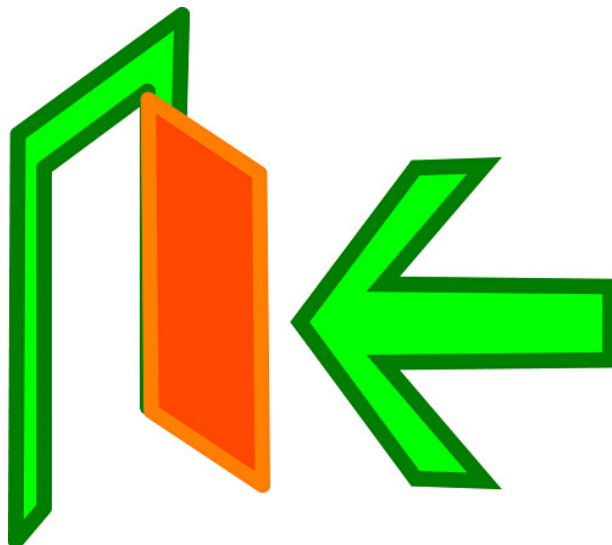
ROOMS

When a new Room is moved into, roll a die. Divide the die roll in half (round up) then add 1 to that result to get the number of doors in the new Room. Once the number of doors have been determined, write in each door by putting its respective number in the middle of either the northern, eastern, southern, or western edge of the Room, using the following rules:

There must be a door on the edge of the Room that the Party entered the Room from, and that door must be given the number '1'. Every other door is given a number according to your choice, which is then written in the middle of the Room's edge of your choice, as long as no edge has more than 1 door on it.

If an old Room is moved into on a side where there was no door before, write a new door with a number equal to the number of doors previously in the old Room plus 1, as that new door will be a secret door not previously discovered.

After the doors in a new Room have been written in, roll a die. If the die roll is 1, write an arrow pointing down in the center of the Room's box. If the die roll is 6, write an arrow pointing up in the center of the Room's box, unless the Room is on level 1 of a Dungeon, in which case write an 'X' in the center of the Room's box. If the die roll is 2, 3, 4, or 5, write an 'O' in the center of the Room's box. An arrow down represents a set of stairs (or other form of entry) leading downwards to a lower level of the Dungeon. An arrow up represents a set of stairs (or other form of entry) leading upwards to a higher level of the Dungeon. An 'O' represents a Room without any stairs at all. An 'X' represents an Exit Room with stairs (or other form of exit) that lead out of the Dungeon.



ENCOUNTERS

When a new Room is entered, a Monster is encountered after a Room's doors and stairs have been determined and written in.

When an old Room is entered, roll a die if the Room is not an Entrance Room or does not have a Monster in it. If the die roll is 1, a Monster is encountered.

When a Monster is encountered, roll a die to determine which kind of Monster it is. If the die roll is 1, roll a die and consult Monster Table A. If the die roll is 2, roll a die and consult Monster Table B. If the die roll is 3, roll a die and consult Monster Table C. If the die roll is 4, roll a die and consult Monster Table D. If the die roll is 5, roll a die and consult Monster Table E. If the die roll is 6, roll a die and consult Monster Table F.

Monster Table A - Die roll of 1 = Anansi Spider, Die roll of 2 = Archon, Die roll of 3 = Avatar, Die roll of 4 = Blockhead Golem, Die roll of 5 = Brain Flayer, Die roll of 6 = Bullywug.

Monster Table B - Die roll of 1 = Catoblepas, Die roll of 2 = Chromatic Butterfly, Die roll of 3 = Cockatrice, Die roll of 4 = Crimson Griffon, Die roll of 5 = Cursed Cat, Die roll of 6 = Dracosaurus.

Monster Table C - Die roll of 1 = Djinni, Die roll of 2 = Efreeti, Die roll of 3 = Evil Owl, Die roll of 4 = Fire Drake, Die roll of 5 = Giant Orc, Die roll of 6 = Gloom Cloud.

Monster Table D - Die roll of 1 = Great Ape, Die roll of 2 = Green Slime, Die roll of 3 = King Rat, Die roll of 4 = Manticora, Die roll of 5 = Mindwyrms, Die roll of 6 = Oliphant.

Monster Table E - Die roll of 1 = Phantasm, Die roll of 2 = Pit Fiend, Die roll of 3 = Pumaman, Die roll of 4 = Questing Beast, Die roll of 5 = Raptor Rex, Die roll of 6 = Skeletal Champion.

Monster Table F - Die roll of 1 = Spectral Haunt, Die roll of 2 = Spike Ball, Die roll of 3 = Vampyre Bat, Die roll of 4 = Wicked Witch, Die roll of 5 = Winged Monkey, Die roll of 6 = Wyvernica.

Once the kind of Monster encountered is determined, take a counter representing that Monster and place it on the Dungeon Map Sheet in the appropriate Room. Consult the Monster Appendix for which counter to use for which Monster, as well as for which Character can slay which Monster outright, as will be designated by a Character's letter in parentheses () next to the Monster's name.

FIGHT OR FLIGHT

If the Party is in a Room which has a Monster counter on it, you must choose whether the Party decides upon fight or flight in response to the Monster.

If a Party fights a Monster, that Monster will be slain outright if the Party has the appropriate Character, as designated in the Monster Appendix. If the Party does not have a Character that can slay the Monster outright, the Monster is slain, but then you must choose 1 Character in the Party to be slain. The only other way to slay a Monster outright without having the appropriate Character is for a Character in the Party to utilize a Treasure. If a Character utilizes a Treasure to slay a Monster, that Monster is slain without any Character from the Party being slain. Utilizing Treasures or having the appropriate Character is the only way to slay a Monster outright. Otherwise, fighting a Monster will always lead to both the Monster and a Character from the Party being slain.

If a Party takes flight from a Monster, roll a die. If the die roll is 1 or 6, the Party escapes the Monster, but you must choose 1 Character in the Party to be slain. If the die roll is 2, 3, 4, or 5, the Party escapes the Monster without any Character being slain.

If a Monster is slain, make note of the slaying on your Character Sheet, then remove the Monster's counter from the Dungeon Map Sheet it was on. If a Character is slain, remove the Character's counter from your Character Sheet.



ITEMS OF POWER

When a Monster is slain, the Party will gain a Treasure. Roll a die to determine which kind of Treasure it is. If the die roll is 1, roll a die and consult Treasure Table A. If the die roll is 2, roll a die and consult Treasure Table B. If the die roll is 3, roll a die and consult Treasure Table C. If the die roll is 4, roll a die and consult Treasure Table D. If the die roll is 5, roll a die and consult Treasure Table E. If the die roll is 6, roll a die and consult Treasure Table F.

Treasure Table A - Die roll of 1 = Backstabber Dagger, Die roll of 2 = Blazing Orb, Die roll of 3 = Bluesteel Broadsword, Die roll of 4 = Brass Lamp, Die roll of 5 = Candle Of Enlightenment, Die roll of 6 = Crown Of Valor.

Treasure Table B - Die roll of 1 = Deadly Dart, Die roll of 2 = Dragon Emblem, Die roll of 3 = Eros Arrow, Die roll of 4 = Feather Cap, Die roll of 5 = Godly Grail, Die roll of 6 = Gorgon Eye.

Treasure Table C - Die roll of 1 = Guardian Shield, Die roll of 2 = Hand Of Fate, Die roll of 3 = Heavenly Harp, Die roll of 4 = Herbal Elixir, Die roll of 5 = Holy Book, Die roll of 6 = Horn Of Plenty.

Treasure Table D - Die roll of 1 = Ioun Stones, Die roll of 2 = Iron Flask, Die roll of 3 = Lodestone Compass, Die roll of 4 = Lotus Blossom, Die roll of 5 = Mystic Mirror, Die roll of 6 = Potion Of Power.

Treasure Table E - Die roll of 1 = Scales Of Balance, Die roll of 2 = Scimitar Of Sharpness, Die roll of 3 = Silver Speartip, Die roll of 4 = Spy Glass, Die roll of 5 = Staff Of Healing, Die roll of 6 = Thaumaturgic Tome.

Treasure Table F - Die roll of 1 = Trickster Mask, Die roll of 2 = Trip Up Slippers, Die roll of 3 = Valhalla Helm, Die roll of 4 = Vorpal Blade, Die roll of 5 = Wand Of Withering, Die roll of 6 = YingYang Stone.

Once the kind of Treasure gained is determined, take a counter representing that Treasure and place it on your Character Sheet in 1 of the 2 Possession slots next to a Character's counter; If no Possession slots are open, the Treasure is removed instead. Consult the Treasure Appendix for which counter to use for which Treasure, as well as for which Character can utilize which Treasure, as will be designated by a Character's letter in parentheses () next to the Treasure's name. At any time, you may swap a Treasure from 1 Character's Possession slot to another Character's Possession slot. A Character may only utilize a Treasure if it is in 1 of their Possession slots and they are the designated Character for it's use. After a Treasure is utilized, remove the Treasure from your Character Sheet.

FURTHER EXPLORATION

If the Party escapes from a Monster, or after the Party slays a Monster, or if a Room has no Monster in it, the Party moves through a door of your choice in the Room they are in (except for false doors), or you may choose to have the Party move through stairs if there are any in the Room they are in, including stairs in an Entrance Room or Exit Room. If a door is moved through, the same rules apply as before for exploration, Rooms, and doors. If stairs are moved through, the same rules apply as before, with the following additional rules as well:

When stairs down or up are moved through, a new level (and it's appropriate section) will be added to the Dungeon (or the Party will move into a previously explored level and section). When stairs do lead to another level (and it's appropriate section) of the Dungeon, place the Dungeon Map Sheet that represents the section in the appropriate slot in the section pattern for that level, then move the Party into whichever Room is in the same location (row and column) as the Room the Party moved up or down the stairs from.

When a new section is added to a Dungeon via stairs, write down the same name and section on it's Dungeon Map Sheet as the old Dungeon Map Sheet the Party just moved from, then write down the new level as either the level of the old Dungeon Map Sheet moved from plus 1 for stairs that went down or the level of the Dungeon Map Sheet moved from minus 1 for stairs that went up.

Doors for a new Room moved into via stairs are rolled for as before, except that any door can be designated as '1' and there is no edge of the Room that is considered to be of the side the Party entered from. All other door rules apply.

Stairs for a new Room moved into via stairs are not rolled for. Instead, an arrow pointing up is written in the center of the Room's box if the Room was moved into via stairs going down, or an arrow pointing down is written in the center of the Room's box if the Room was moved into via stairs going up.

If stairs lead to an old Room, the stairs lead to a secret trapdoor and the center of the old Room may be rewritten or added to using the following rules:

If the old Room moved into has an 'E' or 'X' in it's center, it remains the same.

If the old Room moved into has an 'O' in it's center, rewrite the center of the old Room as though it were a new Room moved into via stairs.

If the old Room moved into has an arrow pointing up or down in it's center, write a new, additional arrow pointing the opposite direction of and right next to the arrow that was already written in the center of the old Room.

EXITING AND EXPERIENCE

If the stairs in an Entrance Room or Exit Room are moved through, the Party exits the Dungeon. As soon as a Dungeon is exited, experience is calculated and written down on your Character Sheet using the following procedure:

A Character exiting a Dungeon for the first time ever starts with 0 experience.

Increase each Character's experience by 1 for each Monster that was slain while exploring the Dungeon this time around.

Increase each Character's experience by 1 for each Treasure that the Party gained while exploring the Dungeon this time around, but only if the Party exited the Dungeon this time around with the respective Treasure still in their possession.

Decrease each Character's experience by 1 for each Character that was slain while exploring the Dungeon this time around, though no Character's experience can ever be decreased below 0 (and will become 0 instead if decreased below 0).

A Character's experience is written down on the Character Sheet in the Experience slot next to the Character's Possession slots.

After all of the Characters' experience has been calculated and written down, the Party's experience total is calculated by adding together the experience of all the Characters in the Party, then written down on your Character Sheet.

A Party's experience total is a representation of how successful the Party has been as adventurers. The challenge to a player is to see how high they can get their Party's experience total, as experience is the only metric in the game for success or failure.

After experience has been resolved, a Party can explore a new Dungeon or an old Dungeon if the Party has 9 Characters in it. If a Party does not have 9 Characters in it after experience is resolved, a number of Characters must be added to the Party until it has 9 Characters, using the same rules as before for creating a Party. Once that Party has all 9 Characters, it may explore as normal.

Also, after experience has been resolved but before the Party explores a new or old Dungeon, you may remove any Treasures of your choice from your Character Sheet.

EXPIRATION

If all 9 Characters in a Party are slain while exploring a Dungeon, the game is over for that Party. You may however continue to play by getting a new Character Sheet and making a whole new Party using the same rules as before for creating a Party.

Once the new Party is made, you may choose to have it explore a new Dungeon or an old Dungeon.



CREDITS

Dungeon Party RPG was created, written, and designed by Errin Famiglia. All clipart appears as a free courtesy of www.fundraw.com . The term 'noble knight' is a reference to the excellent online game store www.nobleknight.com .



APPENDICES

Dungeon Party RPG has three appendices: One for Characters, one for Monsters, and one for Treasures. The appendices contain no new rules, but instead have more detailed descriptions of each Character, Monster, and Treasure that appear in the game, including which Characters can slay which Monsters outright and which Characters can utilize which Treasures.

CHARACTERS



Angel Knight (A) - A winged warrior from an angelic race of magical beings.



Berserker (B) - A barbaric beastmaster from the harsh prehistoric jungles of the south.



Curate (C) - A holy man with the divine power to heal and cure.



Dragon Knight (D) - A formidable knight skilled in dragon magic and dragonslaying.



Elementalist (E) - A magical master of the elements and elemental contracts.



Fistfighter (F) - A swift monk who has mastered the martial arts.



Guardsman (G) - An armored soldier skilled in defending and deflecting.



Harlequin (H) - A wandering fool who is expert at trickery and pranks.



Invoker (I) - A mystic mage capable of invoking binding pacts with otherworldly forces.



Magician (M) - A master of a myriad of minor magick cantrips and magickal trinkets.



Noble Knight (N) - A knight of great honor and distinction who has much battle expertise.



Ovate (O) - A wise man with the holy powers of purity and enlightenment.



Pathfinder (P) - A master forester skilled in the tracking and hunting of monsters.



Rutterkin (R) - A deft and deadly assassin who uses stealth and ambush to slay foes.



Swordsman (S) - A master duelist who can parry and feint expertly with any blade.



Targeteer (T) - A sharpshooting Bowman who is an expert at ranged combat and archery.



Valkyrie (V) - A fierce female warrior from the frozen snowlands of the north.



Warlock (W) - A sorcerous spellcaster schooled in witchcraft and wizardry.

MONSTERS



Anansi Spider (R) - A cunning giant spider that can bind magic spells and spin magic webs.



Archon (A) - A male warlock of the angelic race who can use heavenly magic as he so wishes.



Avatar (A) - A female witch of the angelic race who can use heavenly spells as she so whims.



Blockhead Golem (S) - A bigheaded golem made of stone that wields a special stonecutting sword.



Brain Flayer (R) - A psionic mindeater with many brainsucking tentacles and the intelligence of an evil genius.



Bullywug (F) - An arrogant and bullying man-frog with the ability to make great leaps and bounds.



Catobeplos (G) - An ugly deformed cow monster whose hideous appearance kills all who look upon it's face.



Chromatic Butterfly (M) - A creature of pure scintillating chaos which blinds and burns those who encounter it.



Cockatrice (G) - A giant chicken whose feathers turn to stone all who touch them.



Crimson Griffon (N) - A half eagle, half lion monster that is so majestic that only the most chivalrous may battle it.



Cursed Cat (W) - An evil cat with nine lives that grows twice its size every time it dies.



Dracosaurus (B) - A prehistoric dinosaur that cannot breathe flame but is still deadly due to its voraciousness.



Djinni (E) - A creature made of pure air that can evoke elemental air magic.



Efreeti (E) - A being made of pure fire that can evoke elemental fire magic.



Evil Owl (P) - A very old and evil owl that is virtually impossible to shoot down due to its wisdom.



Fire Drake (D) - A slithering dragon with yellow scales that can breathe fire upon its prey.



Giant Orc (H) - An enormous orc of towering size that cannot be bested by might or magic.



Gloom Cloud (C) - An evil sentient cloud of grey mist that drains the life force of those it possesses.



Great Ape (H) - A rather humungous gorilla that is actually quite gentle, yet still destructive due to it's immense size.



Green Slime (C) - A living colony of diseased green slime with a touch that burns flesh and armor alike.



King Rat (P) - A gigantic rodent that is the king of a nest of servant rats each the size of a normal person.



Manticora (V) - A large floating lion head that shoots forth spikes of ice from it's frosty mane.



Mindwurm (M) - A telepathic caterpillar that assaults the mind of it's prey using hallucinogenic illusions.



Oliphant (V) - A large and woolly mammoth elephant with sharp tusks of ivory and thick layers of protective fur.



Phantasm (I) - A large floating devil head that can create mental illusions as well as breathe fire.



Pit Fiend (O) - A devil from the deep pits who wields a pitchfork which pierces the very soul.



Pumaman (F) - A half puma, half man monster with amazing pugilistic abilities as well as a magical means of flight.



Questing Beast (N) - A quizzical creature that can only be slain by those of nobility and valor.



Raptor Rex (B) - A very large prehistoric lizard that walks upright and has razorsharp teeth.



Skeletal Champion (S) - A skeletal warrior that can only be slain by a sword, a weapon it is expert at wielding as well.



Spectral Haunt (O) - A ghastly specter that roams the rooms of dungeons looking for victims to frighten to death.



Spike Ball (I) - A large sentient ball of iron with sharpened spikes all over it's metallic body.



Vampyre Bat (T) - A vampiric bat that can only be slain by shooting a wooden arrow through it's heart.



Wicked Witch (W) - A hideous hag with the magic power to turn her foes into toads which she then adds to her cauldron.



Winged Monkey (T) - A flying monkey that is too smart and tricky to be felled by anything except an expert bowshot.



Wyvernica (D) - A flying dragon with red scales that can breathe clouds of venom and has a tail with a poisonous barb.

TREASURES



Backstabber Dagger (R) - A venom-filled dagger that can kill a foe with one stab to the back.



Blazing Orb (D) - A blazing orb of fire used to transform into a flaming dragonman with claws and scales made of flame.



Bluesteel Broadsword (N) - A broadsword made of true blue steel which strikes down any foe that is not true of heart and purpose.



Brass Lamp (E) - A magic lamp of brass which can summon forth a powerful elemental king or queen.



Candle Of Enlightenment (O) - A white magic candle which turns any hostile enemy into a sympathetic friend.



Crown Of Valor (N) - A crown of great mystical might that imbues it's wearer with invincible valor.



Deadly Dart (R) - An ebony dart with a powerful death spell cast upon it which slays those it pricks.



Dragon Emblem (D) - A symbol of the dragon race that can be used to briefly summon forth an ancient firebreathing dragon.



Eros Arrow (T) - An arrow of slaying that instantly pierces the heart of any living creature it is shot at.



Feather Cap (T) - A cap with a feather in it which greatly increases the eyesight and aim of those who wear it.



Godly Grail (C) - A holy grail that brings forth healing water and nourishing bread.



Gorgon Eye (G) - A shield made of stone that can petrify those that look into it's center.



Guardian Shield (G) - A shield made of an indestructible and magic resistant metal.



Hand Of Fate (I) - The severed hand of a hanged murderer that can be used to summon forth a sinister dark force.



Heavenly Harp (A) - A musical harp made by angels which can lull to sleep all those who hear it's song.



Herbal Elixir (B) - A green elixir which grants it's drinker a great boost of endurance and agility for a limited time.



Holy Book (O) - A sanctified book of scripture which can be used to purify the souls of the evil.



Horn Of Plenty (M) - A magic wicker horn which can produce forth most any item it is commanded to.



Ioun Stones (M) - Rune stones of power which hover around in the air and empower those that evoke their magic.



Iron Flask (E) - A flask made of iron which is a prison to the most fierce and wild creatures of the elemental planes.



Lodestone Compass (P) - A magnetic compass with the ability to pinpoint the location of monsters nearby.



Lotus Blossom (F) - The blossom of a rare flower which may be ingested so as to grant it's eater greater focus and accuracy.



Mystic Mirror (I) - A mystical mirror which may be used to contact powerful beings from other dimensions.



Potion Of Power (B) - A red potion which grants it's imbiber great strength and invulnerability for a limited duration.



Scales Of Justice (A) - A set of golden scales which can be used to balance wrong and right in any situation.



Scimitar Of Sharpness (S) - A scimitar that is always sharp and can slice through most any material it cuts.



Silver Speartip (V) - A special speartip made of enchanted silver which always hits it's mark.



Spy Glass (P) - A sorcerous spyglass which may be used to target any monster from far away.



Staff Of Healing (C) - A holy staff of great healing power which purifies all it touches.



Thaumaturgic Tome (W) - An arcane tome of a lost ancient magic with a great many powerful spells inside.



Trickster Mask (H) - A magic mask which allows it's wearer to shift their appearance so as to fool the unsuspecting.



TripUp Slippers (H) - A pair of bewitched slippers which grant the ability to trip over any monster of any size.



Valhalla Helm (V) - An impenetrable horned helmet said to be forged by the norse gods of the frozen north.



Vorpal Blade (S) - An enchanted blade that can magically behead any monster it slices.



Wand Of Withering (W) - A mystic wand with the dark power to shrivel any being into a pile of dust.



YingYang Stone (F) - A stone symbol which can be used to temporarily harness the power of universal balance.