

Runequest BOOK OF TREASURE PLUNDER



BY RUDY KRAFT





PLUNDER

by
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INTRODUCTION

Runder is a booklet designed for use with the *RuneQuest* role-playing game system. It provides a wide selection of pregenerated treasures which can be used in a variety of ways to simplify and shorten a referee's tasks. In addition, there is a section of exotic magical

items which can add flavor and atmosphere to any *RuneQuest* campaign. The booklet is designed to be consistent with the fantasy universe of Glorantha but the material can be used in any *RuneQuest* campaign.

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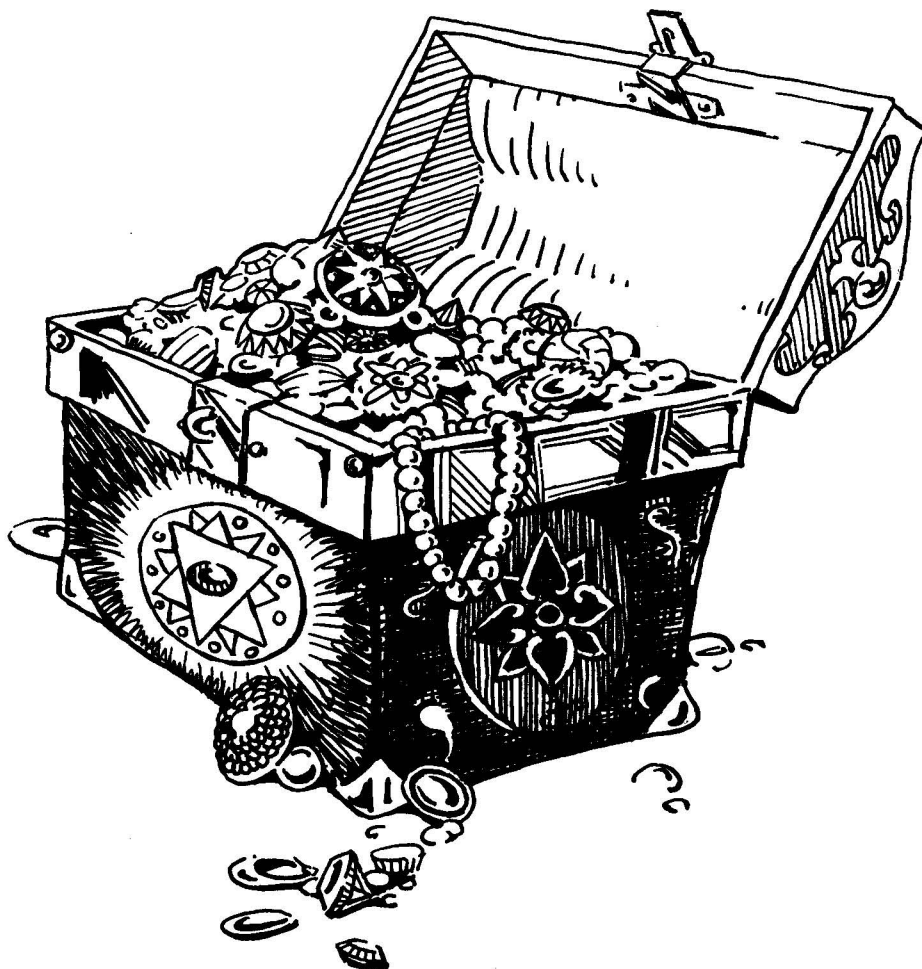
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I TREASURE FACTOR TABLES

Each of the ten treasure factor tables consists of 64 different randomly generated treasures. When a treasure of a given treasure factor is needed, the referee should turn to the appropriate pages and roll 1D8/1D8 to locate the correct treasure. (Example — if the referee wants a 36 treasure factor treasure, he or she would consult the 31-40 Treasure Factors Table and roll 1D8 twice. Rolling a 4 for the row and a 5 for the column would give a treasure hoard with 254 Clacks, 50 Lunars, 17 Wheels, and 2 gems and/or jewelry. If the treasure factor for a given hoard exceeds 100, one roll is taken on the 91-100 table for each 100 treasure factors. (Example — a treasure of 457 factors

would result in four rolls on the 91-100 table and once on the 51-60 table).

Once a treasure is generated off the treasure factor tables, it is also necessary to determine the value of any gems and jewelry as well as the type of special items. To facilitate this, separate tables are provided for each. The Gems/Jewelry Table is a list of 100 jewelry or gems which correspond exactly to the identical number in the *RuneQuest* rules. The Special Items Table consists of 100 random special items. The referee has the option to roll D100 to randomly select each special item or just start using them from the top.



01-10

	1	2	3	4
1	CLACKS 84 LUNARS 2 WHEELS 2	CLACKS 58 LUNARS 8 WHEELS 4	CLACKS 90 GEMS/JEWELRY 3	CLACKS 94 LUNARS 21 WHEELS 15 GEMS/JEWELRY 1
2	CLACKS 43 LUNARS 16 GEMS/JEWELRY 1	CLACKS 117 LUNARS 10 GEMS/JEWELRY 1	CLACKS 364 LUNARS 9 WHEELS 1	WHEELS 3 GEMS/JEWELRY 1
3	CLACKS 122 WHEELS 6	CLACKS 38	CLACKS 860 LUNARS 9 GEMS/JEWELRY 1	CLACKS 140 LUNARS 8
4	LUNARS 30 GEMS/JEWELRY 1	CLACKS 93 GEMS/JEWELRY 2	CLACKS 42 LUNARS 20 WHEELS 4	CLACKS 20 LUNARS 3
5	CLACKS 36 LUNARS 9 WHEELS 1 GEMS/JEWELRY 1	LUNARS 9 GEMS/JEWELRY 1 SPECIAL ITEMS 1	CLACKS 55 LUNARS 7 GEMS/JEWELRY 4	CLACKS 12 LUNARS 6
6	CLACKS 155 GEMS/JEWELRY 3	CLACKS 160 WHEELS 1	CLACKS 15 WHEELS 1 GEMS/JEWELRY 1	CLACKS 98 LUNARS 8 GEMS/JEWELRY 2
7	LUNARS 14	CLACKS 590 LUNARS 1	CLACKS 276 LUNARS 2 WHEELS 2	CLACKS 8 LUNARS 7 GEMS/JEWELRY 3
8	LUNARS 20 WHEELS 6 GEMS/JEWELRY 3	LUNARS 8 WHEELS 5 GEMS/JEWELRY 3 SPECIAL ITEMS 1	CLACKS 465 LUNARS 10 WHEELS 6 GEMS/JEWELRY 2	CLACKS 3 LUNARS 8 WHEELS 6 GEMS/JEWELRY 1

TREASURE FACTORS

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LUNARS 8 WHEELS 1	CLACKS 120 LUNARS 18 WHEELS 6 GEMS/JEWELRY 1	CLACKS 190 LUNARS 1 WHEELS 3 GEMS/JEWELRY 3	CLACKS 42 LUNARS 1 WHEELS 2 GEMS/JEWELRY 2
CLACKS 51 GEMS/JEWELRY 5	LUNARS 70	CLACKS 42 LUNARS 8 GEMS/JEWELRY 1	CLACKS 120
CLACKS 6 LUNARS 5 WHEELS 2 GEMS/JEWELRY 1	CLACKS 49 LUNARS 2 GEMS/JEWELRY 4	CLACKS 138 LUNARS 3 WHEELS 2 GEMS/JEWELRY 10 SPECIAL ITEMS 1	CLACKS 98 LUNARS 1
CLACKS 36 LUNARS 8	CLACKS 50	CLACKS 40 LUNARS 9 WHEELS 5 GEMS/JEWELRY 1	CLACKS 430 LUNARS 3
CLACKS 60 LUNARS 7 WHEELS 15	CLACKS 24 GEMS/JEWELRY 1	CLACKS 69 LUNARS 2 GEMS/JEWELRY 1	NONE
LUNARS 7 GEMS/JEWELRY 1	CLACKS 93 WHEELS 16	CLACKS 12	CLACKS 16 LUNARS 10 WHEELS 3
CLACKS 51 LUNARS 7 GEMS/JEWELRY 5	CLACKS 22 LUNARS 7 WHEELS 2 GEMS/JEWELRY 1	LUNARS 80 WHEELS 8 GEMS/JEWELRY 1	CLACKS 48 LUNARS 18 GEMS/JEWELRY 1
CLACKS 30 LUNARS 8 GEMS/JEWELRY 1	CLACKS 102 LUNARS 30 WHEELS 6 GEMS/JEWELRY 10	CLACKS 14 GEMS/JEWELRY 1	CLACKS 120 LUNARS 2 WHEELS 1 GEMS/JEWELRY 1

11-20

	1	2	3	4
1	CLACKS 34 LUNARS 93 WHEELS 24 GEMS/JEWELRY 2	CLACKS 26 LUNARS 300 GEMS/JEWELRY 4 SPECIAL ITEMS 1	CLACKS 99 LUNARS 57 WHEELS 8	CLACKS 45 LUNARS 156 WHEELS 15 GEMS/JEWELRY 1
2	CLACKS 22 LUNARS 78 WHEELS 8 GEMS/JEWELRY 2	LUNARS 25 WHEELS 15 GEMS/JEWELRY 1	LUNARS 45 WHEELS 35 GEMS/JEWELRY 3 SPECIAL ITEMS 1	CLACKS 300 LUNARS 27
3	CLACKS 232 LUNARS 207 WHEELS 30 GEMS/JEWELRY 1	CLACKS 100 LUNARS 44 WHEELS 4 GEMS/JEWELRY 1	CLACKS 43 LUNARS 460 WHEELS 1	CLACKS 44 LUNARS 380 WHEELS 1 GEMS/JEWELRY 5
4	CLACKS 48 LUNARS 14	LUNARS 205 WHEELS 5	CLACKS 37 LUNARS 26	CLACKS 71 LUNARS 198 WHEELS 16
5	LUNARS 34	CLACKS 55 LUNARS 195 WHEELS 7	CLACKS 16 LUNARS 14 WHEELS 10	CLACKS 44 GEMS/JEWELRY 2
6	LUNARS 82 WHEELS 5	CLACKS 82 GEMS/JEWELRY 2 SPECIAL ITEMS 2	CLACKS 79 LUNARS 54 WHEELS 8 GEMS/JEWELRY 1	CLACKS 10 LUNARS 102 WHEELS 24 GEMS/JEWELRY 2
7	CLACKS 35 WHEELS 3 GEMS/JEWELRY 1	CLACKS 40 GEMS/JEWELRY 2	CLACKS 195 LUNARS 88	CLACKS 22 LUNARS 64 WHEELS 4
8	CLACKS 204 LUNARS 37	CLACKS 29 LUNARS 45 WHEELS 5	CLACKS 990 LUNARS 111 WHEELS 8 GEMS/JEWELRY 2	CLACKS 45 WHEELS 20 GEMS/JEWELRY 2

21-30

	1	2	3	4
1	CLACKS 209 LUNARS 108 WHEELS 8 GEMS/JEWELRY 2	CLACKS 266 WHEELS 16	CLACKS 80 LUNARS 119 GEMS/JEWELRY 2	CLACKS 97 LUNARS 105 GEMS/JEWELRY 1
2	CLACKS 133 LUNARS 1500 GEMS/JEWELRY 1	CLACKS 110 LUNARS 645 WHEELS 8 SPECIAL ITEMS 2	CLACKS 103 LUNARS 181 WHEELS 9 GEMS/JEWELRY 3	CLACKS 105 LUNARS 174 WHEELS 5 GEMS/JEWELRY 1
3	CLACKS 244 LUNARS 125 WHEELS 4 GEMS/JEWELRY 1	CLACKS 123 LUNARS 258 GEMS/JEWELRY 5	CLACKS 160 LUNARS 147 WHEELS 21	CLACKS 94 LUNARS 48 GEMS/JEWELRY 1
4	CLACKS 110 LUNARS 95 GEMS/JEWELRY 2	CLACKS 472 LUNARS 264 WHEELS 25	CLACKS 231 LUNARS 90 WHEELS 9 SPECIAL ITEMS 2	CLACKS 114 LUNARS 537 WHEELS 6 GEMS/JEWELRY 2
5	CLACKS 73 LUNARS 78 WHEELS 5 GEMS/JEWELRY 3	CLACKS 304 LUNARS 73 WHEELS 17 GEMS/JEWELRY 5 SPECIAL ITEMS 3	CLACKS 272 LUNARS 100	CLACKS 211 LUNARS 345 WHEELS 9
6	LUNARS 74 WHEELS 5 SPECIAL ITEMS 1	CLACKS 129 LUNARS 83	CLACKS 114 LUNARS 106 GEMS/JEWELRY 1	CLACKS 101 LUNARS 177 WHEELS 23 GEMS/JEWELRY 1
7	CLACKS 160 LUNARS 183 WHEELS 16 SPECIAL ITEMS 3	CLACKS 278 LUNARS 291 GEMS/JEWELRY 2	CLACKS 260 LUNARS 74 GEMS/JEWELRY 1	CLACKS 276 LUNARS 86 WHEELS 23 GEMS/JEWELRY 10
8	CLACKS 234 LUNARS 166 GEMS/JEWELRY 1 SPECIAL ITEMS 2	CLACKS 208 LUNARS 705 WHEELS 10 GEMS/JEWELRY 1	CLACKS 775 WHEELS 8	LUNARS 48 WHEELS 32 GEMS/JEWELRY 5 SPECIAL ITEMS 5

TREASURE FACTORS

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<p>CLACKS 114 LUNARS 54 WHEELS 8 GEMS/JEWELRY 1</p>	<p>CLACK 144 LUNARS 114 GEMS/JEWELRY 1</p>	<p>CLACKS 680 LUNARS 186 GEMS/JEWELRY 1</p>	<p>CLACKS 64 LUNARS 92 WHEELS 13 GEMS/JEWELRY 3</p>
<p>CLACKS 208 LUNARS 122 GEMS/JEWELRY 3</p>	<p>CLACKS 276 LUNARS 68 WHEELS 18 GEMS/JEWELRY 1</p>	<p>CLACKS 75 LUNARS 490 GEMS/JEWELRY 2 SPECIAL ITEMS 1</p>	<p>CLACKS 384 LUNARS 55 GEMS/JEWELRY 2 SPECIAL ITEMS 1</p>
<p>CLACKS 81 LUNARS 276 WHEELS 21</p>	<p>CLACKS 94 WHEELS 36 GEMS/JEWELRY 3</p>	<p>CLACKS 75 LUNARS 345 GEMS/JEWELRY 1</p>	<p>CLACKS 188 WHEELS 9 GEMS/JEWELRY 1 SPECIAL ITEMS 2</p>
<p>CLACKS 242 LUNARS 118 WHEELS 1 GEMS/JEWELRY 1</p>	<p>CLACKS 128 LUNARS 192 SPECIAL ITEMS 1</p>	<p>CLACKS 65 LUNARS 845 WHEELS 9 GEMS/JEWELRY 1 SPECIAL ITEMS 3</p>	<p>CLACKS 125 LUNARS 171 WHEELS 7 GEMS/JEWELRY 1 SPECIAL ITEMS 1</p>
<p>CLACKS 176 LUNARS 159</p>	<p>CLACKS 132 LUNARS 76 WHEELS 15 GEMS/JEWELRY 2</p>	<p>CLACKS 58 LUNARS 114 WHEELS 53 GEMS/JEWELRY 1</p>	<p>CLACKS 134 LUNARS 169 GEMS/JEWELRY 1</p>
<p>CLACKS 109 WHEELS 9 GEMS/JEWELRY 3</p>	<p>CLACKS 156 LUNARS 100 WHEELS 8 GEMS/JEWELRY 1</p>	<p>CLACKS 110 LUNARS 810 GEMS/JEWELRY 1</p>	<p>CLACKS 56 LUNARS 88 GEMS/JEWELRY 1 SPECIAL ITEMS 1</p>
<p>CLACKS 234 LUNARS 123 WHEELS 10 GEMS/JEWELRY 2</p>	<p>CLACKS 177 LUNARS 135 WHEELS 4 GEMS/JEWELRY 1</p>	<p>CLACKS 136</p>	<p>CLACKS 118 LUNARS 151 WHEELS 7 GEMS/JEWELRY 2</p>
<p>CLACKS 89 LUNARS 46 GEMS/JEWELRY 10</p>	<p>CLACKS 29 LUNARS 143</p>	<p>CLACKS 125 LUNARS 285 GEMS/JEWELRY 1</p>	<p>CLACKS 44 LUNARS 124 WHEELS 5 GEMS/JEWELRY 1</p>

31-40

	1	2	3	4
1	CLACKS 145 LUNARS 91 WHEELS 24 GEMS/JEWELRY 1	CLACKS 336 LUNARS 122 GEMS/JEWELRY 2	CLACKS 201 LUNARS 262 WHEELS 51 GEMS/JEWELRY 2 SPECIAL ITEMS 1	CLACKS 154 LUNARS 155 WHEELS 42 GEMS/JEWELRY 5 SPECIAL ITEMS 2
2	CLACKS 268 LUNARS 124 WHEELS 12 GEMS/JEWELRY 1	LUNARS 106 WHEELS 8 GEMS/JEWELRY 1	CLACKS 281 LUNARS 366 WHEELS 6 GEMS/JEWELRY 2	CLACKS 163 LUNARS 148 WHEELS 38 GEMS/JEWELRY 1 SPECIAL ITEMS 1
3	CLACKS 474 LUNARS 356 WHEELS 4 GEMS/JEWELRY 1	CLACKS 223 WHEELS 51 GEMS/JEWELRY 1	CLACKS 582 LUNARS 167 WHEELS 1 GEMS/JEWELRY 1	CLACKS 243 LUNARS 194 WHEELS 3 GEMS/JEWELRY 1
4	CLACKS 378 LUNARS 200 WHEELS 3 GEMS/JEWELRY 2 SPECIAL ITEMS 1	CLACKS 155 LUNARS 250 WHEELS 8 GEMS/JEWELRY 1	CLACKS 576 LUNARS 131 WHEELS 32 GEMS/JEWELRY 1	CLACKS 241 LUNARS 436 WHEELS 120 GEMS/JEWELRY 1
5	CLACKS 1008 LUNARS 109 WHEELS 18 GEMS/JEWELRY 1	CLACKS 155 LUNARS 196 WHEELS 38 GEMS/JEWELRY 2	CLACKS 253 LUNARS 1350 WHEELS 24 GEMS/JEWELRY 1	CLACKS 178 LUNARS 312 GEMS/JEWELRY 1
6	CLACKS 154 LUNARS 284 WHEELS 9 GEMS/JEWELRY 4 SPECIAL ITEMS 5	CLACKS 294 LUNARS 1110 WHEELS 6	CLACKS 226 LUNARS 171 WHEELS 15 GEMS/JEWELRY 1	CLACKS 276 LUNARS 339 WHEELS 14 GEMS/JEWELRY 1 SPECIAL ITEMS 2
7	LUNARS 207 WHEELS 8 GEMS/JEWELRY 2 SPECIAL ITEMS 1	CLACKS 771 LUNARS 108 WHEELS 18 GEMS/JEWELRY 1	CLACKS 804 LUNARS 127 GEMS/JEWELRY 1	CLACKS 254 LUNARS 820 WHEELS 9 GEMS/JEWELRY 5
8	LUNARS 783 WHEELS 9 GEMS/JEWELRY 2	CLACKS 215 LUNARS 53 GEMS/JEWELRY 3	CLACKS 227 LUNARS 172 GEMS/JEWELRY 1	CLACKS 201 WHEELS 11 GEMS/JEWELRY 10

TREASURE FACTORS

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CLACKS 219 LUNARS 135 GEMS/JEWELRY 1	CLACKS 444 LUNARS 426 WHEELS 12 GEMS/JEWELRY 1	CLACKS 196 LUNARS 129 WHEELS 36 GEMS/JEWELRY 5	CLACKS 184 LUNARS 123 GEMS/JEWELRY 2
CLACKS 156 LUNARS 189 WHEELS 180 GEMS/JEWELRY 3 SPECIAL ITEMS 2	CLACKS 711 LUNARS 99 WHEELS 11 GEMS/JEWELRY 1 SPECIAL ITEMS 10	CLACKS 260 LUNARS 167 WHEELS 60 GEMS/JEWELRY 1 SPECIAL ITEMS 3	CLACKS 257 LUNARS 370 WHEELS 14 GEMS/JEWELRY 1
CLACKS 2270 LUNARS 208 WHEELS 5 GEMS/JEWELRY 1 SPECIAL ITEMS 1	CLACKS 156 LUNARS 136 WHEELS 50 GEMS/JEWELRY 5	CLACKS 295 LUNARS 60 WHEELS 12 GEMS/JEWELRY 2	CLACKS 269 LUNARS 442 WHEELS 19 GEMS/JEWELRY 1
CLACKS 254 LUNARS 50 WHEELS 17 GEMS/JEWELRY 2	CLACKS 208 LUNARS 132 WHEELS 28 GEMS/JEWELRY 1 SPECIAL ITEMS 1	CLACKS 406 LUNARS 364 WHEELS 30 GEMS/JEWELRY 1	CLACKS 1143 LUNARS 1540 WHEELS 6 GEMS/JEWELRY 1
CLACKS 350 LUNARS 412 WHEELS 15 GEMS/JEWELRY 2	CLACKS 201 LUNARS 2230 WHEELS 22 GEMS/JEWELRY 3	CLACKS 218 WHEELS 18	CLACKS 96 LUNARS 363 GEMS/JEWELRY 1
CLACKS 255 LUNARS 227 WHEELS 10 GEMS/JEWELRY 2	CLACKS 248 LUNARS 105 WHEELS 33 GEMS/JEWELRY 3	CLACKS 254 LUNARS 270 WHEELS 60 GEMS/JEWELRY 3	CLACKS 147 LUNARS 211 WHEELS 8
CLACKS 444 WHEELS 12 GEMS/JEWELRY 1	CLACKS 474 LUNARS 202 WHEELS 110 GEMS/JEWELRY 5 SPECIAL ITEMS 1	CLACKS 648 LUNARS 200 WHEELS 4 SPECIAL ITEMS 1	CLACKS 137 LUNARS 121 WHEELS 4 GEMS/JEWELRY 1
CLACKS 244 LUNARS 502 WHEELS 8 GEMS/JEWELRY 1	CLACKS 104 LUNARS 193 WHEELS 24 GEMS/JEWELRY 1	CLACKS 285 LUNARS 124 WHEELS 18 GEMS/JEWELRY 1	CLACKS 175 LUNARS 134 WHEELS 5 GEMS/JEWELRY 1

41-50

	1	2	3	4
1	CLACKS 1344 LUNARS 622 GEMS/JEWELRY 1	CLACKS 4350 LUNARS 197 WHEELS 20 GEMS/JEWELRY 1	CLACKS 520 LUNARS 245 WHEELS 13 GEM/JEWELRY 1	CLACKS 4750 LUNARS 275 WHEELS 99 SPECIAL ITEMS 1
2	CLACKS 374 LUNARS 2040 WHEELS 30 GEMS/JEWELRY 2	CLACKS 884 LUNARS 138 WHEELS 72 GEMS/JEWELRY 1	CLACKS 312 LUNARS 2090 WHEELS 33 GEMS/JEWELRY 1	CLACKS 469 LUNARS 229 WHEELS 210 GEMS/JEWELRY 1
3	CLACKS 328 LUNARS 548 WHEELS 38 GEMS/JEWELRY 2	CLACKS 910 LUNARS 660 WHEELS 16	CLACKS 1071 LUNARS 263 WHEELS 62 GEMS/JEWELRY 1	CLACKS 491 LUNARS 808 WHEELS 48 GEMS/JEWELRY 1
4	CLACKS 720 LUNARS 308 WHEELS 117 GEMS/JEWELRY 1	CLACKS 377 LUNARS 398 WHEELS 4 GEMS/JEWELRY 10	CLACKS 742 LUNARS 202 WHEELS 36 GEMS/JEWELRY 1	CLACKS 507 LUNARS 554 WHEELS 25 GEMS/JEWELRY 1
5	CLACKS 548 LUNARS 206 WHEELS 7 GEMS/JEWELRY 1	CLACKS 527 LUNARS 404 WHEELS 50 GEMS/JEWELRY 10 SPECIAL ITEMS 10	CLACKS 403 LUNARS 657 WHEELS 12 GEMS/JEWELRY 3	CLACKS 904 LUNARS 102 WHEELS 12 GEMS/JEWELRY 2
6	CLACKS 345 LUNARS 394 WHEELS 26 GEMS/JEWELRY 1	CLACKS 987 LUNARS 438 WHEELS 24 GEMS/JEWELRY 2	CLACKS 802 LUNARS 426 WHEELS 54 GEMS/JEWELRY 1	CLACKS 1272 LUNARS 3030 WHEELS 42 GEMS/JEWELRY 2
7	CLACKS 1048 LUNARS 177 WHEELS 12 GEMS/JEWELRY 1	CLACKS 428 LUNARS 1680 WHEELS 24 GEMS/JEWELRY 1	CLACKS 385 LUNARS 294 WHEELS 22 GEMS/JEWELRY 1	CLACKS 507 LUNARS 168 WHEELS 10 GEMS/JEWELRY 1
8	CLACKS 1020 WHEELS 21	CLACKS 1054 LUNARS 686 WHEELS 27 GEMS/JEWELRY 1	CLACKS 333 LUNARS 378 WHEELS 17	CLACKS 223 LUNARS 402 WHEELS 6 GEMS/JEWELRY 2

TREASURE FACTORS

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<p>CLACKS 1149 LUNARS 412 WHEELS 10 GEMS/JEWELRY 1</p>	<p>CLACKS 696 LUNARS 734 WHEELS 22 GEMS/JEWELRY 1 SPECIAL ITEMS 1</p>	<p>CLACKS 474 LUNARS 188 WHEELS 13 GEMS/JEWELRY 3</p>	<p>CLACKS 511 LUNARS 215 WHEELS 19 GEMS/JEWELRY 10</p>
<p>CLACKS 463 LUNARS 188 WHEELS 18</p>	<p>CLACKS 400 LUNARS 164 WHEELS 48</p>	<p>CLACKS 459 LUNARS 207 WHEELS 66 GEMS/JEWELRY 1</p>	<p>CLACKS 4770 WHEELS 25 GEMS/JEWELRY 1</p>
<p>CLACKS 856 LUNARS 570 WHEELS 18 GEMS/JEWELRY 1</p>	<p>CLACKS 908 LUNARS 417 WHEELS 18 GEMS/JEWELRY 3</p>	<p>CLACKS 369 LUNARS 214 GEMS/JEWELRY 1</p>	<p>CLACKS 280 LUNARS 1400 WHEELS 24 GEMS/JEWELRY 1</p>
<p>LUNARS 136 WHEELS 26 GEMS/JEWELRY 3 SPECIAL ITEMS 3</p>	<p>WHEELS 26 GEMS/JEWELRY 1</p>	<p>CLACKS 333 LUNARS 228 WHEELS 62 GEMS/JEWELRY 2 SPECIAL ITEMS 1</p>	<p>CLACKS 322 LUNARS 426 WHEELS 30 GEMS/JEWELRY 1</p>
<p>CLACKS 459 LUNARS 396 WHEELS 220 GEMS/JEWELRY 1 SPECIAL ITEMS 5</p>	<p>CLACKS 325 LUNARS 795 WHEELS 80 GEMS/JEWELRY 2 SPECIAL ITEMS 1</p>	<p>LUNARS 489 WHEELS 32 GEMS/JEWELRY 1</p>	<p>CLACKS 4000 LUNARS 2610 WHEELS 16 GEMS/JEWELRY 2</p>
<p>CLACKS 231 LUNARS 199 GEMS/JEWELRY 1</p>	<p>CLACKS 830 LUNARS 89 WHEELS 17 GEMS/JEWELRY 2</p>	<p>CLACKS 228 LUNARS 726 WHEELS 108 GEMS/JEWELRY 2</p>	<p>CLACKS 593 LUNARS 639 GEMS/JEWELRY 1 SPECIAL ITEMS 1</p>
<p>CLACKS 425 LUNARS 1360 WHEELS 52 GEMS/JEWELRY 1</p>	<p>CLACKS 956 LUNARS 434 WHEELS 40 GEMS/JEWELRY 10</p>	<p>CLACKS 4230 LUNARS 328 WHEELS 30 GEMS/JEWELRY 1</p>	<p>CLACKS 848 LUNARS 346 WHEELS 24 GEMS/JEWELRY 1</p>
<p>CLACKS 452 LUNARS 522 WHEELS 42 GEMS/JEWELRY 1</p>	<p>CLACKS 2460 LUNARS 564 WHEELS 10 GEMS/JEWELRY 3</p>	<p>CLACKS 1152 LUNARS 678 WHEELS 34 GEMS/JEWELRY 1</p>	<p>CLACKS 513 LUNARS 508 WHEELS 51 GEMS/JEWELRY 2</p>

51-60

	1	2	3	4
1	CLACKS 564 LUNARS 450 WHEELS 24 GEMS/JEWELRY 1	CLACKS 3380 LUNARS 290 WHEELS 35 GEMS/JEWELRY 1	CLACKS 443 LUNARS 546 WHEELS 35 GEMS/JEWELRY 3	CLACKS 430 LUNARS 688 GEMS/JEWELRY 1
2	CLACKS 1058 LUNARS 338 WHEELS 99 GEMS/JEWELRY 2	CLACKS 1058 WHEELS 62 GEMS/JEWELRY 1	CLACKS 472 LUNARS 248 WHEELS 63 GEMS/JEWELRY 2	CLACKS 484 LUNARS 448 WHEELS 60 GEMS/JEWELRY 3
3	CLACKS 1572 LUNARS 250 WHEELS 27 GEMS/JEWELRY 1 SPECIAL ITEMS 2	CLACKS 487 WHEELS 30 GEMS/JEWELRY 2	CLACKS 5700 LUNARS 1330 WHEELS 48 GEMS/JEWELRY 1	LUNARS 230 WHEELS 19 GEMS/JEWELRY 1
4	CLACKS 335 LUNARS 444 WHEELS 20 GEMS/JEWELRY 1	CLACKS 676 LUNARS 984 WHEELS 35 GEMS/JEWELRY 1 SPECIAL ITEMS 5	CLACKS 527 LUNARS 256 WHEELS 36 GEMS/JEWELRY 1 SPECIAL ITEMS 2	CLACKS 5920 LUNARS 274 WHEELS 29 GEMS/JEWELRY 1
5	CLACKS 639 LUNARS 242 WHEELS 26 GEMS/JEWELRY 1 SPECIAL ITEMS 2	CLACKS 942 WHEELS 26 GEMS/JEWELRY 1	CLACKS 6700 LUNARS 299 WHEELS 260 GEMS/JEWELRY 2	CLACKS 1743 LUNARS 273 WHEELS 38 GEMS/JEWELRY 1 SPECIAL ITEMS 2
6	CLACKS 484 LUNARS 212 WHEELS 117 GEMS/JEWELRY 1	CLACKS 399 LUNARS 221 WHEELS 20 GEMS/JEWELRY 10	CLACKS 542 LUNARS 456 WHEELS 53 GEMS/JEWELRY 1	CLACKS 555 LUNARS 508 WHEELS 50 GEMS/JEWELRY 1 SPECIAL ITEMS 1
7	CLACKS 1116 LUNARS 516 WHEELS 93 GEMS/JEWELRY 3	CLACKS 518 LUNARS 696 WHEELS 62 GEMS/JEWELRY 1 SPECIAL ITEMS 1	CLACKS 1044 LUNARS 546 WHEELS 26 GEMS/JEWELRY 1 SPECIAL ITEMS 4	CLACKS 501 LUNARS 238 WHEELS 27 GEMS/JEWELRY 2
8	CLACKS 577 LUNARS 202 WHEELS 54 GEMS/JEWELRY 1 SPECIAL ITEMS 10	CLACKS 6200 LUNARS 406 GEMS/JEWELRY 2	LUNARS 556 WHEELS 90 GEMS/JEWELRY 1 SPECIAL ITEMS 5	CLACKS 1194 LUNARS 138 WHEELS 420 GEMS/JEWELRY 1 SPECIAL ITEMS 1

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<p>CLACKS 1032 LUNARS 353 WHEELS 20 GEMS/JEWELRY 3</p>	<p>CLACKS 554 WHEELS 39 GEMS/JEWELRY 1</p>	<p>CLACKS 468 LUNARS 678 WHEELS 51 GEMS/JEWELRY 1</p>	<p>CLACKS 624 LUNARS 279 GEMS/JEWELRY 1</p>
<p>CLACKS 516 LUNARS 244 GEMS/JEWELRY 2</p>	<p>CLACKS 618 LUNARS 386 WHEELS 44 GEMS/JEWELRY 1 SPECIAL ITEMS 2</p>	<p>CLACKS 370 LUNARS 303 WHEELS 80 GEMS/JEWELRY 1</p>	<p>CLACKS 562 LUNARS 127 WHEELS 410 GEMS/JEWELRY 1</p>
<p>CLACKS 498 LUNARS 257 WHEELS 82 GEMS/JEWELRY 1</p>	<p>CLACKS 3070 LUNARS 281 WHEELS 21 GEMS/JEWELRY 1</p>	<p>CLACKS 575 LUNARS 717 WHEELS 45 GEMS/JEWELRY 1 SPECIAL ITEMS 1</p>	<p>CLACKS 651 LUNARS 246 WHEELS 42 GEMS/JEWELRY 1</p>
<p>CLACKS 1554 LUNARS 299 GEMS/JEWELRY 1</p>	<p>CLACKS 948 LUNARS 107 WHEELS 86 GEMS/JEWELRY 1</p>	<p>CLACKS 424 LUNARS 244 WHEELS 46 GEMS/JEWELRY 1</p>	<p>CLACKS 422 LUNARS 235 WHEELS 43 GEMS/JEWELRY 1</p>
<p>CLACKS 1116 LUNARS 198 WHEELS 47 GEMS/JEWELRY 2</p>	<p>CLACKS 1650 LUNARS 280 WHEELS 22 GEMS/JEWELRY 1</p>	<p>CLACKS 510 LUNARS 402 WHEELS 31 GEMS/JEWELRY 1</p>	<p>CLACKS 400 LUNARS 325 WHEELS 42 GEMS/JEWELRY 1 SPECIAL ITEMS 2</p>
<p>CLACKS 550 LUNARS 861 WHEELS 129 GEMS/JEWELRY 1 SPECIAL ITEMS 1</p>	<p>CLACKS 417 LUNARS 600 WHEELS 260 GEMS/JEWELRY 1</p>	<p>CLACKS 594 LUNARS 331 WHEELS 33 GEMS/JEWELRY 1</p>	<p>CLACKS 492 LUNARS 300 WHEELS 32 GEMS/JEWELRY 1</p>
<p>CLACKS 451 LUNARS 220 WHEELS 40 GEMS/JEWELRY 10</p>	<p>CLACKS 448 LUNARS 171 WHEELS 104 GEMS/JEWELRY 10 SPECIAL ITEMS 1</p>	<p>CLACKS 3430 LUNARS 3140 WHEELS 15 GEMS/JEWELRY 1 SPECIAL ITEMS 2</p>	<p>CLACKS 3700 LUNARS 356 WHEELS 26 GEMS/JEWELRY 3</p>
<p>CLACKS 473 LUNARS 346 WHEELS 15 GEMS/JEWELRY 3</p>	<p>CLACKS 1290 LUNARS 717 WHEELS 40 GEMS/JEWELRY 3 SPECIAL ITEMS 1</p>	<p>CLACKS 5400 LUNARS 1770 WHEELS 35 GEMS/JEWELRY 1</p>	<p>CLACK 614 LUNARS 198 WHEELS 38 GEMS/JEWELRY 1</p>

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	1	2	3	4
1	CLACKS 424 LUNARS 304 WHEELS 147 GEMS/JEWELRY 2 SPECIAL ITEMS 1	CLACKS 533 LUNARS 2950 WHEELS 45 GEMS/JEWELRY 4	CLACKS 632 LUNARS 612 WHEELS 98 GEMS/JEWELRY 4 SPECIAL ITEMS 5	CLACKS 651 LUNARS 186 WHEELS 50 GEMS/JEWELRY 4
2	CLACKS 3940 LUNARS 403 WHEELS 63 GEMS/JEWELRY 4	CLACKS 956 LUNARS 255 WHEELS 60 GEMS/JEWELRY 4	CLACKS 894 LUNARS 348 WHEELS 128 GEMS/JEWELRY 4 SPECIAL ITEMS 1	CLACKS 998 LUNARS 740 WHEELS 63 GEMS/JEWELRY 2 SPECIAL ITEMS 2
3	CLACKS 5490 LUNARS 389 WHEELS 135	CLACKS 5730 WHEELS 560 GEMS/JEWELRY 4	CLACKS 4940 LUNARS 1173 WHEELS 192 GEMS/JEWELRY 2	CLACKS 529 LUNARS 1296 WHEELS 530 GEMS/JEWELRY 2
4	CLACKS 1626 LUNARS 318 WHEELS 49 GEMS/JEWELRY 4	LUNARS 409 WHEELS 62 GEMS/JEWELRY 2 SPECIAL ITEMS 1	CLACKS 419 LUNARS 214 WHEELS 94 GEMS/JEWELRY 4	LUNARS 281 WHEELS 52 GEMS/JEWELRY 4
5	CLACKS 428 LUNARS 260 WHEELS 177 GEMS/JEWELRY 2	CLACKS 575 LUNARS 373 WHEELS 96 GEMS/JEWELRY 2	CLACKS 539 LUNARS 710 WHEELS 51 GEMS/JEWELRY 4	CLACKS 539 WHEELS 158 GEMS/JEWELRY 2
6	CLACKS 485 LUNARS 588 WHEELS 114 GEMS/JEWELRY 2 SPECIAL ITEMS 1	CLACKS 746 LUNARS 2130 WHEELS 47 GEMS/JEWELRY 20	CLACKS 658 LUNARS 684 WHEELS 126 GEMS/JEWELRY 4 SPECIAL ITEMS 10	CLACKS 1142 LUNARS 582 WHEELS 102
7	CLACKS 548 LUNARS 1224 WHEELS 73 GEMS/JEWELRY 6	CLACKS 842 LUNARS 378 WHEELS 62 GEMS/JEWELRY 4	CLACKS 1245 LUNARS 317 WHEELS 61 GEMS/JEWELRY 4 SPECIAL ITEMS 1	CLACKS 1284 LUNARS 304 WHEELS 740 GEMS/JEWELRY 2
8	CLACKS 1056 LUNARS 658 WHEELS 150 GEMS/JEWELRY 6	CLACKS 910 LUNARS 522 WHEELS 123 GEMS/JEWELRY 2	CLACKS 732 LUNARS 590 WHEELS 43 GEMS/JEWELRY 2	CLACKS 1172 LUNARS 3910 GEMS/JEWELRY 4 SPECIAL ITEMS 1

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<p>CLACKS 1416 LUNARS 433 WHEELS 21 GEMS/JEWELRY 20</p>	<p>CLACKS 438 LUNARS 294 WHEELS 64 SPECIAL ITEMS 1</p>	<p>CLACKS 536 LUNARS 774 WHEELS 63 GEMS/JEWELRY 4 SPECIAL ITEMS 5</p>	<p>CLACKS 513 LUNARS 362 WHEELS 90 GEMS/JEWELRY 4 SPECIAL ITEMS 1</p>
<p>CLACKS 1662 LUNARS 1840 WHEELS 111 GEMS/JEWELRY 8</p>	<p>CLACKS 447 LUNARS 290 WHEELS 42 GEMS/JEWELRY 4</p>	<p>CLACKS 628 LUNARS 303 WHEELS 29 GEMS/JEWELRY 20 SPECIAL ITEMS 1</p>	<p>CLACKS 5620 LUNARS 364 WHEELS 88 GEMS/JEWELRY 6</p>
<p>CLACKS 531 LUNARS 314 WHEELS 39 GEMS/JEWELRY 2</p>	<p>CLACKS 464 LUNARS 370 WHEELS 57 GEMS/JEWELRY 2</p>	<p>CLACKS 1599 LUNARS 692 WHEELS 34 GEMS/JEWELRY 6 SPECIAL ITEMS 2</p>	<p>CLACKS 934 LUNARS 307 WHEELS 52 GEMS/JEWELRY 2 SPECIAL ITEMS 1</p>
<p>CLACKS 2169 WHEELS 55 GEMS/JEWELRY 2</p>	<p>CLACKS 486 LUNARS 377 WHEELS 96 GEMS/JEWELRY 6 SPECIAL ITEMS 1</p>	<p>CLACKS 572 LUNARS 580 WHEELS 150 GEMS/JEWELRY 2</p>	<p>CLACKS 1845 LUNARS 474 WHEELS 228 GEMS/JEWELRY 2</p>
<p>CLACKS 402 LUNARS 546 WHEELS 122 GEMS/JEWELRY 6</p>	<p>CLACKS 550 LUNARS 322 WHEELS 70 GEMS/JEWELRY 6</p>	<p>CLACKS 1034 LUNARS 370 WHEELS 114 GEMS/JEWELRY 2 SPECIAL ITEMS 10</p>	<p>LUNARS 532 WHEELS 22 GEMS/JEWELRY 4</p>
<p>CLACKS 493 LUNARS 534 WHEELS 90 GEMS/JEWELRY 2</p>	<p>LUNARS 336 WHEELS 36 GEMS/JEWELRY 4</p>	<p>CLACKS 1120 LUNARS 382 WHEELS 72 GEMS/JEWELRY 4 SPECIAL ITEMS 3</p>	<p>CLACKS 1018 LUNARS 338 WHEELS 540 GEMS/JEWELRY 20</p>
<p>CLACKS 5270 WHEELS 86 GEMS/JEWELRY 6 SPECIAL ITEMS 3</p>	<p>CLACKS 1149 LUNARS 682 WHEELS 63 GEMS/JEWELRY 4 SPECIAL ITEMS 1</p>	<p>CLACKS 1136 LUNARS 345 WHEELS 123 GEMS/JEWELRY 6 SPECIAL ITEMS 3</p>	<p>CLACKS 543 LUNARS 425 WHEELS 58 GEMS/JEWELRY 4 SPECIAL ITEMS 1</p>
<p>CLACKS 376 LUNARS 638 WHEELS 480 GEMS/JEWELRY 4</p>	<p>CLACKS 443 LUNARS 363 WHEELS 58 GEMS/JEWELRY 2</p>	<p>CLACKS 874 LUNARS 1224 WHEELS 61 GEMS/JEWELRY 2</p>	<p>CLACKS 539 LUNARS 1071 WHEELS 57 GEMS/JEWELRY 2</p>

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	1	2	3	4
1	CLACKS 1122 LUNARS 956 WHEELS 79 GEMS/JEWELRY 2	CLACKS 11,170 LUNARS 340 WHEELS 206 GEMS/JEWELRY 4 SPECIAL ITEMS 1	CLACKS 3357 LUNARS 551 WHEELS 95 SPECIAL ITEMS 3	CLACKS 1136 LUNARS 517 WHEELS 198 GEMS/JEWELRY 6 SPECIAL ITEMS 2
2	CLACKS 1316 LUNARS 5420 WHEELS 120 GEMS/JEWELRY 2 SPECIAL ITEMS 1	CLACKS 1074 LUNARS 1210 WHEELS 214 GEMS/JEWELRY 20	CLACKS 2272 LUNARS 592 WHEELS 400 GEMS/JEWELRY 6	CLACKS 2452 LUNARS 577 WHEELS 218 GEMS/JEWELRY 2 SPECIAL ITEMS 3
3	CLACKS 2730 LUNARS 557 WHEELS 358 GEMS/JEWELRY 2	CLACKS 1153 LUNARS 704 WHEELS 96 GEMS/JEWELRY 4	CLACKS 1098 LUNARS 633 WHEELS 240 GEMS/JEWELRY 20	CLACKS 3039 LUNARS 1056 WHEELS 130 GEMS/JEWELRY 4 SPECIAL ITEMS 1
4	CLACKS 2202 LUNARS 588 WHEELS 252 GEMS/JEWELRY 6	CLACKS 2518 LUNARS 976 WHEELS 71 GEMS/JEWELRY 4 SPECIAL ITEMS 2	CLACKS 3225 LUNARS 1914 WHEELS 314 GEMS/JEWELRY 2 SPECIAL ITEMS 1	CLACKS 943 LUNARS 480 WHEELS 345 GEMS/JEWELRY 6
5	CLACKS 1079 LUNARS 392 GEMS/JEWELRY 2	CLACKS 3501 WHEELS 62 GEMS/JEWELRY 2	CLACKS 1866 LUNARS 525 WHEELS 113 GEMS/JEWELRY 2 SPECIAL ITEMS 5	CLACKS 4904 LUNARS 1062 WHEELS 146 GEMS/JEWELRY 4
6	CLACKS 1110 LUNARS 441 WHEELS 348 GEMS/JEWELRY 20	CLACKS 1272 LUNARS 595 WHEELS 50 GEMS/JEWELRY 6	CLACKS 1022 LUNARS 523 WHEELS 910 GEMS/JEWELRY 4	CLACKS 1153 LUNARS 626 WHEELS 860 GEMS/JEWELRY 6
7	CLACKS 985 LUNARS 513 WHEELS 300 GEMS/JEWELRY 2	CLACKS 2628 LUNARS 756 WHEELS 332 GEMS/JEWELRY 6 SPECIAL ITEMS 1	CLACKS 839 LUNARS 870 WHEELS 135 GEMS/JEWELRY 2 SPECIAL ITEMS 1	CLACKS 1620 WHEELS 102 GEMS/JEWELRY 2 SPECIAL ITEMS 2
8	CLACKS 10,840 LUNARS 1036 WHEELS 112 GEMS/JEWELRY 2 SPECIAL ITEMS 1	CLACKS 963 LUNARS 472 WHEELS 102 GEMS/JEWELRY 4	CLACKS 1704 LUNARS 1437 WHEELS 60 GEMS/JEWELRY 4	CLACKS 12,470 LUNARS 440 WHEELS 107 GEMS/JEWELRY 20

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CLACKS 997 LUNARS 1794 WHEELS 144 GEMS/JEWELRY 4 SPECIAL ITEMS 1	CLACKS 9760 LUNARS 607 WHEELS 91 GEMS/JEWELRY 6	CLACKS 11,570 LUNARS 511 WHEELS 79 GEMS/JEWELRY 20	CLACKS 880 GEMS/JEWELRY 4
LUNARS 653 WHEELS 116 GEMS/JEWELRY 20 SPECIAL ITEMS 1	CLACKS 781 LUNARS 3300 WHEELS 111 GEMS/JEWELRY 2 SPECIAL ITEMS 5	CLACKS 1872 LUNARS 5320 WHEELS 135 GEMS/JEWELRY 2	CLACKS 2062 LUNARS 1204 WHEELS 168 GEMS/JEWELRY 4
CLACKS 9390 LUNARS 415 WHEELS 42 GEMS/JEWELRY 2	CLACKS 2427 LUNARS 541 WHEELS 303 GEMS/JEWELRY 2	CLACKS 2214 WHEELS 186 GEMS/JEWELRY 2	CLACKS 914 LUNARS 884 WHEELS 67 GEMS/JEWELRY 4
CLACKS 909 LUNARS 344 WHEELS 99 GEMS/JEWELRY 4 SPECIAL ITEMS 1	CLACKS 2649 LUNARS 453 WHEELS 159 GEMS/JEWELRY 4	CLACKS 917 LUNARS 422 WHEELS 145 GEMS/JEWELRY 4	CLACKS 3093 LUNARS 553 WHEELS 74
CLACKS 924 LUNARS 496 WHEELS 98 GEMS/JEWELRY 4	CLACKS 2048 LUNARS 1869 WHEELS 200 GEMS/JEWELRY 2	CLACKS 2544 LUNARS 514 WHEELS 124 GEMS/JEWELRY 4 SPECIAL ITEMS 2	CLACKS 831 LUNARS 1158 WHEELS 1970 GEMS/JEWELRY 4
CLACKS 998 LUNARS 465 WHEELS 193 GEMS/JEWELRY 4	CLACKS 1748 LUNARS 475 WHEELS 64 GEMS/JEWELRY 4 SPECIAL ITEMS 1	CLACKS 818 LUNARS 344 WHEELS 49 GEMS/JEWELRY 6	CLACKS 8550 LUNARS 882 WHEELS 432 GEMS/JEWELRY 2
CLACKS 798 LUNARS 466 WHEELS 154 GEMS/JEWELRY 4	CLACKS 2004 LUNARS 2139 WHEELS 27 GEMS/JEWELRY 2 SPECIAL ITEMS 10	CLACKS 897 LUNARS 493 WHEELS 48 GEMS/JEWELRY 2	CLACKS 1044 LUNARS 3850 WHEELS 125 GEMS/JEWELRY 2
CLACKS 8980 LUNARS 489 WHEELS 370 GEMS/JEWELRY 2 SPECIAL ITEMS 5	CLACKS 912 LUNARS 626 WHEELS 1140 SPECIAL ITEMS 5	CLACKS 3456 LUNARS 629 WHEELS 144 GEMS/JEWELRY 20 SPECIAL ITEMS 1	CLACKS 1886 LUNARS 4000 WHEELS 1006 GEMS/JEWELRY 4

81-90

	1	2	3	4
1	CLACKS 2204 LUNARS 1743 WHEELS 536 GEMS/JEWELRY 4 SPECIAL ITEMS 1	CLACKS 1790 LUNARS 688 WHEELS 242 GEMS/JEWELRY 20 SPECIAL ITEMS 1	CLACKS 895 LUNARS 546 WHEELS 1250 GEMS/JEWELRY 4	CLACKS 3168 LUNARS 666 WHEELS 196 GEMS/JEWELRY 6 SPECIAL ITEMS 3
2	CLACKS 3207 LUNARS 766 WHEELS 376 GEMS/JEWELRY 2 SPECIAL ITEMS 1	CLACKS 3273 LUNARS 718 WHEELS 438 GEMS/JEWELRY 2	LUNARS 1638 GEMS/JEWELRY 2	CLACKS 1970 LUNARS 1788 WHEELS 639 GEMS/JEWELRY 2
3	CLACKS 1868 LUNARS 622 WHEELS 354 GEMS/JEWELRY 2	CLACKS 2889 LUNARS 848 WHEELS 250 GEMS/JEWELRY 4 SPECIAL ITEMS 1	CLACKS 1079 LUNARS 1016 WHEELS 588 SPECIAL ITEMS 1	CLACKS 2388 LUNARS 1268 WHEELS 633 GEMS/JEWELRY 6 SPECIAL ITEMS 2
4	CLACKS 3471 LUNARS 2568 WHEELS 525 GEMS/JEWELRY 4 SPECIAL ITEMS 1	CLACKS 1972 LUNARS 753 WHEELS 312 GEMS/JEWELRY 2	CLACKS 1063 LUNARS 471 WHEELS 480 GEMS/JEWELRY 4 SPECIAL ITEMS 1	CLACKS 1139 LUNARS 417 WHEELS 270 GEMS/JEWELRY 2
5	CLACKS 2136 LUNARS 830 WHEELS 366 GEMS/JEWELRY 4	CLACKS 1033 LUNARS 6610 WHEELS 276 GEMS/JEWELRY 6	CLACKS 1052 LUNARS 510 WHEELS 166 GEMS/JEWELRY 20	CLACKS 3069 LUNARS 629 WHEELS 369 GEMS/JEWELRY 4
6	CLACKS 2116 LUNARS 409 WHEELS 116 GEMS/JEWELRY 2	CLACKS 1173 LUNARS 594 WHEELS 106 GEMS/JEWELRY 20	CLACKS 1093 LUNARS 1605 WHEELS 300 GEMS/JEWELRY 2 SPECIAL ITEMS 10	CLACKS 2180 LUNARS 501 WHEELS 1850
7	CLACKS 924 LUNARS 500 WHEELS 108 GEMS/JEWELRY 2	CLACKS 1072 LUNARS 368 WHEELS 226 GEMS/JEWELRY 2 SPECIAL ITEMS 1	CLACKS 1053 LUNARS 1116 WHEELS 1570 GEMS/JEWELRY 6 SPECIAL ITEMS 1	CLACKS 2308 LUNARS 512 WHEELS 423 GEMS/JEWELRY 2 SPECIAL ITEMS 3
8	CLACKS 2096 LUNARS 1605 WHEELS 217 GEMS/JEWELRY 2 SPECIAL ITEMS 1	CLACKS 2200 LUNARS 482 WHEELS 476 GEMS/JEWELRY 2	CLACKS 928 LUNARS 1590 WHEELS 252 GEMS/JEWELRY 4 SPECIAL ITEMS 1	CLACKS 981 LUNARS 1062 WHEELS 330 GEMS/JEWELRY 2

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<p>CLACKS 1516 LUNARS 974 WHEELS 198 GEMS/JEWELRY 4 SPECIAL ITEMS 1</p>	<p>CLACKS 827 LUNARS 1491 WHEELS 254 GEMS/JEWELRY 2</p>	<p>CLACKS 802 LUNARS 1491 WHEELS 81 GEMS/JEWELRY 4 SPECIAL ITEMS 5</p>	<p>CLACKS 964 LUNARS 1464 WHEELS 79 GEMS/JEWELRY 4</p>
<p>LUNARS 582 WHEELS 358 GEMS/JEWELRY 2 SPECIAL ITEMS 10</p>	<p>CLACKS 3603 LUNARS 582 GEMS/JEWELRY 2 SPECIAL ITEMS 1</p>	<p>CLACKS 8950 LUNARS 302 WHEELS 243 GEMS/JEWELRY 2 SPECIAL ITEMS 1</p>	<p>CLACKS 3720 LUNARS 553 GEMS/JEWELRY 8 SPECIAL ITEMS 1</p>
<p>CLACKS 1822 LUNARS 984 WHEELS 504 GEMS/JEWELRY 2</p>	<p>CLACKS 1109 LUNARS 820 WHEELS 456 GEMS/JEWELRY 2 SPECIAL ITEMS 4</p>	<p>CLACKS 1151 LUNARS 1076 WHEELS 120 GEMS/JEWELRY 2</p>	<p>CLACKS 2350 LUNARS 553 WHEELS 160 GEMS/JEWELRY 4</p>
<p>CLACKS 803 LUNARS 1494 WHEELS 155 GEMS/JEWELRY 6</p>	<p>CLACKS 2028 WHEELS 63 GEMS/JEWELRY 6</p>	<p>CLACKS 2937 LUNARS 1068 GEMS/JEWELRY 2</p>	<p>CLACKS 1068 LUNARS 1383 WHEELS 332 GEMS/JEWELRY 4 SPECIAL ITEMS 1</p>
<p>CLACKS 1928 LUNARS 794 WHEELS 390 GEMS/JEWELRY 6 SPECIAL ITEMS 1</p>	<p>CLACKS 1038 WHEELS 171 GEMS/JEWELRY 2</p>	<p>CLACKS 1031 LUNARS 1166 WHEELS 184 GEMS/JEWELRY 6</p>	<p>CLACKS 3186 LUNARS 463 WHEELS 228 GEMS/JEWELRY 2</p>
<p>CLACKS 2438 LUNARS 536 WHEELS 232 GEMS/JEWELRY 2 SPECIAL ITEMS 1</p>	<p>CLACKS 2126 LUNARS 443 WHEELS 434 GEMS/JEWELRY 6 SPECIAL ITEMS 1</p>	<p>CLACKS 1000 LUNARS 1964 WHEELS 187 GEMS/JEWELRY 4</p>	<p>CLACKS 919 LUNARS 1236 WHEELS 46 GEMS/JEWELRY 6</p>
<p>CLACKS 830 LUNARS 6520 WHEELS 155 GEMS/JEWELRY 2 SPECIAL ITEMS 1</p>	<p>CLACKS 1876 LUNARS 581 WHEELS 139 GEMS/JEWELRY 2 SPECIAL ITEMS 2</p>	<p>CLACKS 595 WHEELS 94 GEMS/JEWELRY 2</p>	<p>CLACKS 2230 LUNARS 582 WHEELS 156 GEMS/JEWELRY 2</p>
<p>CLACKS 10,560 LUNARS 464 WHEELS 178 GEMS/JEWELRY 2 SPECIAL ITEMS 1</p>	<p>CLACKS 2745 LUNARS 1042 WHEELS 180 GEMS/JEWELRY 4</p>	<p>CLACKS 1063 LUNARS 1038 WHEELS 432 GEMS/JEWELRY 2 SPECIAL ITEMS 1</p>	<p>CLACKS 979 LUNARS 591 GEMS/JEWELRY 20</p>

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	1	2	3	4
1	CLACKS 4360 LUNARS 440 WHEELS 290 GEMS/JEWELRY 3	LUNARS 1280 WHEELS 1280 GEMS/JEWELRY 3	CLACKS 2280 LUNARS 3060 WHEELS 1450 GEMS/JEWELRY 15	CLACKS 3372 LUNARS 845 WHEELS 633 GEMS/JEWELRY 6 SPECIAL ITEMS 2
2	CLACKS 1680 LUNARS 1290 WHEELS 508	CLACKS 3640 LUNARS 10,000 WHEELS 356 GEMS/JEWELRY 3	CLACKS 1340 LUNARS 1640 WHEELS 198 GEMS/JEWELRY 9	CLACKS 3106 LUNARS 1017 WHEELS 175 GEMS/JEWELRY 9
3	CLACKS 1340 LUNARS 2780 WHEELS 342 GEMS/JEWELRY 6	CLACKS 1700 LUNARS 1420 WHEELS 206 GEMS/JEWELRY 3 SPECIAL ITEMS 2	CLACKS 3000 LUNARS 820 WHEELS 615 GEMS/JEWELRY 30	CLACKS 16,330 LUNARS 1778 WHEELS 387 GEMS/JEWELRY 3
4	CLACKS 1330 LUNARS 960 WHEELS 512 GEMS/JEWELRY 3	CLACKS 2570 LUNARS 2640 WHEELS 118 GEMS/JEWELRY 3	CLACKS 5160 LUNARS 2580 WHEELS 162 GEMS/JEWELRY 12 SPECIAL ITEMS 1	CLACKS 1509 LUNARS 2216 WHEELS 1002 GEMS/JEWELRY 6
5	CLACKS 1710 LUNARS 1840 GEMS/JEWELRY 3 SPECIAL ITEMS 2	LUNARS 5720 WHEELS 509 GEMS/JEWELRY 3 SPECIAL ITEMS 10	CLACKS 1640 LUNARS 980 WHEELS 323 GEMS/JEWELRY 6 SPECIAL ITEMS 2	CLACKS 3220 LUNARS 3429 WHEELS 190 GEMS/JEWELRY 9
6	CLACKS 1560 LUNARS 2400 WHEELS 245 GEMS/JEWELRY 3	CLACKS 1780 LUNARS 780 WHEELS 105 GEMS/JEWELRY 6	LUNARS 1240 WHEELS 262 GEMS/JEWELRY 6 SPECIAL ITEMS 1	CLACKS 1557 LUNARS 1021 WHEELS 318 GEMS/JEWELRY 9 SPECIAL ITEMS 1
7	CLACKS 4980 LUNARS 380 WHEELS 224 GEMS/JEWELRY 6 SPECIAL ITEMS 1	CLACKS 970 LUNARS 850 WHEELS 217 GEMS/JEWELRY 6 SPECIAL ITEMS 2	CLACKS 16,800 LUNARS 1550 WHEELS 146 GEMS/JEWELRY 3	CLACKS 14,960 LUNARS 1058 WHEELS 741 GEMS/JEWELRY 3
8	CLACKS 1120 LUNARS 1380 WHEELS 3020 GEMS/JEWELRY 6	CLACKS 2000 WHEELS 265 GEMS/JEWELRY 6 SPECIAL ITEMS 1	CLACKS 1230 LUNARS 88 WHEELS 2210 GEMS/JEWELRY 30 SPECIAL ITEMS 2	CLACKS 1794 LUNARS 8550 GEMS/JEWELRY 3 SPECIAL ITEMS 2

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CLACKS 16,530 LUNARS 1223 WHEELS 179 GEMS/JEWELRY 3 SPECIAL ITEMS 1	CLACKS 1225 LUNARS 2202 GEMS/JEWELRY 3	CLACKS 1526 LUNARS 984 WHEELS 303 GEMS/JEWELRY 3 SPECIAL ITEMS 1	CLACKS 1553 LUNARS 2174 WHEELS 285 GEMS/JEWELRY 3 SPECIAL ITEMS 10
CLACKS 1555 LUNARS 1600 WHEELS 351 GEMS/JEWELRY 6 SPECIAL ITEMS 2	CLACKS 1330 LUNARS 2742 WHEELS 272 GEMS/JEWELRY 9	CLACKS 3014 LUNARS 1018 WHEELS 261 GEMS/JEWELRY 30	CLACKS 1567 LUNARS 1886 WHEELS 590 GEMS/JEWELRY 9
CLACKS 5166 LUNARS 1578 WHEELS 410 GEMS/JEWELRY 3 SPECIAL ITEMS 1	CLACKS 1814 LUNARS 9140 WHEELS 161 GEMS/JEWELRY 3	CLACKS 4683 LUNARS 2606 WHEELS 304 GEMS/JEWELRY 6 SPECIAL ITEMS 1	CLACKS 1723 LUNARS 1048 WHEELS 384 GEMS/JEWELRY 6 SPECIAL ITEMS 10
CLACKS 4209 LUNARS 3162 WHEELS 216 GEMS/JEWELRY 3 SPECIAL ITEMS 2	CLACKS 2858 LUNARS 3153 WHEELS 322 GEMS/JEWELRY 3 SPECIAL ITEMS 2	CLACKS 5139 WHEELS 237 GEMS/JEWELRY 9	CLACKS 1507 LUNARS 842 WHEELS 94 GEMS/JEWELRY 6
CLACKS 1794 WHEELS 183 GEMS/JEWELRY 9 SPECIAL ITEMS 1	CLACKS 1476 WHEELS 759 GEMS/JEWELRY 9	CLACKS 1195 LUNARS 888 WHEELS 424 GEMS/JEWELRY 9	CLACKS 1533 LUNARS 1326 WHEELS 528 GEMS/JEWELRY 3
CLACKS 2872 LUNARS 974 WHEELS 452 SPECIAL ITEMS 1	CLACKS 1586 LUNARS 3264 WHEELS 440 GEMS/JEWELRY 12	CLACKS 1608 LUNARS 2074 GEMS/JEWELRY 3 SPECIAL ITEMS 2	CLACKS 1602 LUNARS 1064 WHEELS 195 GEMS/JEWELRY 3 SPECIAL ITEMS 1
CLACKS 1666 LUNARS 3216 GEMS/JEWELRY 3	CLACKS 1406 LUNARS 752 GEMS/JEWELRY 6 SPECIAL ITEMS 2	CLACKS 1479 LUNARS 1085 WHEELS 265 GEMS/JEWELRY 6	CLACKS 1568 LUNARS 1017 WHEELS 205 GEMS/JEWELRY 3 SPECIAL ITEMS 10
CLACKS 1625 LUNARS 2547 WHEELS 1800 GEMS/JEWELRY 3	CLACKS 1345 LUNARS 921 WHEELS 93 GEMS/JEWELRY 6 SPECIAL ITEMS 2	CLACKS 1390 LUNARS 809 WHEELS 228 GEMS/JEWELRY 3 SPECIAL ITEMS 2	CLACKS 2796 LUNARS 888 WHEELS 304 GEMS/JEWELRY 6

GEMS/JEWELRY TABLE

<i>D100</i>	<i>Type</i>	<i>Value in Lunars</i>	<i>D100</i>	<i>Type</i>	<i>Value in Lunars</i>
01	Costume jewelry that serves as a deed	64	51	Good gemstone	30
02	11 point POW storage crystal	—	52	Good gemstone	174
03	Ancient treasure	120,000	53	Good gemstone	103
04	Heirloom jewelry	8000	54	Good gemstone	82
05	Heirloom jewelry	12,000	55	Good gemstone	69
06	Superb gemstone	2000	56	Good gemstone	171
07	Superb gemstone	8000	57	Good gemstone	49
08	Superb gemstone	6000	58	Good gemstone	132
09	Superb gemstone	1000	59	Good gemstone	143
10	Superb gemstone	4000	60	Good gemstone	111
11	Excellent jewelry	2000	61	Costume jewelry	48
12	Excellent jewelry	3000	62	Costume jewelry	57
13	Excellent jewelry	6000	63	Costume jewelry	63
✓ 14	Excellent jewelry	1000	64	Costume jewelry	31
15	Excellent jewelry	4000	65	Costume jewelry	45
16	Excellent gemstone	1100	66	Costume jewelry	38
17	Excellent gemstone	700	67	Costume jewelry	67
18	Excellent gemstone	1200	68	Costume jewelry	55
19	Excellent gemstone	1400	69	Costume jewelry	49
20	Excellent gemstone	900	70	Costume jewelry	54
21	Very good jewelry	679	71	Flawed gemstone	56
22	Very good jewelry	452	72	Flawed gemstone	22
23	Very good jewelry	701	73	Flawed gemstone	47
24	Very good jewelry	601	74	Flawed gemstone	46
25	Very good jewelry	593	75	Flawed gemstone	49
26	Very good jewelry	657	76	Flawed gemstone	87
27	Very good jewelry	711	77	Flawed gemstone	59
28	Very good jewelry	478	78	Flawed gemstone	58
29	Very good jewelry	503	79	Flawed gemstone	25
30	Very good jewelry	594	80	Flawed gemstone	50
31	Very good gemstone	342	81	Trade junk jewelry	18
32	Very good gemstone	301	82	Trade junk jewelry	8
33	Very good gemstone	266	83	Trade junk jewelry	6
34	Very good gemstone	198	84	Trade junk jewelry	15
35	Very good gemstone	349	85	Trade junk jewelry	7
✓ 36	Very good gemstone	466	86	Trade junk jewelry	3
37	Very good gemstone	411	87	Trade junk jewelry	14
38	Very good gemstone	308	88	Trade junk jewelry	16
39	Very good gemstone	355	89	Trade junk jewelry	1
40	Very good gemstone	341	90	Trade junk jewelry	5
41	Good jewelry	125	91	Semi-precious stone	9
42	Good jewelry	92	92	Semi-precious stone	2
43	Good jewelry	65	93	Semi-precious stone	3
44	Good jewelry	181	94	Semi-precious stone	1
45	Good jewelry	142	95	Semi-precious stone	4
46	Good jewelry	130	96	Pretty stone	0
47	Good jewelry	93	97	Pretty stone	0
48	Good jewelry	99	98	Pretty stone	0
49	Good jewelry	109	99	Pretty stone	0
50	Good jewelry	120	00	Pretty stone	0

SPECIAL ITEMS TABLE

D100 Item Description

01	Scroll	+20% Rhomphia written in Esrolian
02	Matrix	Wooden staff with Dispel Magic 4
03	Potion	Systemic poison of potency 15
04	Crystal	13 point POW storage
05	Scroll	Seemingly useless and/or unreadable
06	Potion	6 doses of permanent +1 to STR and POW
07	Matrix	Bone with Spirit Binding
08	Crystal	7 point twice POW yielding
09	Crystal	10 point POW storage
10	Scroll	Valuable historical knowledge
11	Potion	2 doses of systemic poison of potency 15
12	Potion	Blade Venom antidote of potency 10
13	Matrix	Wooden wand with Fanaticism 4
14	Potion	Systemic poison of potency 8
15	Scroll	+20% Manipulation written in Tradetalk
16	Potion	2 doses of Speedart
17	Potion	Systemic poison of potency 10
18	Matrix	Gem with Disruption worth 127 L
19	Crystal	6 point POW storage
20	Scroll	Map
21	Crystal	12 point POW storage
22	Potion	Fanaticism 1
23	Potion	Antidote to effects of spoiled potions
24	Potion	4 doses of Shield 1
25	Scroll	+1 to CON (takes 18 weeks) in Draconic
26	Scroll	Seemingly useless and/or unreadable
27	Crystal	10 point POW storage
28	Scroll	Seemingly useless and/or unreadable
29	Crystal	13 point POW storage
30	Matrix	Sea shell with Detect Life
31	Potion	Blade venom of potency 10
32	Matrix	Stone with Darkwall
33	Potion	Systemic poison of potency 8
34	Potion	Systemic poison of potency 1
35	Scroll	+10% to grain flail written in Sea Tongue
36	Potion	Blade venom of potency 10
37	Scroll	+15% to claw written in Beast Speech
38	Potion	Systemic poison antidote of potency 8
39	Crystal	Healing focusing
40	Scroll	+15% to dart throwing
41	Scroll	Map
42	Scroll	+20% Manipulation written in Tarsh
43	Matrix	Dagger with Silence
44	Potion	Systemic poison of potency 8
45	Crystal	10 point POW storage
46	Scroll	Valuable historic knowledge
47	Crystal	4 point spell storing
48	Scroll	+15% to Stealth written in Old Pavic
49	Scroll	Valuable historic knowledge
50	Matrix	Rock with Detect Life

D100 Item Description

51	Matrix	Broadsword with Bladesharp 2
52	Scroll	Seemingly useless or unreadable
53	Potion	Spoiled potion
54	Scroll	+15 to Perception written in Esrolian
55	Crystal	10 point POW storage
56	Crystal	3 point Healing focussing
57	Scroll	+20% in 1H warhammer in Dark Tongue
58	Scroll	+1 to CON (takes 9 weeks) in Draconic
59	Potion	Blade venom of potency 3
60	Potion	Valuable old wine worth 2000 L
61	Potion	Systemic poison of potency 5
62	Potion	Spoiled potion
63	Scroll	+15% in 1H heavy mace in Dark Tongue
64	Scroll	Seemingly useless or unreadable
65	Crystal	10 point POW storage
66	Crystal	11 point POW storage
67	Potion	Blade venom of potency 7
68	Potion	Systemic poison of potency 14
69	Scroll	+5% in dagger written in Storm Tongue
70	Crystal	9 point POW storage
71	Crystal	8 point POW storage
72	Scroll	+20% to Knowledge written in Mostali
73	Potion	Systemic poison of potency 8
74	Matrix	Torch holder with Ignite
75	Crystal	7 point POW storage
76	Matrix	Brass bracelet with Vigor
77	Crystal	Flawed POW storage (take but not give)
78	Matrix	Ring with Lightwall
79	Scroll	+5% to Perception written in Lunar
80	Crystal	8 point POW storage
81	Matrix	Wand with Detect Gold
82	Matrix	Human ankle bone with Binding
83	Scroll	+15% to sling written in Dark Tongue
84	Potion	Systemic poison antidote of potency 20
85	Matrix	Wand with Glamour
86	Scroll	Map
87	Scroll	Map
88	Crystal	10 point POW storage
89	Potion	Spoiled potion
90	Crystal	12 point POW storage
91	Potion	Scorpion sting antidote of potency 14
92	Potion	Healing 4
93	Matrix	Staff with Disruption
94	Scroll	Seemingly unreadable or useless
95	Scroll	+15% to broadsword written in Sartarite
96	Crystal	11 point POW storage
97	Matrix	Ironhand 4
98	Potion	Cures all diseases
99	Scroll	+15% to Manipulation in Tradetalk
00	Matrix	Small shield with Protection 2

II TREASURES OF GLORANTHA

This section of *Plunder* consists of detailed descriptions of magic items including some details on their history and probable location. It is recommended that the referee read through this entire section and carefully decide which items he or she wants to include in his or her campaign. (Note that some of the items can be included in the campaign without player characters actually coming into possession of them and this factor should be considered in making the decision.)

Each of the magical items is listed in the same general format. To facilitate understanding, this format is explained below:

DESCRIPTION

This section describes the item's physical appearance including any obvious magical effects (e.g., glowing). Occasionally, an item will be known by more than one name.

CULTS

This section lists the relationship of the item (and its possessor) to various cults. The standard terms from *Cults of Prax* are used to give a quick and easily understandable description. In *Plunder*, these items will have the following meanings:

ASSOCIATED — Members of these cults are the primary users and/or makers of this item. A member of an associated cult is quite likely to have heard of an item even if it is fairly obscure.

ENEMY — Members of enemy cults will generally attack the user of an item on sight (unless the user is obviously far too powerful). Frequent hostile cults are those which were defeated, abused, or otherwise offended when the item was originally made.

FRIENDLY — Members of a friendly cult have a presumed friendship with the possessor of an item. In a couple of cases, the friendly cult knows all about the item but is, for various reasons, unable to use it themselves.

HOSTILE — Members of hostile cults will have a strong tendency not to like users of the item. Hostility does not indicate that a battle will occur automatically, just that they will not get along together.

In most cases, the reaction will be neutral so no attempt has been made to list every group which would react neutrally.

KNOWLEDGE

This section will list one or more words or phrases which have specifically defined meanings relating to the extent of public knowledge of the item. These terms are:

AUTOMATIC — The item's powers work automatically for

nearly everyone if the item is used in an obvious way. For example, the Aldryami Arrows will work for anyone smart enough to use a bow to shoot them at an enemy.

COMMON — Nearly everyone has heard of the item and knows how to use it. An example of a common item would be a bronze sword with a Bladesharp 2 matrix.

CULT SECRET — The making and/or use of the item is known only to a particular cult or group of cults (usually those listed under associated cults). Use of such an item can only be obtained from the cult (although it might be possible to steal the necessary knowledge rather than gaining it freely).

FAMOUS — The item is well known and its general powers are thought to be common knowledge. Such an item counts as a showy magic item for the purposes of adding +1 to CHA. This term will not be used in conjunction with common items.

FEW — Only a limited and small number of these items are in existence.

ONE OF A KIND — There is only one of these items in existence and it is not possible to make another (although on occasion, a difficult HeroQuest might allow the creation of a similar but not identical item).

OWNER ONLY — Some or all of the item's powers can only be used by its original owner (who is usually the creator of the item as well).

HISTORY

This section tells the history of an item. If the item is one which is normally made (rather than found), it will tell the story of the first person to make one of the items. If it is one which cannot be made, it will tell the story of how the item came to be. For items which are common, this section will frequently be left blank.

PROCEDURE

This section explains the procedure for making the item. If there is no procedure which does not require HeroQuesting (or something even more difficult), the section will be left blank.

POWERS

The item's powers and uses are explained along with details on who can or cannot make use of them.

VALUE

The value of the item on the open market is given here. This value is intended as the value player characters could get when attempting to sell the item. It does not imply that anyone with the necessary amount of money could go out and buy the item. The items in this book are very rare and usually not for sale.

ALCHEMIST'S FLASKS

DESCRIPTION

A clear crystal flask, the crystal is quite sturdy and would not break easily. Thus, the item could be dropped without breaking, but it would break if deliberately smashed with a hammer.

CULTS

ASSOCIATED — Mostali; Lankhor Mhy.

KNOWLEDGE

Automatic; Cult Secret; Famous; Few.

HISTORY

Early in the dawn ages, there lived the greatest alchemist Glorantha has ever known. With the possible exception of Mostal himself, none before or since could rival his ability. His name is now forgotten but he is widely known as "The Alchemist."

At some point during his career, he manufactured a set of 100 crystal flasks to aid him in his alchemical work. In the

years since his death, most of the flasks have been lost and a few are known to have been broken. Only six are currently known to be in the Dragon Pass area. Three are in the great temple of Lankhor Mhy in the Holy Country; two are in the possession of the Dwarf at Dwarf Run; and one is in the temple of Irippi Ontor in the city of Furthest.

POWERS

A single flask can hold up to one quart of any liquid or gas. Any such substance held in one of these flasks will never settle, decay, spoil, rot, or otherwise lose potency. These flasks can contain any substance without suffering damage (i.e., no acid will eat through it). The flasks come with a self sealing mechanism so they could never be rendered useless by the loss of their stopper.

VALUE

15,000 Lunar each, Lankor Mhy worshippers who find one of them will usually be required to sell to their temple even if an outsider is willing to pay more.

ALDRYAMI ARROWS

DESCRIPTION

Very pretty wooden arrows.

CULTS

ASSOCIATED — Aldrya.

FRIENDLY — Earth cults.

KNOWLEDGE

Automatic; Common; Cult Secret.

HISTORY

During Godtime, Flamal, the father of seeds, presented his daughter Aldrya with a variety of seeds to help her and her children. One of these seeds grew into a special plant which, instead of flowers or fruit, bore arrows. These plants were tended carefully and now every forest has a plentiful supply

available for their own use. There are two different types of Aldryami Arrows. The more common type is made completely of wood. The rarer type has copper tips.

POWERS

Originally made for use with elf bows to do damage when shooting long range in woods, these come in many sizes and shapes, including leafy fletches. Elves practice drills with these, and dittys such as "the willow for small birds," "the birch for a fox," "a peach for a flying hawk," and so on, identify the best arrow for each task. Variations are often subtle, and it requires a successful Identify Plants roll to recognize an arrow.

Using these arrows at random are like using any arrows, but due to their non-metallic points only do 1D6 damage when used with other bows.

With elf bows, they will do normal damage even at long range as cited in *Cults of Prax*.

VALUE

The wooden arrows are worth 200 L each.

ALDRYAMI COPPER ARROWS

DESCRIPTION

Very pretty wooden arrows with a copper tip.

CULTS

ASSOCIATED — Aldrya.

FRIENDLY — Earth Cults; Yelmali.

KNOWLEDGE

Automatic; Cult Secret.

PLUNDER

HISTORY

See Aldryami Arrows.

POWERS

These arrows will function as normal arrows except for Aldryami for whom they will do an additional +1 damage (above and beyond the 1D8+1 elvish arrows normally do).

VALUE

200 L.

ALUMINUM TRIDENTS

DESCRIPTION

A normal three pronged trident made of solid aluminum.

CULTS

ASSOCIATED – Various Sea cults.

KNOWLEDGE

Few.

HISTORY

These tridents are special weapons which can only be made

by high priests of Sea cults. The process is otherwise normal for the creation of battle magic matrices.

PROCEDURE

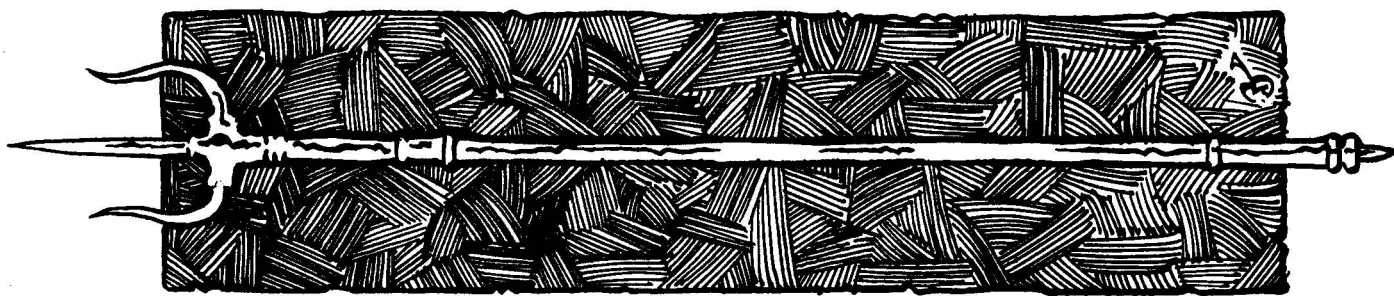
See above.

POWERS

In order to gain the use of one of these items, a person must be a Sea cult Rune Lord or Rune Priest and must spend one point of Divine Intervention to enchant it for personal use. Once that is done, the trident will work as a normal battle magic matrix (except that it can only be used once each calendar week). Each point of POW used (up to a maximum of four points – less if the trident was incompletely enchanted by its creator) increases the damage done by the trident by 1D4. There is no increase in the chance to hit, however, but a Blade-sharp spell can be stacked with the matrix.

VALUE

4000 L (or value of aluminum x 1½, whichever is greater).



ARROIN'S BLOOD

DESCRIPTION

Also known as All Healing Potion or Lifeblood, it is a red liquid, usually not more than a drop, in a container which generally as unbreakable as possible.

CULTS

ASSOCIATED – Chalana Arroy.

FRIENDLY – Earth cults; Lightbringers; most other civilized cults.

HOSTILE – Chaos; Vivamort.

KNOWLEDGE

Cult Secret; Famous; Few.

HISTORY

During Godtime and the Great Darkness, Arroin was

wounded frequently and his blood flowed freely over much of the land. Most of that blood was lost or dried and formed healing crystals but some of it was caught and remain a liquid. In the years since time began, most of what was caught has been used but some still remain (mostly within temples of Chalana Arroy). Finding more than a drop at a time is very unlikely and there is probably not much more than a quart still in existence.

POWERS

A drop of the blood will cure all wounds and diseases (including reversing their effects even when the disease is in its terminal form). In addition, the blood will cure all taint of chaos including the elimination of chaotic features. Also, the user will be immune to all disease for one week and any wounds received in that time will heal on their own at the rate of one point per melee turn. The blood also regrows limbs and will heal (but not revive) dead bodies. It will slay (or deactivate) any undead it touches. Any of these effects requires only the use of one drop applied to an open wound or swallowed. Use of more than one drop will have the same effects.

VALUE

At least 250,000 L a drop. Temples of Chalana Arroy will never sell it and will always offer to buy it.

BALLS OF TAILS

DESCRIPTION

Any number of severed Praxian animal tails tied together to form a ball.

CULTS

ASSOCIATED — Chaos; Pure Horse Worshipers.

ENEMY — Eiritha; Storm Bull; Waha; and Prax nomads in general.

KNOWLEDGE

Famous; Owner Only.

HISTORY

The contruction of this item is one way enemies of Prax (and its inhabitants) show their contempt for the entire nomad way of life. Anyone possessing one of these items is automatically an enemy of almost every resident in Prax and would be attacked on sight.

PROCEDURE

A Ball of Tails is built by killing, one at a time, beasts of Eiritha and binding their spirits into their tails. As each new spirit is bound, its tail is tied to those of the earlier spirits. This process can go on without limit for as long as the beast killer can get away with it (the record is thought to be 18 separate tails), but each binding draws the attention of the Protectress of the appropriate tribe who will alert her priestesses and direct them to the offender.

POWERS

The owner of a Ball of Tails is able to use the POW of the bound spirits to cast spells without these spirits counting against that character's CHA limit for bound spirits. If the item is found by another person, it is basically useless, although beings who know the Peaceful Cut skill are able to release the spirits, one per day, from this binding if the releaser makes successful Peaceful Cut roll.

VALUE

150 L per tail to a Prax nomad of the appropriate tribe.

BARJORA'S SHIELD

DESCRIPTION

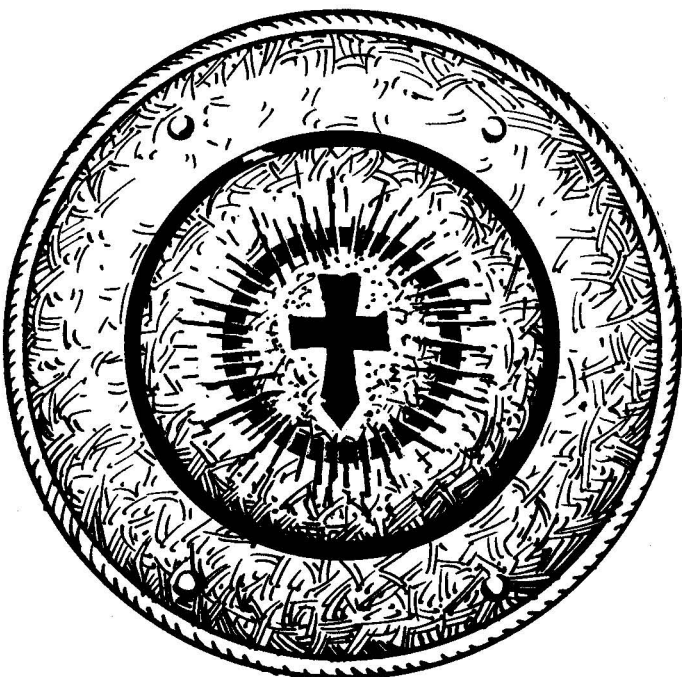
A large iron shield with a glowing Death Rune embossed on its surface.

CULTS

FRIENDLY — Humakt.

KNOWLEDGE

Automatic; Cult Secret; Famous; One of a Kind.



HISTORY

During his adventures in Godtime, one of Humakt's loyal friends and followers was powerful godling by the name of Barjora. Barjora followed Humakt through most of his adventures until once during a dangerous battle with a thing of Chaos, Barjora was killed when he intervened his body to save Humakt. Humakt was so moved by this action that he took Barjora's shield (which was all that remained of him) and carried it with him (unused) for the rest of Godtime. Since Humakt refused to use this shield, it is not available for use by his worshippers (even lay members). However, only his worshippers know how to use all of the shield's powers so the shield's possessor will usually be on good terms with the cult.

PROCEDURE

To gain the use of this shield, a being must be a Rune Lord of a cult not an enemy of Humakt, and sacrifice (permanently) one point of POW.

POWERS

Aside from the normal powers of a large iron shield, this shield has the following special powers which can only be obtained with the assistance of a high priest of Humakt:

- 1) +20% to all parries with the shield;
- 2) Shield 4 on wielder continuously in effect while engaged in melee (but not while hanging back throwing spells);
- 3) Light spells on command with no loss of POW;
- 4) Immunity to Sever Spirits cast by non-Humakti.

VALUE

This item will rarely be sold as to do so greatly offends the Humakti (although buying the item to donate it to a temple of Humakt is considered acceptable). If it is sold, it would bring at least 120,000 L.

BLACK BOXES

DESCRIPTION

Otherwise known as the Box of Darkness, this is a black lead box measuring 3x3x3 cm.

CULTS

ASSOCIATED — Kyger Litor; other Darkness cults.

HOSTILE — Fire/Sky and Earth cults.

KNOWLEDGE

Cult Secret; Famous; Few.

HISTORY

During Godtime, just before the slaying of Yelm, one Mistress Race troll, by the name of Hortaga Drash, was able, in some inexplicable way, to foretell the destruction of the Primal Darkness in which she and her fellow trolls dwelt so happily. She warned other trolls of her vision but was scorned and laughed at. Seeing no way to help those who would not listen to her, she withdrew and began preparations to save what darkness she could. In a great magical ritual, she began, one after another, to create these Black Boxes, placing in each one a piece of Primal Darkness. It is believed that she only managed to create four of these boxes before the sun arrived and fried her brains. Eventually, the boxes were found and brought to the surface. Since that time, they have been carried throughout the world, changing hands frequently. Currently, only one Black Box is known to exist for certain and it is believed to be in the hands of a high priest of Kyger Litor residing in the Castle of Lead.

PROCEDURE

None, except that the boxes can only be opened (and used)

by a being tied to the Darkness Rune either by race (troll, morokanth, dark elf, etc.) or by initiation into a Darkness Rune cult.

POWERS

When a Black Box is opened, the Primal Darkness held within it flows out and covers a sphere with a 50 meter radius. The area within this sphere is darkened as dictated in the Darkness Table.

DARKNESS TABLE

<i>Before</i>	<i>After</i>
Direct sunlight	Cloudy day
Sun blocked by clouds	Moonlit night
Moonlit night	Moonless night
Moonless night	Complete and total darkness

Complete and total darkness is intense enough to kill plants (including Aldryami) if they are exposed to it for more than a couple of hours. Any darkness produced by these boxes is intense enough to put out non-magical fires (including those originally started by Ignite spells).

Any shade summoned within this darkness is automatically one size larger than normal. Large shades will be three meters larger in any one dimension and will have their hit points increased by 50%.

When the box is closed, the darkness returns to the box for later use.

VALUE

175,000 L from the cult of Kyger Litor. Lesser amounts would be offered by other Darkness cults. They would all prefer it be donated freely (or in exchange for favors) rather than parting with all this money.

CHAMELEON TENTS

DESCRIPTION

A durable canvas tent of no particular color.

CULTS

ASSOCIATED — Aldrya.

KNOWLEDGE

Automatic; Famous; Few.

HISTORY

The origins of these tents has been forgotten. It is believed that the Aldryami assisted in their making but is certain that

the tents were not built for Aldryami who prefer to sleep in the open air.

PROCEDURE

No procedure for making more of these tents is currently known.

POWERS

These tents function in all ways as normal tents. Their size varies from a small one person tent to a larger eight person tent. Once one of these tents is set up, it functions as if it were under the influence of a Chameleon Rune spell (see Aldrya cult in *Cults of Praxis*) except that the spell has no fixed duration and will instead last as long as the tent is in use.

VALUE

50,000 L and up, depending on the size.

CHAOS SLIME

DESCRIPTION

Small greyish blobs of stuff rarely weighing more than a couple of ounces, it pulses as if it were alive but it does not otherwise move. It is a sluggish liquid which will flow down a slope.

CULTS

ASSOCIATED — Chaos.

ENEMY — Kyger Litor; Lightbringers; other special Chaos haters.

HOSTILE — Nearly everybody else.

KNOWLEDGE

Cult Secret.

HISTORY

When the Devil was slain, parts of him scattered throughout Glorantha. One of the less common and less known of these is Chaos Slime.

PROCEDURE

The user of Chaos Slime is able to gain its benefits (or penalties) by eating it.

POWERS

When eaten by any being, the slime grants an additional chaotic feature. The only way to prevent this fate is a successful Divine Intervention.

VALUE

Anyone attempting to sell slime in public will likely be lynched by an outraged populace. Chaotic creatures who know what the slime is and how to use it would pay a great deal, perhaps as much as 15,000 L.

CRYSTAL GOBLET OF THE SKY



DESCRIPTION

A beautiful goblet made out of clear crystal, whenever light shines directly on it, it glows with a yellow brightness as if the light were being amplified within the crystal.

CULTS

ASSOCIATED — Fire/Sky cults.

KNOWLEDGE

Cult Secret; One of a Kind.

HISTORY

This goblet was fashioned in Godtime by a son of Dayzatar, who gave it to a high priest of his father to use during cult ceremonies.

POWERS

This goblet enables whoever is in possession of it to more easily make contact with all Fire/Sky gods (excluding Lodril and others who live below the earth). However, as most non-Fire worshippers have no need, desire, or ability to contact Fire gods, it is worthless to them (except for its beauty). For members of the associated cults, it cuts in half the POW loss from Divine Intervention and doubles its chances of success. That is, Rune Priests get a 20% chance of success per point of POW. Rune Lords only lose half the POW indicated (rounding down). Initiates have double chances of success (i.e., a person with a POW of 13 has a 26% chance of success), but the POW loss will only be half that indicated by the die roll (rounded down). In addition, Divination spells are more powerful in that their answers will never be misunderstood.

VALUE

The goblet is worth 100,000 L as a jewel. Fire/Sky cults which are aware of the item will pay up to 300,000 L.

COCK'S EGGS

DESCRIPTION

An egg ranging in size from 3 to 10 centimeters. It could be of almost any dull color or shade.

CULTS

ASSOCIATED — Vivamort; other Death and Chaos cults.

HOSTILE — Almost all other cults.

KNOWLEDGE

Cult Secret; Famous; Few.

HISTORY

Occasionally, when under the influence of the right form of Chaos and/or magic, perfectly normal cocks lay eggs.

PROCEDURE

The procedure for causing cocks to lay eggs is a secret of of certain cults and will be covered in more detail in later volumes.

POWERS

Under certain circumstances, a cock's egg can be hatched into a basilisk. Again, the secret of this process is known only to certain cults. A cock's egg can be used in completely different fashion by practically anybody. When thrown (or otherwise broken), cock's eggs release a horrible stench affecting everything within 15 meters. Anyone inhaling the stench must make a CONx5 or less on D100 or lose consciousness for 1D6 hours. Furthermore, failure to make a POWx5 or less on D100 will cause the victim to be tainted by Chaos (requiring Divine Intervention or special Healing spells to cure).

VALUE

A cock's egg is worth 15,000 L to priests capable of hatching a basilisk. However, most people will instead insist that the egg be (carefully) destroyed.

DRAGONEWT SKIN ARMOR

DESCRIPTION

Scaled leather armor or varying colors.

CULTS

ENEMY — Dragonewts.

KNOWLEDGE

Automatic; Famous; Few.

HISTORY

Many times throughout history, dragonewts have been killed to provide magical ingredients for various spells and rituals. One of the rituals is the construction of Dragonewt Skin Armor. The ritual is infrequently used because any dragonewt killed to make such armor will hunt down his killer and the armor and destroy them both.

PROCEDURE

The first step in making Dragonewt Skin Armor is to find and kill one or more dragonewts. The total SIZ of the dragonewts must be 50% greater than that of the being for whom the armor is intended. Furthermore, all the dragonewts used in the construction of a suit of armor must be of the same type. Once the skin is obtained, it must be taken to a leather worker and then an armorer. Both of these people be masters of their craft. They will each charge 1000 L a weeks and take 1D3

weeks each to finish the job. Once the armor has been finished, it must be enchanted in the same fashion as Rune metal armor (that is, by the permanent sacrifice of one point of POW).

POWERS

Dragonewt Skin Armor is treated as leather armor. It can be worn under and in addition to normal metal armor. The protection provided by a suit to Dragonewt Skin Armor is dependant on the type of dragonewt from which it was made. In addition, all Dragonewt Skin Armor will act as Countermagic and Spirit Screen acting continuously and simultaneously. The number of points of Countermagic and Spirit Screen is again dependant on the type of dragonewt skin used. See Dragonewt Skin Armor Table.

DRAGONEWT SKIN ARMOR TABLE

<i>Dragonewt type</i>	<i>Armor points</i>	<i>POW</i>
Crested	2	1
Beaked	5	2
Tailed Priest	3	3
Full Priest	8	4
Inhuman King	25	5

VALUE

The value of Dragonewt Skin Armor varies tremendously, depending on how far away the offended dragonewt(s) are. Add to that the further considerations of the five types of armor and the chance that the offended dragonewt(s) have been killed permanently and it is all but impossible to give a fixed price.

FABULOUS QUILLS OF THE WYRM'S FRIENDS

DESCRIPTION

Also known as Translating Quills, they are writing quills of various colors.

CULTS

ASSOCIATED — Dragonewt; Issaries; Lankhor Mhy.

KNOWLEDGE

Automatic; Cult Secret; Famous; Few.

HISTORY

During the period of the Empire of the Wyrms' Friends, there was great cooperation between the Sages of Humanity and the master translators of the dragonewts. One of the results of this cooperation was the creation (through means now forgotten) of a set of Translating Quills.

POWERS

In order to use one of these quills, it is necessary that the user be able to write his own language at at least 60%. If that requirement is fulfilled, a person need merely pick up the quill and begin writing. The quill will automatically write in the language appropriate to that quill.

There are several different types of quills known and they are summerized in the the Translating Quills Table. For convenience, the value of each quill is also given.

The numbers given relate the number of each quills which can definitely be said to exist from historical records. It is entirely possible that more may exist or that some of those known to exist have been destroyed. There may also exist quills which translate into other languages not covered here.

VALUE

See Translating Quills Table.

TRANSLATING QUILLS TABLE

<i>Description</i>	<i>Number</i>	<i>Language</i>	<i>Value in Lunars</i>
Bright white	2	Godtongue	40,000
Brown with white specks	6	Stormtongue	15,000
Shiney green	2	Draconic	30,000
Dull grey	4	Pure Horse Tongue	35,000
Bright green	3	Aldryami	15,000
Black	4	Dark Tongue	10,000
Shiney silver	15	Old Pavic	20,000
Off white with gold specks	8	Tradetalk	35,000
Grey with black dapples	3	Mostali	25,000
Brown and fur like	4	Beastspeech	30,000
Yellow top, green center, dark bottom	3	Earth Tongue	20,000
Bright yellow	4	Fire Speech	15,000
Shimmering blue	3	Sea Tongue	20,000
Translucent	3	Spirit Speech	30,000

FIRE CRYSTALS

DESCRIPTION

Also known as Sky Crystal, it is a bright yellow crystal.

CULTS

ASSOCIATED – Dayzatar; Yelm; Yelmario; few other Sky cults.

FRIENDLY – Lodril; other Fire/Sky cults.

HOSTILE – Chaos; Darkness cults except Xiola Umbar.

FIRESTICKS

DESCRIPTION

This is a 1 to 3 meter long stick with a very charred and burnt appearance.

CULTS

FRIENDLY – All Fire cults except Yelmario.

HOSTILE – All Darkness cults except Zorak Zoran.

KNOWLEDGE

Automatic; Cult Secret; Few.

HISTORY

Both Yelm and Yelmario were badly wounded during God-time. Most of the blood which flowed from these wounds has been lost but some of it congealed into special crystals which retain some of the gods' special powers even after all this time.

PROCEDURE

These crystals are attuned in the same fashion as any other powered crystal except that members of hostile cults (excluding Zorak Zoran) will always fail in their attunement roll.

POWERS

Any Fire Crystal found will be of 2D6 POW. They will act as twice POW yielding crystals for anyone who successfully attunes them. They will glow with a bright yellow light whenever POW is drawn from them.

Furthermore, any member of an associated (Sky) cult will be able to use the crystal as an Ignite matrix. This crystal even allows Yelmario worshippers this power. Zorak Zoran cult members attuned to the crystal may learn and use Lightwall and Light spells and, if they are priests, may sacrifice for salamanders at the normal, rather than double, cost in POW.

VALUE

The number of these crystals is limited (no more than 60 in the entire world). Most of those which do exist have been set into jewelry. They are classed as ancient treasures, plus add 2000 L per point of POW to determine a crystal's value.

KNOWLEDGE

Common.

PROCEDURE

A Firestick is one of those few battle magic spells which cannot be performed without a matrix. To create a Firestick matrix requires only that a person have and use one point of the Rune Spell Matrix Creation. A burnt stick must be used as the matrix will not function on any other material and the creating priest must be at least an initiate in a Fire/Sky cult.

POWERS

The Firestick is a one point battle magic matrix. The Firestick is placed on the ground (or any other flat surface) and when the spell is cast, a two meter high sheet of fire appears. The fire does normal fire damage but will disappear after ten melee turns (but anything set on fire by this spell will not go out). The fire requires no fuel to burn and does not consume its own Firestick but it does need air or it will go out.

VALUE

Varies but usually less than 2000 L.

GAZHMEN'S GIRDLE

DESCRIPTION

A white leather belt with a shiny iron buckle.

KNOWLEDGE

Automatic; Famous.

HISTORY

This belt was made by an ancient hero named Gazhmen.

Gazhmen's cult is long forgotten as is the path he followed to his Hero status. Gazhmen himself has been dead since the Dawn Ages. His belt, however, continues to exist and it turns up from time to time, worn by a mighty warrior. It was last known to be the property of Zackhorn, a Hero from the east, who disappeared without a trace nearly 100 years ago.

PROCEDURE

Put the belt on.

POWERS

The belt will fit any humanoid between SIZ 6 and 19. It will increase the wearer's STR and CON to their species maximum or by 1D6, whichever is greater in each case.

VALUE

150,000 L.



GLASS BUTTERFLIES

DESCRIPTION

A four centimeter across statue of a butterfly made entirely of colored glass. The color can vary.

CULTS

ASSOCIATED — Issaries.

KNOWLEDGE

Famous; Few.

HISTORY

These butterflies were constructed by Issaries himself during the Dawn Ages. They resemble some of the butterflies which lived on the Spike before its destruction. Once built, Issaries used them as he needed them and so they entered into common circulation.

PROCEDURE

No mortal can make these items. It is thought that Issaries still makes new ones whenever he feels the need.

POWERS

These butterflies are a tireless form of magical messenger. After receiving eight points of battle magic POW sacrificed to them, they will take any verbal message in any language of up to 30 seconds in length and deliver it to any person or place in the Gloranthan universe. They will never have any difficulty finding their target if that person or place was known to the sender. The butterflies move at a rate of 12 but they fly day and night and never get tired. They can take only one point of damage before being destroyed but the damage must have been inflicted deliberately and the being responsible for the destruction of one of these butterflies automatically loses 1D6 from characteristic POW. Upon its destruction, a butterfly will automatically speak its message. When in flight, the glass butterflies are not invisible but they require a successful Spot Hidden roll to recognize them as artificial rather than real living butterflies. Upon delivering their message, glass butterflies deactivate. Thus, their receiver automatically recovers them for another use.

VALUE

Glass butterflies are worth 40,000 L as works of art and as much as twice that in an emergency as a messenger.

GLOVES OF THE MOSTALI

DESCRIPTION

A greyish, hand-shaped hollow stone, it becomes flexible once a hand is inserted into it.

CULTS

ASSOCIATED — Mostali.

HOSTILE — Cockatrice creators.

KNOWLEDGE

Automatic; Cult Secret.

HISTORY

When the first cockatrice was created by an agent of Chaos, the god Mostal was greatly offended. He opposed the artificial and perverted creation of stone as much as he opposed its senseless destruction. To defend his realm against this threat, he granted the secret of making the gloves to his children.

PROCEDURE

These gloves can be made only by high priests of Mostal at a cost of one point of Divine Intervention. The Divine Intervention is cast and then the priest plunges his hand into solid stone. When the hand is removed, it is encased in one of these gloves.

POWERS

Anyone wearing one of these gloves cannot be turned to stone. Note that these gloves generally will only fit someone the same SIZ as their original maker so it is rare to find a glove which would fit anyone larger than SIZ 12. These gloves have an encumbrance of zero and in no way inhibit their wearer.

VALUE

5000 L, perhaps a bit more if it fits larger SIZs (10+).

GOLDEN TORCHES

DESCRIPTION

A torch-shaped solid lump of gold, one end is always burning with a bright, hot fire which needs no fuel.

CULTS

ASSOCIATED – Fire/Sky cults.

HOSTILE – Darkness cults; Water cults.

KNOWLEDGE

Automatic; Few.

HISTORY

These torches were the gifts of the Sky gods during the Greater and Lesser Darkness. They were given to loyal followers to assist them in making their way in the world.

POWERS

These torches will never go out, even in great darkness or underwater (although powerful water or darkness will dim them a bit).

VALUE

The gold is worth 1000 Wheels but it is impossible to melt it down. The item itself could be sold for as much as 80,000 L.

GREEN SNAKES' SKULLS

DESCRIPTION

A five centimeter wide skull of a snake which glows with a dim light.

CULTS

ENEMY – Chaos.

FRIENDLY – Earth cults.

KNOWLEDGE

Few.

HISTORY

During the Godtime, many Earth cult temples had snake and serpent guardians. These creatures were powerful allies of the Earth gods and goddesses. When the Great Darkness came, these snakes fought valiantly to protect their masters and mistresses. Some succeeded in driving back Chaos while others failed and were destroyed, leaving no memory of their existence. A few succeeded in driving Chaos back but were killed in the process. It is these latter snakes whose skulls can be used to gain these benefits.

PROCEDURE

Anyone possessing one of these skulls must perform certain rituals by an Earth Rune Priest to gain its benefits. The bearer must worship the Earth with the skull every Clayday – temporarily sacrificing one point of POW. The bearer must not be tainted with Chaos or be a member of a cult hostile to the Earth. Finally, the skull must be carried close to the skin. Should any part of this procedure not be followed, the skull will fail to function (except as a very weak light source) for two full weeks and it will only begin to function again if the

PLUNDER

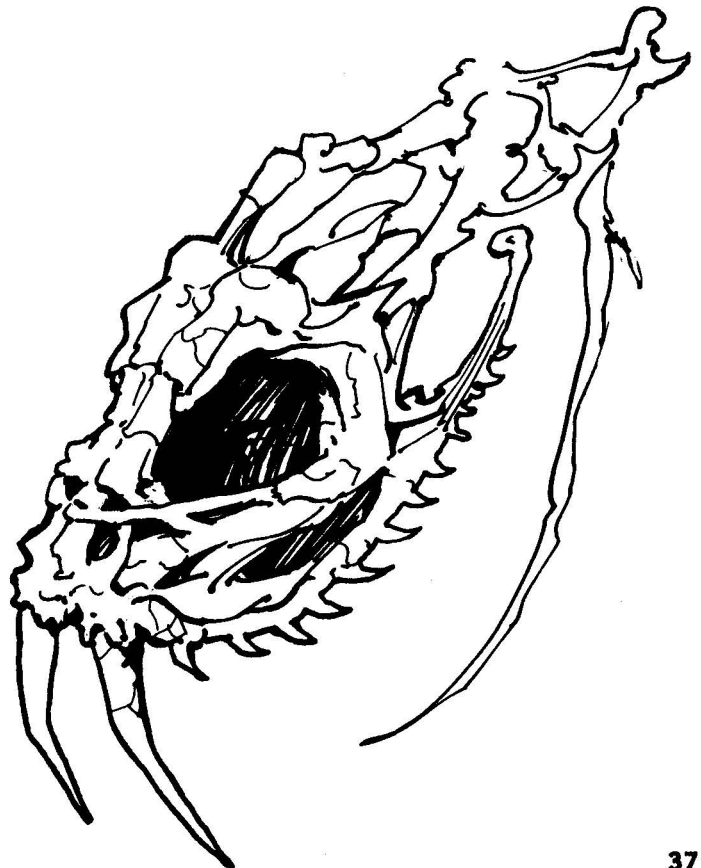
ritual is reperformed during this time. Accidentally dropping the skull or putting it down for short periods of time will not cause an interruption of its functioning.

POWERS

When displayed, it will act as a Demoralize spell against all forms of Chaos who can see or feel its presence. Upon command, it will glow with a very bright green light (acts as four Light spells) for 15 minutes once per day. This light will be particularly unpleasant to creatures of Darkness.

VALUE

It is worth 500 L as a curiosity. Few people in the entire world know of its true powers and they will usually manage to buy it for very little more than the 500 L.



GODLING BONES

DESCRIPTION

A lump of bronze in the shape of a bone, it can be of any size although usually only the smaller ones are found intact.

KNOWLEDGE

Few.

HISTORY

These are the bones of minor gods who were killed during Godtime. There are many such bones but most (especially the larger ones) have been melted down and used to manufacture bronze weapons and tools. It is a rare occurrence for an intact one to be found by someone who knows how to make use of it.

PROCEDURE

A being who wishes to use the bone must first cast a Discorporation spell and in spirit form enter the bone and remain there for one full hour (this will require either an Extension 2 or four separate Discorporations). Once the hour is completed, the being is attuned to the bone.

POWERS

Once attuned, the attuner will always know his or her position relative to the bone. If he or she dies, his or her spirit will be drawn into the bone instead of proceeding into the Grey Zone. There, it will remain acting as a ghost, haunting the bone and be forced to attack anyone who touches the bone. This has a couple of advantages. The most important advantage is that the being's memory remains intact. Thus, if the body can be healed and brought to the bone, a priest with any Resurrection spell can bring the being back to life without any of the memory loss risks. There is no time limit to this form of resurrection except that if the body is too old and rotted, it will not accept a spirit. If at any time the bone is melted, chipped, or otherwise broken or damaged, the spell is broken and the bone is no longer usable as anything except pure bronze, and the ghost goes to afterlife.

VALUE

For most people, the bone is worth nothing more than its value (by weight) in bronze. It would be worth 3000 to 5000 L to someone who knew how to attune it. It would be worth even more to someone who had already attuned themselves to that particular bone.

INVISIBLE SWORD

DESCRIPTION

An invisible broadsword.

CULTS

HOSTILE — Humakt.

KNOWLEDGE

Automatic; One of a Kind.

HISTORY

Mazta was a spirit of the Air who, in Godtime, joined Hu-

makt in his revolt against the other Air gods. However, Mazta began to regret his choice and he eventually attempted to regain his lost Air powers. His attempt was a failure but in making it, he had lost the friendship and protection of Humakt. Soon thereafter, he was destroyed in a fight with a creature of Chaos. All that remains of Mazta is his sword which he had imbued with his power to go unseen.

POWERS

The sword is invisible to all but its wielder. In combat, this grants a +20% (both to attack and parry) when the opponent is aware of the sword. In cases where the opponent is not aware of the presence of the Invisible Sword, it could easily be used to run through someone before he/she would even be aware of the attack. The sword acts like a Rune metal weapon and is nearly indestructible, taking 30 points of damage and only suffering damage on critical hits (even from other Rune metal weapons).

VALUE

125,000 L, note that Humakti will not buy the item and do not approve of its use because fighting with an unseen weapon is dishonorable.

LIGHTNING BANDS

DESCRIPTION

A tin armband enscribed with the Runes of Air and Disorder. Five 1000 L diamonds are also implaced on it.

CULTS

ASSOCIATED – Orlanth Thunderous.

FRIENDLY – Orlanth Adventurous; Orlanth Rex.

KNOWLEDGE

Cult Secret; Few.

HISTORY

Originally, there were 40 of these items and they were worn by the body guards of a powerful high priest of Orlanth Thunderous. Eventually the high priest was killed and the armbands disappeared. A few have since reappeared in the hands of various Orlanthi.



PROCEDURE

There is no known way to create more of these. Enchanting them for personal use requires the permanent sacrifice of one point of POW. This sacrifice allows the armband to be fastened around the arm. Once its power is used, the armband falls off and another point of POW must be spent to reattach it.

POWERS

Anyone wearing one of these armbands may fire a bolt of 3D6 electricity out the end of their spear. This bolt hits 95% of the time (defense and parrying does not help) and it ignores all protection from metal (but not magical or leather) armor.

VALUE

The components are worth about 6000 L and, as the items are not famous, this is usually what they will be sold for. Someone in the Orlanth cult who is familiar with the item might be willing to pay a bit more but usually it will not be necessary.

LUNAR SWEATERS

DESCRIPTION

A comfortable and warm sweater made of red or black (or both) wool.

CULTS

ASSOCIATED – Lunar cults.

KNOWLEDGE

Cult Secret.

HISTORY

The techniques necessary for the making of these items is a secret known only to one craftsman in the world. This fellow

lives and works in the heart of the Lunar Empire under the protection of the Red Emperor himself. His exact location is a closely guarded secret.

POWERS

These sweaters will function for anyone who is a lay member of any Lunar cult. There are seven different types of these sweaters. One is entirely red and functions only on days of the full moon; another is entirely black and only functions on days of the full moon. The others vary proportionally to the other phases of the moon and only function on the corresponding days. The sweaters act as six point of armor covering the chest, abdomen, and arms. They can be worn in addition to any other armor.

VALUE

Each sweater is worth 7000 L (except the Dark Moon sweaters which are worth a bit more). There are at least 50 of each type in existence but less than 200 (the numbers are based on the fact that only two of each can be made in a year and the maker has been around for more than 25 years and less than 100). Some of the richer Lunar nobles own a complete set and wear a different sweater each day of the week.

PLUNDER

MAZOO'S TOOTH

DESCRIPTION

A very sharp two centimeter long white tooth.

CULTS

ASSOCIATED – Vivamort.

HOSTILE – Most others (although few will have heard of this item).

KNOWLEDGE

Cult Secret; One of a Kind.

HISTORY

Mazoo was one of the first vampires created by Vivamort. He became second in strength and power only to Vivamort himself. Unfortunately, he also became overly ambitious and challenged Vivamort. Vivamort won the battle and completely destroyed Mazoo. All that survived were Mazoo's fangs which

had become imbued with a magical power of their own. These teeth were picked up by Vivamort's followers and from that time on the teeth have passed from vampire to vampire. No vampire is permitted to kill another in order to obtain a tooth but when its current owner is destroyed, all the vampires in the area flock around to obtain it for themselves.

POWERS

Each day the vampire wearing this tooth gains three points of POW (not to exceed his normal maximums). Should anyone other than a vampire place the tooth in their mouth, it will permanently drain a point of characteristic POW. The tooth is well known among vampires and can therefore be treated as a famous item with respect to other vampires.

VALUE

As few non-vampires know what the item does, it could only be sold for a couple hundred Lunars as a curiosity. Vampires value the item very highly but are not in the habit of paying for what they want. If the possessor of the tooth was powerful enough to defend himself from an interested vampire he could command almost any price. He would likely be attacked by every vampire in the area.

MINANEN'S SHADOW

DESCRIPTION

A dark, black cloak.

CULTS

ASSOCIATED – Any of the various thieves cults.

KNOWLEDGE

Automatic; Famous; One of a Kind.

HISTORY

During Godtime, the Hero Minanen journeyed from the sur-

face into the underworld. While there he snatched a living piece of darkness and bound it into his cloak.

POWERS

Anyone wearing this cloak has 95% added to his Camouflage and Hide in Cover ability. This bonus applies even when the character is making no attempt to use these abilities so it is difficult to see the cloak's wearer under any circumstances. However, the cloak does not provide invisibility so if the wearer is standing in the open in a well lit area with no place to hide, the cloak is useless.

VALUE

60,000 L.

NOSMA'S WIG

DESCRIPTION

The wig made of long, pale white hair.

KNOWLEDGE

Automatic; Famous; One of a Kind.

HISTORY

The wig was made by a powerful Dawn Age Hero, Nosmas. Once, while traveling through the Winter Wastes of Valind, he

was attacked by a strong and powerful white haired monster. After a difficult battle, he defeated the monster. He was so impressed by the monster's strength that he decided to try to steal some of it by making a wig out of its hair.

PROCEDURE

In order to use this item, it is necessary to shave the head of all hair before putting the wig on.

POWERS

The wig will increase the wearer's STR to species maximum. In addition, the wearer is immune to damage from cold.

VALUE

100,000 L.

MOROKANTH

THUMBS

DESCRIPTION

Black fur covered thumb-shaped lumps of flesh.

CULTS

ASSOCIATED — Eiritha and Waha, Morokanth branch.

KNOWLEDGE

Automatic; Famous.

HISTORY

When the Morokanth won their contest which allowed them to retain their intelligence, it was soon realized that they were at a severe disadvantage due to their lack of thumbs.

While the humans were able to do all sorts of delicate manipulation, the Morokanth had to work hard just to hold onto a weapon. Eventually, Eiritha took pity on her children and provided the potential for certain Morokanth to gain the use of thumbs.

PROCEDURE

Gaining the use of thumbs is possible in one of two ways. The normal procedure is to go on a minor but difficult Hero-Quest. The other method involves finding a set of unused thumbs (normally only found near their dead former owner) and attach them while permanently sacrificing one point of characteristic POW per thumb (two maximum).

POWERS

These thumbs grant their owner the ability to perform all standard Manipulation skills at 10% base chance as well as the ability to progress normally in all Manipulation skills.

VALUE

Thumbs are typically worth 10,000 L to a Morokanth.

PAVIS POINTERS

DESCRIPTION

A white stone statue of a half elf with one arm pointing forward.

CULTS

ASSOCIATED — Pavis.

HOSTILE — Kyger Litor; Zorak Zoran.

KNOWLEDGE

Automatic; Few.

HISTORY

When the walls of the city of Pavis were first built, some of the stones used in those walls were carved by Pavis himself in his own image. He then enchanted these statues so that they would always point toward his city.

POWERS

When placed on a flat surface, one of these statues will always point toward the city of Pavis.

VALUE

Near the city of Pavis, these items are considered holy items and worth as much as 5000 L. At great distances from Pavis, they are nothing more than compasses which point in a different but consistent direction and are rarely worth more than 2000 L.

SOUP BONES

DESCRIPTION

A normal looking bone from any animal which is suitable as a base for soup.

CULTS

ASSOCIATED — Issaries.

KNOWLEDGE

Automatic.

PLUNDER

PROCEDURE

Any priest of Issaries Golden Tongue is capable of creating one of these items. The procedure is simple. Make soup, take out the bone, and use one point of Divine Intervention and one point of Matrix Creation.

POWERS

Once made, these items can be used by any cult. At a cost of one point of battle magic POW, one of these bones will always produce a thin but nourishing soup when boiled in water. The same bone can be reused any number of times as long as it remains intact.

VALUE

6000 L.



RHINO FAT

DESCRIPTION

A clear, fatty jelly substance with a faint and unpleasant smell of burnt meat.

KNOWLEDGE

Common.

PROCEDURE

Rhino Fat is made by taking hunks of fat from a dead rhino and simmering it in a pot for a week.

POWERS

When rubbed on the body, Rhino Fat provides one additional point of armor protection. Applying the fat takes ten minutes (plus the time to take off and put on the clothes worn over it) and once on, it will begin to wear off after one hour. By the end of five hours, the fat will be completely gone.

VALUE

Enough fat to completely cover one person will sell for 100 L.

SCALA'S LANCE

DESCRIPTION

A long lance made out of carved white bone.

CULTS

FRIENDLY – Rhino Riders.

KNOWLEDGE

Automatic; One of a Kind.

HISTORY

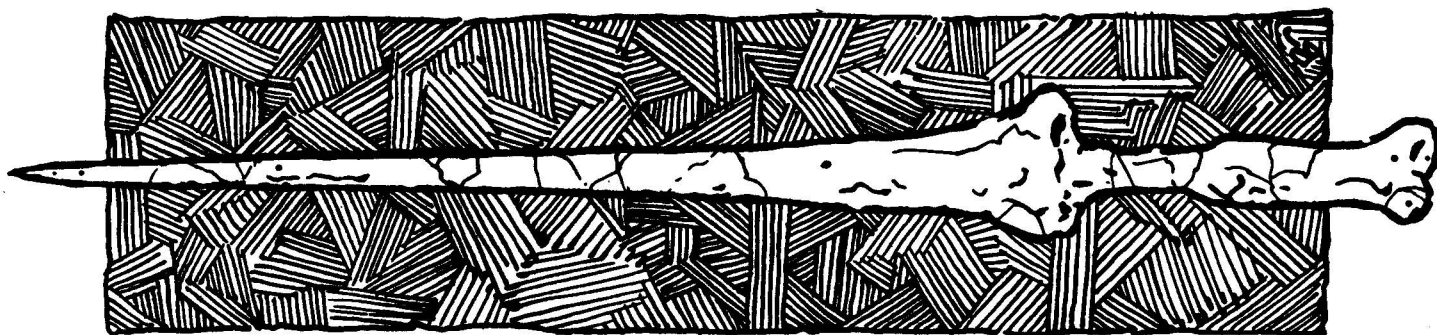
Scala was a Rune Lord/Rune Priest of Waha from the Rhino Riders tribe. Once during a fight, he had the good fortune to critically impale a very large giant in the abdomen with his mounted lance, doing over 30 points in one blow. This killed the giant instantly. Scala was very happy about this but he feared that no one would believe that he could kill such a large giant single handedly. To prove his claim, he cut off one of the giant's legs and dragged it back to his tribe with the help of his rhino. When he returned home, the elders of his tribe were so impressed that they took the bone of the giant's leg, carved it into a lance, and enchanted it with several matrices before returning it to Scala as a gift from his tribe. In the hundred plus years since this happened, the lance has been lost to the tribe and its current location is unknown.

POWERS

As a normal lance except that it is 3.5 meters long and will take 40 points of damage. It also holds the following matrices: Repair, Bladesharp 4, and Detect Enemies.

VALUE

25,000 L but Rhino Riders will pay 35,000 L (if the money is available, otherwise they will take it by force).



SNAKE STAVES

DESCRIPTION

An ordinary looking wooden staff of 1 to 2 meters in length.

CULTS

ASSOCIATED – Earth cults.

KNOWLEDGE

Common; Cult Secret.

HISTORY

A large number of these staves were made during Godtime and distributed to assorted priests, priestesses, and guardians

of Earth temples. When the Great Darkness came, many owners of these staves were killed while their staves remained unharmed. Since that time, unowned staves have been found from time to time.

POWERS

These staves are a form of battle magic matrix. They take four points of POW to activate at which point they turn from wood into the living flesh of a snake (roll on the Snake Table – page 86, *RuneQuest* – to determine type but each staff always turns into the same type of snake). The snakes will remain as snakes for 15 minutes, during which they are under the verbal control of the supplier of their power. At the end of the 15 minutes (or if they ever travel more than 50 meters from their caster), the snakes straighten out and revert to staff form. If the snake is ever killed or the staff is ever broken, the item becomes completely non-functional.

VALUE

1500 L.

SPELL STORAGE SCROLLS

DESCRIPTION

Also known as Lankhor Mhy Scroll, it is made of sturdy parchment which is highly magical. Usually, it will have no writing on it.

CULTS

ASSOCIATED — Lankhor Mhy.

KNOWLEDGE

Cult Secret; Famous; Few.

HISTORY

These scrolls were made during Godtime by Lankhor Mhy himself. He gave them to a few of his loyal followers to use during the Great Darkness.

PROCEDURE

There is no procedure for making these items. Even Lankhor Mhy himself would have great difficulty creating them again.

POWERS

Each of these scrolls is capable of holding one (and in a few cases, more than one) Rune magic spell. These spells must be enscribed onto the scroll by a Rune Priest who is, at least, an initiate of Lankhor Mhy and the spell so inscribed must be a spell known by that priest on a reusable basis (thus, one-use spells may never be written on one of these scrolls). Once a spell is written on a scroll, it can be used by any Lankhor Mhy initiate. It should be noted that putting a spell on these scrolls counts as a use of the spell. The priest must roll 01-95 on D100 and spend one day per point of the spell regaining the spell before it can be used again. Once a spell on a scroll is used (or fumbled) it is gone and cannot be used again. However, the scroll is blank and can be reenscribed with another spell.

VALUE

It is known with great certainty that Lankhor Mhy created 147 of these scrolls of which only 32 could hold more than one spell at a time (26 of these could hold two spells, three could hold three, two held four, and one held eleven — this last scroll is owned by a chief priest in the Great Temple of Lankhor Mhy in the capitol city of the Holy Country). The one spell scrolls are worth 15,000 L each and the value of the others increase by a like amount for each spell (although the eleven spell scroll is considered beyond price).

STONE BRANCHES

DESCRIPTION

A piece of a statue of a tree made of white stone with a slight greenish tint.

CULTS

ASSOCIATED — Aldryami; Mostali.

KNOWLEDGE

Cult Secret; Few.

HISTORY

During Godtime, a mysterious stone tree was discovered. No one knew what it was or where it came from but both the Aldryami and the Mostali claimed the tree for their own. In the great battle which ensued, many elves and dwarves were killed and the stone tree was broken into pieces which were scattered and lost throughout the world.

PROCEDURE

Use of a Stone Branch can only be gained by priests and

PLUNDER

priestesses of Aldrya and Mostali. In order to gain the use of a Stone Branch, it is necessary to attune it as if it were a powered crystal (although it is possible to be attuned to both a branch and a crystal). If the first attempt to attune a branch is a failure, that being may make no other attempts with that branch.

POWERS

Each Stone Branch has a POW of 3D6+6. The POW of the branch can be drawn upon for use in battle magic spells (the POW replenishes itself in the way that a spirit does). In addition, the POW can be used to cast any Rune magic spells available to the cult to Aldrya and Mostali but the POW so used is forever lost. If the branch's POW is ever reduced to zero, it will crumble to dust. Note that this branch is very unusual in that it grants Mostali the ability to use Aldryami spells and vice-versa. Neither side is too happy about this and both will fight hard to regain the branches when they discover the other has one.

VALUE

The item has no particular value except to Aldryami and Mostali who will generally offer to trade one use Rune magic for possession of a Stone Branch. They will rarely offer money unless the seller is interested in nothing else. Others who have heard of these branches will be willing to offer 15,000 L (sometimes more) to obtain one of these items (intending, eventually, to trade it for spells).

STORM BULL'S EAR

DESCRIPTION

A piece of living flesh in the shape of a bull's ear.

CULTS

ASSOCIATED – Storm Bull.

ENEMY – Chaos cults.

FRIENDLY – Eiritha; Zorak Zoran.

KNOWLEDGE

Automatic; Cult Secret; Famous; Few.

HISTORY

During his fight with the Devil, the Storm Bull lost one of his ears. Not only was the ear ripped off but it was ripped into lots of little pieces. During the course of time, these ear-pieces have been scattered about Glorantha although for obvious reasons they are still more common in the area of Prax.

PROCEDURE

There is no procedure for making more of these items. In order to obtain the use of one of these items, it is necessary to cut off one's own ear, place the Storm Bull ear in its place, and sacrifice one point of POW. This POW loss is permanent, as with Rune magic. If the being putting on the ear is untainted with Chaos, the ear will join to the person's head and, in addition to its magical powers, function as a normal ear.

POWERS

Anyone putting this ear on with the above procedure has their base Listen percentage raised to 100% (Perception bonus is added onto this and it is still possible to raise Listen ability even further with experience rolls). Any Storm Bull initiate putting this ear on has his or her Sense Chaos ability raised 15% (including from 0% to 15%). Anyone wearing one of these ears will find that Storm Bull worshippers tend to react favorably to them.

VALUE

A Storm Bull ear could probably be sold for 20,000 L but they are usually found attached to someone who would not sell at any price.

STYX WATER

DESCRIPTION

Black and exceptionally pure magical water.

CULTS

ENEMY – Vivamort.

FRIENDLY – Humakt; some Water cults.

KNOWLEDGE

Famous.

HISTORY

This item is water obtained from the river Styx. It can be used by anyone, but obtaining it requires a HeroQuest to the river itself.

PROCEDURE

Go to the river Styx and remove some water.

POWERS

Any amount of this water (even a fraction of a drop) will completely and permanently annihilate a vampire. This is because vampires are undead and cannot touch the world of the dead.

VALUE

Assuming the water under consideration can be proved to be Styx water, a small flask of it can be sold for up to 20,000 L.

TORA'S HAMMER

DESCRIPTION

A stone warhammer with streaks of iron imbedded within.

CULTS

ENEMY – Mostali.

KNOWLEDGE

One of a Kind.

HISTORY

Tora was a Hero of a now defunct cult of the Dawn Ages. He was best known for journeying into the depths of the earth, killing hoards of dwarves, stealing dwarves' hoards, and carving this hammer out of a vein of living iron ore. This action earned him and his cult the eternal hatred of all Mostali. After many difficult battles, the dwarves managed to destroy the entire cult, including Tora. His hammer remained in circulation, though, and has reappeared from time to time to plague the dwarves of Glorantha.

PROCEDURE

The procedure for duplicating this item is unknown.

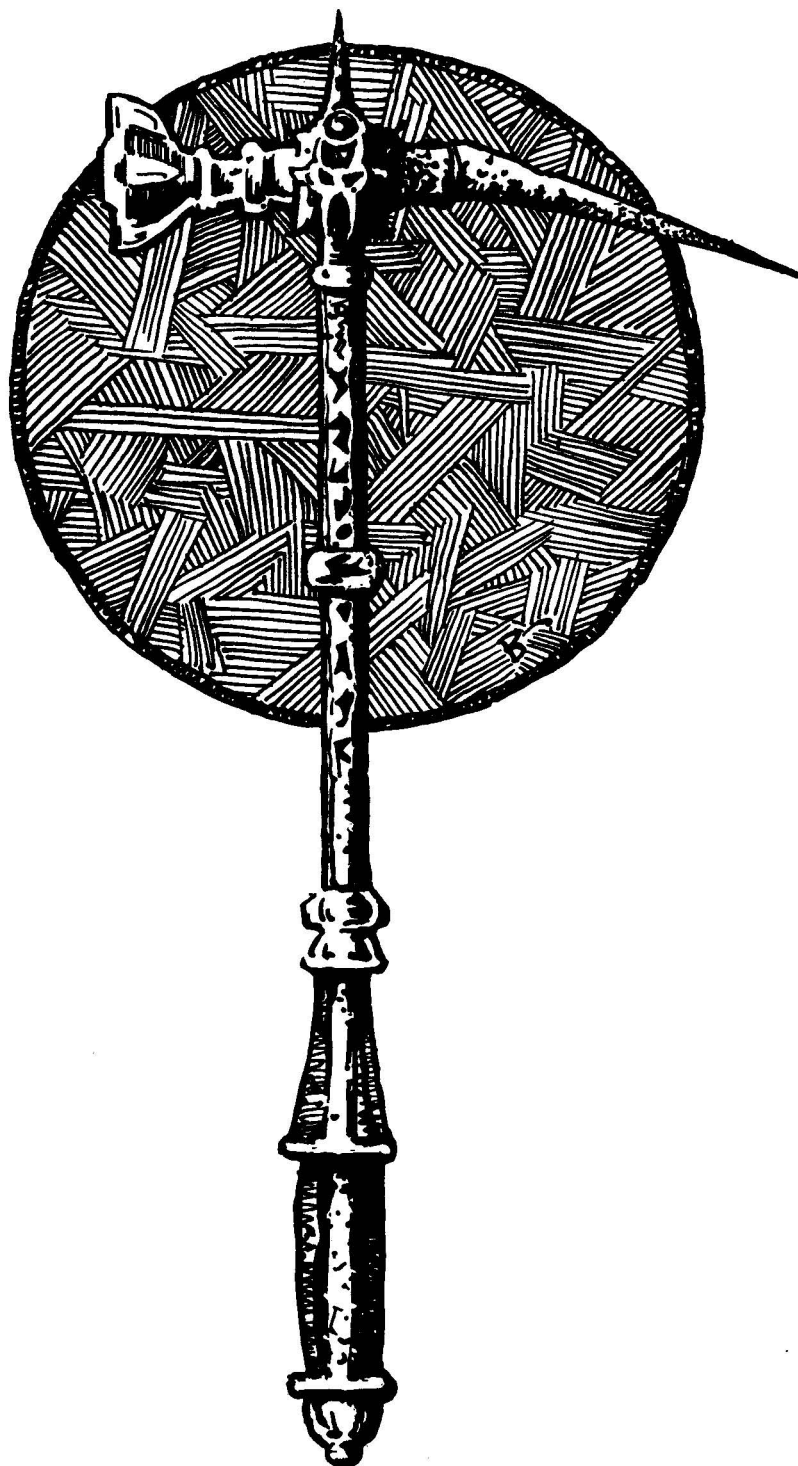
POWERS

This item counts as an iron weapon. It will take 30 points of damage and it can only be used by Rune Lords who expend one point of POW (permanently) to attune it. The weapon will return to the hand of its owner after being thrown. Any dwarf hit by the hammer must resist a POW vs. POW attack or lose 4D6 POW as from battle magic (use the wielder's current POW – however, if an allied spirit is placed in the hammer, its POW may be used instead). Should the hammer fall into the hands of the Mostali, they are, by the nature of the hammer's powers and mode of creation, unable to use it. They will, instead, attempt to bring it back into the depths of the earth where it can be destroyed in Lodril's Forge. Unfortunately, there is a curse on any dwarf possessing the hammer. Powerful enemies will be drawn to attack him even underground where dwarves would normally be safe. This curse explains why the dwarves haven't recovered and destroyed the hammer yet.

VALUE

Worth 50,000 L, it would be more in regions where the use of warhammers is common or where dwarves are feared enemies. Dwarves will not pay a cent for it as they feel it belongs to them. However, they will be grateful to anyone who brings it to them as a gift. They will attack anyone who keeps and uses it.

PLUNDER



WAHA ROPES

DESCRIPTION

A high quality brown rope.

CULTS

ASSOCIATED — Waha.

KNOWLEDGE

Cult Secret.

HISTORY

The first of these ropes was made during Godtime by a

priest of Waha. Many more were made during the Dawn Ages but by the Second Age, the technique and powers necessary to make more had been forgotten. The ropes are now commonly believed to be unmakeable.

POWERS

Anyone or anything tied with one of these ropes will be unable to release himself unless he knows the code word for that individual rope. In fact, no one except gods (Divine Intervention) can untie one of these ropes without the code word. The code words are usually in Old Pavic or Beast Tongue and in any case, will never be from languages less than 1000 years old. A rope which is badly burnt by fire will cease to function but, for obvious reasons, this is not a good way to release someone from the rope.

VALUE

Unless the rope's code word is known, it will usually only sell for a little more than a normal rope. If the code word is known, it could sell for as much as 5000 L.

WANDS OF LIFE

DESCRIPTION

A one meter long stick which looks as if it had just been chopped off a tree (that is, there are still fresh green leaves on it). In fact, the wand is made of still living wood.

CULTS

FRIENDLY — Aldrya.

HOSTILE — Humakt; Zorak Zoran; other Death Rune cults.

KNOWLEDGE

Cult Secret; Famous; Few.

HISTORY

It is said that the Wand of Life is a small branch cut from the Primal Tree. However, the branch was cut without the assistance or approval of Aldrya or her people. During the Great Darkness, the elves managed to hunt down and kill the Hero who had created the wand and in doing so, they recaptured the wand. Normally, they would have destroyed the wand right then and there but by this time, the Primal Tree itself had been destroyed and this branch was one of the few remaining pieces. They could not bear to destroy it. Instead, they brought it home with them. As Aldrya did not participate

in the creation of the wand, no Aldryami could ever use the wand's magical powers and gain any benefits from it. Nevertheless, they kept the item and several times throughout history, they have loaned it to a non-Aldryami who had been of service to the cult. Usually the loan has been for the duration of being's life but shorter duration loans have also been made. So far, the wand has always been returned or recovered upon the death of its possessor.

PROCEDURE

In order to gain this item, a being must:

- 1) Find out which Aldryami forest is in possession of it;
- 2) Go there;
- 3) Be a good friend and valuable ally to that forest;
- 4) Perform some great deed in their service; and,
- 5) Be lucky enough to have them offer it to you.

POWERS

The wand's powers only work while the item is held in its user's hand. These powers are:

- 1) It can be used as a parrying weapon absorbing 25 points (although it does not break if it takes more than 25 points). The base chance to parry with the wand is 50%.
- 2) The wand cures all diseases merely by touching the sick being. However, it does not reverse the effects of disease.
- 3) The holder of the wand can cast one Recover Spirit spell a week except that unlike the normal spell, this one can only be used on non-Aldryami.
- 4) Sever Spirits cast at the wand's holder will reflect back upon the caster.

VALUE

The wand is not likely to be sold and doing so would offend every Aldryami in the world.



PLUNDER

the book

This book contains 640 pre-generated treasure hoards and 43 magical treasures of Glorantha for use in any *RuneQuest* campaign.

The treasure hoards of monsters are arranged by treasure factors, ten tables in all. They specify how many Clacks, Lunars, Wheels, gems/jewelry, and special items each hoard has accumulated. There are also a special gems/jewelry table and a special items table.

The second section of *Plunder* gives detailed descrip-

tions of many of Glorantha's magical treasures. Each has notes on physical appearance, relationship to various cults, extent of public knowledge of the item, history, procedure for making items that can be made, its powers, and its value.

All items in *Plunder* can be used in any *RuneQuest* campaign, Gloranthan or otherwise. Surprise your adventurers with a gift of treasure.

the treasures

Alchemist's Flasks
Aldryami Arrows
Aldryami Copper Arrows
Aluminum Tridents
Arroin's Blood
Balls of Tails
Barjora's Shield
Black Foxes
Chameleon Tents
Chaos Slime
Crystal Goblet of the Sky
Cock's Eggs
Dragonewt Skin Armor
Fabulous Quills of the Wyrms' Friends
Fire Crystals
Firesticks
Gazhmen's Girdle
Glass Butterflies
Gloves of the Mostali
Golden Torches
Green Snakes' Skulls
Godling Bones
Invisible Sword
Lightning Bands
Lunar Sweaters
Mazoo's Tooth
Minanen's Shadow
Nosma's Wig
Morokanth Thumbs
Pavis Pointers
Soup Bones
Rhino Fat
Saddle of Wantoo
Scarlet Scimitars
Scala's Lance

Snake Staves
Spell Storage Scrolls
Stone Branches
Storm Bull's Ear
Styx Water
Tora's Hammer
Waha Ropes
Wands of Life

