

GP	Common Form	Type	Spell	Description
250	Lock Picks	Bespelled	Knock Knock	Open one lock
500	Lock Picks	Enchanted	Knock Knock	Open one lock for 3 Wiz
500	Lock Picks	Enchanted II	Knock Knock	Open 2d6 locks
9000	Lock Picks	Truly Magical	Knock Knock	Open any lock
250	Spectacles	Bespelled	Oh There It Is	See all invisible for one turn when worn
500	Spectacles	Enchanted	Oh There It Is	See all invisible for 4 Wiz per turn when worn
500	Spectacles	Enchanted II	Oh There It Is	See all invisible for 2d6 turns when worn
9000	Spectacles	Truly Magical	Oh There It Is	See all invisible when worn
250	Crystal	Bespelled	Will-o-Wisp	Produce light for 10 minutes when uncovered
500	Crystal	Enchanted	Will-o-Wisp	Produce light for 2 Wiz per 10 minutes when uncovered
500	Crystal	Enchanted II	Will-o-Wisp	Produce light for 2d6 times 10 minutes when uncovered
9000	Crystal	Truly Magical	Will-o-Wisp	Produce light when uncovered
500	Spectacles	Bespelled	Catseye	See in the dark for 30 minutes when worn
1000	Spectacles	Enchanted	Catseye	See in the dark for 6 Wiz per 30 minutes when worn
1000	Spectacles	Enchanted II	Catseye	See in the dark for 2d6 times 30 minutes when worn
10000	Spectacles	Truly Magical	Catseye	See in the dark when worn
500	Ring	Bespelled	Hidey Hole	Invisible for 5 turns when worn, remain still for 1 turn to activate, enemies fight at one half combat, become visible if take any damage
1000	Ring	Enchanted	Hidey Hole	Invisible for 10 Wiz per 5 turns when worn, remain still for 1 turn to activate, enemies fight at one half combat, become visible if take any damage
1000	Ring	Enchanted II	Hidey Hole	Invisible for 2d6 times 5 turns when worn, remain still for 1 turn to activate, enemies fight at one half combat, become visible if take any damage
10000	Ring	Truly Magical	Hidey Hole	Invisible when worn, remain still for 1 turn to activate, enemies fight at one half combat, become visible if take any damage
500	Ring	Bespelled	Little Feets	Double speed, actions, combat for 5 turns when worn
1000	Ring	Enchanted	Little Feets	Double speed, actions, combat for 8 Wiz for 5 turns when worn
1000	Ring	Enchanted II	Little Feets	Double speed, actions, combat for 2d6 times 5 turns when worn
10000	Ring	Truly Magical	Little Feets	Double speed, actions, combat when worn
1000	Ring	Bespelled	Double Double Flawed	One attribute is doubled for 5 turns when worn, and then halved for 5 turns, 8 versions with different gems
2000	Ring	Enchanted	Double Double Flawed	One attribute is doubled for 18 Wiz per 5 turns when worn, and then halved for the same time, 8 versions with different gems
2000	Ring	Enchanted II	Double Double Flawed	One attribute is doubled for 2d6 times 5 turns when worn, and then halved for the same time, 8 versions with different gems
12000	Ring	Truly Magical	Double Double Flawed	One attribute is doubled when worn, and then halved for the same time when taken off, 8 versions with different gems

2000	Ring	Bespelled	Double Double	One attribute is doubled for 5 turns when worn, 8 versions with different gems
4000	Ring	Enchanted	Double Double	One attribute is doubled for 18 Wiz per 5 turns when worn, 8 versions with different gems
4000	Ring	Enchanted II	Double Double	One attribute is doubled for 2d6 times 5 turns when worn, 8 versions with different gems
16000	Ring	Truly Magical	Double Double	One attribute is doubled when worn, 8 versions with different gems
8000	Ring	Truly Magical	Tiny Bonus	Add +1 to one attribute when worn, 8 versions with different gems
10000	Ring	Truly Magical	Little Bonus	Add +3 to one attribute when worn, 8 versions with different gems
12000	Ring	Truly Magical	Decent Bonus	Add +5 to one attribute when worn, 8 versions with different gems
16000	Ring	Truly Magical	Big Bonus	Add +10 to one attribute when worn, 8 versions with different gems
10000	Ring	Truly Magical	Up a Quarter	Increase one attribute by one quart when worn, 8 versions with different gems
12000	Ring	Truly Magical	Up a Half	Increase one attribute by one half when worn, 8 versions with different gems
16000	Ring	Truly Magical	Double Double	One attribute is doubled when worn, 8 versions with different gems
20000	Ring	Truly Magical	Triple Triple	Triple one attribute when worn, 8 versions with different gems
1250	Spectacles	Bespelled	Second Sight	See through illusions for 10 minutes when worn
2500	Spectacles	Enchanted	Second Sight	See through illusions for 25 Wiz per 10 minutes when worn
2500	Spectacles	Enchanted II	Second Sight	See through illusions for 2d6 times 10 minutes when worn
13000	Spectacles	Truly Magical	Second Sight	See through illusions when worn
500	Amulet	Bespelled	Poor Baby	Heal one point when worn while wounded
1000	Amulet	Enchanted	Poor Baby	Heal one point for 2 Wiz per turn when worn while wounded
1000	Amulet	Enchanted II	Poor Baby	Heal 2d6 points when worn while wounded
10000	Amulet	Truly Magical	Poor Baby	Heal one point per turn when worn while wounded
250	Bladed Melee Weapon	Bespelled	Vorpal Blade	Double weapon damage roll for one turn on next use
500	Bladed Melee Weapon	Enchanted	Vorpal Blade	Double weapon damage roll for 5 Wiz every turn used
500	Bladed Melee Weapon	Enchanted II	Vorpal Blade	Double weapon damage roll for next 2d6 turns that it is used
9000	Bladed Melee Weapon	Truly Magical	Vorpal Blade	Double weapon damage roll permanently
500	Melee Weapon	Bespelled	Whammy	Triple weapon damage roll for one turn on next use
1000	Melee Weapon	Enchanted	Whammy	Triple weapon damage roll for 10 Wiz every turn used
1000	Melee Weapon	Enchanted II	Whammy	Triple weapon damage roll for next 2d6 turns that it is used
10000	Melee Weapon	Truly Magical	Whammy	Triple weapon damage roll permanently
500	Missile Weapon	Bespelled	Double Trouble	Double the basic attack die roll on next use
1000	Missile Weapon	Enchanted	Double Trouble	Double the basic attack die roll for 8 Wiz every turn used
1000	Missile Weapon	Enchanted II	Double Trouble	Double the basic attack die roll for the next 2d6 uses
10000	Missile Weapon	Truly Magical	Double Trouble	Double the basic attack die roll permanently
8000	Any Weapon	Truly Magical	Tiny Bonus	+1 to melee dice or missile damage dice permanently
8250	Any Weapon	Truly Magical	Little Bonus	+3 to melee dice or missile damage dice permanently
8500	Any Weapon	Truly Magical	Decent Bonus	+5 to melee dice or missile damage dice permanently

9000	Any Weapon	Truly Magical	Big Bonus	+10 to melee dice or missile damage dice permanently
8250	Any Weapon	Truly Magical	Up a die	+1d6 to melee dice or missile damage dice permanently
8500	Any Weapon	Truly Magical	Up two dice	+2d6 to melee dice or missile damage dice permanently
9000	Any Weapon	Truly Magical	Vorpal Anything	Double melee dice or missile damage dice permanently
10000	Any Weapon	Truly Magical	Whammy	Triple melee dice or missile damage dice permanently
1000	Armor or Shield	Bespelled	Lesser Zapparmor	Double armor protection for one turn next time damage is taken
2000	Armor or Shield	Enchanted	Lesser Zapparmor	Double armor protection for 5 Wiz per turn that any damage is taken
2000	Armor or Shield	Enchanted II	Lesser Zapparmor	Double armor protection for 2d6 turns that time damage is taken
12000	Armor or Shield	Truly Magical	Lesser Zapparmor	Double armor protection permanently
2000	Armor or Shield	Bespelled	Zapparmor	Triple armor protection for one turn next time damage is taken
4000	Armor or Shield	Enchanted	Zapparmor	Triple armor protection for 5 Wiz per turn that any damage is taken
4000	Armor or Shield	Enchanted II	Zapparmor	Triple armor protection for 2d6 turns that time damage is taken
16000	Armor or Shield	Truly Magical	Zapparmor	Triple armor protection permanently
8000	Armor or Shield	Truly Magical	Tiny Bonus	+1 to armor protection permanently
9000	Armor or Shield	Truly Magical	Little Bonus	+3 to armor protection permanently
10000	Armor or Shield	Truly Magical	Decent Bonus	+5 to armor protection permanently
12000	Armor or Shield	Truly Magical	Big Bonus	+10 to armor protection permanently
12000	Armor or Shield	Truly Magical	Lesser Zapparmor	Double armor protection permanently
16000	Armor or Shield	Truly Magical	Zapparmor	Triple armor protection permanently
250	Melee Weapon	Bespelled	Call Flame	Do 1d6 fire damage to one melee opponent on next use
500	Melee Weapon	Enchanted	Call Flame	Do 1d6 fire damage to one melee opponent for 7 Wiz every turn
500	Melee Weapon	Enchanted II	Call Flame	Do 1d6 fire damage to one melee opponent for the next 2d6 turns
9000	Melee Weapon	Truly Magical	Call Flame	Do 1d6 fire damage to one melee opponent every turn
250	Melee Weapon	Bespelled	Call Ice	Do 1d6 ice damage to one melee opponent on next use
500	Melee Weapon	Enchanted	Call Ice	Do 1d6 ice damage to one melee opponent for 7 Wiz every turn
500	Melee Weapon	Enchanted II	Call Ice	Do 1d6 ice damage to one melee opponent for the next 2d6 turns
9000	Melee Weapon	Truly Magical	Call Ice	Do 1d6 ice damage to one melee opponent every turn
250	Ring	Bespelled	Detect Magic	Detect magic for one turn when worn, glows in presense of magic, intensity shows amount and distance, color shows type
500	Ring	Enchanted	Detect Magic	Detect magic for 1 Wiz per turn when worn, glows in presense of magic, intensity shows amount and distance, color shows type
500	Ring	Enchanted II	Detect Magic	Detect magic for the next 2d6 turns when worn, glows in presense of magic, intensity shows amount and distance, color shows type
9000	Ring	Truly Magical	Detect Magic	Detect magic when worn, glows in presense of magic, intensity shows amount and distance, color shows type
125	Arrow or Quarrel	Base Spell	Arrow, Arrow, Straight and True	Arrow automatically hits one target within range, and then it is consumed

250	Arrow or Quarrel	Bespelled	Hold That Pose	Arrow automatically hits one target for no damage within 50 feet and then it is consumed, opponent is helpless for 1 turn, Level 1 SR on Wiz or MR/10 to avoid effect
500	Arrow or Quarrel	Bespelled	Glue You	Arrow automatically hits one target for no damage within 30 feet and then it is consumed, opponent's speed and actions are halved for 5 turns, Level 2 SR on Wiz or MR/10 to avoid effect
1250	Arrow or Quarrel	Bespelled	Medusa	Arrow automatically hits one target for no damage within 40 feet and then it is consumed, opponent is turned to stone, Level 5 SR on Wiz or MR/10 to avoid effect
1250	Arrow or Quarrel	Bespelled	Yerafrawg	Arrow automatically hits one target for no damage within 60 feet and then it is consumed, opponent is turned to into a frog for 1 hour, Level 5 SR on Wiz or MR/10 to avoid effect
250	Arrow or Quarrel	Bespelled	Cold Drunk	Arrow automatically hits one target for no damage within 15 feet and then it is consumed, opponent becomes drunk, Level 1 SR on Wiz or MR/10 to avoid effect
500	Arrow or Quarrel	Bespelled	Giggler	Arrow automatically hits one target for no damage within 30 feet and then it is consumed, opponent's combat adds are reduced to 0 for 1 turn, Level 2 SR on Wiz to avoid effect
750	Arrow or Quarrel	Bespelled	Kaputnik	Arrow automatically hits one target for no damage within 20 feet and then it is consumed, opponent's armor falls off, Level 3 SR on Wiz or MR/10 to avoid effect
750	Arrow or Quarrel	Bespelled	Painful Feeling	Arrow automatically hits one target for no damage within 30 feet and then it is consumed, opponent takes 1 point of damage and can take no action for 1 turn, Level 3 SR on Wiz or MR/10 to avoid effect
1000	Arrow or Quarrel	Bespelled	An Itch to Die For	Arrow automatically hits one target for no damage within 20 feet and then it is consumed, opponent takes 1d6 points of damage per turn and can take no action for 3 turns, Level 4 SR on Wiz or MR/10 to avoid effect
1250	Arrow or Quarrel	Bespelled	Rag Doll	Arrow automatically hits one target for no damage within 30 feet and then it is consumed, opponent is paralyzed, Level 5 SR on Wiz or MR/10 to avoid effect
500	Boots	Bespelled	Road Trip	Run at double speed for 1 hour when worn
1000	Boots	Enchanted	Road Trip	Run at double speed for 8 Wiz per hour when worn
1000	Boots	Enchanted II	Road Trip	Run at double speed for 2d6 hours when worn
10000	Boots	Truly Magical	Road Trip	Run at double speed when worn
1250	Boots	Bespelled	Boatfoot	Walk on water for 1 turn when worn
2500	Boots	Enchanted	Boatfoot	Walk on water for 15 Wiz per turn when worn
2500	Boots	Enchanted II	Boatfoot	Walk on water for 2d6 turns when worn
13000	Boots	Truly Magical	Boatfoot	Walk on water when worn
750	Ring	Bespelled	Fly Me	Fly at normal running speed for 10 minutes when worn
750	Ring	Enchanted	Fly Me	Fly at normal running speed for 7 Wiz per 10 minutes when worn
1500	Ring	Enchanted II	Fly Me	Fly at normal running speed for 2d6 times 10 minutes when worn
11000	Ring	Truly Magical	Fly Me	Fly at normal running speed when worn