

Employment Of Standard Hirelings: This requires the location of the desired individual and the offer of work. If the employment is for only a few days, there will be no real difficulty in locating individuals to take on the job. If the offer is for long term employment, only 1 in 6 will be willing to accept unless a small bonus is offered — a day's wage is too small, but double or treble that is sufficient to make 3 in 6 willing to take service.

Duties: It is not practical to try to determine the time and expenses necessary to accomplish everything possible for the scores of standard hirelings possible to employ, so each DM will have to decide. For example, assume that a player character hires a tailor to make plain blue cloaks for all of his or her henchmen. This will take only about 1 day per garment and cost the stated amount of money plus 5 c.p. (10% of the cost of a cloak) per cloak for materials. However, if the same cloaks were to be fashioned of a material of unusual color and have some device also sewed upon them, time and materials costs would be at least double standard, and probably more.

EXPERT HIRELINGS

If henchmen are defined as the associates, companions, and loyal (to some degree) followers of a player character, hirelings are the servitors, mercenaries, and employees of such player characters, and they too can have some degree of loyalty — based on their accommodations, rate of remuneration, and treatment. Various hirelings of menial nature are assumed to come with the cost of maintaining a stronghold; thus, cooks, lackeys, stableboys, sweepers, and various servants are no concern of the player character. Guards and special hirelings are, however, and such persons must be located and enlisted by the PC or his or her NPC henchmen.

Location of Expert Hirelings: Most expert hirelings can be found only in towns or cities, although some might be located in smaller communities — providing they are willing to pick up and relocate, of course. Employment is a matter of offer and acceptance, and each player character must do his or her own bargaining. The various types of hirelings (listed below) will generally be found in the appropriate section of the community — the Street of Smiths, Weapon Way, Armorers Alley, etc. — or at cheap inns in the case of mercenary soldiers.

Monthly Costs: The cost of each type of expert hireling is shown on the list. This amount is based on all the associated expenditures which go with the position — salary or wage, uniform or clothing, housing, food, and sundry equipment used routinely by the hireling. *Exception:* The cost does not include arms and armor of soldiers, and these items must be furnished to mercenaries over and above other costs. Certain other hirelings incur costs over and above the normal also, when they engage in their occupations. These are indicated on the table by an asterisk (*).

EXPERT HIRELINGS TABLE OF MONTHLY COSTS IN GOLD PIECES

Occupation or Profession	Cost
alchemist	300
armorer	100*
blacksmith	30
engineer-architect	100*
engineer-artillerist	150
engineer-sapper/miner	150
jeweler-gemcutter	100*
mercenary soldier —	
archer (longbow)	4
archer (shortbow)	2
artillerist	5
captain	special
crossbowman	2
footman, heavy	2
footman, light	1
footman, pikeman	3
hobilar, heavy	3
hobilar, light	2
horseman, archer	6
horseman, crossbowman	4
horseman, heavy	6
horseman, light	3
horseman, medium	4
lieutenant	special
sapper/miner	4

serjeant	special
slinger	3
sage	special
scribe	15
ship crew	special
ship master	special
spy	special
steward/castellan	special
weapon maker	100*

*Cost does not include all remuneration or special fees. Add 10% of the usual cost of items handled or made by these hirelings on a per job basis, i.e. an armorer makes a suit of plate mail which has a normal cost of 400 gold pieces, so 10% of that sum (40 g.p.) is added to the costs of maintaining the blacksmith.

Description Of Occupations and Professions:

Alchemist: This profession handles the compounding of magical substances, and the advantages of employing an alchemist are detailed under the section **FABRICATION OF MAGIC ITEMS, Potions.** Alchemists will only be found in cities unless you specifically locate one elsewhere. It will require an offer of 10 to 100 gold pieces bonus money, plus a well-stocked laboratory, plus the assurance of not less than a full year of employment, to attract one to service.

Armorer: This occupation cares for and manufactures armor and shields. One armorer is always required for every 40 soldiers, or fraction thereof, in the employ of the player character, and only spare time can be spent on the manufacture of items, i.e. that fraction of the normal month not spent caring for equipment of troops can be used to make armor, helmets, and/or shields, prorating time according to the number of men — 0 = 100%, 1-5 = 85%, 6-10 = 70%, etc. This includes the armorer and the apprentices which are assumed to be present and cared for by the cost shown. A workroom and forge costing 310-400 g.p. must be available for an armorer, and the skill of the armorer must be determined if armor is to be fashioned:

- 01-50 skill level equal to ring, scale, or studded
- 51-75 skill level equal to above plus splint
- 76-90 skill level equal to all of the above plus chain
- 91-00 skill level equal to any sort of armor

If items are to be made, the following times are suggested for an armorer and apprentices working exclusively, assuming a 1 week period in order to set the operation in motion before actual work begins. Armorers occupied for part of the month with caring for the equipment of troops must increase time proportionately.

banded mail	30 days
chain mail	45 days
helmet, great	10 days
helmet, small	2 days
leather armor*	10 days
padded armor**	—
plate mail	90 days
ring mail***	20 days
scale mail***	30 days
shield, large****	2 days
shield, small****	1 day
splinted mail*****	20 days
studded leather armor***	15 days

* Requires the services of a leather worker and facilities to boil leather in oil.

** Requires only the services of a tailor (who will be occupied 30 days with the task).

*** As with leather armor, and a tailor must be employed as well.

**** Requires the services of a woodworker.

***** Requires the services of a leather worker and a blacksmith.

N.B. For leatherworker, tailor and woodworker, see **STANDARD HIRELINGS.**

works cover the whole spectrum of knowledge, as the researcher must be aware of any and all aspects of the magic he or she wishes to use. Thus, works on history, geography, astrology, alchemy, etc. must be obtained.

Chance Of Success: The base chance of success is 10%, plus the intelligence score of the researcher (wisdom with respect to clerics), plus the level of the character researching the spell, minus twice the level of the spell being researched: $10\% + I + L - 2 \times \text{spell level} = \text{base chance for success}$. This base chance is modified upwards in 10% increments by doubling of maximum base cost per level of the spell (2,000 gold pieces). Thus, an expenditure of base cost + variable + 2,000 g.p. on a per spell level basis increases base chance from 10% to 20%, and 4,000 g.p. additional per spell level increases base chance from 10% to 30%, and so on, to a maximum base chance of 50% (expenditure of 8,000 gold pieces additional per spell level). Insufficient expenditure means a 0% success chance.

Determination Of Success: After the initial research period (equal to the level of the spell in weeks), find the base chance, adjust by intelligence, character level, and spell level, and secretly roll percentile dice. Any score greater than the percentage of success chance indicates a negative result. Continue to check for success each successive game week as long as research is uninterrupted and proper funding for the work continues. Remember, if a spell that is impossible for the character is being researched, this procedure remains constant, but there will NEVER be success, and the dice roll is simply frosting. (Eventually, even the most determined and least wise will begin to understand their aim is fruitless.)

Confidentiality Of New Spells: Once a player succeeds in researching a new spell, it is his or her character's alone. Only that character has the proper formula, and no mention of the spell should be made by you.

Additional Notes: There is no way that costs in money or time can be reduced. Likewise, conditions must be as set forth. Research materials must be obtained. It is possible to use another's facilities, but this will most certainly not reduce costs. Gathering a library assumes that the character is in a metropolitan area with libraries, booksellers, etc. from which copies can be obtained. If such is necessary, this must be done prior to the beginning of actual research, as it will take about one week per spell level to gather sufficient materials — the greater the level of the spell, the more esoteric and rare the tomes needed.

FABRICATION OF MAGIC ITEMS, INCLUDING POTIONS AND SCROLLS

It is an obvious premise of the game that magic items are made somewhere by someone or something. A properly run campaign will be relatively stringent with respect to the number of available magic items, so your players will sooner or later express a desire to manufacture their own. *Do not tell them how this is to be accomplished!* In order to find out, they must consult with a sage (q.v.) or a high level character of the proper profession, the latter being detailed a bit hereafter.

Magic items are made by high level magic-users, except those items which are restricted to clerics and special racial items and books, artifacts and relics. Books (including tomes, librams and manuals), artifacts, and relics are of ancient manufacture, possibly from superior human or demi-human technology, perhaps of divine origin; thus books, artifacts, and relics cannot be made by players and come *only* from the Dungeon Master. Dwarven and elven manufactured items — the +3 *dwarven war hammer*, certain other magic axes and hammers, *cloaks and boots of elvenkind*, magic arrows, magic bows in some cases, and even some magic daggers and swords — are likewise beyond the ken of player characters of these races. Only very old, very intelligent and wise dwarves and elves who have attained maximum level advancement are able to properly forge, fashion, and/or make these items and have the appropriate magicks and spells to change them into special items — i.e., these items are likewise the precinct of the DM exclusively.

This still leaves an incredible range of magic items which player characters can aspire to manufacture. It is a sad fact, however, that these aspirations must be unsatisfied until the player character achieves a level of ability which is one greater than nominal highest level — high priest, druid, wizard, illusionist. That is, a player character must be at least an 11th level high priest, an archdruid, a 12th level wizard or an 11th level illusionist in order to manufacture magic items (except with respect to potions and scrolls, as will be discussed hereafter). Furthermore, a player character may manufacture only

those items particular to his or her profession or items which are usable by professions not able to so make magic items only. Thus, a cleric is unable to fashion a wand usable by magic-users or illusionists, a magic-user cannot manufacture a clerical magic item, etc. There is a further prohibition upon clerics regarding the making of items which are prohibited to their profession or which are of opposite alignments; this restraint does not extend into the sphere of magic-users as a class. Thus, clerics cannot manufacture magic swords, though magic-users can.

Manufacture Of Potions:

Potions may be made by any magic-user of 7th level or above, if he or she enlists the aid of an alchemist (q.v.). At levels above the 11th, such assistance is no longer mandatory, although it will reduce the amount of money and time the player character must spend making the potion by 50% of the compounding/infusing time normally required, as the alchemist will be so employed instead.

In order to begin manufacture of a potion (and they may be made only one at a time), the magic-user must have a proper laboratory with fire-place, workbench, brazier, and several dozen alembics, flasks, dishes, mortar and pestle, basins, jugs, retorts, measuring devices, scales, and so forth! Such implements are not easily obtained, being found only at alchemical shops or produced upon special orders by stone masons, potters, glass blowers, etc. Initial outlay for the creation of a workshop, assuming that the place already has a fireplace, would cost between 200 and 1,000 g.p. This cost is based on the relative availability of the tradesmen and goods necessary to complete the work room and stock it properly. The DM may certainly require a greater expenditure if the campaign has inflation and/or shortages. In addition, upkeep of the laboratory requires a further monthly outlay of 10% of the total cost of the place, exclusive of any special provisions or protections, in order to stock basic fuel and supplies, replace broken equipment, and so on when the laboratory is in use. (**Note:** The place is *always* in use if the player character has an alchemist in his or her employ, for the alchemist will continually putter and experiment, always to no particular end, when not engaged in specific work for the magic-user.)

In order to avoid the length and complication of separate formulae for each type of potion, the following simple system is given. Both the cost in gold pieces and the days of compounding and infusing are determined by use of the experience points award (as shown on the list of magic items) amounts. If no experience points are shown, then the potion has a 200 g.p. base for cost and time determination. The point award for a given potion is also the amount of gold pieces the magic-user must pay in order to concoct the basic formula — with rare herbs and spices and even more exotic ingredients. The number of days required to brew the potion is the same figure, each hundred or fraction thereof indicating one full day of compounding time to manufacture the liquid, i.e., 250 x.p. = 250 g.p. basic costs and 3 full days of time.

Most important to the manufacture of a potion is the substance of its power, the special ingredient. The list of potions and special ingredients possible is given for your convenience only. You may opt for any reasonable special ingredient you deem suitable for a potion, keeping in mind difficulty of obtaining the material (hopefully high or greater) and its sympathetic equivalency or relationship to the end result of quaffing the potion.

Poison: Only assassins of 9th or higher level may concoct "potions" of poison — or any other sort of poison, for that matter. Refer to the section on assassins for details of special forms of poison. No laboratory or alchemist is needed, but cost and time are found as if a normal potion was being prepared.

Suggested Special Ingredients For Potions:

Type of Potion	Suggested Special Ingredient(s)
animal control	organ or gland from representative type or types to be controlled
clairaudience	human or simian thalamus gland or ear from an animal with keen hearing
clairvoyance	human or simian thalamus gland or eye from an animal with keen sight
climbing	insect legs (giant)
delusion*	doppelganger flesh or rakshasa ichor
diminution	powdered kobold horn and wererat blood
dragon control	brain of the appropriate dragon type
ESP	mind flayer brain

extra-healing	troll blood or hair of a saint**
fire resistance	fire elemental phlogiston or salamander scales
flying	hippogriff feathers and wyvern blood
gaseous form	vampire dust or ogre magi teeth
giant control	brain of appropriate giant type
giant strength	drops of sweat from appropriate giant type
growth	ogre magi gland
healing	ogre magi blood or thread of saint's garment**
heroism	heart of lion or similar giant cat
human control	vampire eye or nixie blood
invisibility	invisible stalker ichor
invulnerability	gargoyle horn or lycanthrope skin
levitation	beholder eye (from stalk) or will-o-wisp essence
longevity	dragon blood and treant sap or elf blood
oil of ethereality	sheddu fat or demon brain
oil of slipperiness	purple worm gland or liver of giant pike
philter of love	dryad hair
philter of persuasiveness	harpies' tongues or devil tongue
plant control	shrieker spores and umber hulk eye
polymorph (self)	mimic skin or succubus hair
poison	special
speed	pegasus heart and giant weasel blood
super-heroism	giant wolverine blood and minotaur heart
sweet water	water elemental eye or triton blood
treasure finding	gold dragon scale and six different powdered gem stones
undead control	dust of freshly destroyed spectres or vampire brain or ghost ectoplasm or lich tongue
water breathing	water naga blood or nixie organs

* Alternatively, a 5% to 20% failure percentage can be assigned to all potion manufacture, and those which are failures become *delusion* potions of the sort which was being attempted, i.e., *animal control*, *flying*, etc.

** Possible only if a cleric compounds the potion.

Manufacture of Scrolls:

Scrolls are exceptional in that they are simply storage space for spells of one sort or another. Clerics, druids, magic-users, and illusionists inscribe scrolls with spells applicable to their particular professions. *Protection* spells are scribed by either magic-users or clerics, the determination being as follows:

Clerical Protection Spells	Magic-User Protection Spells
DEVILS	DEMONS
POSSESSION	ELEMENTALS
UNDEAD	LYCANTHROPEs
	MAGIC
	PETRIFICATION

Curse scrolls can be made by any sort of spell user noted above.

Scrolls may be inscribed only by characters of 7th or higher level, and the spells placed upon the scroll must be of a level which the inscribing character is able to employ, i.e. a 9th level magic-user could not place a 7th level spell on a scroll. (Note that the *write* spell enables the magic-user to inscribe his or her own *reference* works so as to be able to read and remember higher level spells than he or she is currently able to use; it does not enable casting or scroll inscription.)

A scroll of spells may be inscribed only upon pure and unblemished papyrus, parchment, or vellum — the latter being the most desirable. Any mistake will doom the effort to failure. A fresh, virgin quill must be used for each spell transcribed. The quill must be from a creature of strange or magical nature, i.e. a griffon, harpy, hippogriff, pegasus, roc, sphinx of any sort, and similar monsters you elect to include (demons, devils, lammasu, etc.).

The material upon which the scroll of spells is to be written can be purchased at the following cost guidelines:

papyrus, per sheet	2 g.p. and up	+5% chance of failure
parchment, per sheet	4 g.p. and up	±0% chance of failure
vellum, per sheet	8 g.p. and up	-5% chance of failure

The type of material used will affect the likelihood of successful transcription, as listed above. Special quills cannot normally be purchased, for only common goose or similar feather instruments are available in shops. The would-be inscriber must arrange for the special writing tools as he or she can.

Ink is a very special requirement. Scroll spell ink, just as the ink for detailing spells in spell books, is compounded only by the inscriber from secret and strange ingredients. The basic medium should be sepia from a giant squid or ink from a giant octopus. To this liquid must be added blood, powdered gems, herbal and spice infusions, draughts concocted from parts of monsters, and so on. An example of a formula for the ink required to scribe a *protection from petrification* spell is shown below:

1 oz. giant squid sepia
1 basilisk eye
3 cockatrice feathers
1 scruple of venom from a medusa's snakes
1 large peridot, powdered
1 medium topaz, powdered
2 drams holy water
6 pumpkin seeds

Harvest the pumpkin in the dark of the moon and dry the seeds over a slow fire of sandalwood and horse dung. Select three perfect ones and grind them into a coarse meal, husks and all. Boil the basilisk eye and cockatrice feathers for exactly 5 minutes in a saline solution, drain, and place in a jar. Add the medusa's snake venom and gem powders. Allow to stand for 24 hours, stirring occasionally. Pour off liquid into bottle, add sepia and holy water, mixing contents with a silver rod, stirring widdershins. Makes ink sufficient for one scroll.

Other ink formulas will be devised similarly according to the dictates of the DM. Ingredients should suit the overall purpose of the ink. It is recommended that each different spell to be transcribed require a different ink compound — clerical spells requiring more venerated and holy materials, druid spells being basically rare roots and herbs in infusions, and so on. Garments, wrappings, dust, sweat, tears, teeth, fangs, organs, blood, and so forth are all ideal components.

Once material, quill, and ink are ready, the spell scribe must actually write the magical runes, glyphs, symbols, characters, pictograms, and words upon the surface of the scroll. Transcription must be from his or her scroll books or upon an altar (for clerics and druids). Special candles and incense must be burning while the inscription is in progress. Clerics must have prayed and specially sacrificed to their deity, while magic-users must have drawn a magic circle and remain uninterrupted. **PREPARATION REQUIRES ONE FULL DAY FOR EACH LEVEL OF THE SPELL BEING SCRIBED ON THE SCROLL.** A 1st level spell takes one day, a 2nd level spell two, etc. Time so spent must be continuous with interruptions only for rest, food, sleep, and the like. If the inscriber leaves the scroll to do anything else, the magic is broken, and the whole effort is for naught.

Failure: There is a basic 20% chance that a mistake, smudge, or flaw in the scroll will make the spell useless. To this base chance is added 1% per level of the spell being inscribed, so that total failure chance is from 21% to 29%, minus the level of the character attempting to write the spell. Thus, if a 14th level cleric is attempting to write a 7th level spell on a *parchment* scroll, the failure chance is $20\% + 7\% - 14\% =$ a 13% chance. After the requisite materials and preparations have been taken care of, the player character must then spend the full time necessary to inscribe the scroll spell. Thereafter, a percentile dice roll greater than the percentage chance of failure equals success.

If multiple spells are being scribed, a failure of one means that no further spells may be placed upon the scroll. In any event, a maximum of seven spells may be written on a single scroll. As a spell is read from the scroll, its letters and figures writhe and glow, the magic is effected, and then the lines fade and are gone forever. (In order for a magic-user or illusionist to transcribe a heretofore unknown spell from a scroll to his or her books, a *read magic* and then a period of time equal to that necessary to place the spell on the scroll are required; this likewise causes the spell to disappear from the scroll.)

The scribe of the spell does not need a *read magic* spell to use his or her own scroll spells, just as clerics and druids never need the aid of magic to read appropriate scroll spells.

Fabrication Of Other Magic Items:

All of the various other magic items will require the use of the magic spell, *enchant an item*, save clerical items.

With respect to the former, you must determine which spells and ingredients are necessary to the manufacture of each specific magic item. For example, a player character wizard of 15th level desires to make a *ring of spell storing*. He or she commissions a platinumsmith to fashion a ring of the finest quality, and pays 5,000 g.p. for materials and labor. He or she then casts the *enchant an item* spell according to the **PLAYERS HANDBOOK** instructions. As DM, you now inform him or her that in order to contain and accept the spells he or she desires to store in the device, a scroll bearing the desired spells must be scribed, then a *permanency* spell cast upon the scroll, then the scroll must be merged with the ring by some means (typically a *wish* spell). As all of that could not be done in time, the ring would have to be prepared with the *enchant an item* spell again. Of course, you could tell the player before, if you are soft-hearted or he or she is intelligent enough to ask before starting the ball rolling.

The above-mentioned *ring of spell storing* could be made without the benefit of a *permanency* spell, and spells could be stored within, but they could only be called forth once, and then the ring would be useless. Wands and other chargeable items do not require *permanency*, and of course they are used up when all the charges are gone. Items with a permanent dweomer (such as weapons, armor, most rings and miscellaneous magic items) do require a *permanency* spell to be made continuously operational.

Clerics and druids making an item which is applicable to their profession must spend a fortnight in retreat, meditating in complete isolation. Thereafter, he or she must spend a sennight fasting. Finally, he or she must pray over and purify the item to become magical (this process takes but a day). Of course, the item must be of the finest quality just as detailed in the *enchant an item* spell description. Thereafter the cleric or druid must place the item upon his or her altar and invoke the direct favor of his or her deity to instill a special power into the item. There is a 1% per day cumulative chance that the item will then be empowered as desired, providing the cleric or druid has been absolutely exemplary in his or her faith and alignment requirements. Furthermore, if the item is one with charges, the cleric or druid must then take it into seclusion and cast the requisite spells upon it, doing so within 24 hours of its being favored by the deity. In other cases, the item need only be sanctified to the appropriate deity in order to complete its manufacture.

In all cases, the manufacture of any magic item other than a potion or scroll will be so debilitating as to necessitate the maker to rest for one day for each 100 g.p. of the item's experience point value, i.e. one with a 2,000 experience point value means 20 days of complete rest. During this period, the character can do *nothing* except eat, rest, undertake *mild* exercise, and sleep — all in relative isolation. No adventuring or spell use is possible during this period!

Fabrication Of Magic Items By Illusionists:

Though different spells are employed, the process of fabrication of magic items which illusionists use is not really very different from that used by magic-users. It is almost exactly similar as regards costs in both time and money. Some processes are also nearly identical, such as the making of scrolls, which may be done at the 7th level and up.

At the 11th level illusionists may be able to create one-shot or charged magic items, things without a permanent dweomer, such as potions or a *wand of illusion*, for example. Such items are really merely storehouses of magical energy which can be released in various ways. Like any other spell-caster, the illusionist must fashion the item out of rare and expensive materials, but instead of using *enchant an item* to prepare the item to receive its enchantment, the illusionist uses *major creation* to subtly alter its structure in a magical direction so that it can receive and retain the necessary spells. During the next 16 hours

after casting the *major creation*, the illusionist instills the primary initial dweomers into the item, and if his concentration is interrupted even once during this period, the item instantly fades and forever disappears, like an illusion that has been dispelled.

Beginning at 14th level an illusionist may attempt to make items with a truly permanent dweomer, such as a +1 *dagger* or a *ring of protection*, for example. This entails a similar process to the one described above. The crucial difference is that after a *major creation* spell has been used to adjust the material object, an *alter reality* must be cast to fix it permanently in place and make it able to contain a permanent magic. Thus, with a great expense in time, money and preparation, *major creation*, *alter reality* and *true sight* spells, and an unflawed gem worth not less than 10,000 g.p., an illusionist might be able to create a *gem of seeing*.

The basic thing to remember if details are in question is that illusionists are a sub-class of magic-users, and except for what has been outlined above, what applies to magic-users applies to illusionists as well.

Fabrication Of Magic Items By Charmed Or Enslaved Magic-Users:

It is absolutely necessary that you take note that any sort of charmed, magically persuaded, or otherwise enslaved magic-user will be totally unable to function in such a manner as to allow the fabrication of any sort of magic item — scroll, potion, or otherwise. The discipline and concentration demanded by such activity absolutely precludes individuals of this sort from manufacturing magic items. If a player character should attempt to have such a character fabricate items, allow the usual amounts of time and money to be expended, and then inform him or her that the results are negative. If the player character opts to have the enslaved individual continue, say nothing, but the attempts will continue to be fruitless.

NON-STANDARD MAGIC ITEMS

There are two considerations respecting non-standard magic items. The first is your invention and inclusion of them in your campaign, and this is expected and encouraged. You should put your imagination and inventiveness to work this way. Standard items can be varied so as to make it more interesting when your players are familiar with the usual forms. New devices can be created to add freshness and new dimensions to the game. Special magic items can be devised to complement some special situation or to serve as a special reward for overcoming some special monster or difficult area. All such creations, however, must be made with care. The items must be such as to not unbalance the game. They must not make one player character too strong, either with respect to opponents or his or her fellows or to the campaign or to the game system as a whole. Items which are expended after a single use, those with limited usages, and those with variable effects are most desirable. As it is very likely that every campaign will have its special items, the second consideration comes up.

Other referees will not generally know what special powers or restrictions such items have. Thus, they will not be usable in campaigns other than that from which they came in most cases. You, as a referee, should simply cause any such items brought into your campaign to disappear. Never take a player's word for any item. Do not allow its use in your campaign unless you know his or her DM and get a full explanation *in writing* from that person which details the properties of the item. Do not allow a player to bulldoze you in any manner regarding this. Simply inform the person that he or she must have left the item in his or her former area, as it is not around in yours! This solves the problem of having a possible imbalance brought into your carefully designed campaign. This ties directly to the section dealing with **INTEGRATION OF EXPERIENCED OR NEW PLAYERS INTO AN EXISTING CAMPAIGN** (q.v.).

Note: Altered form of a standard AD&D item is not a new or non-standard item, i.e., a cap which causes its wearer to be *invisible* is the same as a *ring of invisibility*.