



## Personal Information

|                       |                         |                 |         |
|-----------------------|-------------------------|-----------------|---------|
| Name: Aldebaran       | Player: Manu            |                 |         |
| Race: Human           | Gender: Male            | Height: 5'10"   | Age: 37 |
| Class: Mage           | Level: 13               | Weight: 168 lbs |         |
| XP: 1,335,530         | Alignment: Chaotic Good |                 |         |
| Next Level: 1,500,000 | Kit: None               |                 |         |

## Ability Scores

|             |           |   |                                   |
|-------------|-----------|---|-----------------------------------|
| <b>Str:</b> | <b>8</b>  | Weight Allowance: 35 lbs                | Bend Bars/Lift Gates: 1%          |
|             |           | Attack Adj.: +0                         | Max. Press: 90 lbs                |
| <b>Dex:</b> | <b>18</b> | Missile Adjustment: +2                  | Pick Pockets: +10%                |
|             |           | Reaction Adjustment: +2                 | Open Locks: +15%                  |
| <b>Con:</b> | <b>12</b> | System Shock: 80%                       | Move Silently: +10%               |
|             |           | Hit Point Adjustment: +0                | Climb Walls: +10%                 |
| <b>Int:</b> | <b>19</b> | Max. Spell Level: 9th                   | Poison Save: +0                   |
|             |           | Max. Spells Per Level: All              | Resurrection Chance: 85%          |
| <b>Wis:</b> | <b>16</b> | Bonus Proficiencies: 8                  | Illusion Immunity: 1st Level      |
|             |           | Bonus Clerical Spells: 2, 2, 0, 0, 0, 0 | Chance to Learn New Spell: 95%    |
| <b>Cha:</b> | <b>11</b> | Magic Defense Adjustment: +2            | Clerical Spell Failure Chance: 0% |
|             |           | Loyalty Base: +0                        | Spell Immunity: None              |
|             |           | Initial Reaction Adjustment: +0         | Maximum Number of Henchmen: 4     |

## Saving Throws

|                 |           |                |                  |              |
|-----------------|-----------|----------------|------------------|--------------|
| Paralyzation: 3 | Poison: 3 | Death Magic: 3 | Petrification: 1 | Polymorph: 1 |
| Rod: -1         | Staff: -1 | Wand: -1       | Breath Weapon: 3 | Spell: -1    |

## Combat

|                |    |
|----------------|----|
| Hit Points:    | 42 |
| Base THACO:    | 16 |
| Melee THACO:   | 16 |
| Missile THACO: | 14 |

## Armor

|                                  |    |
|----------------------------------|----|
| Natural armor class              | 10 |
| Bracers of Defense AC 6          | -4 |
| Cloak of Displacement magic adj. | -2 |
| Ring of Protection +3 magic adj. | -3 |
| DEX Defensive adj.               | -4 |
| FINAL:                           | -3 |

## Non-Weapon Proficiencies

|                                  |    |
|----------------------------------|----|
| Ancient History                  | 18 |
| Astronomy                        | 19 |
| Herbalism                        | 17 |
| Rope Use                         | 18 |
| Native Languages                 |    |
| Common, Human - regional dialect |    |
| Reading/Writing                  | 20 |
| Human - regional dialect         |    |

## Weapon Proficiencies

|                 |
|-----------------|
| Dagger, jambiya |
| Quarterstaff    |

## Points de vie

|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 |
| 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
| 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 |

## Weapons

| Weapon          | THACO |         | Attacks/<br>Round | Speed<br>Factor | Damage |       | Type | Size | Range<br>Short | (-2)<br>Medium | (-5)<br>Long |
|-----------------|-------|---------|-------------------|-----------------|--------|-------|------|------|----------------|----------------|--------------|
|                 | Melee | Missile |                   |                 | Sm-Med | Large |      |      |                |                |              |
| Staff of Power  | 14    |         | 1                 | 4               | 1d6+2  | 1d6+2 | B    | M    |                |                |              |
| Dagger, jambiya | 16    |         | 1                 | 3               | 1d4    | 1d4   | P/S  | S    |                |                |              |

## Class Abilities

### Mage

Schools of Magic - Abjuration, Alteration, Conjuraton/Summoning, Enchantment/Charm, Greater Divination, Illusion/Phantasm, Invocation/Evocation, Necromancy

## Inventaire

### Objets Portés

#### Trou Portable

Carpet of Flying, 2 person  
Potion of Diminution  
Potion of Fire Breath Dose [4]  
Potion of Gaseous Form  
Potion of Polymorph Self

#### Etui a Parchemins

Scroll of Protection from Plants  
Scroll of Protection from Water  
Scroll of Protection from Petrification  
Scroll of Protection from Undead  
Spell Scroll, Wizard  
Spell Scroll, Wizard

### Objets en main

Staff of Power [19]

### Objets Equipés

Boots of Levitation, 560 lbs  
Bracers of Defense AC 6  
Cloak of Displacement  
Brooch of Shielding (87pv)  
Girdle of Many Pouches  
Alexandrite (500 gp)  
Amethyst (1000 gp)  
Moss Agate (100 gp) x2  
Opal (100 gp) x2  
Gold Pieces x250  
Figurine of Wondrous Power, Golden Lions  
Gem of Brightness  
Lens of Detection  
Murlfynd's Spoon  
Potion of Clairvoyance  
Potion of Diminution  
Potion of Extra-healing x2  
Potion of Gaseous Form  
Potion of Healing x4  
Ring of Blinking  
Ring of Invisibility  
Ring of Telekinesis, 200 lbs  
[MG] Ring of Protection +3  
[MD] Ring of Wizardry, 1st through 3rd  
Robe of Stars  
Scarab of Protection (8ch)  
Wand of Fire [75]  
Dagger, jambiya x3  
Wand of Paralyzation  
Necklace of Adaption  
Pearl of Power (3rd and 5th)

## Movement and Encumbrance

| Encumbrance:  | Unencumbered | Light | Moderate | Heavy | Severe |
|---|--------------|-------|----------|-------|--------|
| Weight (lbs):   | 0-35         | 36-50 | 51-65    | 66-80 | 81-90  |
| Movement:   | 12           | 8     | 6        | 4     | 1      |
| THACO:  |              |       | -1       | -2    | -4     |
| AC:   |              |       |          | +1    | +3     |
| Currently carrying 39.50 pounds (Light Encumbrance, 8 Movement) |              |       |          |       |        |

## Spells

| Class                                 | 1st | 2nd | 3rd | 4th | 5th                                  | 6th | 7th | 8th | 9th |
|---------------------------------------|-----|-----|-----|-----|--------------------------------------|-----|-----|-----|-----|
| Mage                                  | 5   | 5   | 5   | 4   | 4                                    | 2   |     |     |     |
| Cleric Spell Failure Rate: 0%         |     |     |     |     | Maximum Wizard Spells Per Level: All |     |     |     |     |
| Wizard Chance to Learn New Spell: 95% |     |     |     |     | Maximum Wizard Spell Level: 9th      |     |     |     |     |

## Spells Known

### 1<sup>er</sup> Niveau

| Spell                  | Time     | Range                  | Area of Effect                      | Components |
|------------------------|----------|------------------------|-------------------------------------|------------|
| Affect Normal Fires    | 1        | 5 yds/lvl              | 10 ft radius                        | V, S, M    |
| Burning Hands          | 1        | 0                      | The caster                          | V, S, M    |
| Charm Person           | 1        | 120 yds                | 1 person                            | V, S       |
| Comprehend Languages   | 1 rd     | Touch                  | 1 speaking creature or written text | V, S, M    |
| Detect Magic           | 1        | 0                      | 10 x 60 ft                          | V, S       |
| Detect Undead          | 1 rd     | 0                      | 60 ft + 10 ft/lvl                   | V, S, M    |
| Enlarge                | 1        | 5 yds/lvl              | 1 creature or object                | V, S, M    |
| Feather Fall           | 1        | 10 yds/lvl             | Special                             | V, S, M    |
| Find Familiar          | 2d12 hrs | 1 mile/lvl             | 1 familiar                          | V, S, M    |
| Fist of Stone          | 1        | 0                      | The caster's hand                   | V, S       |
| Grease                 | 1        | 10 yds                 | 10 x 10 ft                          | V, S, M    |
| Hypnotism              | 1        | 5 yds                  | 30 ft cube                          | V, S       |
| Identify               | Special  | 0                      | 1 item/lvl                          | V, S, M    |
| Jump                   | 1        | Touch                  | Creature touched                    | V, S, M    |
| Light                  | 1        | 60 yds                 | 20-ft radius                        | V, M       |
| Magic Missile          | 1        | 60 yds + 10 yds/lvl    | 1-5 targets                         | V, S       |
| Message                | 1        | 0                      | Special                             | V, S, M    |
| Nystul's Magical Aura  | 1 rd     | Touch                  | Special                             | V, S, M    |
| Patternweave           | 3        | 10 yds                 | 10-ft sq                            | V, S, M    |
| Protection From Evil   | 1        | Touch                  | Creature touched                    | V, S, M    |
| Read Magic             | 1 rd     | 0                      | Special                             | V, S, M    |
| Reduce                 | 1        | 5 yds./lvl             | 1 creature or object                | V, S, M    |
| Shield                 | 1        | 0                      | Special                             | V, S, M    |
| Spider Climb           | 1        | Touch                  | Creature touched                    | V, S, M    |
| Tenser's Floating Disc | 1        | 20 yds                 | Special                             | V, S, M    |
| Ventriloquism          | 1        | 10 yds/lvl, max 90 yds | 1 creature or object                | V, M       |

### 2<sup>ème</sup> Niveau

| Spell                       | Time | Range               | Area of Effect                | Components |
|-----------------------------|------|---------------------|-------------------------------|------------|
| Alter Self                  | 2    | 0                   | The caster                    | V, S       |
| Bind                        | 2    | 30 yds              | 50 ft + 5 ft/lvl              | V, S, M    |
| Blur                        | 2    | 0                   | The caster                    | V, S, M    |
| Cat's Grace                 | 2    | Touch               | Creature touched              | V, S, M    |
| Continual Light             | 2    | 60 yds              | 60-ft radius                  | V, S       |
| Darkness, 15' Radius        | 2    | 10 yds/lvl          | 15-ft radius                  | V, S, M    |
| Detect Evil                 | 2    | 0                   | 10 x 180 ft                   | V, S       |
| Detect Invisibility         | 2    | 0                   | 10 yds/lvl                    | V, S, M    |
| Displace Self               | 2    | 0                   | The caster                    | V, M       |
| ESP                         | 2    | 0                   | 5 yds/lvl (90 yds max)        | V, S, M    |
| Fool's Gold                 | 1 rd | 10 yds              | 10 cubic inches/lvl           | V, S, M    |
| Forget                      | 2    | 30 yds              | 1-4 creatures in a 20 ft cube | V, S       |
| Hornung's Baneful Deflector | 2    | Touch               | One creature                  | V, S, M    |
| Insatiable Thirst           | 2    | 5 yds/lvl           | One creature                  | V, S       |
| Magic Mouth                 | 2    | 10 yds              | 1 object                      | V, S, M    |
| Maximilian's Earthen        | 2    | 10 yds + 10 yds/lvl | One creature                  | V, S, M    |

|                                  |        |            |                  |         |
|----------------------------------|--------|------------|------------------|---------|
| <i>Grasp</i>                     |        |            |                  |         |
| <i>Melf's Acid Arrow</i>         | 2      | 180 yds    | 1 target         | V, S, M |
| <i>Mirror Image</i>              | 2      | 0          | 6-ft radius      | V, S    |
| <i>Protection From Paralysis</i> | 2      | Touch      | One creature     | V, S, M |
| <i>Protection from Poison</i>    | 2      | Touch      | Creature touched | V, S    |
| <i>Pyrotechnics</i>              | 2      | 120 yds    | 1 fire source    | V, S, M |
| <i>Ride the Wind</i>             | 2      | 5 yds/lvl  | One creature/lvl | V, S, M |
| <i>Rope Trick</i>                | 2      | Touch      | Special          | V, S, M |
| <i>Strength</i>                  | 1 turn | Touch      | Person touched   | V, S, M |
| <i>Web</i>                       | 2      | 5 yds/lvl  | 8,000 cubic ft   | V, S, M |
| <i>Whispering Wind</i>           | 2      | 1 mile/lvl | 2-ft radius      | V, S    |

### 3<sup>ème</sup> Niveau

| <i>Spell</i>                            | <i>Time</i> | <i>Range</i>        | <i>Area of Effect</i>             | <i>Components</i> |
|---|-------------|---------------------|-----------------------------------|-------------------|
| <i>Bands of Sirellyn</i>                | 3           | 40 yds              | 1 creature                        | V, S, M           |
| <i>Blink</i>                            | 1           | 0                   | The caster                        | V, S              |
| <i>Dispel Magic</i>                     | 3           | 120 yds             | 30-ft cube                        | V, S              |
| <i>Fireball</i>                         | 3           | 10 yds + 10 yds/lvl | 20-ft radius                      | V, S, M           |
| <i>Flame Arrow</i>                      | 3           | 30 yds + 10 yds/lvl | Special                           | V, S, M           |
| <i>Fly</i>                              | 3           | Touch               | Creature touched                  | V, S, M           |
| <i>Gust of Wind</i>                     | 3           | 0                   | 10 ft x 10 yds/lvl                | V, S, M           |
| <i>Haste</i>                            | 3           | 60 yds              | 40-ft cube, 1 creature/lvl        | V, S, M           |
| <i>Hold Person</i>                      | 3           | 120 yds             | 1-4 persons, 20-ft cube           | V, S, M           |
| <i>Hold Undead</i>                      | 5           | 60 ft               | 1d3 undead                        | V, S, M           |
| <i>Infravision</i>                      | 1 rd        | Touch               | Creature touched                  | V, S, M           |
| <i>Invisibility, 10' Radius</i>         | 3           | Touch               | 10-ft radius                      | V, S, M           |
| <i>Lance of Disruption</i>              | 3           | 0                   | 5 ft x 60 ft                      | V, S              |
| <i>Maximilian's Stony Grasp</i>         | 3           | 20 yds + 10 yds/lvl | One creature                      | V, S, M           |
| <i>Nondetection</i>                     | 3           | Touch               | 1 creature or item                | V, S, M           |
| <i>Protection From Evil, 10' Radius</i> | 3           | Touch               | 10-ft radius and creature touched | V, S, M           |
| <i>Sepia Snake Sigil</i>                | 3           | 5 yds               | 1 sigil                           | V, S, M           |
| <i>Spectral Force</i>                   | 3           | 60 yds + 1 yd/lvl   | 40-ft cube + 10-ft cube/lvl       | V, S              |
| <i>Wind Wall</i>                        | 3           | 10 yds/lvl          | Wall, 10 x 5 ft/lvl, 2 ft wide    | V, S, M           |
| <i>Wizard Sight</i>                     | 3           | 0                   | The caster                        | V, S              |

### 4<sup>ème</sup> Niveau

| <i>Spell</i>                          | <i>Time</i> | <i>Range</i> | <i>Area of Effect</i>               | <i>Components</i> |
|---------------------------------------|-------------|--------------|-------------------------------------|-------------------|
| <i>Charm Monster</i>                  | 4           | 60 yds       | 1 or more creatures in 20-ft radius | V, S              |
| <i>Confusion</i>                      | 4           | 120 yds      | Up to 60-ft cube                    | V, S, M           |
| <i>Conjure Elemental-Kin</i>          | 1 turn      | 60 yds       | Special                             | V, S, M           |
| <i>Dig</i>                            | 4           | 30 yds       | 5-ft cube/lvl                       | V, S, M           |
| <i>Dimension Door</i>                 | 1           | 0            | The caster                          | V                 |
| <i>Evard's Black Tentacles</i>        | 1 rd        | 30 yds       | 30 sq ft/lvl                        | V, S, M           |
| <i>Fire Charm</i>                     | 4           | 10 yds       | 15-ft radius                        | V, S, M           |
| <i>Fire Shield</i>                    | 4           | 0            | The caster                          | V, S, M           |
| <i>Fumble</i>                         | 4           | 10 yds/lvl   | 30-ft cube                          | V, S, M           |
| <i>Hallucinatory Terrain</i>          | 1 turn      | 20 yds/lvl   | 10 yds/lvl cube                     | V, S, M           |
| <i>Ice Storm</i>                      | 4           | 10 yds/lvl   | 20 or 40 ft radius                  | V, S, M           |
| <i>Improved Strength</i>              | 4           | Touch        | Creature touched                    | V, S, M           |
| <i>Magic Mirror</i>                   | 1 hr        | Touch        | Special                             | V, S, M           |
| <i>Minor Globe of Invulnerability</i> | 4           | 0            | 5-ft radius                         | V, S, M           |
| <i>Polymorph Other</i>                | 4           | 5 yds/lvl    | 1 creature                          | V, S, M           |
| <i>Polymorph Self</i>                 | 4           | 0            | The caster                          | V                 |
| <i>Stoneskin</i>                      | 1           | Touch        | 1 creature                          | V, S, M           |
| <i>Ultravision</i>                    | 1 rd        | Touch        | Creature touched                    | V, S, M           |
| <i>Vacancy</i>                        | 4           | 10 yds/lvl   | 10-ft radius/lvl                    | V, S, M           |
| <i>Wall of Fire</i>                   | 4           | 60 yds       | Special                             | V, S, M           |

|                   |               |          |                |                |
|-------------------|---------------|----------|----------------|----------------|
| <i>Wizard Eye</i> | <i>1 turn</i> | <i>0</i> | <i>Special</i> | <i>V, S, M</i> |
|-------------------|---------------|----------|----------------|----------------|

### 5<sup>ème</sup> Niveau

| <i>Spell</i>                    | <i>Time</i>    | <i>Range</i>      | <i>Area of Effect</i>                                 | <i>Components</i> |
|---------------------------------|----------------|-------------------|---|-------------------|
| <i>Airy Water</i>               | <i>1 turn</i>  | <i>0</i>          | <i>10-ft radius sphere or 15-ft radius hemisphere</i> | <i>V, S, M</i>    |
| <i>Attraction</i>               | <i>5</i>       | <i>10 yds</i>     | <i>Up to 3-ft cube</i>                                | <i>V, S, M</i>    |
| <i>Avoidance</i>                | <i>5</i>       | <i>10 yds</i>     | <i>Up to 3-ft cube</i>                                | <i>V, S, M</i>    |
| <i>Bigby's Interposing Hand</i> | <i>5</i>       | <i>10 yds/lvl</i> | <i>Special</i>  | <i>V, S, M</i>    |
| <i>Cone of Cold</i>             | <i>5</i>       | <i>0</i>          | <i>Special</i>  | <i>V, S, M</i>    |
| <i>Conjure Air Elemental</i>    | <i>1 turn</i>  | <i>60 yds</i>     | <i>Special</i>  | <i>V, S, M</i>    |
| <i>Conjure Earth Elemental</i>  | <i>1 turn</i>  | <i>60 yds</i>     | <i>Special</i>  | <i>V, S, M</i>    |
| <i>Contact Other Plane</i>      | <i>1 turn</i>  | <i>0</i>          | <i>Special</i>  | <i>V</i>          |
| <i>Improved Blink</i>           | <i>1</i>       | <i>0</i>          | <i>The caster</i>                                     | <i>V, S</i>       |
| <i>Magic Staff</i>              | <i>Special</i> | <i>Touch</i>      | <i>The wizard's staff</i>                             | <i>V, S, M</i>    |
| <i>Passwall</i>                 | <i>5</i>       | <i>30 yds</i>     | <i>5 x 8 x 10 ft</i>                                  | <i>V, S, M</i>    |
| <i>Stone Shape</i>              | <i>1 rd</i>    | <i>Touch</i>      | <i>1 cubic ft/lvl</i>                                 | <i>V, S, M</i>    |
| <i>Teleport</i>                 | <i>2</i>       | <i>Touch</i>      | <i>Special</i>  | <i>V</i>          |
| <i>Transmute Rock to Mud</i>    | <i>5</i>       | <i>10 yds/lvl</i> | <i>20-ft cube/lvl</i>                                 | <i>V, S, M</i>    |
| <i>Von Gasik's Refusal</i>      | <i>5</i>       | <i>10 yds/lvl</i> | <i>20-ft-sq/lvl</i>                                   | <i>V, S, M</i>    |
| <i>Wall of Stone</i>            | <i>5</i>       | <i>Evocation</i>  | <i>Special</i>  | <i>V, S, M</i>    |

### 6<sup>ème</sup> Niveau

| <i>Spell</i>                    | <i>Time</i>    | <i>Range</i>              | <i>Area of Effect</i>           | <i>Components</i> |
|---------------------------------|----------------|---------------------------|---------------------------------|-------------------|
| <i>Bigby's Forceful Hand</i>    | <i>6</i>       | <i>10 yds/lvl</i>         | <i>Special</i>                  | <i>V, S, M</i>    |
| <i>Chain Lightning</i>          | <i>5</i>       | <i>40 yds + 5 yds/lvl</i> | <i>Special</i>                  | <i>V, S, M</i>    |
| <i>Contingency</i>              | <i>1 turn</i>  | <i>0</i>                  | <i>The caster</i>               | <i>V, S, M</i>    |
| <i>Dimensional Blade</i>        | <i>3</i>       | <i>0</i>                  | <i>1 object</i>                 | <i>V, S</i>       |
| <i>Enchant an Item</i>          | <i>Special</i> | <i>Touch</i>              | <i>1 item</i>                   | <i>V, S, M</i>    |
| <i>Flesh to Stone</i>           | <i>6</i>       | <i>10 yds/lvl</i>         | <i>1 creature</i>               | <i>V, S, M</i>    |
| <i>Globe of Invulnerability</i> | <i>1 rd</i>    | <i>0</i>                  | <i>5-ft radius</i>              | <i>V, S, M</i>    |
| <i>Mirage Arcana</i>            | <i>Special</i> | <i>10 yds/lvl</i>         | <i>10 ft/lvl radius</i>         | <i>V, S</i>       |
| <i>Move Earth</i>               | <i>Special</i> | <i>10 yds/lvl</i>         | <i>Special</i>                  | <i>V, S, M</i>    |
| <i>Repulsion</i>                | <i>6</i>       | <i>0</i>                  | <i>10 ft/lvl x 10 ft</i>        | <i>V, S, M</i>    |
| <i>Stone to Flesh</i>           | <i>6</i>       | <i>10 yds/lvl</i>         | <i>1 creature</i>               | <i>V, S, M</i>    |
| <i>True Seeing</i>              | <i>1 rd</i>    | <i>Touch</i>              | <i>Line of sight, max 60 ft</i> | <i>V, S, M</i>    |

## ***Objets Stockés***

*Chest, large*  
*Gold Pieces* x5,000  
*Chest, large*  
*Art Object (1900 gp)* x2  
*Carnelian (1000 gp)* x2  
*Opal (1500 gp)*  
*Opal (2000 gp)*  
*Pearl (5000 gp)*  
*Ruby (2500 gp)*  
*Ruby (6000 gp)*  
*Sapphire (1300 gp)*  
*Chest, large*  
*Gold Pieces* x1,250  
*Amethyst (1000 gp)* x4  
*Chest, large*  
*Gold Pieces* x5,000  
*Chest, large*  
*Gold Pieces* x5,000  
*Chest, large*  
*Gold Pieces* x5,000  
*Chest, large*  
*Gold Pieces* x5,000  
*Chest, small*  
*Alexandrite (200 gp)* x4  
*Pearl (140 gp)* x3  
*Pearl (160 gp)* x2  
*Ruby (100 gp)* x2  
*Sapphire (1300 gp)*  
*Chest, small*  
*Amber (200 gp)* x4  
*Moss Agate (100 gp)* x2  
*Chest, small*  
*Platinum Pieces* x1,500  
*Aquamarine (100 gp)* x5  
*Crucible of Melting*

## *Scarab of Protection*



*This device appears to be any one of the various magical amulets, stones, etc. It gives off a faint dweomer, of course, and if it is held for 1 round by any character an inscription will appear on its surface letting the holder know it is a protective device.*

*The possessor gains +1 on all saving throws versus magic, and if no save is normally possible, he or she gains one of 20, adjusted by any other magical protections which normally give bonuses to saving throw dice rolls.*

*Thus, this device allows a save versus magic at base 20 against magic missile attacks, for example, and if the target also has +4 for magical armor and +1 for a ring of protection, any roll of 15 or better would indicate that the missiles did no damage.*

*The scarab can additionally absorb up to 12 life energy level draining attacks (2 level drains count as 2 absorptions) or death touches / death rays / fingers of death.*

*However, upon absorbing 12 such attacks the scarab turns to powder - totally destroyed.*

*1 in 20 of these scarabs are reversed cursed items, giving the possessor a -2 on his or her dice. However, 1 in 5 of these cursed items are actually +2 if the curse is removed by a cleric of 16 or higher level. In this latter case, the scarab will have absorption capability of 24 rather than 12.*

## *Brooch of Shielding*



*The brooch of shielding appears to be a piece of silver or gold jewelry, usually (90%) without gems inset, which is meant to fasten a cloak or cape. It has the property, however, to absorb magic missiles of the sort generated by spell, wand, or other magic device.*

*A brooch can absorb up to 101 hit points of magic missile damage before it melts and becomes useless. Its use can, normally be determined only by means of a detect magic spell and then experimentation.*