

otation:

Icon/Name/Scenario/AC Adjustment/Weight/  
/Class/Race/Other (optional)

## Standard Helms&Caps

Helm/CB,PP,GM,CC,DN/-1/40/  
/F,P,R,C/All

Iron Cap/CB,PP,GM,CC,DN/-1/40/  
/F,P,R,C/All

Leather Cap/CB,PP,GM,CC,DN/-1/10/  
/F,P,R,T,C/All

## Magic Helms&Caps

Helm +1/CB,PP,GM,CC,DN/-2/40/  
/F,P,R,C/All

Helm +1/WD/-2/45/

/F,P,R,C/All

\*Helm of Kranack +1/CB/-2/35/  
/F,P,R,C/All/+1 To Hit Magic Using, +1 To Hit Undead

\*Helm of The Vikings +1/PP,GM/-2/37/  
/F,P,R,C/All

Helm of Might +1/CB,PP,GM,CC,DN/-2/45/  
/F,P,R,C/All/Magic+1

Helm of Speed +1/GM,DN/-2/20/  
/F,P,R,C/All/Movement+4

\*Helm of True Sight +1 (X8)/??/-2/35/  
/F,P,R,C/All/ Cast Discover Secret (X8)

Helm of Defense +2/PP,GM,CC,DN/-3/55/  
/F,P,R,C/All/Chemical Protection

\*Helm of Heroism +2/GM,CC/-3/32/  
/F,P,R,C/All/Strong

\*Maliki's Revenge +2/DN/-3/15/  
/T/All/Magic+3, Missile Shield

\*Winged Helm of Zephron +4/GM/-5/60/  
/F,P,R,C/All/Magic+1, Pro. From Evil

ap of Spells +1/PP,GM/-1/5/  
/M,E/All/Spell points+15

\*Cap of Regeneration +1/GM/-1/5/  
/M,E/H,O,F,G,D,HE,HO/Regenerate

Cap of the Magi +2/GM/-2/5/  
/M,E/All/Spell Points+10, Pro. 2nd Level

Cap of Protection +2/CB,CC/-2/5/  
/M,E/All/Magic Res.+2, Pro. First Level

Cap of Defense +2/GM,DN/-2/5/

/M,E/All/Shielded from Hits

## Cursed Helms&Caps

\*Helm of Pain -1/CB,PP,CC/+1/50/  
/F,P,R,C/All/  
/Disguised as Helm of True Sight +1

\*Dunce Cap -3/PP,CC/+3/3/  
/M,E/All/Stupid (unable to cast spells)  
/Disguised as Cap of Spells +1