

A MAGICAL SUPPLEMENT

MAGIC ITEMS



by David Berge
Barry A. Wilson
Andrew Robinson

Designed for
**FANTASY
HERO**

usable with all
HERO GAMES

MAGIC ITEMS!™

A FANTASY HERO SUPPLEMENT

by

David Berge,
Barry A. Wilson,
& Andrew Robinson

Editors:

George MacDonald,
Coleman Charlton

Series Editor:
Steve Peterson

Cover Art:
Walter Velez

Cover Graphics:
Richard Britton

Interior Art:
Jason Waltrip

Production:
Kurt Fischer, Jessica Ney,
John David Ruemmler, Suzanne Young,
Coleman Charlton

Proofing:
Cyrus G. Harris, Rob Bell,
Leonard A. LaDell Jr.

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Another Heroic Creation of Alluvial Games

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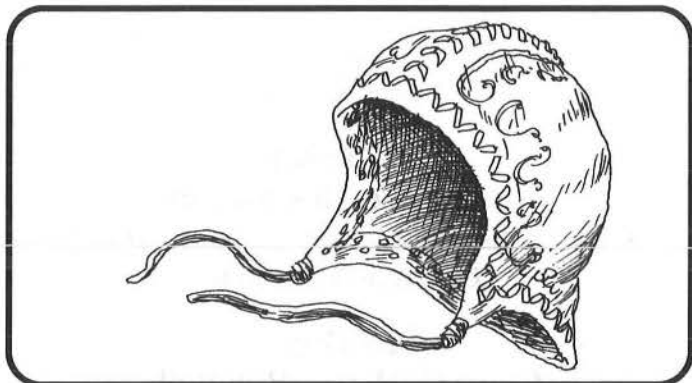
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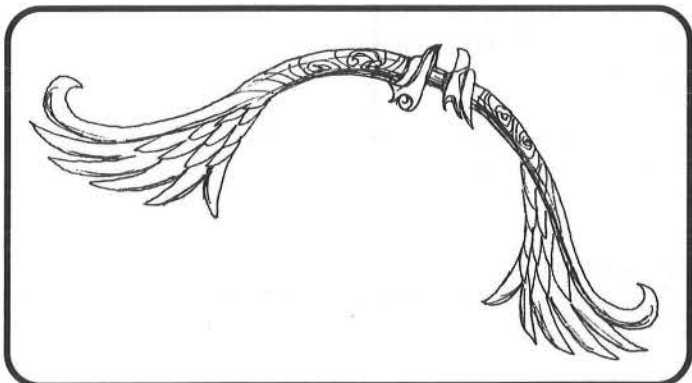
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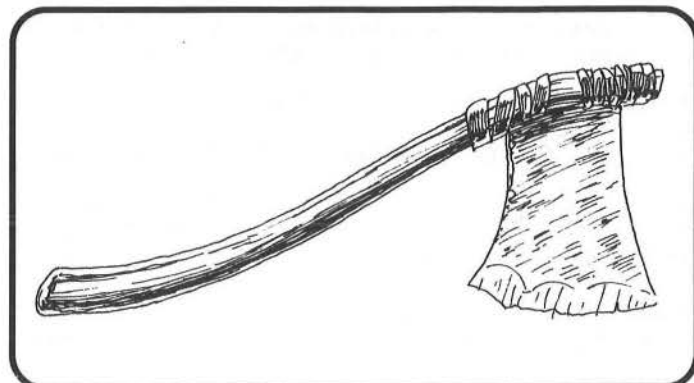
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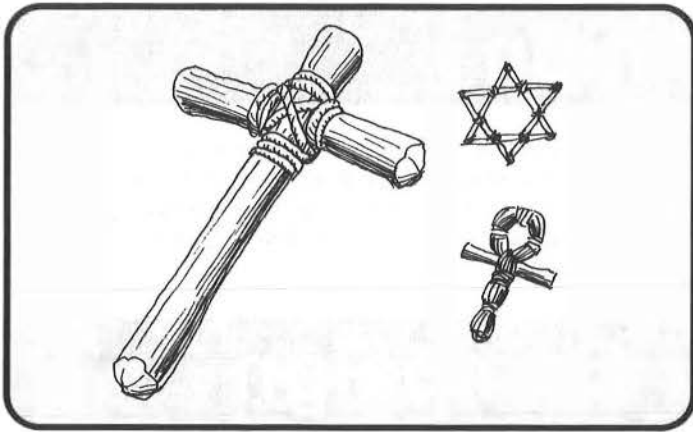
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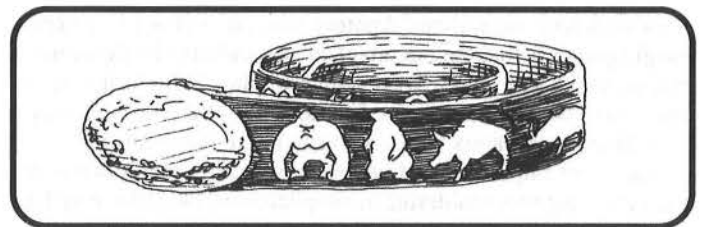
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Introduction

Welcome to The Magic Items Book for *Fantasy Hero*. In this book you'll find everything from the smallest trinket to the greatest weapons of legend. Also included are discussions on how to use items in your campaign, maintaining power balance, and proper use of the *Fantasy Hero* Magic System.

The items in this book are divided into 5 categories: Arms & Armor, Wizard Items, Minor Items, Miscellaneous Items, and Enchanted Places. They are generally listed in order of power. The GM can use an items place in each section as a general guide to each items capabilities.

Items in Your Campaign

One of the most important elements for the fantasy Game Master to consider is the rate of introduction and conditions governing the introduction of magical items into the game.

In many fantasy campaigns, items are introduced willy-nilly into play. Usually they are taken from the bodies of the characters' recently-deceased enemies, or discovered within immense treasure lairs (usually on alternate Tuesdays) guarded by said enemies. In such campaigns, characters can accumulate enormous hoards of items, and the main problem they face on a journey is not whether they own a needed item but whether they had the carrying capacity to bring it along with them. In such games, magical items as such tend to lose any real value; a sword +2 is not worth much when every simple farmer could own a sword +1 if he wanted one.

In some campaigns, magic items are extremely scarce. In such games, the characters rarely even see a true magical item. This can narrow the options players have in the campaign; after all, the game is not about roleplaying the historical medieval ages but instead playing in a fantasy campaign. There is no need to unduly restrict the characters' equipment. Another sore point about low-density magic games is that the rare magical items tend to be overwhelming in power and scope. Such items can play an important role in the game, but there is no need to do without the often trivial or mundane magic items which also can be of importance.

The most important point about introducing magic items into your campaign is considering the implications. Does this item have an effect on everyday life in the campaign? Rare items usually don't, unless they are associated with a powerful effect (causing weather changes in a village, or controlling the occupants of a kingdom). It's the common items that can change everyday life. For instance, if Horseless wagons were a common item, this would certainly affect the value of horses. And if you haven't thought out the implications of a particular item, rest assured the players will use it (and abuse it) to the full extent possible. Think carefully before you make any item "common", or you may end up with undesirable changes in your campaign.

The Role of Items in Scenarios

Magic items can serve as rewards for characters who defeat their enemies. "Body magic", the items taken from the bodies of slain or defeated enemies is a part of many fantasy campaigns.

But there are many other important uses for items. Magical items can serve as the basis of a single scenario, a string of scenarios, or even an entire campaign. The Game Master can use an item as an end goal, something the characters strive for, seek or even destroy. If they are successful, if they have won out after completing one or more scenarios, then the item can come into their control. This is one of the best ways of introducing the most

powerful items into the campaign; the characters must strive mightily for these items, gaining possession not after a single battle but instead after waging entire wars.

Items may also serve as the initiator of play. Players might consult an oracle item, gaining information which in turn leads to the start of a whole new scenario or campaign. Or the characters might have to run through a scenario in order to locate or travel to an item in order to begin yet another part of the campaign.

Think of each magic item you introduce as an opportunity for more roleplaying. Other characters (or NPCs) could be jealous of the character who just acquired an item. Other people could be seeking the item. Perhaps the item has hidden powers you didn't write up, and will only gradually bring to the awareness of the player. If the item is gaudy (as magic items often are), how does the character deal with this when entering populated areas? Items can be rich sources of scenarios without much effort at all.

Items Are Not Forever

In general, as characters progress in their campaign, they tend to pick up a fair number of magic items. Rewards, loot, fees, finds and magical construction may all serve to pump items into the game. Obviously, such items will accumulate, perhaps to unacceptable levels, if nothing is done about it.

But items do not have to hang around forever. Items may be designed to require specialized materials, which are consumed in use. Characters will either be unable to procure these materials, effectively giving the items in question a limited lifespan, or the GM may use the goal of such materials as the basis of several lengthy scenarios, which would also limit their use.

Items may also be destroyed. The characters' opponents may use potent dispel magic spells, or items with dispel magic built into them to destroy the characters' items as a matter of course (imagine a sword with a hefty dispel magic built into it beating on a character's magic shield or armor!).

A bylaw of most fantasy campaigns seems to be that the player characters will cart around many times more magic items than any of their opponents; this is a consequence of characters robbing the bodies of their numerous, deceased enemies. The only way to limit this is to allow opponents to use items which only they or their kind may use (an axe which has terrible side effects for anyone not of trollish origin), special personal spells which act like items, but cannot be used by anyone without both magical skills and the deceased enemy's spellbooks, or items which simply cease to function when their owner does (cease to function, that is).

Items may be stolen. After all, the player characters are likely to be in possession of the greatest concentration of magical items since the Fabled Days of Whenever. It is only reasonable that

thieves of skill and daring would travel from throughout the world for a chance at plucking some or a lot of the characters' booty.

One good accident while traveling can serve to eliminate a large number of magic items in one fell swoop. A storm sinks the travelers' ship, and they consider themselves lucky to get away with their lives (it's too bad that they had to divest themselves of their loot in order to swim to safety). Characters with enough items might be the target of greedy kings and lords, those with armies too powerful to ignore ("It's tax time!").

Constantly purging the character's magic items is a useful way to keep the campaign balanced, and creates fresh scenarios and new dangers for the characters who may have come to depend on their gizmos. What would happen if the character has made powerful enemies because of his great magical items, only to find that disposing of said enemies is no longer easy without the items?

In turn, players should be good sports about the whole process, and realize that the character is what's important, not the items. New items can always be obtained, but new characters take quite a while to gain experience. Invest experience points and emotions into the characters, not the items, and your return will be much greater.

Creation of Major Items

Grandiose magical artifacts can be a lot of fun. Huge brooding idols, lost drowned altars of dark intent, runecarved swords destined to slay gods — such items often form the background to campaigns (as well as making an occasional appearance in character hands). But how are such magnificent devices fashioned? No player character can ever hope to gain the necessary experience to make one of these monstrously expensive items, so where do they come from?

One common dodge, as described within the new item advantages section, is to claim that they were made by a 'higher power'. God-like items were one and all received (or stolen) by us mere mortals from greater-than-human entities. Sometimes the items are given for their own purposes, sometimes it's just destined to be.

But there are other ways in which such items can be constructed, and by mere mortals. One method which is a recurring theme in fantasy stories is the cult. A large body of worshippers gives over its mana or lifeforce to the priests or leaders of the cult, who in turn imbue it into some sort of powersink, usually a fierce demonic idol or a blood-stained altar. Over a period of years or even centuries, an enormous amount of magical power builds up, which the priests or priest-leader may tap to perform miracles. Some examples are the granting of superhuman powers to the cult's elite guard, priests or leader, the casting of darkness, storm and despair over vast areas of the surrounding countryside, the granting of limited life to the cult's idol (to smash unbelievers invading the cult's inner sanctum, for example) or even the summoning of the cult's guiding demigod to this mortal plane of existence!

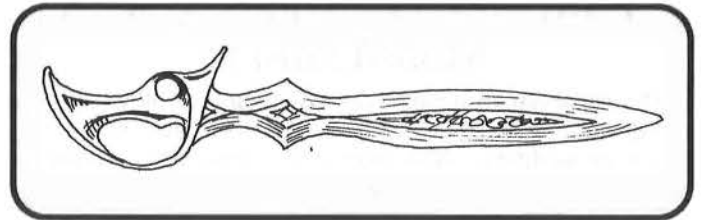
One other use of such power would be the construction of some major artifacts. Using the stored mana, the priests of the cult could build some items which in character terms could cost hundreds of experience points. Some of the items in this book could have been built in no other way.

Another method for constructing costly items is to draw directly upon the creator's lifeforce, temporarily or permanently draining his magical ability in order to come up with the extra points he needs. In essence, the character is using future experience to pay for his item. Naturally, this could only be done if the GM is willing to allow the player to do this, and in any case should only be done if it contributes something necessary to the campaign.

Finally, again if the referee allows it, for certain items a character might call upon his fellow adventurers in order to manufacture a much needed item. The other characters might use their experience in order to prepare certain elements necessary for the construction of the item, thus freeing the end creator of the need to make them himself. Or he might be able to draw directly upon the lifeforce of his companions (i.e., their experience) to build his device. This works best if the characters have some agency by which they may pool their mana for use by the builder, since directly pooling experience by several characters for use by one runs strongly counter to the given rules concerning the use of experience. The previously mentioned cult idols or altars are an example of such a device; another might be a lifedrainning sword and yet another a crown of mental merging, which could allow two or more characters to "merge" their thoughts and life essences. When the characters split back to their individual selves (lots of possibilities for roleplay there) the pooled mana might not be equally divided; the characters by choice might leave it with one selected individual.

Finally, the material an item is created out of can reduce its cost. Some materials may be worth many times the +1 "dangerous to obtain" limitation. A particularly special item may be worth +3, +5, or even more. Characters should have to quest specifically after such materials, and often their high limitation values only effect a certain type of effect. For example, a unicorn horn may be worth a great deal when making a healing device, but it wouldn't be worth much to make a flying staff.

Other items may not be worth additional limitation but may have power points already in them. The GM could give out a material with 1, 3, or even 10 power points trapped inside. A character can then use the power points in such material to make his own magic items. The power points in an item can be limited in the same way as a special limitation. The GM can be very inventive with special materials; they can even be the central treasure of an entire adventure.



Character Specific Items

One option in a campaign is to involve some or all of the characters in the past history of their world, by granting or promising them selected, powerful magic items. If you wish to introduce a certain powerful sword into play, talk to one of the players and see if he might be willing to align his character's background to match up with certain events in your campaign.

Thus a character might be the last of his line in the year of the Falling Star, while prophecy states that he will come into possession of the mighty runesword Fellreaver and use it to bring down the Dark Lords, and so on. Naturally, the sword would not merely be handed over to the character offstage; he and his companions would, of course, have to journey far and face terrible menaces before ever seeing the sword. The item becomes but one step along the way. It also serves as a good marking point. Once the character has received the item (and no doubt his companions have gained items of their own), the power level of his little band will have reached a new high; greater abilities, but greater dangers, more capable kinds of enemies to fight and outwit.

Maintaining Power Balance

One of the possible dangers of introducing many powerful magic items into a campaign is that some characters can become significantly more powerful than the rest. When items are divided, by luck or need or by whatever means, some of the characters may end up with substantially more useful items than the rest. This can lead to various problems, such as certain characters always taking the lead in scenarios while others are forced to take a "back seat".

While the players will usually decide how to assign magical items which come into their hands, the referee does play a part in this simply by the items he puts into play. Some items are clearly intended for certain characters; the rightful Sword of Transgor, which may only be wielded by a member of the true ruling house of that country, will obviously go to the character who happens to be the current heir to the Transgor throne. A Bow of Striking, which does devastating damage but calls for the utmost skill by its user, will surely go to that one character who is by far the best archer in the group. And so on.

There is clearly always a potential for the referee to tailor items for the characters. If some characters are being left out of the item race, then the next few items to be run across (probably in the hands of enemies, to be sure) might well be suitable just for those unfortunates.

Most all characters have individual interests, pursuits or tasks, aside from or in support of whatever they and their fellow companions may be up to. Certain characters, sorely lacking in equipment, might just stumble onto a few items while investigating one or more of these tasks or sideline interests. This at least gives them first crack at them when play is done.

Restricting Powerful Items

One way to restrict the utility of powerful items is to restrict the players knowledge of the item or the total number of times it can be used. A character can receive a powerful item with many useful effects, but if he only knows how to activate one effect, then the item is only of limited utility. The character may know of the other effects the item can produce, but he will have to quest to find out how to activate the other effects and fully utilize his prize.

Another way to limit the utility of an item is to give it very few uses. Any character will be careful with an item if he knows its powerful effects are only good a few times or once in a while. The Endurance Reserve that never recharges or that recharges slowly is designed to reflect such an item.

Finally, an item's use can be restricted by social pressure or custom. A character with a powerful weapon that has an evil reputation (such as the Blood Stone Axe) may be loath to use it where he can be seen, lest his own reputation suffer.

Changes to the FH Magic Rules

The items in this book were created with the rules in *Fantasy Hero* and with a few modifications. The following sections describe the changes in the *Fantasy Hero* rules and some optional modifications for GMs to use in their own campaigns.

Fantasy Hero Magic System Modifications

The magic system in *Fantasy Hero* is highly complex and fragile when it comes to balance. Continued playtesting has suggested the following modifications to some of the effect costs and results. These changes should be considered errata to the *Fantasy Hero* gamebook. These changes are used throughout this book and will be in all future *Fantasy Hero* Supplements.

Aid: Aid no longer has a roll associated with it, the effect adds +1 Power Point per 2 spell cost. minimum cost 10. Aided characteristics do not affect figured characteristics (such as PD or Stun) or figured values such as the number of spell "slots" a mage gets.

Clairvoyant: This replaces all three clair-senses. 20 pts. for 1 sense, +10 pts. per additional sense.

Cloak: Minimum Cost 20 pts.

Defense: 1 pt. of defense per 2 spell costs.

Detect: This effect replaces all three detects. The effect costs 10 points. Use Limitations to make very restricted types of detects.

Drain & Transfer: Recover (and Loose) 5 power points per post segment 12 recovery. Use a x1/4 Advantage (Double Time) to double recovery time (every 2, 4, 8... post segment 12 recoveries).

Heal: Min Cost 20 points.

Perception: The following limits apply to Perception: +1/2 sight only, +1 only gives Night Vision, no PER Roll bonuses.

Protect: Still +1 DCV, but there are now just 2 classes of protection: Melee and Ranged. Ranged includes both weapon and spell attack rolls.

Restore: This is 1D6 per 10 points.

Levitate with DCV: x1/2 Advantage

END Reserve: 2 pts. of Endurance cost 1 spell cost.

Link: This limitation is no more.

Clarifications to the Fantasy Hero Rules

Some of the rules in *Fantasy Hero* are open to widely varying interpretations. The following is what we meant to say in the first place.

- The DCV bonus for shields only acts vs. Damage magic spells: Blast, Destroy, Drain, Killing Blast, and Transfer.
- You can use Adapt vs. aging, and a number of types of poisons.
- You only stop the bleeding of a wound if you heal all the body in the wound or you make a Medic Roll with the proper minuses.
- Haste does not effect a characters DCV when moving combat speeds.
- Obscure effects everything on the character unless limited.
- Protect adds to the DCV of the hex a character is in vs. area effect spells. Use the largest appropriate Protect in the hex.
- You may throw a separate restore on each characteristic destroyed, even if they were destroyed in one big attack.
- You can target constant ranged spells on a person and hold it on them. You need not make an attack roll to keep the spell targeted, but you must use a combat half move. If you lose line of sight to your target the spell is disrupted.

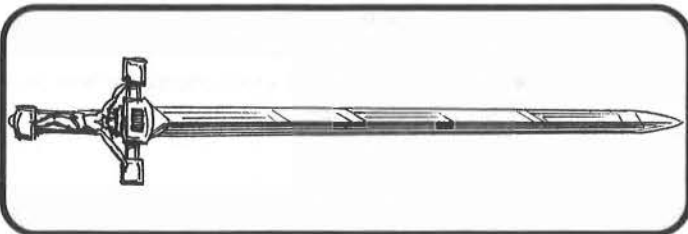
- You may throw each spell you have once a phase. Thus you may throw many 0 phase spells in a phase, but you may only throw it once a phase unless you have bought it multiple times. Each 0 phase spell also takes up an Intelligence slot for the entire phase.
- For Long Term Recovery you may only take each type of long term recovery once per day. Thus you may take a maximum of five long term recoveries per day.
- Area Effect Detects with the Locate advantage will tell if the condition exists in a particular hex. Thus an Area Effect Detect Magic with Locate will tell which hexes contain magic, but not how many magic sources are in the hex. If reduced to 1 hex area the spell will locate the items within the hex.
- Variable Result spells can only run in one condition at a time. If the spell results are changed the earlier versions disappear. Thus, a Variable Result Aid spell running as plus to Dex, and you switch it to plus to Strength, the Dex aid goes away.
- If a spell has multiple effects, then add all of the effects together, find the total END cost, and then apply any Reduced END Cost to the total.
- If you take Side Effects on a spell with No Magic Roll, then you take the side effect each time the spell is thrown.
- If you put multiple effects in one spell you can define what order you want the effects to occur in. Thus, if you have a PD Drain and a Killing Blast in the same spell the PD drain may act first.
- Every Body point taken reduces the maximum Stun a character can have by 1 point. Thus a character with 40 Stun who takes 10 Body can take a maximum of 30 Stun, even after all normal recoveries.
- A suppress affects every spell running in its area, whether the spell was running before or whether it is thrown after the suppress is set up.

Making Weapons and Armor

The Fantasy Hero rules provide shortcuts for building weapons, armor, and shields. Those shortcuts are fine for simple items, but they lead to inaccurate cost calculations for complex items. All of the weapons in this book were created by calculating costs the long way, with no short cuts. The mechanics used to calculate the cost of arms and armor follow.

Melee Weapons

All normal melee weapons use the Fast, Easy, and No Magic Roll Advantages. All have the Limitations that they are built from an obvious, accessible material, have no range on their damage effect, are independent, and have a Strength Minimum (Base Pts. of attack/3 +1 per +1 Accuracy or Protection). The final value for the limitations are modified, however, by the weapons actual STR Min, Weapon Length, and Weapon Type.



To build a melee weapon find the base cost of the attack and apply the following modifiers. Note that a weapon with a STR Min of 5 less than calculated or a long weapon gets 1/2 less limitation than normal.

Advantages	Value
Fast.....	x 1/4
Easy	x 1/4
No Magic Roll	x 1/4

Limitations	Value
Obvious Accessible Material	+1
No Range	+1/2
Independent	+1
Has a Str Min	+1

Limitation Modifier: Choose One Of Each

Modifier	Value
Has a Strength Min	
Str Min -5	-1/2
Base Str Min	+0
Str Min +5	+1/2
Weapon Length	
Long Weapon	-1/2
Normal Weapon	+0
Short Weapon	+1/2
Weapon Type	
1 Handed Weapon	+0
1 1/2 Handed Weapon	+1/4
2 Handed Weapon	+1/2

Ranged Weapons

All normal ranged weapons use the No Magic Roll Advantage. All have the Limitations that they are built from an obvious, accessible material, are independent, 2 handed, and have a Strength Minimum (Base Pts. of attack/3 +1 per +1 Accuracy or Range Mod) that they can not add damage to. The final value for the limitations are modified, however, by the weapon's STR Min.

To build a ranged weapon find the base cost of the attack, and apply the following modifiers. Note that a weapon with a STR Min of 5 less than calculated gets 1/2 less limitation than normal. Some ranged weapons may also use the Fast or Easy Advantage. Weapons that take time to load use the Extra Time Limitation. If the weapon can be carried loaded, its Extra Time limitation is halved.

Advantages	Value
No Magic Roll	x 1/4

Limitations	Value
Obvious Accessible Material	+1
Independent	+1
2 Handed Weapon	+1/2
Has a Str Min.....	+1
Can't Add Damage with Str Min	+1/2

Limitation Modifier: Choose One	
Modifier	Value
Has a Strength Min	
Str Min -5	-1/2
Base Str Min	+0
Str Min +5	+1/2

Armor

All normal armor uses the Persistent and No Magic Roll Advantages. All have the Limitations that they are built from an obvious, inaccessible material, are independent, and have the normal limitations of a suit of armor (takes time to put on, has a special END Cost per turn for its weight, etc.) Armor may also have additional modifiers for its weight (and therefore DCV mod) and its coverage (rated as if the armor was plate).

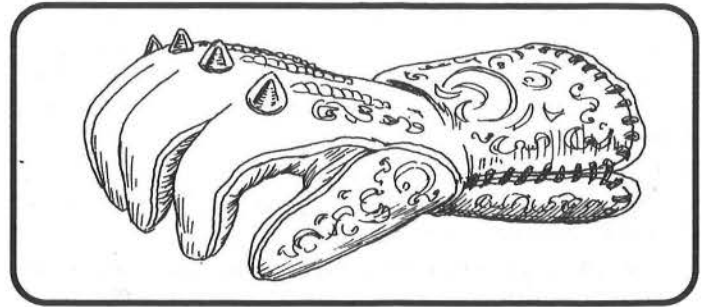
To build a piece of armor find the base cost of the shield spell and apply the following modifiers.

Advantages	Value
Persistent	x1/4
No Magic Roll	x1/4

Limitations	Value
Obvious Inaccessible Material	+3/4
Independent	+1
utility as a real piece of armor	+1/4

Additional Limitations : Choose One Of Each

Limitation	Value
Armor Mass and DCV Mod	
No Mass or DCV Mod	+0
Half Mass	+1/2
Normal Mass	+1
Double Listed Mass	+1 1/2
Armor Coverage	
Covers 40 kg.	+0
Covers 35-39 kg.	+1/4
Covers 30-34 kg.	+1/2
Covers 25-29 kg.	+3/4
Covers 20-24 kg.	+1
Covers 15-19 kg.	+1 1/4
Covers 10-14 kg.	+1 1/2
Covers 5-9 kg.	+1 3/4
Covers 0-4 kg.	+2



Shields

All normal shields use the Persistent and No Magic Roll Advantages. All have the Limitations that they are built from an obvious, inaccessible material, are independent, protect only the character holding them, and have a Strength Minimum (3 + 3 times the largest protection in the shield).

To build a shield find the base cost of the protect spell and apply the following modifiers. Note that a shield with a STR Min of 5 less than calculated gets 1/2 less limitation than normal.

Advantages	Value
Persistent	x1/4
No Magic Roll	x1/4

Limitations	Value
Obviously, Inaccessible Material	+3/4
Independent	+1
Self Only	+1/2
Has a Str Min	+1

Limitation Modifier: Choose One

Modifier	Value
Has a Strength Min,	
Str Min -5	-1/2
Base Str Min	+0
Str Min +5	+1/2

Optional FH Magic Rules

The following sections present some optional rules that a Game Master may wish to incorporate into his Fantasy Hero campaign. None of these rules have been used in the items in this book, but the GM may wish to add their effects to such items or in his campaign.

Intelligent Magic Items

There are two classes of intelligent Magic Items. Simple items have only an Intelligence characteristic and can react to the world around them. Sentient items have Intelligence, Ego, and Speed characteristics and can react as they see fit.

All intelligent items need some way to gather information so that they can interact with the outside world. Items are fully deaf, dumb, and blind except for any senses that are specially purchased. An item can have one or more detect spells (with area and location advantages), clair spells, or telepathy spells to sense what's going on in the outside world. Sentient items must have either Telepathy or Sounds to speak.

Simple Intelligent Items

Simple items are designed to cast a specific spell in a specific situation without the owner doing anything. Continuing spells cast by an item stay up as long as the situation continues, or 3 segments, whichever is longer. The player may also cast the spells in the item or keep them from being cast, just like in a normal magic item. If the spells may only be cast by the item and not by the item's owner the spells in the item get a +1 Limitation.

All spells that an item can cast on its own should be bought to OEND cost or run off of an END Reserve in the Weapon. All spells should also be bought with No Magic Roll, or the item must have Magic Skill based on the item's Intelligence.

An item needs a base Intelligence of 5 to cast a spell or set of spells in one situation and +1 Intelligence for each additional situation or set of spells. Each 1 point of Intelligence costs 1 power point. The Intelligence of the item can have all of the Limitations common to all of the spells in the item.

Example: A healer wants a barrier to protect him from enemy arrow fire while he tends the wounded on the battlefield. He designs an Arrow Shield to detect arrows and instantly protect him with a magical wall. Anytime an arrow in flight enters the hex, a 12 PD Ward appears in its way.

Arrow Shield

Common Limitations: Independent +1; Material (blessed stone from sacred wall): preparation +1 (1 day, PS: Sculptor), obvious +1/2, accessible +1/2, portable +0, dangerous to obtain +1; No Range +1/2; Spell only triggered by item +1;
..... **Total Bonus:** +51/2

EFFECT: Intelligence 5 **Characteristic Cost:** 5

Limitations: Common Limitations: +51/2

END: 0 **REAL COST:** 1

EFFECT: Detect (Incoming Arrows) **Base Cost:** 10

Advantages: Area Effect 1 (hex) x1/2, No Magic Roll x1/4;
..... **Total Multiplier:** x3/4 **Active Cost:** 17

General Modifiers: 2x Reduced END Cost x1/2
..... **Modified Cost:** 25

Limitations: Common Limitations: +51/2

END: 0 **REAL COST:** 4

EFFECT: 12 PD Ward **Base Cost:** 60

Advantages: No Magic Roll x1/4 **Active Cost:** 75

Modifiers: 4x Reduced END Cost x1
..... **Total Modifiers:** x1 **Modified Cost:** 150

Limitations: Common Limitations: +51/2

END: 0 **REAL COST:** 23

TOTAL REAL COST: 28

Sentient Items

Sentient items have a complete mind of their own; thus they have Intelligence, Ego, and Speed characteristics. All spells in an item that get a limitation for the item's sentience are controlled only by the item.

Each 1 point of Intelligence in a sentient item costs 1 power point. Each 1 point of Ego costs 2 power points. The item's Speed has a base value of (1 + Ego/10) rounded down; +1/10 Speed per 1 point, just like a character. The characteristics can have all of the Limitations common to all of the spells in the item. When the item casts any of its spells, it acts with a Dexterity equal to its Intelligence and on the phases defined by its Speed.

So why spend all the points to make an item Sentient? All spells controlled by the Item's Sentience get a limitation based on the item's Ego Value. Because the item has a mind of its own, the player holding the item doesn't have full control of its powers. On a powerful item you save more points because of the limitations than you spend on making an item Sentient.

Sentient Item Limitation

Item's Ego	Limitations on Controlled Spells
1-4	+1/2
5-9	+1
10-14	+1 1/2
15-19	+2
20-24	+2 1/2
25+	+3

All spells that are controlled by the sentience should be bought to 0 END cost or run off of an END Reserve in the Weapon. All spells should also be bought with No Magic Roll, or the item should have Magic Skill based on its Intelligence.

Example: A witch designs a sentient magic Orb of Seeing to spy on her enemies and watch over her domain. The orb can look anywhere on the continent and show the sounds and images of whats going on. It is also an intelligent watchdog and can call out if it sees anything unusual or dangerous going on in the witch's domain. The personality of the Orb loves to gather information and spy on people. Unfortunately, this tendency has made it an inveterate gossip. Sometimes it would rather spy on the princess's bedroom than on the army marching toward the witch's castle.

Orb of Seeing

Common Limitations: Independent +1; Material (Crystal Orb): preparation +1 (1 day, PS: Gem Cutter), obvious +1/2, accessible +1/2, portable +0, dangerous to obtain +1; Sentient Item Ego 25 +3 **Total Bonus:** +7

EFFECT: INT 10, EGO 25, SPD 3 ... **Characteristic Cost:** 60

Limitations: Common Limitations +51/2

END: 0 **REAL COST:** 9

EFFECT: Clairvoyance **Base Cost:** 20

Advantages: x32768 Distance (2700+ Kilometers) x3 3/4;
No Magic Roll x1/4

..... **Total Multiplier:** x4 **Active Cost:** 100

General Modifiers: 5x Reduced END x1 1/4

..... **Modified Cost:** 225

Limitations: Common Limitations: +51/2

END: 0 **REAL COST:** 35

EFFECT: Clairaudience **Base Cost:** 10

Advantages: x32768 Distance, 2700+ Kilometers x3 3/4;
No Magic Roll x1/4

..... **Total Multiplier:** x4 **Active Cost:** 50

General Modifiers: 4x Reduced END x1

..... **Modified Cost:** 100

Limitations: Common Limitations: +51/2

END: 0 **REAL COST:** 15

EFFECT: Images 5D6 **Base Cost:** 15

Advantages: No Magic Roll x1/4 **Active Cost:** 19

General Modifiers: 3x Reduced END x3/4
..... **Modified Cost:** 33

Limitations: Common Limitations: +51/2

END: 0 **REAL COST:** 5

EFFECT: Sounds 5D6 **Base Cost:** 15

Advantages: No Magic Roll x1/4 **Active Cost:** 19

General Modifiers: 3x Reduced END x3/4
..... **Modified Cost:** 33

Limitations: Common Limitations: +51/2

END: 0 **REAL COST:** 5

TOTAL REAL COST: 69

Part of the limit of having a Sentient Item is that it will sometimes disagree with the character. Each item should have a personality and independent objectives. Whenever the the player is acting against the item's objectives, the GM rolls 3D6. If the total is less than or equal to 9 + (Item's Ego/5), the item won't do what the player wants.

Magical Analysis

The rules in *Fantasy Hero* are quite explicit about what information is gained for the achieved multiples of the construction cost of the item. However, when the actual active point cost is considered for a number of “moderately” priced items in a campaign, let alone the truly awesome relics one may run across on rare occasions, one can see that it’s a tough job to analyze any of them. It’s unfortunate, but unless a character has invested an enormous number of points into his magic analysis spell (for a likewise enormous number of dice) he is unlikely to discover anything useful about even the average power items in a campaign.

One solution is to give some partial information at any multiple achieved from an analysis. The usefulness and accuracy of the information will depend upon the number of multiples of an item’s active point cost. This way, players will always be told something from their analysis. They gain information, and at the same time it becomes harder for them to know exactly how many multiples were actually rolled.

Take for example an item created from a starstone meteorite which has been enchanted to “tune in” to other stones, and recreate in them the experiences the starstone fragment went through as it crashed to the earth. Targeted stones could glow red with the heat of the journey, finally exploding with a brilliant light. Used on a castle wall, or magic ruby, this could be quite a useful weapon. If a character were to analyze this object, he might gain the following information depending upon what number of multiples he achieved:

Multiple Of Real Points	Information Obtained
x0	falsehoods; whatever the referee would like to tell him. For best effect, it should be something plausible for an enchanted stone, such as a lodestone for some mineral type, etc.
x1	sensations of blistering heat and the stone’s agony; feelings of falling, then an explosion.
x2	the stone is some kind of weapon; or the stone can “commune” with other stones; or even a glimpse of the enchanter
x3	the method of activation, but nothing else; what the stone is and what it does, but not how to activate it;
x4	all the details; what the stone is and what it does, and how to use it. If a separate activation spell is needed, then the character will learn this, and can recognize it if he ever runs across it. Of course, without it he could not use the stone.

Magic Advantage: Permanence (x1)

In *Fantasy Hero*, there are no player classes. Any character may use any item, save, perhaps for those requiring Magic Rolls or for which a character might have some kind of limiting disadvantage against using. All items, constructed by the player characters and otherwise, are “magic items”, described, built and subject to the same set of rules. Presumably, no item a character may run across in a campaign is beyond that character’s eventual ability to analyze and reproduce, given sufficient time and experience.

In some mythos, certain items are “handed down” from above (below, behind or whatever) to a character or NPC. Such an item may be to aid the character in some great quest, or is intended to be held in safety against the day when it is needed to aid in a quest.

These items are often set apart from the common “run-of-the-mill” magic items. Usually they are very powerful; God does not grant marbles to his Champions; the Powers of the Dark do not arm their Lords with matchsticks.

Such powerful items are not very common. However, in some campaigns similar items of a much lesser nature could be. The Gods, Powers or Whatever may grant items on a regular basis to their supporters or worshippers, to aid and repay them and to assist in the spread of the originators’ powerbase. In some roleplaying systems, “clerical items” are a good example of this.

One other common characteristic besides their strange origin may set these items apart; they are extremely resistant to destruction at the hands of mortal men. The more powerful items are often indestructible at worst, or require the fulfillment of a Quest at best in order to be done away with.

Many examples in current fantasy may be found, in the form of enchanted Swords, Rings, Staves and other items.

In order to reflect the greater-than-human originating forces which may have created a given item, a new magic advantage called Permanence may be built into the item. Permanence is an absolute defense against destruction by magical Dispel Spells. Items with Permanence may be disrupted or temporarily shut down by dispel spells, but cannot be destroyed by them. Such items may still be burnt, broken or otherwise rended by brute physical force. Permanence simply is a way to help distinguish such items from the mundane run-of-the-mill magic items in the campaign.

Character Disadvantages for Items (0 to -2)

Another recurring theme in fantasy stories is items with a Past; the magic sword whose wielder is driven to seek out an unknown foe; the Ring of Power whose wearer is constantly sought by strange and evil creatures. Obviously, many items carry a lot of baggage around with them. Some affect the owner’s mind, others his health, still others attract ill fortune and worse.

The way to reflect this in an item is to build Character Disadvantages into the item. Hunteds, Psychological Limitations and Susceptibilities are all examples of what may be thrown into an item. Estimate the worth of the disadvantage in the same manner as one would the Conditional Limitations; take the sum worth of all such disadvantages and give a bonus based upon this value.

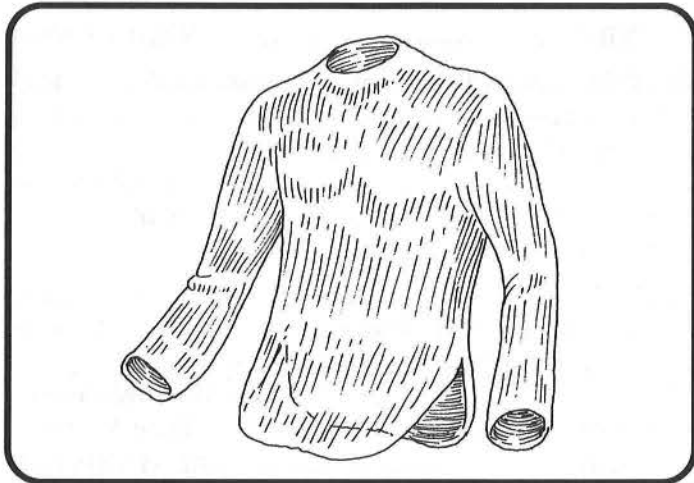
Note must be taken that some characters have less to suffer than others when it comes to Character Disadvantages in items. The disadvantages built into the item may reinforce, or conflict with the character’s own disadvantages. In the former case, a character already given to cold-bloodedness might fly into a never-ending berserk fury when he picks up an axe which reinforces this tendency. Or it might have no effect at all, the axe’s tendencies merely complementing the character’s own bent (once daft, always daft; making a crazy person “crazier” might not yield a noticeable difference). In the latter case, a character given to gentleness might find this tendency gone, “canceled” by an item which prompts him towards brutish aggressiveness, or instead the character may abruptly swing from one mood extreme to the other.

In the end, the referee must make the call. He will initially decide how conflicting or reinforcing character and item limitations will interact, and then he will instruct the player. Once briefed, the player may then get on with the fun of roleplaying his character.

Arms & Armor

Spider Chain Armor

This is a suit of the sheerest spiderwebbing made by the elves of Dark Forest. When folded, it weighs nearly nothing and can be fit in a pocket, but when carefully donned it will turn the edge of anything less than a two-handed blade or axe. This stretch suit of spider web will stop up to 6 points of Body done by edged weapons, but has no effect on Stun. It will not stop Stun or Body done by blunt weapons. When not worn, the suit must be carefully packaged for it has only 1 Defense and 1 Body. It is not known how common this armor is among the elves, for those who attempt to gain the armor by force do not usually live to tell the tale.



EFFECT: Shield (6 PD) **Base Cost:** 15
Advantages: No Magic Roll x1/4; Persistent x1/4
 **Total Multiplier:** x1/2 **Active Cost:** 22
General Modifiers: none **Modified Cost:** 22
Limitations: Independent +1; Materials: Obvious +1/2;
 Inaccessible +1/4, Preparation (1 week, PS: Sewing) +1,
 rarity (dangerous, Ironspider web) +1; Fragile +1/2;
 Limited (doesn't protect against Stun damage, doesn't
 protect against bludgeon damage) +2; No weight or DCV
 mod +0; Covers all +0 **Total Bonus:** +6 1/4
END: 0 **REAL COST:** 3

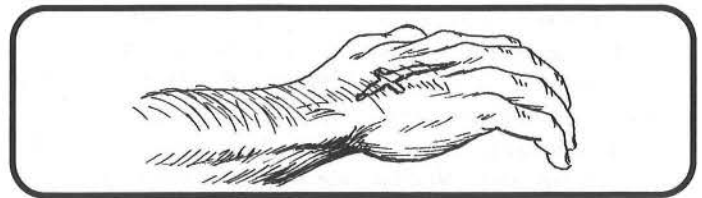


EFFECT: Protection (+1 vs. one attack) **Base Cost:** 10
Advantages: Persistent x1/4; No Magic Roll x1/4
 **Total Multiplier:** x1/2 **Active Cost:** 15
General Modifiers: none **Modified Cost:** 15
Limitations: Independent +1; Materials: Obvious +1/2,
 Inaccessible +1/4; Self Only +1/2; STR Min of 3 + 3x
 largest Protection +1 **Total Bonus:** +3 1/4
END: STR Min 6+ **REAL COST:** 4

Scar Sword

This independent spell is cast into a sword-shaped scar on the back of a man's hand. It allows him to instantly summon a sword to his hand at any time. As a Fast and Easy spell, a warrior can summon his magic sword and strike in one half phase. This spell is often given as a reward to trusted warriors by grateful kings and wizards. A skilled assassin can strike with such a dagger and let it vanish before most people could notice. Consequently, in the places where this spell is known, guards search for tell-tale scars as well as normal weapons.

Any weapon can be put in scar form by varying the damage dice and weapon limitations. Other spells associated with magic swords can also be included. Weapons masters with an assortment of such scars have been known to ripple through half-a-dozen weapons in as many seconds.



EFFECT: Killing Blast (1D6) **Base Cost:** 15
Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4
 **Total Multiplier:** x3/4 **Active Cost:** 26
General Modifiers: none **Modified Cost:** 26
Limitations: Independent +1; Materials: scar, Preparation
 (1 week healing, PS: Medicine) +1, Inobvious +1/4,
 Fragile +1/2; No Range +1/2; STR Min Listed +1;
 Normal, One Handed Weapon +0 . **Total Bonus:** +4 1/4
END: STR Min Listed **REAL COST:** 5

Magic Shield

This is the basic Magic Shield. Such shields may or may not be more common in your campaign, depending upon whether the powers that be are more concerned with keeping their followers alive, or ensuring that they strike deeper and harder (by giving them a magic sword instead of a shield). The characters might do well to pick up one of these first, to increase their chances of living long enough to obtain a sword at a later time.

In general, the real cost is 3 1/2 points (rounded up) per +1 protection vs. Melee or Ranged attacks.

MagicSword

This is the basic Magic Sword, standard stock of any good magical armorer/artificer. In many campaigns, this weapon will form the basic weapon, against which all others are matched. In general, the real cost is 5 3/4 points per 1D6 Killing Blast.

EFFECT: Killing Blast (1D6) **Base Cost:** 15
Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4
 **Total Multiplier:** x3/4 **Active Cost:** 26
General Modifiers: none **Modified Cost:** 26
Limitations: Independent +1; Materials: Obvious +1/2,
 Accessible +1/2; No Range +1/2; STR Min of Points in
 Killing Blast/3 +1; Normal, One Handed Weapon +0
 **Total Bonus:** +3 1/2
END: from STR Min 5 **REAL COST:** 6

Simple Effects: Magic Swords

Many basic magical weapons and other items are made by enchanting a simple low-level magical spell into the appropriate item. The bulk of all magical devices in any campaign are undoubtedly of this nature. The following example given for simple magical swords may easily be extended to any weapon, as well as shields, armor and a host of other uses.

The simple sword enchantments described below, all chosen for their minimum base cost, are designed to be enchanted on a sword or any medium-length melee weapon. More than one effect can be used simply by combining their real costs.

Such simple magical items are easy for the GM to create and make useful additions to the player-character's armory.

The shorthand version of the costs of adding these effects to a weapon is:

Accuracy costs 3 3/4 points per +1 OCV or Range Mod.
Protect costs 3 3/4 points per +1 vs Melee or Missile.
Aid costs 7 1/6 points per +5 character points.
Haste, or Cloak costs 6 points per +5" or -1 Perception.
Levitate costs 14 1/2 points (rounded up) per 10" flight.
Dazzle costs 8 1/3 points per 1D6.
Drain costs 8 1/3 points per 1D6.
Destroy or Transfer costs 15 1/2 points per 1D6.
Detect Object costs 6 points per type of object.

COMMON SET OF LIMITATIONS: Independent +1; Materials: Obvious +1/2, Accessible +1/2 **Total Set Bonus:** +2

EFFECT: Accuracy (+1) **Base Cost:** 10
Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4
 **Total Multiplier:** x3/4 **Active Cost:** 17
General Modifiers: none **Modified Cost:** 17
Limitations: Common Set +2; No Range +1/2; +1 STR Min
 to weapon +1; Normal, One Handed Weapon +0
 **Total Bonus:** +3 1/2
END: +1 STR Min on Weapon **REAL COST:** 4

EFFECT: Protect (+1 vs. Melee or Ranged) **Base Cost:** 10
Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4
 **Total Multiplier:** x3/4 **Active Cost:** 17
General Modifiers: none **Modified Cost:** 17
Limitations: Common Set +2; Self only +1/2, +1 STR Min
 on weapon +1; Normal, One Handed Weapon +0
 **Total Bonus:** +3 1/2
END: +1 STR Min on Weapon **REAL COST:** 4

EFFECT: Aid (+5 character points.) **Base Cost:** 10
Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4
 **Total Multiplier:** x3/4 **Active Cost:** 17
General Modifiers: 2x Reduced END x1/2
 **Modified Cost:** 25
Limitations: Common +2; Self only +1/2
 **Total Bonus:** +2 1/2
END: 0 **REAL COST:** 7

EFFECT: Detect Object (choose one) **Base Cost:** 10
Advantages: No Magic Roll x1/4; Range (50") x1/2
 **Total Multiplier:** x3/4 **Active Cost:** 17
General Modifiers: 2x Reduced END x1/2
 **Modified Cost:** 25
Limitations: Common +2; Limited category of object +1
 **Total Bonus:** +3
END: 0 **REAL COST:** 6

EFFECT: Haste (+5") or Cloak (-1 Perception). **Base Cost:** 10
Advantages: No Magic Roll x1/4 **Active Cost:** 12
General Modifiers: 2x Reduced END x1/2
 **Modified Cost:** 18
Limitations: Common +2 **Total Bonus:** +2
END: 0 **REAL COST:** 6

EFFECT: Levitate (10") **Base Cost:** 20
Advantages: No Magic Roll x1/4 **Active Cost:** 25
General Modifiers: 3x Reduced END x3/4
 **Modified Cost:** 45
Limitations: Common +2 **Total Bonus:** +2
END: 0 **REAL COST:** 15

EFFECT: Dazzle **Base Cost:** 10
Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4
 **Total Bonus:** x3/4 **Active Cost:** 17
Modifiers: 2x Reduced END x1/2 **Modified Cost:** 25
Limitations: Common +2 **Total Bonus:** +2
END: 0 **REAL COST:** 8

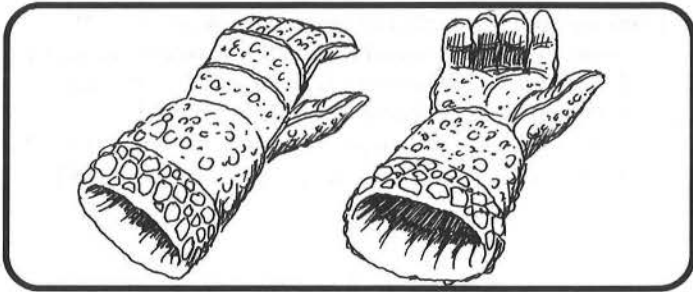
EFFECT: Drain 1D6 **Base Cost:** 10
Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4
 **Total Multiplier:** x3/4 **Active Cost:** 17
General Modifiers: 2x Reduced END x1/2
 **Modified Cost:** 25
Limitations: Common +2 **Total Bonus:** +2
END: 0 **REAL COST:** 8

EFFECT: Destroy or Transfer 1D6 **Base Cost:** 15
Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4
 **Total Multiplier:** x3/4 **Active Cost:** 26
General Modifiers: 3x Reduced END x3/4
 **Modified Cost:** 45
Limitations: Common +2 **Total Bonus:** +2
END: 0 **REAL COST:** 15

Troll Skin Gauntlets

Trolls are enormously strong and dangerous creatures. Their hides are said to be of great use in the preparation of a number of powerful magical implements and weapons. One of the famous items created by Vassyun the Bold is the pair of war gauntlets made from Troll skin. The gauntlets grant the wearer a measure of the awesome Troll strength, and some of the toughness of hide, at least to his hands.

The Troll skin gauntlets have a distinctive green and scaly appearance. Anyone possessing these gauntlets had best not be wearing them if he should meet up with a Troll! These gauntlets add 6 points of STR to their wearer. (Note: non-magic gauntlets made from Troll hide give 3 Defense and weigh 1.1 kg.)



EFFECT: 5 pt. STR Aid **Base Cost:** 10
Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4
 **Total Multiplier:** x3/4 **Active Cost:** 17
General Mod.: 2x Reduced END x1/2 . **Modified Cost:** 25
Limitations: Independent +1; Materials (Troll hide):
 Preparation (1 day or more, PS: Armorer) +1, Obvious
 +1/2, Inaccessible +1/2, Rarity (dangerous) +1
 **Total Bonus:** +4 1/4
END: 0 **REAL COST:** 3
EFFECT: Shield +2 PD Armor **Base Cost:** 10
Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4
 **Total Multiplier:** x3/4 **Active Cost:** 17
General Modifiers: 2x Reduced END x1/2
 **Modified Cost:** 25
Limitations: Independent +1; Materials (Troll hide):
 Preparation (1 day or more, PS: Armorer) +1, Obvious
 +1/2, Inaccessible +1/2, Rarity (dangerous) +1
 **Total Bonus:** +4 1/4
END: 0 **REAL COST:** 3
TOTAL REAL COST: 6

To create Troll skin gauntlets, first tan an adult Troll. If you survive, sew part of the hide into a pair of gauntlets and cast your spell, while chanting the appropriate mantra.

EFFECT: Create **Base Cost:** 6
Advantages: None **Active Cost:** 6
General Modifiers: none **Modified Cost:** 6
Limitations: Materials (Troll): Preparation (2 days, PS:
 Tanner) +1, Obvious +1/2, Accessible +1/2; Incantation
 +1/2; Extra END (x2) +1 **Total Bonus:** +4
END: 2 **REAL COST:** 1

Fire Stick

Similar to a small crossbow without the bow, this flash-bang device is useful for scaring off large numbers of attacking wild animals. It was developed by an unknown wizard at the request of Salzahr the Merchant, who ran caravans through wild and undeveloped areas where packs of wolves and other creatures are common.

EFFECT: Killing Blast (1/2 D6 fire) **Base Cost:** 10
Advantages: Easy x1/4; No Magic Roll x1/4; Area x1/2;
 Radius x1/2; 2x Double Radius (4") x1/2
 **Total Multiplier:** x2 **Active Cost:** 30
General Modifiers: none **Modified Cost:** 30
Limitations: Independent +1; Materials: Obvious +1/2;
 Accessible +1/2; preparation (1 day, PS: Woodcarver)
 +1 **Total Bonus:** +3
END: 4 **REAL COST:** 7

Power Glove

This is a brawler's weapon, favored in bars and docksides. It is also a handy item for back-alley work. The Power Glove is a heavy leather glove that does 4D6 normal physical damage. The user may add in his own strength, up to an extra 4D6, for a total of 8D6 damage. A Power Glove may be identified by the sound made when striking — something between a small firecracker and a club striking a melon.

The Power Glove can be a useful item for those situations where one is not allowed to carry edged steel or obvious clubs, such as meeting under a truce flag or entering a private, exclusive salon.

EFFECT: Blast (4D6) **Base Cost:** 20
Advantages: No Magic Roll x1/4; Fast x1/4; Easy x1/4
 **Total Multiplier:** x3/4 **Active Cost:** 35
Limitations: Independent +1; Materials (heavy leather
 glove): Preparation (1 day, PS: Leatherworker) +1,
 Obvious +1/2, Inaccessible +1/4; Short weapon +1/2;
 STR Min (-5) +1/2; No Range +1/2 **Total Bonus:** +4 1/4
END: STR Min 2 **REAL COST:** 7

Fire Arrows

These arrows, carved with secret fire signs and baked seven days in a fiery furnace, burst into flame when shot from a bow. They do no impact damage, but engulf their target in flames for 3 segments. The flame can be doused normally, but with difficulty. The Full phase necessary to use the arrows includes the loading and firing of the bow.

EFFECT: Killing Blast (2x2D6 fire) **Base Cost:** 60
Advantages: No Magic Roll x1/4; **Active Cost:** 75
General Modifiers: none **Modified Cost:** 75
Limitations: Independent +1; Materials (arrows): Prepara-
 tion (1 week, PS: Bowyer) +1, Obvious +1/2, Accessible
 +1/2; END Reserve (never recovers) +5; Limited +2
 (target takes 2D6 when hit and again 3 segments later,
 target gets ED vs. each attack); **Total Bonus:** +10
END: 15 (from END Battery) **REAL COST:** 7

Power Mace Of Keshgar

This weapon was favored by the black knight Keshgar, who is rumored to have acquired it after a prolonged visit to an unholy temple. The mace does an extra die that does no damage other than adding to Stun for the purpose of calculating if the target is Stunned. Any additional damage from the wielder's Strength adds to the full killing damage, but not to the Stunning Damage. The power mace makes a distinctive crackling sound when swung.

EFFECT: 1D6 + 1 Killing Blast **Base Cost:** 20

Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4

..... **Total Multiplier:** x3/4 **Active Cost:** 35

General Modifiers: none **Modified Cost:** 35

Limitations: Independent +1; Materials: Obvious +1/2; Accessible +1/2; Rarity (rare — alchemical mercury) +1/2; No Range +1/2; STR Min Listed +1; Normal, One Handed Weapon +0

..... **Total Bonus:** +4

END: from STR Min Listed **REAL COST:** 7

EFFECT: 1D6 Killing Blast **Base Cost:** 15

Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4

..... **Total Multiplier:** x3/4 **Active Cost:** 26

General Modifiers: none **Modified Cost:** 26

Limitations: Independent +1; Materials +1 1/2 (as above); No Range +1/2; STR Min Listed +1; Limited (only for stunning) +1

..... **Total Bonus:** +5 1/4

END: STR Min Listed **REAL COST:** 4

STR Min: 12 **TOTAL REAL COST:** 11

Sleepwood Staff

A quarterstaff made from suitably enchanted sleepwood draws endurance from anyone it touches. Generally, to protect the wielder only the last foot on either end is so treated, giving the wood a reddened, oily appearance. This weapon is a favorite of the yeoman of forests where sleepwood grows. In some areas it is a crime to carry a sleepwood staff, for a peasant skilled with the weapon can bring down a knight in the mightiest armor.

EFFECT: Drain (4D6 END) **Base Cost:** 20

Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4

..... **Total Multiplier:** x3/4 **Active Cost:** 35

General Modifiers: 2x Reduced END x1/2

..... **Modified Cost:** 52

Limitations: Independent +1; Materials (sleepwood):

Obvious +1/2, Accessible +1/2, Rarity +1/2, Preparation (1 day, PS: Woodsman) +1 **Total Bonus:** +3 1/2

END: 1 **REAL COST:** 12

Missile Shield Cloak

This full-length, high-collared, buttoned cloak provides a shield versus small, non-magical missiles (such as arrows and stones, not ballista bolts). The cloak's origins are unclear, perhaps because of the secrecy surrounding its use — mainly by those fearing assassination (or tomatoes) while appearing in public.

A necessary part of the enchantment is the gold mesh which must be woven into the cloth, so this cloak is richly decorated and usually worn only by the wealthier nobility.

EFFECT: Shield (10 PD) **Base Cost:** 25

Advantages: No Magic Roll x1/4; Persistent x1/4

..... **Total Bonus:** x1/2 **Active Cost:** 37

General Modifiers: 3x Reduced END x3/4

..... **Modified Cost:** 65

Limitations: Independent +1; Materials: Obvious +1/2,

Inaccessible +1/4, Preparation (1 day, PS: Weaver) +1;

Limited — only against small, non-magical missiles +1 1/2 **Total Bonus:** +4 1/4

END: 0 **REAL COST:** 12

Creating this cloak requires two people, a weaver and a mage to chant the day-long incantation.

EFFECT: Create Cloak Warding Missiles **Base Cost:** 12

Limitations: Materials: Obvious +1/2, Accessible +1/2, Static +1/2, Preparation (1 day, PS: Weaver — loom) +1, Cost (3 gp — gold mesh) +2; Conditional — requires two people +1/2; Incantations +1; Gestures +1

..... **Total Bonus:** +5

END: 4 **REAL COST:** 2



Dragon Scale

This is a black armor hauberk (coverage 7-14) made from dragon scales sewn to leather. These ultralight fine scales are as good as plate armor versus most weapons and magic, and are nearly impenetrable against edged and pointed weapons such as blades or arrows.



EFFECT: Shield (16 PD / 8 ED) **Base Cost:** 60

Advantages: No Magic Roll x1/4; Persistent x1/4

..... **Total Multiplier:** x1/2 **Active Cost:** 90

Limitations: Independent +1; Materials (dragon scales):

Preparation (1 month, PS: Armorer) +1, Obvious +1/2;

Inaccessible +1/4, Rarity +1; Takes time to put on and

take off +1/4; No Effective Mass +0; Limited (x1/2 PD versus blunt weapons) +1; Covers (7-14) +1

..... **Total Bonus:** +6

END: Mass 3 kg **REAL COST:** 13

The Singing Bow

The concept of this heavy longbow was developed by a fading veteran archer and presented to a wizard for realization. The wizard was reluctant, for it meant draining some of the old campaigner's meagre surplus energy into the bow. But he did perform the enchantment, and the result was an instrument filled with vitality and love of combat. The Singing Bow wails loudly when brought into firing position, thus adding to the wielder's Presence. Also, the item is a real heavy longbow (-1/4", 2D6 at STR 19) firing real arrows, which is why no magical Killing Blast is built into it.

EFFECT: Accuracy +1 (missile weapons) **Base Cost:** 10

Advantages: Fast x1/4; No Magic Roll x1/4

..... **Total Multiplier:** x1/2 **Active Cost:** 15

General Modifiers: 2x Reduced END x1/2

..... **Modified Cost:** 22

Limitations: Independent +1; Self Only +1/2; Materials

(Heavy Longbow): Preparation (1 hour, PS: Bowyer) +1/2, Obvious +1/2, Accessible +1/2; Limitation: adds OCV only with this bow +1/2 **Total Bonus:** +3 1/2

END: 0 **REAL COST:** 5

EFFECT: Strength Aid +5 **Base Cost:** 10

Advantages: Fast x1/4; No Magic Roll x1/4

..... **Total Multiplier:** x3/4 **Active Cost:** 15

General Modifiers: 2x Reduced END x1/2

..... **Modified Cost:** 22

Limitations: Independent +1; Self Only +1/2; Materials

(Heavy Longbow): Preparation (1 hour, PS: Bowyer) +1/2, Obvious +1/2, Accessible +1/2; Limitation: adds STR only with this bow +1/2 **Total Bonus:** +3 1/2

END: 0 **REAL COST:** 5

EFFECT: Presence Aid, 2D6 **Base Cost:** 10

Advantages: Fast x1/4; No Magic Roll x1/4

..... **Total Multiplier:** x1/2 **Active Cost:** 15

General Modifiers: 1/4 END (x1/2) **Modified Cost:** 22

Limitations: Independent +1; Self Only +1/2; Materials

(Heavy Longbow): Preparation (1 hour, PS: Bowyer) +1/2, Obvious +1/2, Accessible +1/2; **Total Bonus:** +3

END: 0 **REAL COST:** 5

TOTAL REAL COST: 15

War Cleaver

This is a terrible, two-handed, single-edged sword — more a meat cleaver than an instrument of war. The war cleaver is a weapon for immensely strong, dumb or suicidal people who intend to kill what they swing at. The weapon takes a full phase to swing, and the wielder is at half DCV. It is outlawed as a dueling weapon in most civilized nations.

EFFECT: Killing Blast (4D6) **Base Cost:** 60

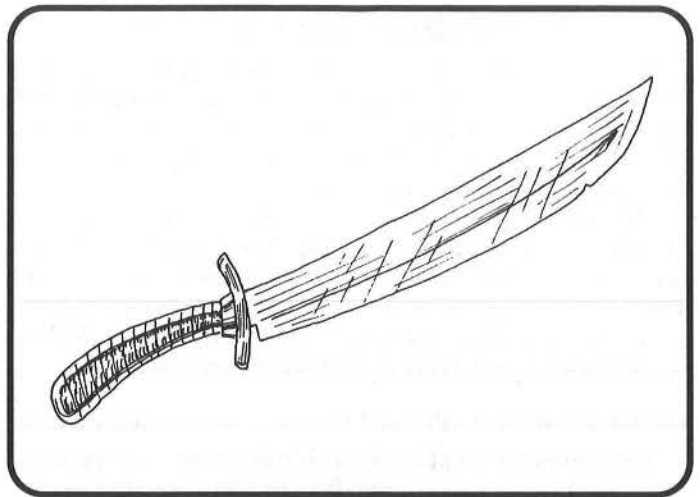
Advantages: No Magic Roll x1/4 **Active Cost:** 75

General Modifiers: none **Modified Cost:** 75

Limitations: Independent +1; Materials (bloodiron):

Obvious +1/2, Accessible +1/2, Rarity +1, Preparation (1 day, PS: Armorer) +1; STR Min (-5) -1/2; Two-handed +1/2; Medium Weapon +0 **Total Bonus:** +4

END: STR Min 15 **REAL COST:** 15



Bloodiron, required for war cleavers as well as many other horrifying magic weapons, is native iron that has been mined from beneath a field of mass slaughter. The spirits on such battlefields make the mining a risky venture, but there is a constant market for the metal and no lack of suitable deposits. The war cleaver is one of the simplest weapons made from bloodiron. It is pure forged bloodsteel with a simple enchantment. A barrel of blood, from any source, is required for the quenching and will be completely consumed. Bloodiron also has a tendency to maim those who are careless with its working.

EFFECT: Create War Cleaver **Base Cost:** 15

Limitations: Materials (forge, blood): Preparation (1 hour, PS: Blacksmith) +1/2, Obvious +1/2, Accessible +1/2, Static +1/2, Rarity +1/4; Extra Time (1 day) +3; Extra END x2 +1; Gestures +1; Incantation +1; Side Effects (2D6 physical Killing Blast) +1 1/2

..... **Total Bonus:** +93/4

END: 3 **REAL COST:** 1

Shield of Destruction

Major glyphs are a set of symbols that express and invoke the basic forces of the universe. These glyphs cannot be understood or even remembered if seen by those who have not mastered this branch of magic. This shield is written with a major glyph of destruction. This causes 1 point of BODY Destruction in a cone shaped area 8" to a side to all creatures and objects in view of the symbol on the shield. This attack is made automatically on the wearer's phases. If propped in front of a cliff, the stone would eventually crumble within that cone shaped area (unless the cliff was protected by Defense). By itself, the attack is made at speed 1. The attack is felt as a blistering form of energy. Such a shield is often equipped with a cover with 1 point of Defense.

EFFECT: Destroy (1 pt. Body) **Base Cost:** 10

Advantages: No Magic Roll x1/4; Constant x1/2; Persistent x1/4; Area x1/2; Cone Area x1/2; 3x Double Area (8" length) x3/4

..... **Total Multiplier:** x23/4 **Active Cost:** 37

General Modifiers: 3x Reduced END x3/4

..... **Modified Cost:** 65

Limitations: Independent +1; Materials (shield): Preparation

(1 week, PS: Armorer) +1, Obvious +1/2; Inaccessible +1/4; Limited (always on) +1/4 **Total Bonus:** +3

END: 0 **REAL COST:** 16

Invisible Plate Armor

This is a completely invisible, silent, and weightless suit of plate armor, said to have been forged by the Gans the Silent in the early days of the Silver Emperor. Lost for many centuries, it was recovered by the court of the Spider Lord and favored by royal family members, until being lost again in the war.

The armor can, of course, be felt, and anyone with a practiced eye can tell instantly when such armor is being worn by the way that it compresses clothing. Although weightless, the armor still impedes movement giving it an effective encumbrance of 5 kg.

A very practical alternative to the full suit is the invisible helm, which has no encumbrance and no perception subtractions.

EFFECT: Shield (+8 PD/ +8 ED) **Base Cost:** 40

Advantages: No Magic Roll x1/4; Persistent x1/4; Invisible x1/4 **Total Bonus:** x3/4 **Active Cost:** 70

General Modifiers: none **Modified Cost:** 70

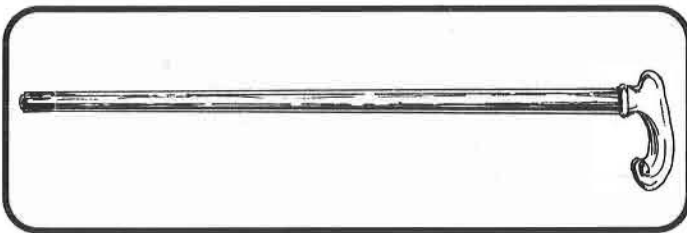
Limitations: Independent +1; Materials Obvious +1/2; Inaccessible +1/4, Preparation (1 month, PS: Armorer) +1, Rarity + 1/2; No Effective Mass +0; Covers all +0 **Total Bonus:** +31/4

END: Mass 5 kg **REAL COST:** 16

Shillelagh of Weapons

This multipurpose weapon appears in its natural form to be a stout walking stick stained with blood. However, a simple command will cause it assume the appearance and characteristics of any common melee weapon. Only the most skilled fighter can take advantage of all of the shillelagh's many shapes; but most can quickly master a few forms, depending on what weapons the character is Familiar with.

Note that although this item is a spell, when active it assumes all of the features of the weapon it appears to be, including weight, Strength minimum, length, and so on. It has one Skill Level of Accuracy built in and an additional two levels that must be used to increase the Killing Attack Stun Multiplier by 1.



EFFECT: Killing Blast, 2D6 **Base Cost:** 30

Advantages: No Magic Roll x1/4; Fast x1/4; Easy x1/4 **Total Multiplier:** x3/4 **Active Cost:** 53

General Modifiers: none **Modified Cost:** 53

Limitations: Independent +1; Materials :Preparation (1 day + PS: Woodcarver) +1, Obvious +1/2, Accessible +1/2, Rarity (treated with the blood of a were) +1; Incantation to change shape +1/4; Limited: must assume all characteristics of a common weapon from the melee weapon tables +1/2 **Total Bonus:** +43/4

END: var **REAL COST:** 9

EFFECT: Accuracy +3 **Base Cost:** 30

Advantages: No Magic Roll x1/4; Fast x1/4; Easy x1/4 **Total Multiplier:** x3/4 **Active Cost:** 53

General Modifiers: none **Modified Cost:** 53

Limitations: Independent +1; Materials :Preparation (1 day + PS: Woodcarver) +1, Obvious +1/2, Accessible +1/2, Rarity (treated with the blood of a were) +1; Incantation to change shape +1/4; Limited: must assume all characteristics of a common weapon from the melee weapon tables +1/2; Two levels may only be used to add +1 Stun Multiplier +1 1/2; **Total Bonus:** +61/4

END: 0 **REAL COST:** 7

TOTAL REAL COST: 16

Skin Armor

This magical treatment turns the surface of skin as hard as steel. The process is used extensively by inconspicuous warriors, such as assassins and bodyguards. Skin so treated retains its natural appearance and warmth, but increases in weight and hampers movement. Consequently, the standard treatment covers only the areas 5, 8, 10-12, and 14-15. As living skin, it is more susceptible to energy than inanimate metal.

EFFECT: Shield (8 PD / 4 ED) **Base Cost:** 30

Advantages: No Magic Roll x1/4; Persistent x1/4; Invisible x1/4 **Total Bonus:** x3/4 **Active Cost:** 52

General Modifiers: none **Modified Cost:** 52

Limitations: Independent +1; Mass 21 kg equivalent +1; Half Mass **Total Bonus:** +2

END: Mass 5 1/4 kg **REAL COST:** 17

Ythran's Transport Stick

This combat wand transports anyone touched by it 10" directly away from its wielder. If the target is on the ground then he will appear at ground level, unless he appears over a hole or off a cliff. Since the transport is for a fixed distance, the arrival point does not have to be in the line of sight of the wand wielder. Defense will reduce the distance of the transport.

Ythran used this device on King Velacon, who was so outraged by this royal impropriety that he laid siege to Ythran's keep. The tale of the siege would occupy many a cold winter evening, but suffice it to say that this incident was the source of the Red Pygmy tribe and King Velacon's unfortunate transmogrification into a common farm animal for a period of one year.

EFFECT: Transport (10") **Base Cost:** 30

Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4; Affects Others x1/2 **Total Multiplier:** x1 1/4 **Active Cost:** 67

General Modifiers: 2x Reduced End x1/2 **Modified Cost:** 100

Limitations: Independent +1; Materials (wand): Preparation (1 day, PS: Woodcarver) +1, Obvious +1/2, Accessible +1/2; Limited +2 (Transport directly away from wielder) **Total Bonus:** +5

END: 3 **REAL COST:** 17

Spectral Arrow

This dread black arrow is made from spectre bones and feathers, which, since spectres are noncorporeal, are hard to come by. Some say that these are only code words for even more awful materials that only necromancers know of. The Black Priests of Ashgramor are said to produce these arrows in evil rituals.

When shot from a bow, these arrows lose their solidity, becoming as noncorporeal as their namesakes. These arrows, not affected by gravity, will penetrate up to 6 solid objects of less than 6 foot thickness. Any object of unusual density or thickness will count as more than one penetration. The arrow will lodge in its last target. Note that if this arrow is fired into the ground it will penetrate 36 feet and be difficult to recover.

Each person penetrated by the arrow has 1D6 body destroyed. Defense that stops this damage will also stop the arrow. Targets must, of course, be in a line, and the archer must use a skill level for each target beyond the first to be able to apply his combat value. Otherwise he attacks only the first target in line.

EFFECT: Destroy (1D6 Body) **Base Cost:** 30
Advantages: No Magic Roll x1/4; Area x1/2; Increased Area x1/2 (up to 6 hexes/targets)
 **Total Bonus:** x1 1/4 **Active Cost:** 67
General Mod.: 2x Reduced End x1/2 ... **Modified Cost:** 100
Limitations: Independent +1; Materials (arrow): Preparation (1 day, PS: Fletcher) +1, Obvious +1/2, Accessible +1/2, Fragile +1/2, Rarity +1; **Total Bonus:** +4 1/2
END: 4 **REAL COST:** 18

Fire Blades

A fire blade is a special type of sword blade made by the Weaponsmiths of the Volcanic Hills. Alloyed with red gold and forged on volcanic stone, these blades magically heat white-hot when swung in battle and can cut through non-magic armor and other non-magic metal as if it were cloth. This effect is bought as an extra 9 points of Killing Blast that apply only to penetrating non-magic metal. They do no other damage to people. Though the blade appears hot, it only burns non-magic metal. These blades are quite rare but have a famous reputation.

The fire blade quality is the +9 pts. killing. Here it is given with a 1D6+1 sword, but could be matched with any size weapon.

EFFECT: Killing Blast (1D6+1) **Base Cost:** 20
Advantages: No Magic Roll x1/4; Fast x1/4; Easy x1/4
 **Total Multiplier:** x3/4 **Active Cost:** 35
General Modifiers: none **Modified Cost:** 35
Limitations: Independent +1; Materials (sword blade): Preparation (1 week, PS: Weaponsmith) +1, Obvious +1/2, Accessible +1/2, Rarity (red gold) +1/2; STR Min (-5) +1/2; Normal, 1-handed weapon +0; **Total Bonus:** +4
END: STR Min Listed **REAL COST:** 7
EFFECT: Killing Blast (9 points) **Base Cost:** 45
Advantages: No Magic Roll x1/4; Fast x1/4; Easy x1/4
 **Total Multiplier:** x3/4 **Active Cost:** 79
General Modifiers: none **Modified Cost:** 79
Limitations: Indep. +1; Materials (as above) +2 1/2; STR Min (-5) +1/2; Normal, 1-handed weapon +0; Conditional +1 (damage accumulates 3 pts/phase swung in combat); Limited +1 (only penetrating non-magic metal) **Total Bonus:** +6
END: STR Min Listed **REAL COST:** 11
STR Min: 17 **TOTAL REAL COST:** 18

Siege Bombard

This magical bombard is a popular item for attacking and defending castles. It must be hauled into position by horse and set up to fire. Though it is powered by the will of the gunner it fires physical blasts. Because of its slow rate of fire and its minimum range, the siege bombard makes a poor weapon against personnel.

EFFECT: Killing Blast, 4D6 **Base Cost:** 60
Advantages: Area Effect x1/2 (1 hex); No Magic Roll x1/4
 **Total Multiplier:** x3/4 **Active Cost:** 105
General Modifiers: 1x Reduced END x1/4
 **Modified Cost:** 131
Limitations: Limited: Min range of 12 hexes +1/2; Extra Time (1 turn) +1; Gestures +1/2; Independent +1; Materials: Preparation (1 day, PS: Ironsmith) +1, Obvious +1/2, Accessible +1/2, Clumsy material (cannon) +1/4
 **Total Bonus:** +5 1/4
END: 12 **REAL COST:** 21
Option: Limited: The target hex must be chosen before casting (1 turn) +1/2 **Total Bonus:** +5 1/2
END: 12 **REAL COST:** 20

Hellfire Torch

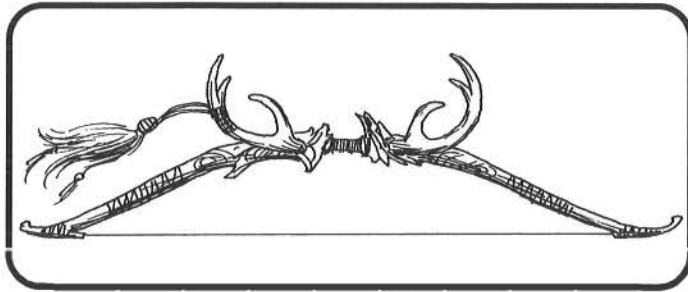
This is a 3 foot wooden torch soaked in oils and naphtha brought from hell itself. It casts an evil, penetrating, red light that will irritate any of the devout. It is lit as a normal torch; while burning steadily, it draws 1 END a phase from its END reserve. When this reserve is gone, the torch has been consumed. When swung in melee, the torch flares brighter, using up to 21 END (about 5 per 1D6). Targets struck burn when hit and again 3 segments later, taking a 2D6 killing fire attack each time. The target's ED is subtracted from the damage of each attack.

EFFECT: Killing Blast (2x2D6) **Base Cost:** 60
Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4;
 **Total Bonus:** +3/4 **Active Cost:** 105
General Modifiers: none **Modified Cost:** 105
Limitations: Independent +1; Materials (torch): Preparation (1 day, PS: Alchemist) +1, Obvious +1/2, Accessible +1/2, Rarity +1; Limited (Target takes 2D6 when hit and 3 segments later) +1 1/2; No Range +1/2; END Reserve (never recharge) +5; Conditional (must be lit with flame, minimum 1 END is spent each phase torch is on) +1/2
 **Total Bonus:** +11 1/2
END: 21 **REAL COST:** 8
EFFECT: Dazzle 1D6 **Base Cost:** 10
Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4;
 **Total Bonus:** x3/4 **Active Cost:** 17
General Modifiers: 1x Reduced Endurance Cost x1/4
 **Modified Cost:** 21
Limitations: Independent +1; Materials (as above) +3; No Range +1/2; END Reserve (never recharge) +5; Conditional (must be lit with flame) +1/2; Limited (Only provides light, can not blind) +2 **Total Bonus:** +11 1/2
END: 1 **REAL COST:** 2
END Reserve: +300pts. **Base Cost:** 150
Total Limitations: +11 1/2 **REAL COST:** 12
TOTAL END RESERVE: 322... **TOTAL REAL COST:** 22

Devil Slayer

This magical longbow was created by a fanatical coven of warlocks known as Tuth's Circle. They hated all other practitioners of magic, considering them heretics. Thus, the heavy bow Devil Slayer was designed to be most effective against magicians and their clients. It normally does 1 1/2D6 of Killing Blast with a Strength minimum of 13. However, it is magically adaptable to stronger characters, who can do more damage as with a melee weapon. In addition, the Detect Magic capability causes the bow to "thrum" when pointed at a magical or magic-bearing target. Against these it adds 6 levels of Accuracy as skill levels.

The effectiveness of Devil Slayer was efficiently demonstrated in its first use. A member of Tuth's Circle used the bow to slaughter his twelve peers before going on a crusade against other sorcerers' colleges. Whoever currently owns the bow keeps the fact to himself.



EFFECT: Killing Blast, 1 1/2D6 **Base Cost:** 25

Advantages: Fast x1/4; No Magic Roll x1/4

..... **Total Multiplier:** x1/2 **Active Cost:** 37

General Modifiers: none **Modified Cost:** 37

Limitations: Independent +1; Materials: Obvious +1/2;

Accessible +1/2, Preparation (1 hour, PS Bowyer) +1/2;
STR Min +1; Two Handed Weapon +1/2

..... **Total Bonus:** +4

END: STR Min Base 7 **REAL COST:** 7

EFFECT: Accuracy +4 **Base Cost:** 40

Advantages: Fast x1/4; No Magic Roll x1/4

..... **Total Multiplier:** x1/2 **Active Cost:** 60

General Modifiers: none **Modified Cost:** 60

Limitations: Independent +1; Materials: (as above) +1 1/2;

STR Min +1; Two Handed Weapon +1/2; Conditional:
target must be Detected as magical, +1; **Total Bonus:** +5

END: STR Min +4 **REAL COST:** 10



EFFECT: Detect Object, Magic **Base Cost:** 10

Advantages: Fast x1/4; No Magic Roll x1/4; Range (25")

x1/2; **Total Multiplier:** x1 **Active Cost:** 20

General Modifiers: 1x Reduced END x1/4

..... **Modified Cost:** 25

Limitations: Independent +1; Materials: (as above) +1 1/2;

..... **Total Bonus:** +2 1/2

END: 2 **REAL COST:** 7

Total STR Min: 11 **TOTAL REAL COST:** 24

Anti-Magic Armor

This is a long breast plate or Byrnie of normal plate armor made from cold iron, an anti-magical metal described under the item Cold Iron. By restricting the Suppress Effect to the metal itself, only spells that hit the armor (hit locations 9-14) are affected. For individual spells such as darts of fire or a melee weapon, the spell must hit a body location covered by the armor. Against Area spells the suppress works at half effectiveness because it only covers half of the wearer's body.

EFFECT: Suppress (5D6) **Base Cost:** 50

Advantages: No Magic Roll x1/4; Persistent x1/4

..... **Total Bonus:** x1/2 **Active Cost:** 75

Modifiers: 4x Reduced END x1 **Modified Cost:** 150

Limitations: Independent +1; Materials (armor): Preparation

(1 month, PS: Armorer) +1, Obvious +1/2, Inaccessible

+1/4, Rarity +1; Self Only +1/2; Conditional (only if spell
touches armor, locations 9-14) +1 **Total Bonus:** +5

END: 0 **REAL COST:** 25

Giantbane Broadsword

This is an example of a bane sword, a weapon enchanted with effects against a certain type of creature. Any specific creature is possible, or a class of creatures such as goblins or undead. Consider how often the requirement is encountered in your game. These effects are enchanted onto a normal sword. In combat against a creature other than a giant, the weapon does its rated damage.

EFFECT: Killing Blast (3D6) **Base Cost:** 45

Advantages: No Magic Roll x1/4; Fast x1/4; Easy x1/4

..... **Total Multipliers:** x3/4 **Active Cost:** 79

General Modifiers: none **Modified Cost:** 79

Limitations: Independent +1; Materials: Obvious +1/2;

Accessible +1/2, Preparation (1 week, PS: Armorer) +1,

Rarity (dangerous, Giant's blood) +1; Conditional (only

vs. giants) +2; STR Min (-5) -1/2; Normal, One Handed

Weapon +0 **Total Bonus:** +5 1/2

END: STR Min Base 10 **REAL COST:** 12

EFFECT: Accuracy (+2) **Base Cost:** 20

Advantages: No Magic Roll x1/4; Fast x1/4; Easy x1/4

..... **Total Multipliers:** x3/4 **Active Cost:** 35

General Modifiers: none **Modified Cost:** 35

Limitations: Independent +1; Materials: Obvious +1/2;

Accessible +1/2, Preparation (1 week, PS: Armorer) +1,

Rarity (dangerous, Giant's blood) +1; Conditional (only

vs. giants) +2; STR Min (-5) -1/2; Normal, One Handed

Weapon +0 **Total Bonus:** +5 1/2

END: STR Min Total: 12 **REAL COST:** 5

EFFECT: Detect (Giant) **Base Cost:** 10

Advantages: No Magic Roll x1/4; Constant x1/4; Area x1/2;
Radius x1/2; 4x Double Area (16") x1

..... **Total Multipliers:** x3 1/2 **Active Cost:** 37

General Mod.: 3x Reduced END x3/4 . **Modified Cost:** 65

Limitations: Independent +1; Materials: Obvious +1/2;

Accessible +1/2, Preparation (1 week, PS: Armorer) +1,

Rarity (dangerous, Giant's blood) +1; Conditional (only

vs. giants) +2; **Total Bonus:** +6

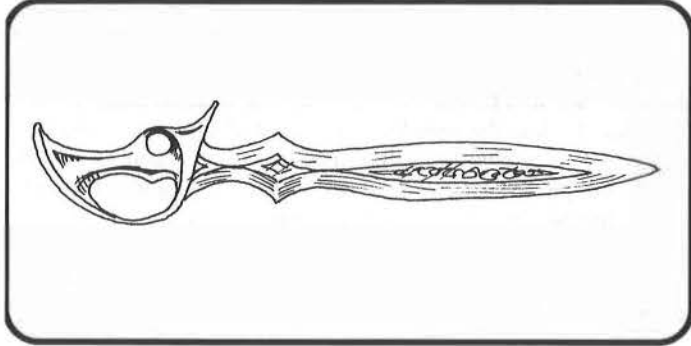
END: 0 **REAL COST:** 9

STR Min: 12 **TOTAL REAL COST:** 26

Vorpall Sword

This is the one-in-a-thousand magic sword that was found during its forging to have an affinity for striking a particular part of the body. The Accuracy in this weapon cancels out the penalty for the smaller target. The sword can be swung at anything, but it is just as easy to swing at the head as it is to swing at the entire person. The simplest way to use this weapon is to say that if it hits, it hits the head.

This affinity turns up in the creation of many magic weapons; the gut-seeking arrow is a notable example. It is up to the Weaponsmith to recognize this potential and spend the extra work to realize it.



COMMON LIMITATIONS: Independent +1; Materials (sword): Preparation (1 year, PS: Armorer) +1, Obvious +1/2, Accessible +1/2, Rarity (one-in-a-thousand magic swords) +1/2; STR Min (-5) +1/2; Normal, One Handed Weapon +0 **Total Bonus:** +4

EFFECT: Accuracy (+8 used against head) **Base Cost:** 80

Advantages: No Magic Roll x1/4; Fast x1/4; Easy x1/4 **Total Bonus:** x3/4 **Active Cost:** 140

General Modifiers: none **Modified Cost:** 140

Limitations: Common +4; Conditional +1 (Only when swung at target's head); **Total Bonus:** +5

END: STR Min +8 **REAL COST:** 23

EFFECT: Killing Blast (1D6+1) **Base Cost:** 20

Advantages: No Magic Roll x1/4; Fast x1/4; Easy x1/4 **Total Multiplier:** x3/4 **Active Cost:** 35

General Modifiers: none **Modified Cost:** 35

Limitations: Common +4 **Total Bonus:** +4

END: STR Min 7 **REAL COST:** 7

STR Min: 15 **TOTAL REAL COST:** 30

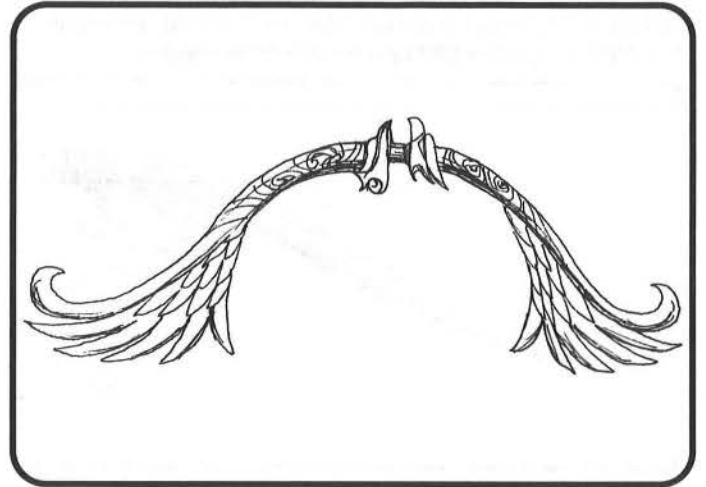
Thunder Bow

There is a land where the Tribes of the People and their beasts roam the Landseas; vast areas of flat, grass-covered steppes larger than many nation-states. The People live in tune with Nature and the Elements; each warrior devotes himself to one of four weapons, which are in turn dedicated to one of the four Elements. Each of these weapons is the personal creation of the owning warrior and reflect the individualistic character of the one who made it.

The most widely-known of these weapons is the Thunder Bow, largely because it is the one which leaves the greatest impression upon the metal-clad veterans of the Kingdoms surrounding the Landseas. The Thunder Bows are adorned with great feathers and other symbols of the sky; the other elemental weapons of the People have their own special symbols and devices.

When the Bow is drawn, a vibrant bolt of lightning crackles upon it, awaiting release. The static charge of the Bow will raise the hair of anyone within a few feet. Upon release, the bolt is drawn to any metal-bearing target, and anyone foolish enough to wield a Thunder Bow while wearing more than a bit of metal might suffer from the bolt's backlash (roll on the Hit Location Table; if the location indicated is covered by metal armor, do the damage). Crashing thunder accompanies the use of the Bow.

The Thunder Bow stores lightning sufficient for 8 bolts, and may only be recharged in the midst of a thunderstorm.



COMMON ADVANTAGES: Fast x1/4; No Magic Roll x1/4 **Total Bonus:** x1/2

COMMON LIMITATIONS: Independent +1; Materials (bow): Preparation (1 week, PS: Bowyer) +1, Obvious +1/2, Accessible +1/2, Rarity (worthy sky adornments) +1; END Reserve (1/3 hours or 1 LTE) +1; Limited +1 (Up to -4 accuracy when firing at a non-metal target with metal nearby (scatter towards metal), wielder may take damage if wearing metal, loud flash and boom when fired); Conditional +1 (END Reserve only recharges in a thunderstorm) **Total Bonus:** +7

EFFECT: Blast (12D6 Lightning) **Base Cost:** 60

Advantages: Common x1/2 **Active Cost:** 90

Limitations: Common **Total Bonus:** +7

END: 18 **REAL COST:** 11

EFFECT: Dazzle (1D6) **Base Cost:** 10

Advantages: Common x1/2 **Active Cost:** 15

Limitations: Common +7 **Total Bonus:** +7

END: 2 **REAL COST:** 2

EFFECT: Accuracy (+4 vs metal clad targets) .. **Base Cost:** 40

Advantages: Common x1/2 **Active Cost:** 60

Limitations: Common +7; Conditional +1 (Only against targets wearing substantial amounts of metal (give less accuracy for less metal); **Total Bonus:** +8

END: 12 **REAL COST:** 7

EFFECT: +224 END for reserve **Base Cost:** 112

Limitations: Common **Total Bonus:** +7

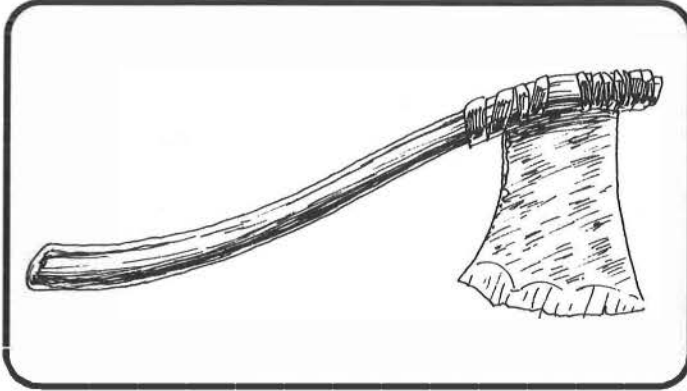
END: 0 **REAL COST:** 14

Total END per shot: 32 **TOTAL REAL COST:** 34

Bloodstone Axe

This is a mammoth, two-handed, chipped-stone axe. The crude blade is 2 feet long and weighs 50 kg. The axe requires a terrible effort (up to 21 END or 5 per 1D6) to swing, unless it has absorbed blood. The stone of the axe will absorb directly any blood it touches, acquiring a slick, red luster.

Each Body caused by the axe is absorbed as 4 END for later use. The wielder only pays 1 END per attack, the rest is paid from the axe's END store until it is exhausted. There is no limit to how much END the axe can absorb during combat, but even if soaked in blood out of combat, it can only store enough END for one attack (21 END). Any other END must come from combat.



EFFECT: Killing Blast (4D6) **Base Cost:** 60

Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4
..... **Total Multiplier:** x3/4 **Active Cost:** 105

General Modifiers: 4x Reduced END x 1
..... **Modified Cost:** 210

Limitations: Independent +1; No Range +1/2; Materials (stone ax): Preparation (1 week, PS: Stonechipping) +1, Obvious +1/2, Accessible +1/2; Two Handed +1/2; Normal Weapon +0; Limited (costs full END, but absorbs body done as END at 4 to 1, see explanation) +1
..... **Total Bonus:** +5

END: 1-21 **REAL COST:** 35

Harvest Moon

Harvest Moon is an ancient Troll battle-axe, making it an oversized, two-handed, human great-axe. Like many of the truly awful weapons of war it is made of bloodiron, a brooding, evil, native iron dug from beneath a bloodsoaked battlefield. One of the attributes that makes this metal popular for great weapons is that it improves with age, absorbing the skills, manner and aura of the battles in which it is used. Bloodiron weapons add powers and enchantments as they age, assuming a personality and almost-life of their own.

Harvest Moon was used through the worst of the Troll-wars, absorbing an abiding hatred of humans and a real appreciation of slaughter. This is reflected in the Accuracy versus humans, the Extra Bleeding dice, and the subtle Dominate that enrages the wielder's enemies to battle. These effects were grown by the weapon and were not part of its original enchantment, hence they are very resistant to analysis. Normal analysis will only detail its other effects (though the Accuracy and Bleeding can be noticed with use).

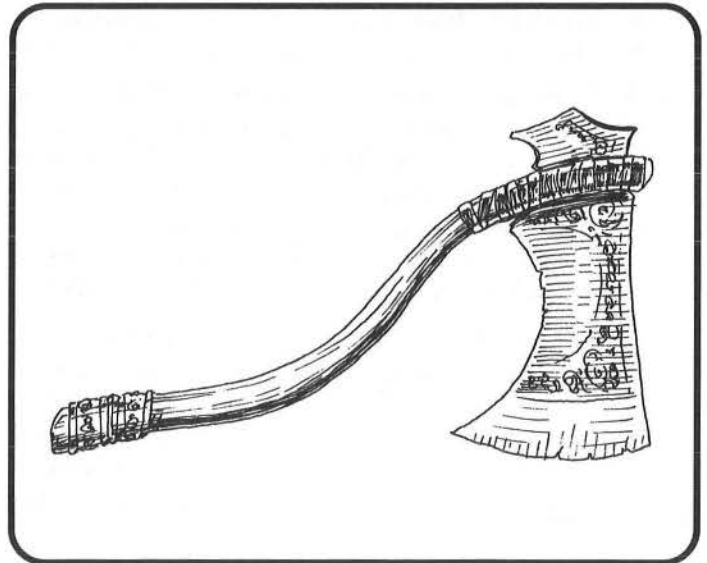
In battle, Harvest Moon wails like a siren — a piercing noise that can be heard clearly for several hundred yards.

Any wounds done by Harvest Moon will bleed at double the number of dice figured normally from the bleeding chart. This was bought as a +1/2 advantage on Killing Blast, defined only for this weapon. The bleeding rules are still optional and need be used only when important to play. Just remember that wounds dealt by this weapon bleed copiously, so have your NPCs act accordingly.

The Dominate is meant to be an irritant, and a goad to do battle with those who are unfriendly to the wielder. Since it is always on (even when the weapon is slung) and does not affect the wielder's friends or those merely neutral to him, he should not be aware of this effect. The GM should take care that it is not too obvious to the wielder that a magical effect is altering people's behavior about him.

At the x1 EGO that 5D6 Dominate is likely to achieve, minds are not controlled, but merely raised one level of hostility. People who are indifferent will remain so. People who are unfriendly will become rude and physically abusive. The weapon urges towards violence. Unless the wielder is a master of diplomacy, barroom incidents will turn with startling speed into brawls and then deadly fights. People in battle against the wielder will ignore their own safety, tending towards blind berserkism. Given an equal decision, the wielder will be the object of attack.

In critical situations, the GM should make EGO attacks against those candidates in range of the Dominate, using the wielder's EGO, to see who is affected by the attack. To simplify, the 5D6 can be rolled once for an entire battle and applied to people as they come in and out of range. Remember that the keyword is subtlety, and that the fun of this weapon lies in keeping its mystery.



COMMON LIMITATIONS: Independent +1; Materials (bloodiron): Obvious +1/2, Accessible +1/2, Rarity (dangerous) +1, Preparation (1 day, PS: Armorer) +1; Limited (wails when swung, 1D6 unluck associated with weapon, obvious Troll weapon) +1 **Total Bonus:** +5

EFFECT: Killing Blast (3D6) **Base Cost:** 45

Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4; Double Bleeding x1/2
..... **Total Multiple:** x1 1/4 **Active Cost:** 101

General Modifiers none **Modified Cost:** 101

Limitations: Common +5; STR Min +1; Medium, Two-handed Weapon +1/2 **Total Bonus:** +6 1/2

END: STR Min Base 15 **REAL COST:** 13

EFFECT: Accuracy (+2) **Base Cost:** 20
Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4
 **Total Bonus:** x3/4 **Active Cost:** 35
Limitations: Common +5; STR Min +1; Medium, Two-
 handed Weapon +1/2 **Total Bonus:** +61/2
END: STR Min +2 **REAL COST:** 5

EFFECT: Accuracy (+2) **Base Cost:** 20
Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4
 **Total Bonus:** x3/4 **Active Cost:** 35
Limitations: Common +5; STR Min +1; Medium, Two-
 handed Weapon +1/2; Limited (only vs. humans +1)
 **Total Bonus:** +71/2
END: STR Min +2 **REAL COST:** 4

EFFECT: Dominate (5D6) **Base Cost:** 15
Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4;
 Constant x1/4; Area x1/2; Radius x1/2; 3x Double Area
 (12" Radius) x3/4; Invisible x1/4
 **Total Multiple:** x3 **Active Cost:** 60
General Modifiers: 4x Reduced END x1
 **Modified Cost:** 120
Limitations: Common +5; Limited +2 (not under control of
 wielder, always on, only to cause those who are un-
 friendly to wielder to become enraged) **Total Bonus:** +7
END: 0 **REAL COST:** 15

EFFECT: Aid (+1 SPD) **Base Cost:** 20
Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4;
 Persistent x1/4 **Total Bonus:** x1 **Active Cost:** 40
General Modifiers: 4x Reduced END x1
 **Modified Cost:** 80
Limitations: Common +5 **Total Bonus:** +5
END: 0 **REAL COST:** 13

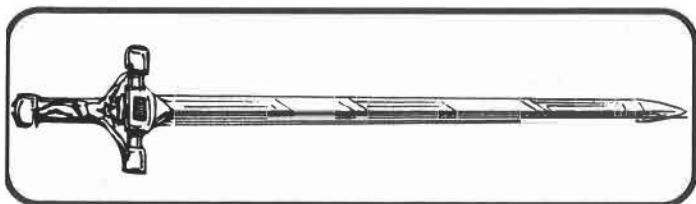
STR Min: 19 **TOTAL REAL COST:** 50

Holy Sword

This is a fabled holy sword of a church — a weapon blessed by a god. Its powers flow from a piece of an ancient artifact in its hilt. The sword is kept by the church and only given out when needed to do direct battle with her enemies.

The use of the sword is effortless for anyone who has sworn service to the church. All others must pay full END (or possibly some fraction based on their worthiness). It is a terrible effort to misuse an artifact of a god.

The Accuracy and Killing Blast effects are linked and must be used together. The Suppress covers the wielder of the sword, anyone pressed against his body, and whatever the sword touches. Note that all the magic of the wielder, excepting the sword itself, is suppressed. Active spells that the sword touches, such as the Protect or Shield in armor, are also suppressed. This is a good test for summoned demons, as they will fade when touched by the sword. The sword can also be made to shine softly and perform a small Dispel after a brief ritual.



COMMON ADVANTAGES: Fast x1/4; Easy x1/4; No Magic Roll x1/4 **Total Multipliers:** x3/4

COMMON LIMITATIONS: Independent +1; Materials (sword): Preparation (1 month, PS: Armorer/Priest) +1, Obvious +1/2; Accessible +1/2, Rarity (dangerous) +1; Limited (full END for anyone not sworn to the church) +1/2 **Total Bonus:** +41/2

EFFECT: Accuracy (+3 vs Satan's minions) **Base Cost:** 30
Advantages: Common x3/4 **Active Cost:** 52
General Modifiers: 4x Reduced END x1
 **Modified Cost:** 104
Limitations: Common +4 1/2; Self Only +1/2 Conditional (only versus Satan's minions) +1; Normal, One Handed Weapon +0 **Total Bonus:** +6
END: 0-10 **REAL COST:** 15

EFFECT: Killing Blast (2 1/2D6) **Base Cost:** 40
Advantages: Common x3/4 **Active Cost:** 70
General Modifiers: 4x Reduced END x1
 **Modified Cost:** 140
Limitations: Common +4 1/2; No Range +1/2; Normal, One Handed Weapon +0 **Total Bonus:** +5
END: 0-14 **REAL COST:** 23

EFFECT: Killing Blast (+1D6+1 vs Satan's minions, 4D6 total) **Base Cost:** 20
Advantages: Common x3/4 **Active Cost:** 35
General Modifiers: 3x Reduced END x3/4
 **Modified Cost:** 61
Limitations: Common +4 1/2; No Range +1/2; Normal, One Handed Weapon +0; Conditional (only versus Satan's minions) +1; **Total Bonus:** +6
END: 0-7 **REAL COST:** 9

EFFECT: Suppress (20D6) **Base Cost:** 200
Advantages: Common x3/4 **Active Cost:** 350
General Modifiers: 7x Reduced END x1 3/4
 **Modified Cost:** 962
Limitations: Common +4 1/2; No Range +1/2; Limited (only full strength) +1/4 **Total Bonus:** +5 1/4
END: 0-70 **REAL COST:** 154

EFFECT: Dispel (3D6) **Base Cost:** 30
Advantages: No Magic Roll x1/4 **Active Cost:** 37
General Modifiers: 3x Reduced END x3/4
 **Modified Cost:** 65
Limitations: Common +4 1/2; Gestures +1/2; Incantation +1/2 **Total Bonus:** +5 1/2
END: 0-7 **REAL COST:** 10

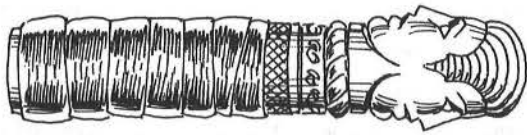
EFFECT: Images (1D6 for light) **Base Cost:** 5
Advantages: No Magic Roll x1/4 **Active Cost:** 6
General Modifiers: 1x Reduced END x1/4
 **Modified Cost:** 7
Limitations: Common +4 1/2; Limited (only for light) +1 1/2 **Total Bonus:** +6
END: 0-1 **REAL COST:** 1

TOTAL REAL COST: 212

Minor Items

Speaking Gem

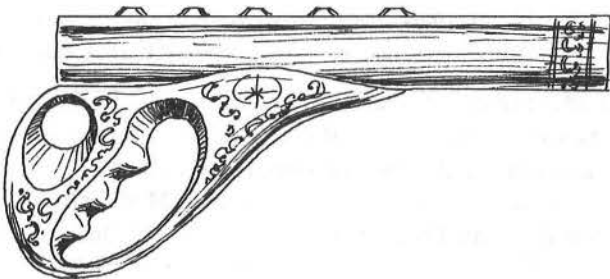
Another use of mind gems (described in the item Mental Lens) is for simple communication at any range. Speaking gems are a set of jewels cut from a single mind gem. When gripped in the hand, they allow the wearer to talk with another wearer of a stone from the same set who is also gripping his stone. The receiver must allow contact, as 1D6 telepathy cannot overcome his INT. The speaker must speak aloud, but the receiver hears the voice in his head.



EFFECT: Telepathy (1D6) **Base Cost:** 5
Advantages: Easy x 1/4; No Magic Roll x 1/4
 **Total Multiplier:** x 1/2 **Active Cost:** 7
Limitations: Independent +1; Materials (mind gem)
 preparation (1 day, PS: Gemcutter) +1, inobvious +1/4;
 inaccessible +1/4, rarity (dangerous) +1; Limited +2
 (only for talking with a wearer of gem cut from the same
 stone, must vocalize) **Total Bonus:** +5 1/2
END: 1 **REAL COST:** 1

Star Wand

This signaling device is a wooden tube with a handle, something like a pistol. Five notches in the barrel hold small natural or cut crystals. One crystal is consumed with each spell fired. The cannon fires a spell which explodes into a large area of bright light. The light is distracting, but not blinding.



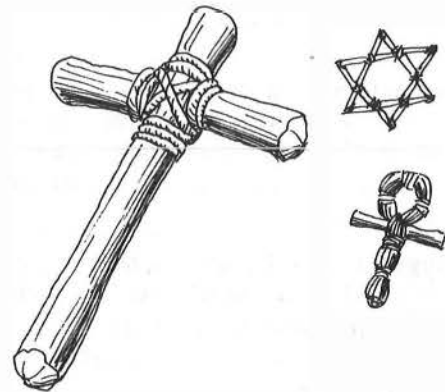
EFFECT: Images (1D6 for light) **Base Cost:** 5
Advantages: Easy x 1/4; No Magic Roll x 1/4; Radius x 1/2;
 2x Double Area (4") x 1/2
 **Total Multiplier:** x 1 1/2 **Active Cost:** 12
Limitations: Independent +1; Materials (wooden pistol):
 preparation (1 day, PS: Woodcarver) +1, obvious +1/2;
 accessible +1/2, Cost (1 sp) +1/2; END Reserve +1
 **Total Bonus:** +4 1/2
END: 2 **REAL COST:** 2

EFFECT: 8 END for Reserve **Base Cost:** 4
Limitations: As above **Total Bonus:** +4 1/2
END: 0 **REAL COST:** 1

TOTAL REAL COST: 3

Cross Against Undead

This is one of the basic clerical items — the simple cross made from anything at hand and invested with the cleric's own faith forming a barrier to the evil undead. Its power is invoked by continuous prayer and gestures of faith, by any true believer of the creating cleric's faith. This spell can apply to any symbol of a particular religion, not necessarily a cross.



EFFECT: Ward (8 PD) **Base Cost:** 20
Advantages: No Magic Roll x 1/4 **Active Cost:** 25
General Modifiers: 1x Reduced END x 1/4
 **Modified Cost:** 31
Limitations: Independent +1; Materials (shape of a holy
 symbol) obvious +1/2; accessible +1/2; Incantations
 throughout +1; Gestures throughout +1; Conditional —
 only used by believer of same faith as creator +1;
 Limited — only vs. undead and evil spirits +1 1/2; No
 Range +1/2; Visible +1/2 **Total Bonus:** +7 1/2
END: 2 **REAL COST:** 4

To create this item, a cleric must imbue a cross (or other symbol of his faith) with faith. This requires only a prayer and appropriate gesture, taking only a phase. Traditionally, these items are created only when desperately needed. Note that more points may be put into the cross for a more powerful Ward effect.

EFFECT: Create Cross Against Undead **Base Cost:** 4
Limitations: Incantation +1/2; Gestures +1/2; Conditional
 — can only cast by a cleric in good standing +1 1/2;
 Concentration +1 **Total Bonus:** +3 1/2
END: 1 **REAL COST:** 1

Eternal Torch

This is a simple device whose usefulness is far greater than its cost. Legend has it that they were created by the dwarves of the Grey Mountains, and they were once commonplace among those folk before the Great Banishment. Only a few Eternal Torches are now known to survive.

Nothing more than a wooden torch enclosed in a metal basket, its flame and attendant brightness is controlled by a simple ditty which may be invoked by anyone. This torch is guaranteed not to go out in foul air or weather, and is a great favorite of lucky miners and adventurers.

EFFECT: Images (1D6) **Base Cost:** 5

Advantages: No Magic Roll x1/4; Area x1/2; Radius x1/2;
4x Double Radius (16") x1

..... **Total Multiplier:** x21/4 **Active Cost:** 16

General Modifiers: 2x Reduced END x1/2

..... **Modified Cost:** 24

Limitations: Independent +1; Materials (wooden torch):

obvious +1/2, accessible +1/2, preparation (1 day, PS:

Woodcarver) +1; Incantation at start +1/4; Limited —

only for light +1 1/4..... **Total Bonus:** +41/2

END: 0 **REAL COST:** 4

Warrior's Glyphs

These are symbols enchanted onto fighting men by branding into their skin. They give simple effects useful to warriors. The glyphs are the product of the shamanistic magic of the Plains Dwellers, and are used both to mark their warriors as such and for their magical import. The glyph for each Effect is different, and only one for each Effect may be used on a single person. Two Glyphs for Accuracy would still only grant +1. If the brand is disfigured, the Effect is destroyed. The Plains Warriors often have other tattoos and scars adorning their features as well as these magical marks. Occasionally, the exceptional outlander who survives the grueling Friendship Ritual is granted a Warrior Glyph.

The GM is encouraged to come up with creative ways for the player-characters to acquire these glyphs (though always, of course, with attendant adventuring).

COMMON ADVANTAGES: Persistent x1/4; No Magic Roll
x1/4 **Total Multiplier:** x1/2

COMMON LIMITATIONS: Independent +1; Materials (scar):
inobvious +1/4, fragile +1/2, preparation (1 turn) +1/4; Limited
only 1 glyph of each effect per person +1 **Total Bonus:** +3

EFFECT: Protection (+1 vs. melee) **Base Cost:** 10

Advantages: Common x1/2 **Active Cost:** 15

General Mod.: 2x Reduced END x1/2. **Modified Cost:** 22

Limitations: Common +3; Self Only +1/2

..... **Total Bonus:** +31/2

END: 0 **REAL COST:** 5

Similar Effects to above: Protection (+1 vs. missiles and
magic)

EFFECT: Accuracy (+1) **Base Cost:** 10

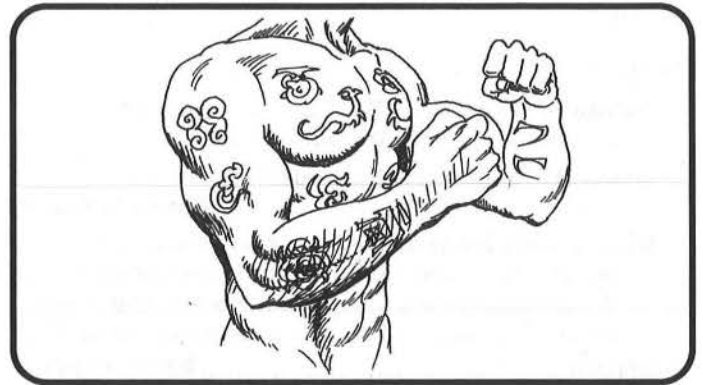
Advantages: Common x1/2 **Active Cost:** 15

Modifiers: 2x Reduced END x1/2 **Modified Cost:** 22

Limitations: Common +3 **Total Bonus:** +3

END: 0 **REAL COST:** 5

Similar Effects to above: Aid (+5 STR); Aid (+5 PD); Aid (+5
ED); Aid (+10 END); Aid (+5 STUN); Defense (5 pts.);
Haste (5"); Shield (4 PD); Shield (4 ED)



Creating a Warrior Glyph requires a hot bed of coals, a branding iron of the appropriate shape, a mage to cast the spell, and a willing patient. Note that a different create spell is required for each effect above.

EFFECT: Create Warrior Glyph of (one of above effects)

..... **Base Cost:** 5

Limitations: Materials total +2 (fire and iron) — obvious

+1/2, accessible +1/2, static +1/2, preparation (1 hour,

PS: Start fire) +1/2; Extra END x2 +1 .. **Total Bonus:** +3

END: 2 **REAL COST:** 1

Dinner Pouch

This pouch and others like it are the prized possessions of experienced travelers and men of the road. The difficulty of obtaining food is one often underestimated by the novice wanderer. With one of these pouches, a skilled outdoorsman is assured sufficient foodstuffs in any environment.

The pouch described here is capable of transforming a fist-sized stone into a similarly-sized loaf of hard-baked bread. To work, the hungry traveler places a stone into the pouch, concentrates vigorously on dinner, and after at most a few attempts takes out his loaf of bread.

Such pouches are very popular and are often cast in the shape of just another old beat-up leather pouch, appearing to be of no particular value to potential thieves. Also in demand are pouches which will transform any form of liquid, no matter how poisonous or corrupt, into pure drinking water.

After a day, the bread or other transformed foodstuff will revert back to its original state. Thus this traveler's meal is best eaten quickly. Among traveler's circles, a fool is known as a man with a stone in his belly.

Other more elaborate forms of Dinner Pouches are available. A famous example is that of the well-known Lord Buffo the Fat with his Saddlebags of Seven Courses.

EFFECT: Transformation (1 1/2 D6, stone into bread)

..... **Base Cost:** 22

Advantages: No Magic Roll +1/4..... **Active Cost:** 27

General Modifiers: none **Modified Cost:** 27

Limitations: Independent +1; Materials (leather pouch):

preparation (1 day, PS: Leatherworker) +1, obvious +1/

2, accessible +1/2; Concentrate +1; Extra Time (+1

phase) +1/2 **Total Bonus:** +41/2

END: 5 **REAL COST:** 5

Light Pack

This traveller's leather pack is enchanted to contain up to 200 kg with no apparent weight. When fully loaded it has an encumbrance value of 2 kg.

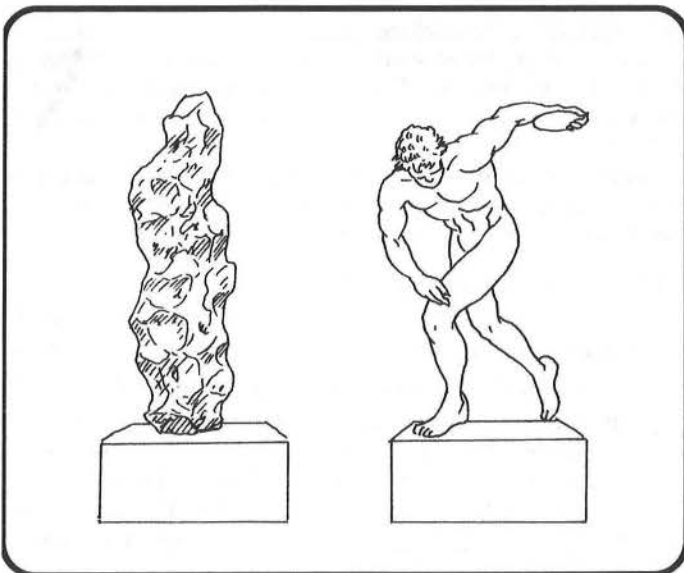
EFFECT: Aid (+9 STR) **Base Cost:** 15
Advantages: No Magic Roll x 1/4; Persistent x 1/4
 **Total Multiplier:** x 1/2 **Active Cost:** 22
General Modifiers: 3x Reduced END x 3/4
 **Modified Cost:** 38
Limitations: Independent +1; Materials (stone axe):
 preparation (1 day, PS: Leatherworker) +1, obvious +1/
 2; inaccessible +1/4; Limited (only for carrying load in
 pack) +2 **Total Bonus:** +43/4
END: 0 **REAL COST:** 7

Fluidform Statue

This menhir of iron ore on a lodestone base is ugly in its natural state, yet is highly popular among the snobbish gentility. For the base of the fluidform statue is a powerful Transform spell which will act upon the man-sized chunk of rock at the command of the statue's owner. The result is instant art.

The fluidform item is used as follows: when the owner is tired of the statue's current appearance, he visualizes a new shape and concentrates upon it. For several minutes he gestures expressively and utters nonsense phrases containing the emotional message the new art form will convey. The 4D6 Transform is then rolled versus the statue's 6 BODY, and with a total of 12 or better, the spell succeeds. The natural affinity of lodestone for iron has been used to ensure that the Transform spell targets only on the proper statue.

Because of the END Reserve limitation built into the spell, it may be cast only every 54 hours, as a check against those people who can just never make up their minds and would exhaust the magical energy of the statue's base by trying something new every hour or so. The GM may strew fluidform statues of different shapes about the castles of nobility. Inbred cretins with dreadful taste will, of course, have perfectly awful statues. If characters do not themselves know of the capabilities of fluidform art, they may see totally different statues in a noble's home on each of their visits and overestimate his wealth. For that matter, it would be a good joke for a thief to steal an obviously valuable piece of sculpture, only to have it turn out to be a mutable magic item.



EFFECT: Transform, 4D6 **Base Cost:** 60
Advantages: No Magic Roll x 1/4; Variable Result x 1/4
 **Total Multiplier:** x 1/2 **Active Cost:** 90
General Modifiers: none **Modified Cost:** 90
Limitations: Concentrate while casting +1/2; END Reserve
 (recharge 1/3 hr) +1; Extra Time (1 hour) +2 1/2;
 Gestures +1/2; Incantation +1/2; Independent +1;
 Limited: only affects the one specific iron rock +2;
 Materials (Lodestone): preparation (1 day + PS: Sculp-
 tor) +1, obvious +1/2, accessible +1/2, clumsy +1/4, rare
 11 +1/4 **Total Bonus:** +10 1/2
END: 18 **REAL COST:** 8

END Reserve: 18 pts

Option: A similar item can be made in the form of a painting. The frame would cast Light Illusion upon the canvas for a x1 INT level of effect and with the same spell modifiers in general.

Ethereal Touch Salve

A bottle of Ethereal Touch is an item most prized by thieves for examining locks and the insides of peoples purses, but it can also be used by guardsmen to frisk prisoners in safety, by the sight-impaired to feel their way, by artisans to examine delicate mechanisms, and by young men for risque purposes. The salve is rubbed into the hand or hands and activated with a few arcane passes in the air. The user may then perform Clairvoyance, touch aspect only, on the object of his desires. A typical bottle holds about ten phases worth of Ethereal Touch. Note that the target of the Clairvoyance is illuminated by a small spot of light.

EFFECT: Clairvoyant (touch) Range 40" **Base Cost:** 20
Advantages: Easy x 1/4; No Magic Roll x 1/4
 **Total Multiplier:** x 1/2 **Active Cost:** 30
General Modifiers: none **Modified Cost:** 30
Limitations: END Reserve (buy new END) +3; Gestures
 +1/2; Independent +1; ; Visible +1/2; Limitation: touch
 sense only +1/4; Fragile +1/2; Materials obvious +1/2,
 accessible +1/2 **Total Bonus:** +63/4
END: 6 **REAL COST:** 4

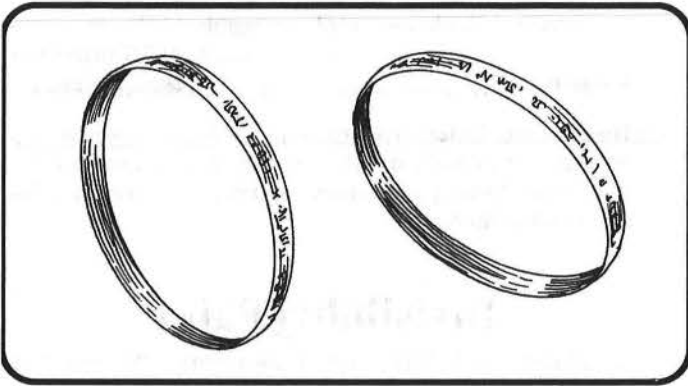
END Reserve: 66 pts **Base Cost:** 30
 **REAL COST:** 4

TOTAL REAL COST: 8

Sliprings

These enchanted items are a social curiosity, as they are popular among both the lowest elements of society, thieves and assassins, and the highest, lords and bishops. Each set of sliprings is a pair of 12-inch diameter metal rings inscribed with runes of ethereal magical power. One ring is referred to as the source and the other as the target. They are designed to store a Transport spell, using Delayed Effect, to be used in an emergency. The wielder holds both rings and concentrates for a few seconds on their sameness while speaking the runes. This prepares the Transport spell, which is activated by the bearer of the source ring at any time thereafter by stepping through it to the target ring. This works despite the small size of the rings. Also, the source ring itself Transports. The direction of Transport may not be reversed, nor may the Transport be to another location than the target ring. The maximum range is 160 meters (80 inches).

One use of this preset Transport spell is as a desperation escape route from a castle or mansion under attack. The spell is activated long before any danger, and the target ring is hidden in some safe ravine well away from the stronghold walls. A despotic baron might use just such a device to get away in the event that he is deposed. A thief entering a dwelling might take an active slipping with him in case he is discovered, but a cleverer trick is to get the target ring inside beforehand, and use the spell to Transport a person past the guards.



EFFECT: Transport 10" **Base Cost:** 30
Advantages: Delayed Effect x1/4; 3x Double Distance (to 80") x 3/4 **Total Multiplier:** x1 **Active Cost:** 60
General Modifiers: none **Modified Cost:** 60
Limitations: Materials (metal rings): preparation: 1 hour + PS: Metalsmith) +1, obvious +1/2, accessible +1/2; Concentrate +1; Extra Time (2 turns) +3/4; Incantation +1/4; Independent +1; Limited: only Transports to other ring, and spell must be Delayed +1 1/2 **Total Bonus:** +6 1/2
END: 12 **REAL COST:** 8

Membership Sign

Both open and secret organizations use membership signs to verify members and keep out spies. The spell is usually placed invisibly on a new member during the initiation rites, but it can be visible as an obviously magical tattoo. Every organization's sign is unique.

The Effect of the simplest sign is an Independent Detect spell on the member. It detects other instances of the same spell, is always active at zero range, and requires no Magic Roll. Multiple variations exist and a few are mentioned below.

The fancier membership sign, carried by higher-ups or by everybody in some magical societies, requires a Magic Roll but Locates other members at range. Since it is worn by an important member, it is Visible so people can know who is boss. Note that anyone can spot a membership sign with Detect Magic, but either Analyze or Detect Analysis is needed to tell which organization's mark it is. Visible signs may be an exception. If an organization is unforgiving toward quitters, then any assassins or bounty hunters sent out will be sure to have a Detect Sign spell available, probably with massive area effect attached. Spies infiltrating a group will have to somehow find a way to forge its membership sign.

SIMPLE MEMBERSHIP SIGN

EFFECT: Detect — this spell **Base Cost:** 10
Advantages: Constant x1/2; No Magic Roll x1/4; Persistent x1/4 **Total Multiplier:** x1 **Active Cost:** 20
General Modifiers: 3x Reduced End x3/4 **Modified Cost:** 35
Limitations: Independent +1; Limitation — always active +1/4; Only detects this spell +2 **Total Bonus:** +3 1/4
END: 0 **REAL COST:** 8

FANCY MEMBERSHIP SIGN:

EFFECT: Detect — this spell **Base Cost:** 10
Advantages: Area Effect (1 hex) x1/2; 4x Double Radius (to 16") x1; Constant x1/2; Detect Location x1; Easy x1/4; Immediate x1/2; Invisible x1/4; **Total Multiplier:** x3 **Active Cost:** 40
General Modifiers: 2x Reduced End x1/2 **Modified Cost:** 60
Limitations: Independent +1; Visible +1/2; Only detects this spell +2 **Total Bonus:** +3 1/2
END: 2 **REAL COST:** 13

Options: The spell can be visible, perhaps a tattoo made of shimmering silvery lines in a pattern typical of the organization. It should be obviously magical (+1/2 Limitation).

A membership sign can have information on the member imbedded in it (name, age, date of admission). A Detect Analysis will reveal the extra information. This is another check against forgery, and is more likely available to officers of the society (+1 Advantage).

The sign may contain 5 or more points of Obscure with this Limitation: only protects vs. Analyze, +1. This is for groups that are really worried about forgery. A sign can be combined with any of the other independent spells cast on people and mentioned in this book; for instance, warrior glyphs. These spells would be extra benefits, such as Ego Defense, given to new members via the Create spell.

Ythran's Swinging Rope

This amazingly useful acrobatic aid is a simple rope, one end of which is tightly bound with several inches of cloth. A simple word command causes that end to stick with tremendous strength to the first surface it contacts. A second word causes its release. Both words must be uttered by someone holding the rope and need only be mouthed, not spoken out loud. In the hands of an acrobat, this rope is the next best thing to flying. With some rope skill to accurately flick the end, an athletic character can swing rapidly through towns or trees. Swung in combat, it can be used to pull armored knights off of their feet or horses.

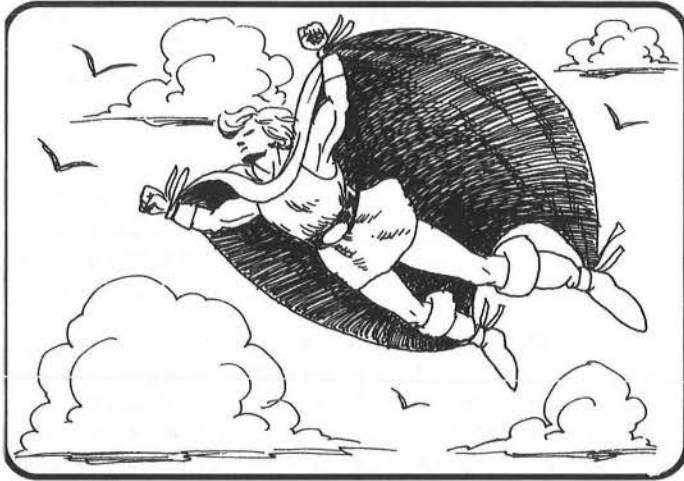
This is another construct of the mad wizard Ythran, who delighted in such bizarre toys. The knights who were the subject of Ythran's toys were somewhat less amused.

EFFECT: Psychokinesis (STR 20) **Base Cost:** 20
Advantages: Fast x1/4; Easy x4; No Magic Roll x1/4 **Total Multiplier:** x3/4 **Active Cost:** 35
General Mod.: 3x Reduced End x3/4 .. **Modified Cost:** 61
Limitations: Independent +1; Materials (rope): preparation (1 day, PS: Ropemaker) +1, obvious +1/2, accessible +1/2; Limited +2 (Only to hold end of rope to a surface); No Range +1/2 **Total Bonus:** +5 1/2
END: 0 **REAL COST:** 9

Glider Cloak

This cloak, lighter than silk and woven from a cotton growing only on the highest mountains, allows its wearer to glide through the air up to 12" a phase. The limitations on gliding are that the glider cannot gain altitude and must lose at least 1" of height each phase of movement. To activate the cloak, the wearer must spend a phase tying its bottom corners around his ankles with the special ties sewn to the cloak. This could restrict normal movement.

Glider cloaks were woven for members of the Hashaddian Dynasty in the late Fourth Aeon. The practice later fell out of fashion, and all knowledge and examples of the craft were lost.



EFFECT: Levitate (12") **Base Cost:** 24

Advantages: No Magic Roll x 1/4 **Active Cost:** 30

General Modifiers: 3x Reduced END x 3/4

..... **Modified Cost:** 52

Limitations: Independent +1; Materials (Cloudsilk from mountains): obvious +1/2; inaccessible +1/4, preparation (1 week, PS: Weaver) +1, rarity (difficult) +1/2; Limited +1 1/2 (cannot climb, must lose at least 1" altitude each phase, only in air) **Total Bonus:** +4 3/4

END: 0 **REAL COST:** 9

Camp Alarm

This is a small cube of polished wood carried by Xerian the Wizard when in the wilderness. The sorcerer activates his alarm after choosing a campsite by concentrating intensely for a few seconds on the relationship between the wood of the item and the life in the surrounding area. The alarm will then signal the caster if any large creature moves into the campsite while he is sleeping. Merely picking up the alarm the next morning is enough to shut it off. Note that a clever thief might shut it off during the night by using a long pole or some such item from outside the detection range.

EFFECT: Detect (Large Creatures) **Base Cost:** 10

Advantages: Area Effect x 1/2; Radius x 1/2; Double Area (= 3" radius) x 1/4; Constant x 1/2;

..... **Total Multiplier:** 2 **Active Cost:** 30

General Modifiers: 3x Reduced END x 3/4

..... **Modified Cost:** 52

Limitations: Concentrate while casting +1/2; Extra Time (2 turns) +3/4; Independent +1; Limited: shuts off if moved +1/2; Materials: preparation (1 hour + PS: Wood-carver) +1/2, obvious +1/2, accessible +1/2)

..... **Total Bonus:** +4 1/4

END: 0 **REAL COST:** 10

Options: Other Detect types can replace the detection of large creatures, depending on what the creator considers most dangerous. Other possibilities include intelligence, weapons, and rapid motion.

Invisibility Paint

The affluent and truly security-conscious land owner may protect his most valuable possessions with invisibility paint. The amount of paint in one bucket will coat objects of up to 10 hexes in volume, after which more paint must be mixed. Paint from the bucket applied to an object casts a 6D6 Image of empty space. This is an Independent spell, and the wielder of the bucket must pay character points and cast a Create spell using the bucket. (The spell also requires a few bits of diamond mixed into the paint. See below.)

Thus, three spells are involved in the manufacture of invisibility paint: A Create spell makes the bucket of paint to begin with, the bucket is capable of Creating a spell that turns an object invisible, and the last spell is the Independent Image spell of empty volume that is cast on the valuable object. New paint is mixed by paying points to refill the Endurance Reserve of the second Create spell.

Besides the concealing of valuable objects, invisibility paint might be used to render castle walls and towers unseen, though this might take a lot of paint. Tripwires and other traps can be invisible. It is not possible to paint a cloak so that the wearer cannot be seen. Only the cloak itself would be invisible in this case, even assuming that the cloak material will take paint. Since the active spell is an Image, very intelligent people will detect an outline of the object. Therefore, it is plausible for a wizard to paint the covers of all of the books in his library, after which very few besides himself can tell the books apart or even see them.

EFFECT: Images, 6D6, 1 hex **Base Cost:** 30

Advantages: No Magic Roll x 1/4 **Active Cost:** 37

General Modifiers: 3x Reduced END x 3/4

..... **Modified Cost:** 65

Limitations: Independent +1; Materials preparation (1 day + PS: Alchemist) +1, obvious +1/2, inaccessible +1/4, static +1/2, costly components (2 sp of crushed diamonds, see below) +1; No Range +1/2; Limited (only makes painted object invisible) +1; Concentrate while casting +1/2 **Total Bonus:** +6 1/4

END: 0 **REAL COST:** 9

EFFECT: Create Invisibility Image **Base Cost:** 9
Advantages: No Magic Roll x1/4 **Active Cost:** 11
General Modifiers: none **Modified Cost:** 11
Limitations: Independent +1; Materials: preparation (1 day + PS: Alchemist) +1, obvious +1/2, accessible +1/2; END Reserve (buy new END) +3; Conditional: must be cast on an appropriate object + 1/4; Extra Time (1 turn) +1/2 **Total Bonus:** +73/4
END: 2 **REAL COST:** 1

END Reserve: 20pts **Base Cost:** 9
Limitations: see above **Total Bonus:** +73/4
..... **REAL COST:** 1

TOTAL REAL COST: 11

Create Bucket of Invisibility Paint: This requires a quantity of diamonds, worth 1 sp per point in the END Reserve. (Diamond bends light more strongly than any other available substance.) Engrave a metal bucket with symbols representing light, air, and water. Grind and mix together a quantity of dry pigments, then freeze them in the center of a small block of ice. The ice is placed in the bucket, which is covered with a fine mesh screen of copper. Crush the diamonds and spread them over the screen. The bucket is set in the sun so that light refracted through the diamond fragments slowly melts the ice and pigments. The spell caster chants verses to help fuse liquid, pigments, heat, and light into the desired magical paint formula. After several hours the ice has melted completely and the spell is ready. The diamonds should be saved because a portion of them is dropped into the bucket just before each application to activate the paint.

EFFECT: Create Bucket of Invisibility Paint **Base Cost:** 2
Advantages: none **Active Cost:** 2
General Modifiers: none **Modified Cost:** 2
Limitations: Conditional: only works when sun is out +1/2; 1 hour or more to cast +2 1/2; Incantation +1/2; Materials: obvious +1/2, accessible +1/2 . **Total Bonus:** +41/2
END: 0 **REAL COST:** 1

Mood Bracelets

Once upon a time in the small kingdom of Mardia, King Pershal, its ruler, agreed to the marriage of his son Joshua and the fair Princess Miran of a neighboring country. The king commanded his court wizard to fashion a pair of bracelets to symbolize the union. When this was done and the bracelets were placed each about the wrist of one of the couple, all were amazed to see that the sparkling of light upon Joshua's bracelet become the same beautiful sea-green color of Miran's eyes.

Joshua and Miran became in time the rulers of Mardia, and their bracelets always shone a cheerful color. For the two monarchs were faithful to each other always, and the country thrived in their happiness and wept when they were laid to rest in their tomb, the bracelets somber black. Since that time, many other couples (sometimes close friends) have shared a pair of mood bracelets.

Each bracelet is enchanted with Telepathy to read the surface emotions of the wearer of the other bracelet. Usually 5D6 is sufficient to achieve this 1x INT effect, but bracelets could be built with more dice. The wearers of the heavy copper bands, when first donning the items, should stand adjacent and make ECV rolls with Telepathy to link minds. Thereafter, each bracelet will shine a distinctive color indicating the principal emotion felt by the other party no matter how far they are separated.

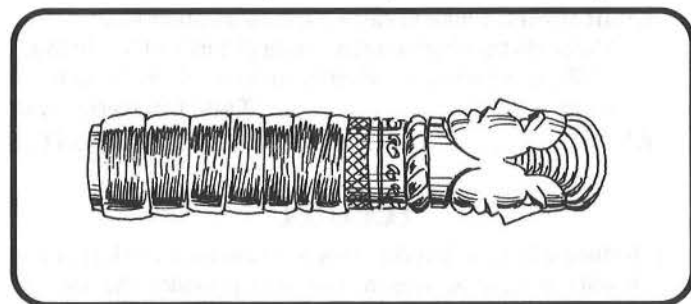
The GM might make up a list of colors including red for anger, white for happiness, blue for sorrow, and so on. Black means death, or mortal injury. A pair of these bracelets could be worn by a player character and his Friend. This gives the GM a means of luring the PC into adventures ("you're sharing a drink with some new acquaintances at the Purple Hydra when you notice your mood bracelet turn vivid red..."). Notice that the Telepathy Effect cannot be voluntarily turned off except by removing the band, which takes time.

EFFECT: Telepathy, 5D6 **Base Cost:** 25
Advantages: Persistent x1/4; No Magic Roll x1/4
..... **Total Multiplier:** x1/2 **Active Cost:** 37
General Modifiers: 3x Reduced END x3/4
..... **Modified Cost:** 65
Limitations: Independent +1; Concentrate to cast +1/4; Limitation: only vs. wearer of other bracelet and only for surface emotions +2; Materials: preparation (1 hour + PS: coppersmith) +1/2, obvious +1/2, inaccessible +1/4; **Total Bonus:** +41/2
END: 0 **REAL COST:** 12

Speak-Stone

The speak-stone, a translation device, is very popular among merchants but is, of course, useful to a wide variety of people. The most common form of speak-stone is a stone idol or totem about 6" high and weighing about one kilogram. The face of Gishgol, an ancient god of commerce, is carved on opposite sides of the cylinder. (Gishgol is no longer worshipped; his face on the item describes its function as the figure of, say, Mercury would for us). Though several magical guilds make speak-stones, they are expensive. After all, selling an item is like selling character points.

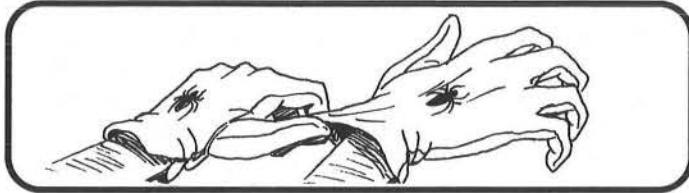
The owner of the speak-stone uses it by placing it between himself someone with whom he will converse. He makes an ECV roll for Telepathy. Normally, depending on which guild made the stone, some incantation is also required. Thereafter, when the target speaks or directs surface thoughts at the caster, the face on the idol toward the caster will speak in his language. Conversely, anything the caster says in his own language will be translated to the target's tongue by the other face. This Telepathy may not be used to read an unwilling mind, only for communicating.



EFFECT: Telepathy, 5D6 **Base Cost:** 25
Advantages: Fast x1/4; No Magic Roll x1/4
..... **Total Multiplier:** x1/2 **Active Cost:** 37
General Modifiers: 3x Reduced END x3/4
..... **Modified Cost:** 65
Limitations: Incantation +1/2; Independent +1; Materials: preparation (1 hour + PS: Sculptor) +1/2, obvious +1/2, accessible +1/2; Visible +1/2; Limitation: only for communicating +1 **Total Bonus:** +41/2
END: 0 **REAL COST:** 12

Spider Gloves

Created by the elves of Dark Forest, these gloves adhere to any surface at will, allowing one to move up walls, over ceilings, and across water with only a little extra effort. The user may move up to 10" per phase. Unfortunately, he has to keep at least one hand on the surface, which can be awkward. Also, a Strength of at least 7 must be exerted to move, so some Endurance is used. Not surprisingly, spider gloves are in great demand by second-story thieves. The Effect of the spell is Levitation, but a variation of the Easy advantage has been used to raise the user's DCV to 1/2 normal, and then to full.



EFFECT: Levitate 10" **Base Cost:** 20
Advantages: Full DCV x1/2; No Magic Roll x1/4
 **Total Multiplier:** x3/4 **Active Cost:** 35
General Modifiers: 3x Reduced END x3/4
 **Modified Cost:** 61
Limitations: Conditional: only if touching surfaces +1/2;
 Independent +1; Materials: obvious +1/2, inaccessible
 +1/4, hard to find (11-) +1/4, preparation: 1 turn +1/4;
 Limited: one or both hands become occupied +1/4; STR
 Min of 7 +1 **Total Limitations:** +4
END: 1 for STR **REAL COST:** 12

Create Spider Gloves: Catch a giant spider (1 foot long or more) or buy a carcass. Skin it and cut the "hide" into gloves. Make a needle from the wishbone of any songbird and sew the gloves with fibers taken from a climbing vine. Boil the pair for an hour in a large gluepot while reciting an incantation on the attributes of spiders. Let dry.

EFFECT: Create Spider Gloves **Base Cost:** 12
Advantages: none **Active Cost:** 12
General Modifiers: none **Modified Cost:** 12
Limitations: 1 hour to cast +2 1/2, Incantation +1/2;
 Materials (as above): preparation (1 turn) +1/4, obvious
 +1/2, accessible +1/2, clumsy focus +1/4, cost 1 sp to
 throw +1/2 **Total Limitations:** +5
END: 2 **REAL COST:** 2

Icebox

A fortunate few landholders may own a magical icebox, which is not only a sign of wealth, but also provides the owner's household with a significantly improved diet. An icebox is a heavy one-hex cabinet whose interior is kept at freezing temperature with an Adapt spell. It makes a humming noise in operation. By itself, the box can store perishable food for only one family. However, common practice extends the use of the icebox by using it strictly to freeze water. The ice keeps an insulated cellar cool, and therefore fresh meat, dairy products, and produce can be stored for an entire household staff or castle guard.

The social implications of this dietary change are far-reaching. The typical castle lord serves fresh meat infrequently, only when he is willing to slaughter a herd animal for a special occasion. Otherwise the meat is salted or smoked, or other sources of protein

are substituted. The owner of an icebox can supply his people with a healthier and more interesting diet (e.g., frozen strawberries in all seasons), which increases both morale and troop endurance. He will also impress dinner guests. For these reasons, it is suggested that the icebox be a rare item so that the medieval culture will not be too distorted by the availability of magic.

EFFECT: Adapt (make freezing environment) . **Base Cost:** 20
Advantages: Area Effect x1/2; No Magic Roll x1/4
 **Total Multiplier:** x3/4 **Active Cost:** 35
General Modifiers: 3x Reduced END x3/4
 **Modified Cost:** 61
Limitations: Extra Time (1 turn) +1/2; Independent +1; Materials: preparation (1 day + PS: Smith) +1, obvious +1/2, accessible +1/2, clumsy +1/4; Visible (audible) +1/2
 **Total Bonus:** +4 1/4
END: 0 **REAL COST:** 12

Options: The icebox may have a temperature adjustment, so that it can be activated for freezing, cooling, or even heating. Activating this more elaborate variation of the item requires concentration.

Advantages: Variable Result x1/4 **Active Cost:** 40
General Modifiers: 4x Reduced END x1
 **Modified Cost:** 80
Limitations: Concentrate to cast +1/2; Limited: temperature settings only +1/4 **Total Bonus:** +5
END: 0 **REAL COST:** 13

Money Pot

This mercantile tool sits on the counter of many of the more affluent stores; those who must deal with payments in many different coinages. These pots, which are engraved with scales of weight and symbols for the relatively common precious metals and gems, report the composition of any coins, bars, or jewelry placed inside them by lighting the appropriate symbols.

Many traders carry standard bars of metal to verify the accuracy of the pots they encounter. The Obscure spell can be tailored to throw off such a detect.

COMMON LIMITATIONS: Independent +1; Materials (pot): preparation (1 week, PS: Tinker) +1, obvious +1/2; accessible +1/2 **Total Bonus:** +3

EFFECT: Detect (Precious Metals) **Base Cost:** 10
Advantages: No Magic Roll x1/4; Analyze x1
 **Total Multiplier:** x1 1/4 **Active Cost:** 22
General Modifiers: 1x Reduced END x1/4
 **Modified Cost:** 27
Limitations: Common +3 **Total Bonus:** +3
END: 2 **REAL COST:** 7

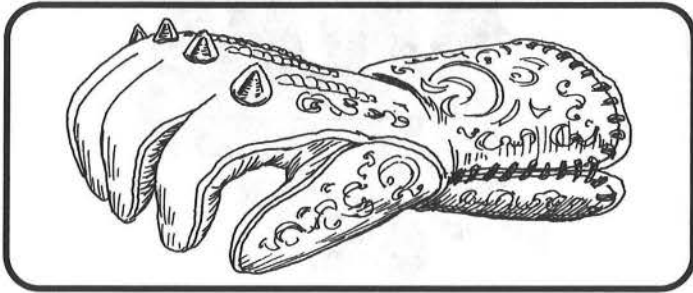
EFFECT: Detect (Precious Gems) **Base Cost:** 10
Advantages: No Magic Roll x1/4; Analyze x1 **Total Multiplier:** x1 1/4 **Active Cost:** 22
General Modifiers: 1x Reduced END x1/4 **Modified Cost:** 27
Limitations: Common +3 **Total Bonus:** +3
END: 2 **REAL COST:** 7

TOTAL REAL COST: 14

Azrak's Cursed Glove

Azrak the Demonologist had great physical and psychic power. Despite his power, he was undone by a common occupational hazard of demon summoners — overconfidence. A sloppy ritual allowed a summoned Being to break its binding and seize Azrak. Though he was dying, Azrak, in an awesome display of his power, strangled the demon. After Azrak was buried, the glove that did the deed crawled up out of the grave in search of a new master. Several have possessed the glove since then, and most have died of self-strangulation.

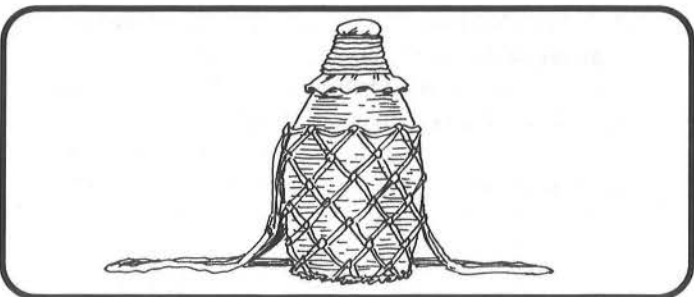
The Glove of Azrak can be flung from the caster's hand, and will follow motions of the caster's hand at a distance. A grasping motion will cause the glove to pick up an object. The item is useful, although when it is away from the caster it cannot be protected from harm as easily. Also, failure of a Magic Roll will cause the thing to strike for the user's throat and strangle him with Strength 20. The GM may wish to make this side effect a continuous attack.



EFFECT: Psychokinesis, Strength 20 **Base Cost:** 40
Advantages: Easy x1/4; Fast x1/4
 **Total Multiplier:** x1/2 **Active Cost:** 60
General Mod.: 2x Reduced END x1/2. **Modified Cost:** 90
Limitations: Gestures throughout +1; Independent +1;
 Materials: obvious +1/2, accessible +1/2; Limited: Must
 project Item to area of interest, not just effect; +1/4; Side
EFFECT: STR 20 PK to user +2 ... **Total Bonus:** +5 1/4
END: 3 **REAL COST:** 14

Elixir of Geftis

The method of constructing this everlasting healing flask was revealed to a very holy man some four generations ago and the secret has been passed down within various religious orders since. Unfortunately, religious does not equate to invincible, and so several of the Flasks of Geftis have fallen into evil hands and thence spread to the world at large. Nowadays a flask may be found just about anywhere, but it is still possible that misuse of the item for evil purposes could bring retribution. Treat this as a Watched disadvantage if you wish to use it. The flask is constructed of fired clay and holds about two quarts. When found or built it is filled with 4D6 of healing potion, which may be poured out and stored (the "Delayed Effect"). Every day another 1D6 of Healing is generated and may be extracted by pouring the flask and reciting



a prayer. Alternatively, if one waits for four days, a 4D6 potion is again available. Stored potions should be considered fragile and subject to theft or loss. Up to 4D6 of potion may be stored.

EFFECT: Healing, 4D6 **Base Cost:** 40
Advantages: Delayed Effect x1/4; No Magic Roll x1/4;
 Range x1/2 **Total Multiplier:** x1 **Active Cost:** 80
General Modifiers: none **Modified Cost:** 80
Limitations: End Reserve recharges 1/6 hours +1 1/4; Extra
 Time (+1 phase) +1/4; Incantation +1/4; Independent +1;
 Materials: preparation (1 hour, PS: Potter) +1/2, obvious
 +1/2, accessible +1/2; Limited: stored potion may be
 stolen or destroyed +1/4 **Total Bonus:** +4 3/4
END: 16 **REAL COST:** 14

END Reserve: 16pts **No cost**

Create Elixir of Gott: This flask is shaped by a potter to hold 2 liters, painted with a thick coat of the caster's blood (1 Body pt worth), and fired for an hour in a hot kiln while prayers are recited.

EFFECT: Create Elixir of Gott **Base Cost:** 14
Advantages: none **Active Cost:** 14
General Modifiers: none **Modified Cost:** 14
Limitations: Extra Time (1 hour) +2 1/2; Incantation
 (prayers) +1/2; ; Materials: preparation: 1 hour + P.S.
 Potter) +1/2, obvious +1/2, accessible +1/2, clumsy
 focus +1/4, dangerous material (1 Body pt of blood
 required) +1/2 **Total Limitations:** +5 1/4
END: 3 **REAL COST:** 2

Options: Flasks may be made in other sizes (5D6, 3D6). If the GM desires that several small potions may be stored at a time, but no large potions ever be available, then the flask should be built with, say, 2D6 of Healing twice rather than 4D6 once. A similar flask may be created with the Restore Effect.

Chameleon Cloth

In the vast Southern jungles lives the Great Chameleon, a man-sized lizard whose skin is constantly changing to match its surrounding environment. When the skin of this lizard is tanned and enchanted in a manner known only to certain tribes, it makes a fine and supple leather which will change color to match the wearer's background. This leather is used to make clothing and as a whole cloth to hide behind.

Removed from the Chameleon, the skin takes longer to match colors. To gain the full cloaking effect, the user must remain motionless for several phases. Once done, the wearer is effectively invisible, unless looked at directly by someone looking for him.

Full coverage by the cloth is not necessary in order to disappear, however, parts of the wearer not covered by the Chameleon Cloth would be plainly visible.

EFFECT: Cloak (-4 perception) **Base Cost:** 40
Advantages: No Magic Roll x1/4 **Active Cost:** 50
General Mod.: 4x Reduced END x1. **Modified Cost:** 100
Limitations: Independent +1; Materials: (chameleon skin):
 preparation (1 week, PS: Tanner, Hunter) +1, obvious
 +1/2, inaccessible +1/4, dangerous +1; Conditional +1 1/2
 (Only when still); Limited +1/2 (Perception subtraction
 starts at 0 & accumulates 1/phase). **Total Bonus:** +5 3/4
END: 0 **REAL COST:** 15

Oroway's Magical Unctions

The dilettante alchemist Oroway is an example of the marginally talented men who travel from town to town peddling their magical remedies and ointments to the gullible. Characters may encounter such a person directly, so that the GM can launch into a long, overdone salespitch for this or that wonder-drug. Some players enjoy haggling of this kind. They may even find something useful to purchase. Or, the wares of Oroway or another magic peddler may be found among the possessions of lower-class opponents of the characters.

Two examples are offered: Oroway's Guaranteed Beauty Cream, and Oroway's Ointment of Dancing Fingertips. The beauty cream comes in a pint jar decorated with arcane but inappropriate magical writing (misspelled death runes, weather prediction spells, transliterated multiplication tables). Each dose requires at least 30 seconds to spread on the skin and activate with gestures. But the stuff will add +7 COM — for one day. A jar will last 10 days, after which the salesman is presumably safely distant. Oroway's Dancing Fingertips concoction is similar to the beauty creme, but more expensive. It adds +6 Dexterity to the hands for one day, which may increase a character's OCV and Lockpick skill, but won't change his DCV or most Breakfall rolls. The mixture also causes the user's hands to sparkle, a Visible effect which signals "thief" to some town guards. Dancing Fingers comes packaged similarly to Beauty Cream and contains 10 uses.

GUARANTEED BEAUTY CREAM:

EFFECT: Comeliness Aid, +7 **Base Cost:** 7
Advantages: Persistent x1/4; No Magic Roll x1/4
 **Total Multiplier:** x1/2 **Active Cost:** 10
General Mod.: 2x Reduced END x1/2. **Modified Cost:** 15
Limitations: Extra Time (2 turns) +3/4; Independent +1;
 Gestures +1/4; Conditional: only on adult humans +1/4;
 Limited: requires END to cast and stops after 1 day +1/2;
 Materials: preparation (1 day + PS: Apothecary) +1,
 obvious +1/2, accessible +1/2, rare +1/4; Self Only +1/2;
 END Reserve (buy new END) +3; Fragile +1/2
 **Total Bonus:** +9
END: 0(2) **REAL COST:** 1
END Reserve: 20pts **Base Cost:** 9
 **REAL COST:** 1

TOTAL REAL COST: 2

OINTMENT OF DANCING FINGERTIPS:

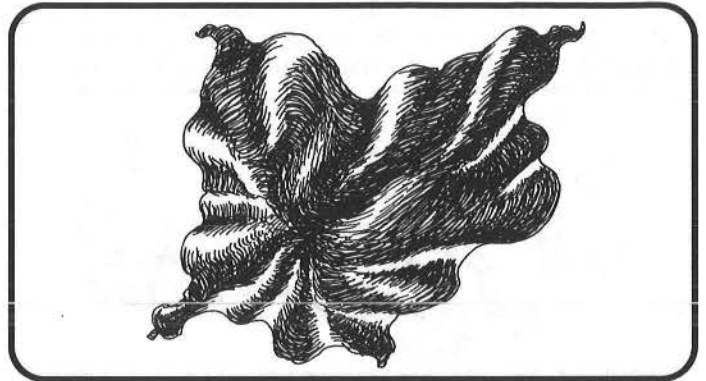
EFFECT: Dexterity Aid, +6 pts **Base Cost:** 36
Advantages: Persistent x1/4; No Magic Roll x1/4
 **Total Multiplier:** x1/2 **Active Cost:** 54
General Mod.: 4x Reduced END x1. **Modified Cost:** 108
Limitations: Extra Time (1 turn) +1/2; Independent +1;
 Conditional: only on adult humans +1/4; Gestures +1/4;
 Limited: requires END to cast, only affects hands, stops
 after 1 day +1; Materials: preparation (1 day + PS:
 Apothecary) +1, obvious +1/2, accessible +1/2, rare +1/
 4; Self Only +1/2; Visible +1/2; END Reserve (buy new
 END) +3; Fragile +1/2 **Total Bonus:** +91/2
END: 0(11) **REAL COST:** 10
END Reserve: 110pts **Base Cost:** 50
 **REAL COST:** 5

TOTAL REAL COST: 15

Gauze Portal

At least half mist, the Portal consists of strands of both woven cloth and space, retaining properties of each. The Portal Gauze may be folded and handled like cloth, yet once unfolded and spread against any physical wall or surface the gauze will lightly cling to it, where it will act as an open hole, for free passage to and fro. The only exception is in some cases where the wall may be too thick or dense. If this occurs, the gauze will simply slide off the surface, ready for another use.

This nebulous black gauze is much beloved by thieves and assassins alike, for easy entry into the most heavily guarded of structures. Some say that Portal Gauze is woven by the Three Fates, and like all things bought from the Fates, it is paid for in the coin of personal sacrifice.



EFFECT: Transformation (3D6, Walls to mist, cured when gauze removed) **Base Cost:** 45
Advantages: No Magic Roll x1/4 **Active Cost:** 56
General Modifiers: 4x Reduced END x1
 **Modified Cost:** 112
Limitations: Independent +1; Materials (gauze): preparation (1 day, PS: Weaver) +1, obvious +1/2, accessible +1/2, dangerous +1, fragile +1/2; Extra Time (1 turn) +1
 **Total Bonus:** +5 1/2
END: 0 **REAL COST:** 17

Ventriloquist Necklace

This bauble appears to be a cheap necklace but can be used by the cunning bearer to project his voice. With a phase of subtle preparation/casting, the spell Sounds may be activated to generate the caster's voice nearby. The ventriloquism need not be words, but the necklace takes its cues from the speech center of the caster's brain, so it can only create sounds the user could produce with his own voice (it may sound only like his own voice).

EFFECT: Sounds, 7D6 **Base Cost:** 21
Advantages: Easy x1/4; No Magic Roll x1/4
 **Total Multiplier:** x1/2 **Active Cost:** 31
General Modifiers: 3x Reduced END x3/4
 **Modified Cost:** 54
Limitations: Independent +1; Materials: inobvious +1/4, inaccessible +1/4; Limitation: only imitates the caster's voice +1/2 **Total Bonus:** +2
END: 0 **REAL COST:** 18

Jumping Boots

These fur-lined boots were made from the fur of a certain type of jackrabbit captured at the first light of the full moon. The spell was found in the scrolls of Ythran The Mad, whose magic was often obscure and much ridiculed in later years. These boots give their wearer an instantaneous boost of +30 points of STR to be used only to calculate distance for jumping. It is unknown whether or not these boots ever existed, though the famous burglar Belzario was rumored to have some such magical aid.

EFFECT: Aid (+30 pts. of STR) **Base Cost:** 60
Advantages: No Magic Roll x1/4; Fast x1/4; Easy x1/4;
 **Total Multiplier:** x3/4 **Active Cost:** 105
General Modifiers: 2x Reduced END x1/2
 **Modified Cost:** 157
Limitations: Independent +1; Materials (Magic Jackrabbit Fur): obvious +1/2; inaccessible +1/4, preparation (2 days, PS: Shoemaker) +1, rarity (difficult) +1/2; Limited +2 (only for leaping); Constant becomes Instant +2; Self Only +1/2 **Total Bonus:** +73/4
END: 5 **REAL COST:** 18



Hammer Ring

This ring may be used to cast a powerful enchantment upon closed portals or doors. Upon triggering the effect, the ring projects a mighty hammer blow upon sealed portals, often tearing the doors from the hinges! An especially useful device for anyone cornered with his back against a locked door, or who wished to gain a sudden entry into a sealed building.

In use, the ring makes a fearsome noise not unlike the Crack of Doom; the enchantment only affects portals, and it is ineffectual against walls, ceilings or support beams.

EFFECT: Killing Blast (4D6) **Base Cost:** 60
Advantages: No Magic Roll x1/4 **Active Cost:** 75
General Modifiers: 2x Reduced END **Modified Cost:** 110
Limitations: Independent +1; Materials (ring): preparation (2 days, PS: Jeweler) +1, obvious +1/2, inaccessible +1/4; Limited +2 (only does Body to closed doors)
 **Total Bonus:** +43/4
END: 3 **REAL COST:** 19

Bag of Levitation Dust

This substance is not precisely "pixie dust", but a formula concocted to have the same effect. The recipe for Levitation Dust is commonly traded from sorcerer to sorcerer. A package of it can be sprinkled on the caster or anyone adjacent to permit flying. A brief incantation activates the dust. If the flight continues, energy leaves the bag each phase. After the Dust is gone, some concentration on the empty bag (and expenditure of more Character Points) will refill it. People flying with Levitation Dust sparkle slightly.

EFFECT: Levitation 10" **Base Cost:** 20
Advantages: Affects others x1/2; Easy x1/4, Fast x1/4; No Magic Roll x1/4; Persistent x1/4
 **Total Multiplier:** x1 1/2 **Active Cost:** 50
General Modifiers: none **Modified Cost:** 50
Limitations: END Reserve (buy new END) +3; Gestures +1/2; Incantation +1/2; Independent +1; Materials: preparation (1 turn) +1/4, obvious +1/2, accessible +1/2
 **Total Bonus:** +61/4
END: 10 **REAL COST:** 7
END Reserve: 200pts **Base Cost:** 95
 **REAL COST:** 13
TOTAL REAL COST: 20

Create Levitation Dust: Grind mushroom spores, cottonwood seeds, and pepper together with mortar and pestle. Dry the material in sunlight for an hour while chanting bird cries. The bag for the dust is formed from the wings of a bat sealed with a mixture of volcanic ash and beeswax.

EFFECT: Create Levitation Dust **Base Cost:** 7
Limitations: Conditional: Requires sunlight +1/4; Extra END x5 +2 1/2; Extra Time (1 hour) +2 1/2; Incantations +1/2; Materials total +1 1/4 — clumsy +1/4, obvious +1/2, accessible +1/2; **Total Bonus:** +7
END: 5 **REAL COST:** 1

Hypnotic Coin

This enchanted coin trades on the fascination most men have for wealth. A person who fixes his attention on the coin can be snared in thoughts of gold and greed, unaware of the passage of time or of any happenings about him until he or the coin is physically disturbed. This is the classic hypnotist's coin, with which a smooth-talking robber can leave a guard mesmerized at his post, staring at the coin. Once the coin is removed from sight, the victim awakens a turn later with no memory of any time passing.

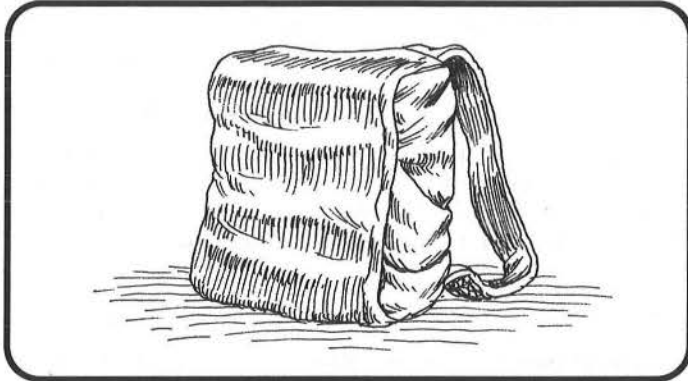
To use the coin, place it in sight of the victim and fix his attention on it by an Ego combat roll. The use of Conversation Skill can add a level to the effect of the Dominate through talk of money and riches. The coin will have no effect on a man who is truly not interested in wealth.

EFFECT: Dominate (10D6) **Base Cost:** 50
Advantages: No Magic Roll x1/4; Invisible x1/4
 **Total Multiplier:** x1/2 **Active Cost:** 75
General Modifiers: 4x Reduced END x1
 **Modified Cost:** 150
Limitations: Independent +1; Materials (gold coin): obvious +1/2, accessible +1/2, rarity (hard) +1/2, preparation (1 day, PS: Goldsmith) +1; Limited +2 (orders are always for victim to freeze, seeing and hearing nothing but the coin; victim must be within 1" and be able to see the coin); Conditional +1/4 (not against anyone not interested in wealth)
 **Total Bonus:** +53/4
END: 0 **REAL COST:** 22



Shanty Pack

Shanty Pack is a lightweight rugged backpack requiring a minimum of maintenance. When your day of travel is done, this package responds to a few seconds of Concentration and Gestures, unfolding into a 2" radius tent. This home-like atmosphere of safety and comfort is achieved by a novel blend of a 3 DEF Ward and a suitable Adapt spell. No previous experience with magic is required to use Shanty Pack. There are rumors that the Shanty Pack may have a slight chance of deploying by itself if struck suddenly or subjected to unexpected magical energy.



EFFECT: Ward [3,3] **Base Cost:** 15

Advantages: Persistent x1/4; No Magic Roll x1/4; Radius 2" x1/2 **Total Multiplier:** x1 **Active Cost:** 30

General Modifiers: 3x Reduced END x3/4 **Modified Cost:** 52

Limitations: Independent +1; No Range +1/2; Materials: preparation (1 day + PS: Seamster) +1, obvious +1/2, inaccessible +1/4; Concentrate while casting +1/4; Extra Time (2 Turns) +3/4; Gestures +1/2; Visible +1/2; Limited: Occasionally inflates at inconvenient moments +1/4 **Total Bonus:** +5 1/2

END: 0 **REAL COST:** 8

EFFECT: Adapt to unpleasant weather **Base Cost:** 20

Advantages: Persistent x1/4; No Magic Roll x1/4; Area x1/2; Radius 2" x1/2

..... **Total Multiplier:** x1 1/2 **Active Cost:** 50

General Modifiers: 4x Reduced END x1 **Modified Cost:** 100

Limitations: Independent +1; Materials: preparation (1 day + PS: Seamster) +1, obvious +1/2, inaccessible +1/4; Concentrate while casting +1/4; Extra Time (2 Turns) +3/4; Gestures +1/2; Visible +1/2; Limited: Occasionally inflates at inconvenient moments +1/4 **Total Bonus:** +5

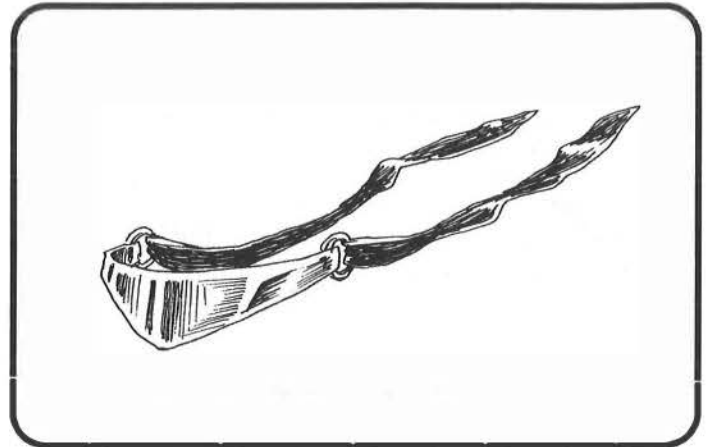
END: 0 **REAL COST:** 17

TOTAL REAL COST: 25

Night Visor

This is a dark red triangular glass plate set in a leather band that fastens around the head. A person wearing this visor can see in the dark as well as daylight, and sees the location of any people in his field of vision highlighted. This detect works out to 64" through any sort of obstruction. The figure seen is shaded as if it is behind something like a wall.

These glass plates must be kept in the dark. As part of their creation, they are steeped in human blood in total darkness for more than a year. They will be irreparably damaged if exposed to strong light, such as sunlight or the light of a very close torch.



COMMON LIMITATIONS: Independent +1; Materials (glass visor): preparation (1 year, PS: Glassmaker) +1, obvious +1/2, inaccessible +1/4; Limited +1 (glass damaged 1 body per phase exposed to strong light) **Total Bonus:** +3 3/4

EFFECT: Perception (see at night as day) **Base Cost:** 20

Advantages: No Magic Roll x1/4 **Active Cost:** 25

General Modifiers: 4x Reduced END x1 **Modified Cost:** 50

Limitations: Common +3 3/4; Conditional +1 (only for seeing in dark) **Total Bonus:** +4 3/4

END: 0 **REAL COST:** 9

EFFECT: Detect (People) **Base Cost:** 10

Advantages: No Magic Roll x1/4; Constant x1/2; Locate x1; Area x1/2; Radius +1/4; 6x Double Radius (64") x1 1/2 **Total Multiplier:** x4 **Active Cost:** 50

General Modifiers: 4x Reduced END x1 **Modified Cost:** 100

Limitations: Common +3 3/4; Limitations +1/2 (Only within field of vision) **Total Bonus:** +4 1/4

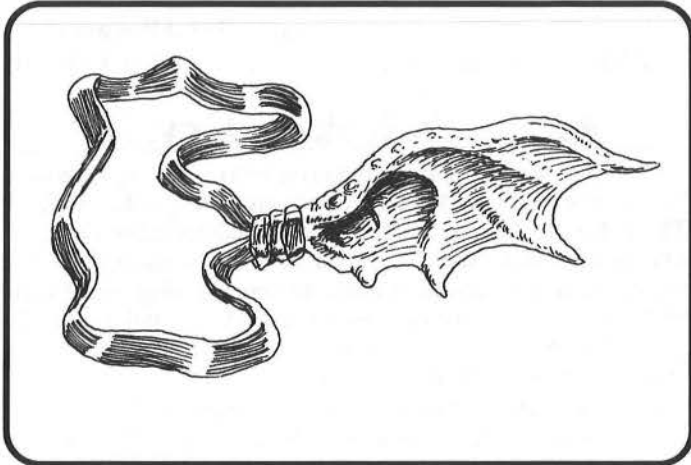
END: 0 **REAL COST:** 19

TOTAL REAL COST: 28



Demon's Ear Amulet

This amulet made from a dried demon's ear allows its wearer to hear any spoken conversation within 32 miles in which his name had been mentioned. The constant Detect alerts him to the speaking of his name, in the unique inflection that singles out him from all the others with his name, and he may then listen with the Clairvoyance. The Clairvoyance may only be used for this purpose, and only for the course of that conversation.



EFFECT: Detect (Spoken Name) **Base Cost:** 10

Advantages: Constant x1/2; Area x1/2; Radius x1/2; 15x Double Area x3 3/4 (32 miles); No Magic Roll x1/4

..... **Total Multiplier:** x5 1/2 **Active Cost:** 65

General Modifiers: 3x Reduced End x3/4

..... **Modified Cost:** 113

Limitations: Independent +1; Materials (amulet): preparation (1 day, PS: Tanner) +1, inobvious +1/4, inaccessible +1/4, dangerous +1; Limited (Name only) +2

..... **Total Bonus:** +5 1/2

END: 1 **REAL COST:** 17

EFFECT: Clairvoyance (sound) **Base Cost:** 20

Advantages: No Magic Roll x1/4; 10x Double Range (32 miles) x2 1/2

..... **Total Multiplier:** x23/4 **Active Cost:** 75

General Modifiers: 3x Reduced End x3/4

..... **Modified Cost:** 131

Limitations: Independent +1; Materials (amulet): preparation (1 day, PS: Tanner) +1, inobvious +1/4, inaccessible +1/4, dangerous +1; Limited +2 (Only to conversations in which name is mentioned) **Total Bonus:** +5 1/2

END: 1 **REAL COST:** 20

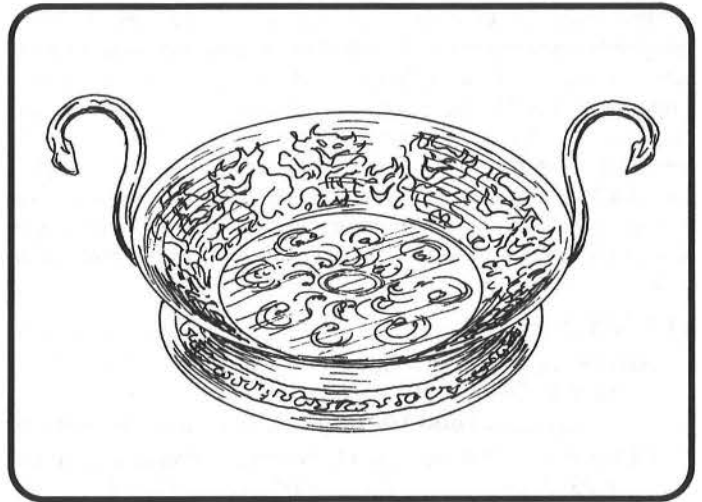
TOTAL REAL COST: 37

Sleep Censer

This squat bronze censer (a container in which incense is burned), carved round with the grinning demons of slumber, puts forth an odorless vapor that wills creatures to sleep when certain derivatives of opium are burned inside. These opium derivatives cost 1 sp per use. The vapors creep outward at 1" per phase. As they encounter beings, the spell caster must roll an Ego attack and the dice of Dominate versus each target. The attack can only be made once per target.

The Dominate only urges sleep. A typical use of this censer would be by a thief set on ransacking a house. A 1x effect by the Dominate would be enough to urge most people to bed. And 2x would put even guards, with no reason to be suspicious, to sleep. Since the spell is constant and END 0, the censer will burn and generate the spell until put out. For the purposes of this device, a sleeping person has 1/2 his normal ECV.

The censer originated in the stygian temples of Kath, many leagues to the unknown East, where it was used for strange rituals best left undescribed.



EFFECT: Dominate (7D6 to sleep) **Base Cost:** 35

Advantages: No Magic Roll x1/4; Area x1/2; Radius x1/2; 4x Double Area x1 (32"); Invisible x1/2

..... **Total Multiplier:** x23/4 **Active Cost:** 131

General Modifiers: 5x Reduced END x1 1/4

..... **Modified Cost:** 295

Limitations: Independent +1; Materials (censer): preparation (1 week, PS: Bronzsmith) +1, obvious +1/2, accessible +1/2, cost (1 sp) +1/2; Limited +1 1/2 (Only to sleep or remain sleeping); No Range +1/2; Extra Time +1 (1 phase to light, spell spreads at 1" radius per phase)

..... **Total Bonus:** +6 1/2

END: 0 **REAL COST:** 39



Wizard Items

Airseer

The Airseer is a beautiful but delicate crystalline globe about twelve inches across. It predicts weather within the local area. The user should place the Airseer on a high open place or in a large airy room, though this isn't strictly required (consider it worth an Appropriate Setting bonus). The sorcerer lights a stick of herbal incense (cost: 1 sp) and concentrates, gesturing to suggest wind and clouds, and chanting the names of the spirits of the air. This takes 10 minutes, and must be completed at either noon or midnight. If the Airseer is activated properly, it will Analyze the local atmospheric conditions and produce an image of the weather at a specific future time. The Magic Roll for the spell is at -1 per 12 hours into the future. The GM might make this roll in secret and give an incorrect weather forecast if it fails. Notice that the globe requires 48 hours to recharge one use.

Obviously, the weather globe is a most useful item for large landholders and suzerains. A castle lord with an Airseer and a good resident wizard can warn his serfs of killing frosts, thus saving important crops. The best planting and harvest times are even more critical, so at these times of the year, the wizard might spend several days preparing for a look one or more weeks ahead (trying for favorable Magic Roll modifiers). If the castle lord wishes to risk transporting his globe and sorcerer out onto the battle field, he can also get a look at tomorrow's weather before he commits to an attack.

EFFECT: Detect Weather **Base Cost:** 15

Advantages: Detect Analysis x1; Area x1/2; Radius x1/2,
Double Area x9 (1000" radius) x2 1/4

..... **Total Multiplier:** x41/4 **Active Cost:** 79

Limitations: Independent +1; Materials: (Preparation: 1 day + PS: Jeweler) +1, Obvious +1/2, Accessible +1/2, Fragile +1/2, Rare (crystal) +1/4, Cost 1 sp of incense/use +1/2; Concentrate casting +1/2; Conditional: only works at midnight or noon +1, END Reserve recharges 1/3 hr +1; Extra Time (10 minutes) +2; Gestures +1/2; Incantation +1/2 **Total Bonus:** +93/4

END: 16 **REAL COST:** 7

END Reserve: 16

Mage's Staff

In some of the established schools of magic, this is the first project of a mage. The Mage's Staff provides a pool of endurance that a mage can draw on to cast spells. Although the effect technically adds 30 END to its wielder, it is limited so that the END may only be spent on spells and only recovered at a rate of 1 END per hour. This item is commonly a 3-foot staff of an appropriate wood.

END aids are generally useful to anyone intending to fight or cast spells. Add the No Magic Roll advantage, remove the limited-to-spell-casting limit, make the material inaccessible, and you have a belt that anyone can use.

EFFECT: END Aid (30 END points) **Base Cost:** 30

Advantages: None **Active Cost:** 30

General Modifiers: 3x Reduced END x3/4

..... **Modified Cost:** 52

Limitations: Independent +1; Materials (Wood staff):

Preparation +1 (1 day, PS: Woodcarver), Obvious +1/2,

Accessible +1/2, Rarity (hard) +1/4; Gestures +1/4;

Incantations +1/4; Limited +2 (can only recover END 1/ hour, can only use END for casting spells)

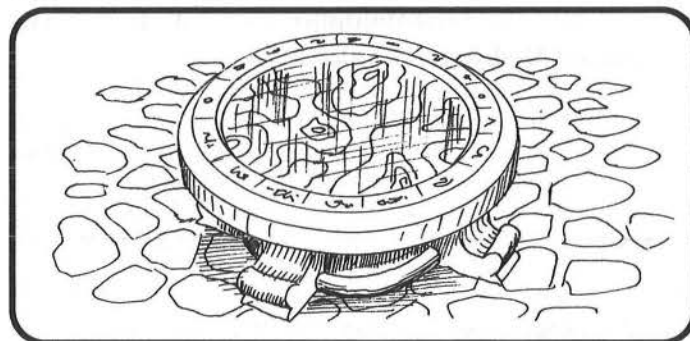
..... **Total Bonus:** +53/4

END: 0 **REAL COST:** 8

Azakar's Seeking Crystal

Azakar used his mystic abilities in the service of King Thuramon IV. One useful device Azakar created was the Crystal of Seeking. This defensive device is a 3 foot circular slab inset into the top of a heavy stonetable. Map markings describing the surrounding area are drawn in wax on the crystal. By concentrating, specks and blobs of light can be seen in the crystal that locate and analyze the life within 256". Such qualities as age, health, human vs. animal, vitality and sex can be determined.

In adapting this item for your campaign, many useful detects, or a combination of them, could be substituted. The radius can be increased quite cheaply to something rather large. Clairvoyance could be added. A crystal might serve to cover an entire kingdom, monitoring the land for such things as coinage, elves, or large bodies of men (to watch for armies).



EFFECT: Detect Life **Base Cost:** 10

Advantages: Area Effect x1/2; Radius x1/2; 8x Double Area (256") x2; Constant x1/2; Detect Analysis x1; Detect Location x1

..... **Total Multiplier:** x51/2 **Active Cost:** 65

General Modifiers: 2x Reduced END x1/2

..... **Modified Cost:** 97

Limitations: Independent +1; Concentrate throughout +2;

Materials (crystal slab): Preparation (1 week, PS:

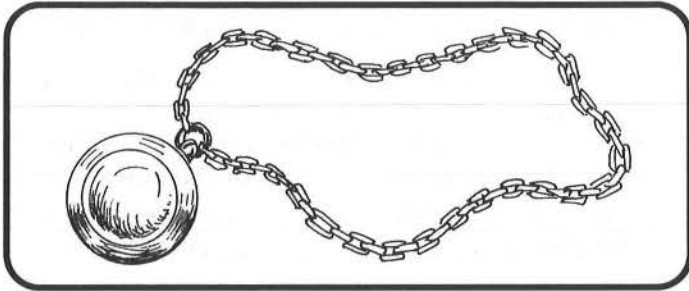
Stonecarver) +1, Obvious +1/2, Accessible +1/2, Clumsy +1/4, Rarity (difficult) +1/2 **Total Bonus:** +53/4

END: 3 **REAL COST:** 14

Philosopher's Amulet

The Philosopher's Stone of legend remains one of the foremost of magical items; the ultimate of alchemical goals, granting its owner all wisdom. Many pursue the ideal and strive to create such stones. If any have succeeded, no one knows. But some lesser stones have been achieved from time to time. A fragment of such a stone may be made into a Philosopher's Amulet; the fragment itself, usually a dazzling white stone, is set into a round metal plaque of silver.

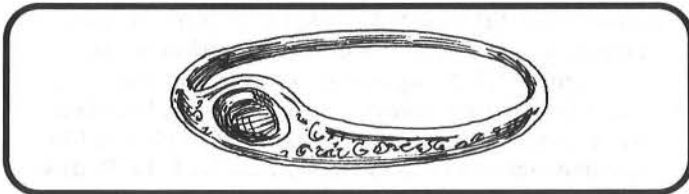
Such an Amulet grants immense power to any sorcerer who might possess one, enhancing his magical skill and, indeed, his very intelligence. Thus anyone known to own such an amulet but not the power and skill to keep it would find himself the object of interest for a number of powerful mages and sorcerers, all determined to possess the amulet by any means necessary.



EFFECT: Aid (+15 INT) **Base Cost:** 30
Advantages: Persistent x 1/4; No Magic Roll x 1/4
 **Total Multiplier:** x 1/2 **Active Cost:** 45
General Mod.: 4x Reduced END x 1 **Modified Cost:** 90
Limitations: Independent +1; Materials (philosopher's stone): Preparation (1 day, KS:Jeweler) +1, Obvious +1/2, Inaccessible +1/4, Rarity (dangerous) +1; Limited +1/2 (Only for Magic Skill) **Total Bonus:** +5 1/4
END: 0 **REAL COST:** 14

Eye of Binding

This headband with opal is the specialty of a particular band of master sorcerers, traded by them to other magical guilds. When the wearer of the eye fixes his attention on a victim and loudly orders that creature to freeze in place, the victim is transfixed. The victim sees in his mind's eye an exaggerated, dominating vision of the opal gem, and a force holds him motionless. Strong men may break free, for the Effect is Psychokinesis.

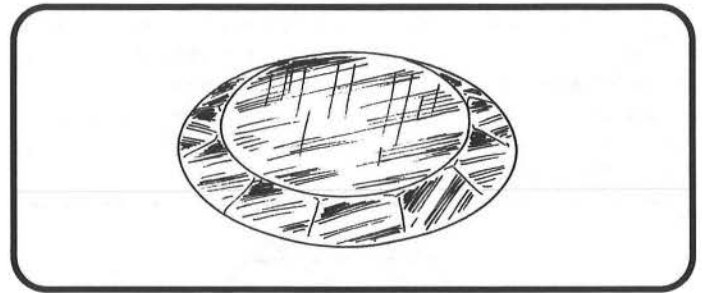


EFFECT: Psychokinesis, STR 25 **Base Cost:** 50
Advantages: Easy x 1/4; Fast x 1/4
 **Total Multiplier:** x 1/2 **Active Cost:** 75
General Mod.: 2x Reduced END x 1/2 **Modified Cost:** 112
Limitations: Conditional: only vs. creatures who can see +1/4; Incantation +1/2; Independent +1; Limited: May only hold victim in place +1; Materials: Preparation (1 hour, PS: Seamster) +1/2, Obvious +1/2, Inaccessible +1/4; Visible +1/2 **Total Bonus:** +4 1/2
END: 3 **REAL COST:** 20

Mental Lens

In the Fourth Aeon, the Seventh Emperor, under the direction of his Grand Wizard Juhan the Cruel, imprisoned the leading gem cutters of his empire and set them to work creating mind gems. These rare stones resonate to human thought and almost always cause insanity in the craftsman who work them. A gem cut to the form of a mental lens is capable of focusing and multiplying mental projections into a bludgeoning mental blast. When this 4 inch

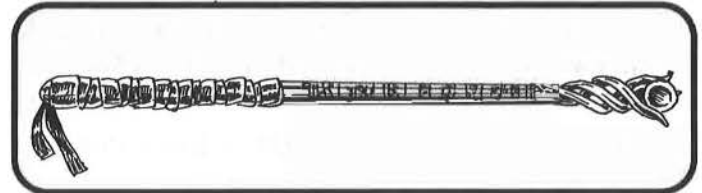
diameter flat gem is strapped onto the forehead, a magician can project a 60 degree cone-shaped area of mind attack up to his EGO/5 in D6. The sides of the cone are 1" long per D6 of Mind Attack.



EFFECT: Mind Attack (up to 6D6) **Base Cost:** 60
Advantages: Area x 1/2; Cone Area x 1/2
 **Total Multiplier:** x 1 **Active Cost:** 120
General Mod.: 1x Reduced End x 1/4 . **Modified Cost:** 150
Limitations: Independent +1; Materials (lens): Preparation (1 week, PS: Gem cutter) +1, Obvious +1/2, Inaccessible +1/4, Rarity (dangerous) +1; Limited (EGO/5 D6 maximum damage) +1 1/4; No Range +1/2
 **Total Bonus:** +5 1/2
END: 12 **REAL COST:** 23

Frost Wand

This is an intricately-carved silver wand with a leather-wrapped handle. It is intensely cold; this is a property of cold silver, which is native silver mined from under eternal snow. A magician can fire a beam of frost that slows its target. Anyone touched by the silver of the wand takes 8D6 cold damage. Even grasping the leather handle, the wand wielder takes 1 pt. of cold each phase against which there is no defense.

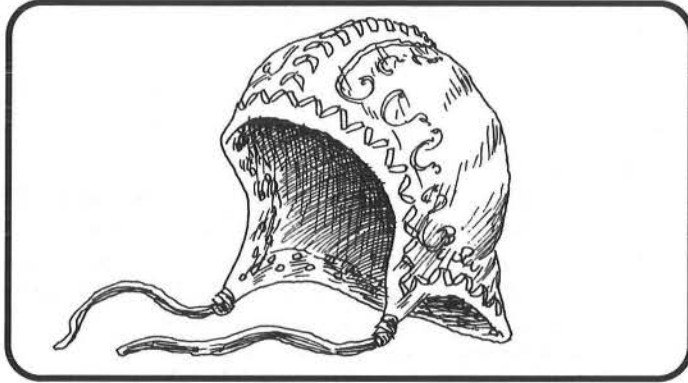


COMMON LIMITATIONS: Independent +1; Materials (wand): Preparation (1 week, PS: Silversmith) +1, Obvious +1/2, Accessible +1/2; Rarity (cold silver) +1/4
 **Total Bonus:** +3 1/4
EFFECT: Drain (1 1/2 D6" of Running) **Base Cost:** 30
Advantages: Fast x 1/4; Easy x 1/4; Ranged x 1/2
 **Total Multiplier:** x 1 **Active Cost:** 60
General Mod.: 1x Reduced END x 1/4 . **Modified Cost:** 75
Limitations: Common **Total Bonus:** +3 1/4
END: 6 **REAL COST:** 18
EFFECT: Blast (8D6 Cold) **Base Cost:** 40
Advantages: No Magic Roll x 1/4; Fast x 1/4; Easy x 1/4
 **Total Multiplier:** x 3/4 **Active Cost:** 70
General Mod.: 2x Reduce END x 1/2 . **Modified Cost:** 105
Limitations: Common +3 1/4; No Range +1/2; Limited +1/2 (Wielder takes 1 pt. STUN each phase.
 **Total Bonus:** +4 1/4
END: 3 **REAL COST:** 20

TOTAL REAL COST: 38

Zombie Helmet

This helmet of cured leather is popular with evil wizards. The caster must lure his victim close and engage his attention with hypnotic gestures for a few seconds. When the helmet is strapped on the victim's head, it lowers his willpower (EGO) and usually controls him completely. The helmet, once on a victim's head, has a tendency to blend with the skull and hair, becoming inobvious, though still removable. A CV roll, rather than an ECV roll, is used for the entire spell.



EFFECT: Dominate, 12D6 **Base Cost:** 60
General Mod.: 4x Reduced END x1 .. **Modified Cost:** 120
Limitations: Extra Time (+1 phase) +1/4; Gestures +1/2;
 Independent +1; Materials: Preparation (1 hour, PS:
 Leatherworker) +1/2, Inobvious +1/4, Accessible +1/2;
 Limitation: item stays with victim +1/4; No Range +1/2
 **Total Multiplier:** +33/4
END: 0 **REAL COST:** 25
EFFECT: Ego Drain, 1D6 **Base Cost:** 20
Advantages: Constant x1/2 **Active Cost:** 30
General Mod.: 3x Reduced END x3/4 . **Modified Cost:** 52
Limitations: as above except No Range .. **Total Bonus:** +3
END: 0 **REAL COST:** 13
Total END: 0 **TOTAL REAL COST:** 38

Staff of Evil Emanations

Magicians have found that iron meteorites are particularly apt for making devices that sicken and destroy a man's health. This faintly luminous iron staff can project green rays that destroy endurance or recovery. Unfortunately, without suitable protection, any normal creature carrying the staff will suffer similar damage. The Defense Suppression is linked, and must be used in ratio with the Recovery Destruction.

COMMON LIMITATIONS: Independent +1; Materials
 (rope): Preparation (1 day, PS: Ironworker) +1, Obvious +1/
 2, Accessible +1/2, Rarity (dangerous) +1; END Reserve (1
 END/3 hrs or 1 LTE) +1; Limited (wielder suffers 1 pt.
 END Destroyed each turn, Defense will protect) +1
 **Total Bonus:** +6
EFFECT: Destroy (1D6 REC) **Base Cost:** 30
Advantages: Fast x1/4; Easy x1/4; Range x1/2
 **Total Multiplier:** x1 **Active Cost:** 60
General Modifiers: none **Modified Cost:** 60
Limitations: Common **Total Bonus:** +6
END: 12 **REAL COST:** 9

EFFECT: Suppress (6D6 of Defense) **Base Cost:** 60
Advantages: Fast x1/4; Easy x1/4
 **Total Multiplier:** x1/2 **Active Cost:** 90
General Modifiers: none **Modified Cost:** 90
Limitations: Common +6; Limited (Only versus enemy
 Defense) +1 **Total Bonus:** +7
END: 18 **REAL COST:** 11
EFFECT: Destroy (6D6 END) **Base Cost:** 42
Advantages: Fast x1/4; Easy x1/4; Range x1/2
 **Total Multiplier:** x1 **Active Cost:** 84
General Modifiers: none **Modified Cost:** 84
Limitations: Common **Total Bonus:** +6
END: 17 **REAL COST:** 12
END Reserve: 200 pts. **Base Cost:** 100
Limitations: Common **Total Bonus:** +6
END: **REAL COST:** 14
TOTAL REAL COST: 46

Heart of Cold

In the hands of an adept privy to the secret ceremonies of ice and snow, the well-preserved heart of an ice worm can be made to beat and bring winter to a small part of the land. This strangely-convoluted, 1 foot organ brings down a constant 2D6 cold blast to an area of land that is between 100 and 1000" around itself. Since this is the cold of winter, objects take damage on their own phases rather than the phases of the caster, except that this cannot exceed the caster's speed. Note that both the caster and the sufferers can reduce their speed down to 1. Also, normal armor can apply only half defense, but warm clothing adds more than its rated defense.

The Shadow effect is snow, and since snow is water freezing out of the air, this is limited by the current humidity.

Common Limitations: Independent +1; Materials (heart):
 Preparation (1 week, PS: Tanning) +1, Obvious +1/2;
 Accessible +1/2, Rarity (dangerous) +1; No Range +1/2;
 Extra Time (+10 minutes) +1; Gestures +1/4; Incantation
 +1/4; Limited (targets take damage on their phases, 100"
 minimum radius) +1 **Total Bonus:** +6
EFFECT: Blast (2D6 cold) **Base Cost:** 10
Advantages: Area x1/2; Radius x1/2, 10x Double Area
 (1000") x2 1/2; Constant x1/2
 **Total Multiplier:** x4 **Active Cost:** 50
General Modifiers: 3x Reduced END x3/4
 **Modified Cost:** 87
Limitations: Common **Total Bonus:** +6
END: 1 **REAL COST:** 12
EFFECT: Shadow (-4 PER) **Base Cost:** 40
Advantages: Radius x1/2; 8x Double Area (1000") x2
 **Total Multiplier:** x2 1/2 **Active Cost:** 140
General Modifiers: 4x Reduced END x1
 **Modified Cost:** 280
Limitations: Common +6; Limited (limited by humidity)
 +1 **Total Bonus:** +7
END: 1 **REAL COST:** 35
Total END: 2 **TOTAL REAL COST:** 51

Staff of Winds

This staff of cloud-carved smoke grants control of the wind. Its spells may only be used in "free" air, that is in a space that has easy access to the outside. This magic functions by moving and focusing very large masses of air, and cannot do anything with the limited air in any normal enclosed area. All these spells require 2 phases to cast, the first phase spent stirring up a wind.

The Psychokinesis and Levitation effects are done by force of wind. The Ward is an encircling whirlwind. As it is bought with the Constant advantage, the Ward can be raised the phase after it is broken with no Magic Roll. The Silence effect comes from holding air still.

Common Limitations: Independent +1; Materials (staff):

Preparation (1 week, PS: Woodcarver) +1, Obvious +1/2, Accessible +1/2; END Reserve +1; Conditional (only in free air) +1; Limited (only recharges in stiff wind) +1/2

..... **Total Bonus:** +5 1/2

EFFECT: Psychokinesis (STR 20) **Base Cost:** 40

Advantages: Easy x1/4 **Active Cost:** 50

General Mod: Variable Advantage x1/2 **Modified Cost:** 75

Limitations: Common **Total Bonus:** +5 1/2

END: 10 **REAL COST:** 12

EFFECT: Ward (8 PD) **Base Cost:** 20

Advantages: Easy x1/4; Constant x1/2; Radius x1/2; 2x

Double Area x1/2 (8")

..... **Total Multiplier:** x1 3/4 **Active Cost:** 55

General Modifiers: none **Modified Cost:** 55

Limitations: Common **Total Bonus:** +5 1/2

END: 7 **REAL COST:** 8

EFFECT: Levitation (20") **Base Cost:** 40

Advantages: Easy x1/4 **Active Cost:** 50

General Modifiers: none **Modified Cost:** 50

Limitations: Common **Total Bonus:** +5 1/2

END: 10 **REAL COST:** 8

EFFECT: Sounds (5D6) **Base Cost:** 15

Advantages: Easy x1/4 **Active Cost:** 19

General Modifiers: none **Modified Cost:** 19

Limitations: Common **Total Bonus:** +5 1/2

END: 4 **REAL COST:** 3

EFFECT: Silence (-6 Perception) **Base Cost:** 30

Advantages: Easy x1/4 **Active Cost:** 37

General Modifiers: none **Modified Cost:** 37

Limitations: Common **Total Bonus:** +5 1/2

END: 9 **REAL COST:** 6

END Reserve: 200pts. **Base Cost:** 100

Limitations: Common **Total Bonus:** +5 1/2

..... **REAL COST:** 15

TOTAL REAL COST: 52

Holy Staff

The Holy Staff is a relic of great power created to enable a priest to persevere and prevail during the ancient crusades against the undead. Since the end of that crusade, the staff has changed hands many times, and its current location is unknown.

To use the staff, the priest loudly calls out his praises to his deity and makes appropriate holy symbols in the air. Each effect for the staff is accompanied by a holy glow and general uplifting feeling. The staff's main use is healing those injured in the fight against evil, though it can also provide a holy light, protection from magical detects and spells, increased self esteem, and a continuous blinding effect against undead.

Common Limitations: Independent +1; Material (holy relic):

Preparation (1 month, PS: Artisan) +1, Obvious +1/2,

Accessible +1/2, Rarity (dangerous) +1; Conditional +1

(wielder must be priest who believes strongly in appropriate

God); Gestures +1/4; Incantations +1/4 **Total Bonus:** +5 1/2

EFFECT: Heal (6d6) **Base Cost:** 60

Limitations: Common (Gestures, Incantations are +1/2) +6;

Limited (person healed must pledge a good deed to the

poor) +1 **Total Bonus:** +7

END: 12 **REAL COST:** 7

EFFECT: Restore (2D6 STR) **Base Cost:** 20

Limitations: Common (Gestures, Incantations are +1/2) +6;

Limited (person healed must pledge a good deed to the

poor) +1 **Total Bonus:** +7

END: 4 **REAL COST:** 2

EFFECT: Images (1d6) **Base Cost:** 5

Advantages: Radius x1/2; 3x Double Area (8") x3/4

..... **Total Multiplier:** x1 1/4 **Active Cost:** 11

General Mod.: 2x Reduced END x1/4.. Modified Cost: 16

Limitations: Common +5 1/2; Limited (only for light) +1 1/2;

..... **Total Bonus:** +7

END: 0 **REAL COST:** 2

EFFECT: Obscure (-6) **Base Cost:** 15

Advantages: Radius x1/2; 2x Double Area (8") x1/2

..... **Total Multiplier:** x1 **Active Cost:** 30

Modifiers: 3x Reduced END x3/4 **Modified Cost:** 52

Limitations: Common **Total Bonus:** +5 1/2

END: 0 **REAL COST:** 8

EFFECT: Protect (-4 vs. Ranged) **Base Cost:** 40

Advantages: Radius x1/2; 1x Double Area (8") x1/4 . **Total**

Multiplier: x3/4 **Active Cost:** 70

Modifiers: 4x Reduced END x1 **Modified Cost:** 140

Limitations: Common **Total Bonus:** +5 1/2

END: 0 **REAL COST:** 22

EFFECT: Aid (+5 PRE) **Base Cost:** 10

Advantages: Radius x1/2; 3x Double Area (8") x3/4

..... **Total Multiplier:** x1 1/4 **Active Cost:** 22

Modifiers: 3x Reduced END x3/4 **Modified Cost:** 38

Limitations: Common **Total Bonus:** +5 3/4

END: 0 **REAL COST:** 6

EFFECT: Dazzle (1D6) **Base Cost:** 10

Advantages: Area x1/2; Radius x1/2; 3x Double Area (8")

x3/4; Constant x1/2

..... **Total Multiplier:** x2 1/4 **Active Cost:** 32

Modifiers: 3x Reduced END x3/4 **Modified Cost:** 56

Limitations: Common +6 (Gestures, Incantations are +1/2);

Limited +1 1/2 (only vs. Undead) .. **Total Bonus:** +7 1/2

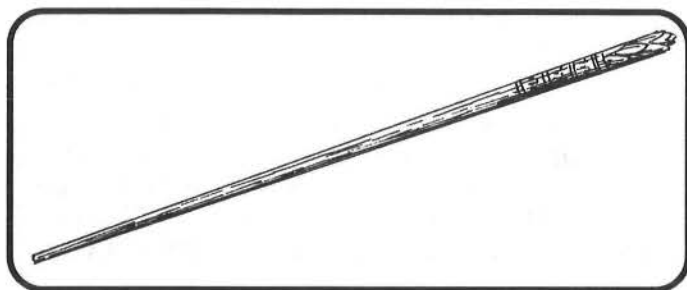
END: 0 **REAL COST:** 7

TOTAL REAL COST: 54

Master Staff Of Fire

The Master Staff of Fire is a major item, and is often the major work of a sorcerer enrolled in one of the larger established Schools of Fire. Many master sorcerers, especially those commanding the elemental magics, possess a combat staff similar to this, always kept close at hand. This staff contains the spells Fire Blast, Dazzle, Transform inanimate objects to vapor, Transport in a flash of flame, and a constant Shield against fire for the wielder, providing him with offensive, defensive and transportation spells.

The Staff is made of carved fire-wood, which comes from the famed Fire-tree, a plant which is quite able to defend itself against dismemberment.



COMMON ADVANTAGES: Fast x1/4; Easy x1/4
..... **Total Multiplier:** x1/2

COMMON LIMITATIONS: Independent +1; Materials (fire-wood): Obvious +1/2, Accessible +1/2; Preparation (1 day, PS: Woodcarver) +1, Rarity (dangerous) +1; Side Effects (3D6 Killing Blast, fire) +2; END Reserve (3/hour or 1 LT END) +1 **Total Bonus:** 7

EFFECT: 10D6 Blast (fire) **Base Cost:** 50
Advantages: Common x1/2 **Active Cost:** 75
General Modifiers: Variable Advantage x1/2
..... **Modified Cost:** 112
Limitations: Common **Total Bonus:** +7
END: 15 **REAL COST:** 14

EFFECT: Dazzle (2D6) **Base Cost:** 20
Advantages: Common x1/2 **Active Cost:** 30
General Modifiers: none **Modified Cost:** 30
Limitations: Common **Total Bonus:** +7
END: 6 **REAL COST:** 4

EFFECT: Transform (6D6, target: inanimate objects, result: vapor, cure: GM defines) **Base Cost:** 90
Advantages: Common x1/2 **Active Cost:** 135
General Modifiers: none **Modified Cost:** 135
Limitations: Common **Total Bonus:** +7
END: 27 **REAL COST:** 17

EFFECT: Transport (40") **Base Cost:** 30
Advantages: Common x1/2; 2x Double Range x1/2
..... **Total Multiplier:** x1 **Active Cost:** 60
General Modifiers: none **Modified Cost:** 60
Limitations: Common +7; Limited (noisy) +1/2
..... **Total Bonus:** +7 1/2
END: 12 **REAL COST:** 7

EFFECT: Shield (12 ED) **Base Cost:** 30
Advantages: Common x1/2; Persistent x1/4; No Magic Roll x1/4 **Total Multiplier:** x1 **Active Cost:** 60
General Modifiers: 4x Reduced END x1
..... **Modified Cost:** 120
Limitations: Common (without END Reserve limitation) +6; Limited — only against fire +1 **Total Bonus:** +7
END: 0 **REAL COST:** 15

END Reserve: 150pts. **Base Cost:** 75
Limitations: Common **Total Bonus:** +7
END: **REAL COST:** 9

Total END Reserve: 210pts **TOTAL REAL COST:** 66

The fire-wood staff must be made in a Dragon Forge, a dragon skull filled with faceted rubies for coals. Firing the forge takes a day, as does the casting of the create spell. A Dragon Forge can only be fired roughly once a day (END Reserve) and the failure of a spell cast with the forge results in a backlash of fire (Side Effect).

The use of a Dragon Forge in a Create spell gives the following Materials, Side Effects, and END Reserve limitations.

EFFECT: Create Master Staff of Fire **Base Cost:** 67
Limitations: Materials (Dragon Forge): Preparation (1 day or more, MS: Magic) +1, Obvious +1/2, Accessible +1/2, Static +1/2, Rarity (dangerous) +1, Cost (3 gp) +2; Extra Time (1 day) +3; Side Effects (3D6 Killing Blast, fire) +2; END Reserve (1/3 hours or 1 LT END) +1
..... **Total Bonus:** +11 1/2
END: 13 **REAL COST:** 5



Enchanted Places

The Stone Earth Mother

It is said that lost in the deepest woods stands a weathered stone idol to the ancient Earth Mother. Folk tale has it that whoever kisses the lips of the statue and truly wishes it, will gain a glamor of beauty for only the opposite sex to see.



Kissing the lips of this lost statue lets you cast a Create spell that, for the cost of 1 character point, places an independent spell on yourself. That spell raises your Comeliness by 1D6 (rolled once when the create spell is cast) that will only affect members of the opposite sex. This is the statue:

EFFECT: Create (+3 COM Aid) **Base Cost:** 3
Advantages: No Magic Roll x1/4 **Active Cost:** 4
Limitations: Independent +1 **Total Bonus:** +1
END: 1 **REAL COST:** 2

This is the independent spell that the statue will cast on you:

EFFECT: Aid (+3 COM) **Base Cost:** 3
Advantages: No Magic Roll x1/4; Persistent x1/4
..... **Total Multiplier:** x1/2 **Active Cost:** 4
General Mod.: 1x Reduced END x1/4 ... **Modified Cost:** 5
Limitations: Independent +1; Self Only +1/2; Limited +1
(always on and only opposite sex can see)
..... **Total Bonus:** +2 1/2
END: 0 **REAL COST:** 1

Chapel of the Vengeful Hand

The Vengeful Hand is a black assassins' cult. Their members perform minor murders and thuggery for pay and power until it is time for them to spend their lives to execute a full Hand killing. Part of the requirement is that they perform enough guild service to accumulate 11 character points to spend on the Vengeful Hand spell.

Staffed by the followers of a fanatic religion, the Hand drugs young recruits into mindlessness for a period of several months. With their will power permanently damaged, these men are told that by joining the Vengeful Hand they can have a short life killing the infidel, culminated by a murder of someone of great importance and entry into heaven with eternal ecstasy, which they had just experienced, as their reward.

The chapel is a place that has bound into it an independent create spell. Since this spell has no Magic Roll, anyone spending a night in prayer can spend 11 character points and cast upon himself the independent spell below.

The assassin's spell allows the once ever casting of a 4D6 horrifying flame killing blast. The blast punches explosively from the killer's hand as he strikes his victim. As the advantage No Magic Roll was taken on the spell, the Side Effects limitation automatically occurs when the spell is cast. At the end of the segment on which the assassin attacks and each of the following 5, the assassin takes a 1D6 killing blast with no defense that causes physical, internal damage. If the assassin is still conscious while this occurs, he will try to make sure that he dies.

The up and coming Black Bishop has gotten control of a minor chapter of the Hand. The Hand supplied a magician to enchant a cell in his dungeon as a Hand chapel, and they supply occasional instructions which the Bishop knows better than to disobey. The Bishop supplies slaves and performs the drugging. The Bishop uses his own troops to perform the local thuggery. The Hand assassins that he produces are used only for the full, final assassination spell; he supplies the points for the spell. He has no training program. He simply keeps his material comatose in his dungeon until a use arises. The Chapel:



EFFECT: Create (independent Vengeful Hand spell) **Base Cost:** 11
Advantages: No Magic Roll x1/4 **Active Cost:** 14
Limitations: Independent +1; Extra Time +3 (1 night of prayer); Concentration throughout +2; Extra END x2 +1; Self Only +1/2 **Total Bonus:** +7 1/2
END: 4 **REAL COST:** 1

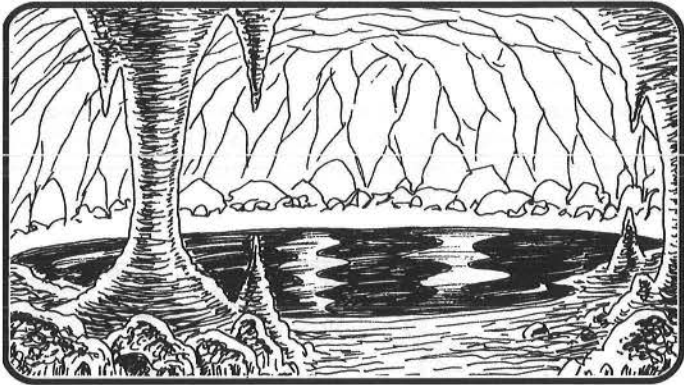
This is the independent spell that the chapel endows:

EFFECT: Killing Blast (4D6) **Base Cost:** 60
Advantages: No Magic Roll x1/4; Fast x1/4; Easy x1/4
..... **Total Multiplier:** x3/4 **Active Cost:** 105
Limitations: Independent +1; No Range +1/2; END Reserve (never recharge) +5; Side Effects (4D6 killing, taken 1D6 per segment) +2 **Total Bonus:** +8 1/2
END: 12 **REAL COST:** 11

Pool of Unlife

This awful pool is a fabled artifact of dark necromancy. The original pool, created by Black Kong the Undead King, has been the source of many undead armies for the sorcerers with the knowledge to fire its waters. Located in a lost cavern, this pool is full of sluggish, black water, smelling of sweet, cloying spices. To return its waters to life, certain rare and costly spices must be added. Then, any freshly dead bodies that are slid beneath its surface rise one week later as unliving zombies.

During its week of generation, each corpse withdraws 12 END from the pool's END reserve of 168 END. This END can only be replaced through Long Term END spent through stirring the pool with long poles, a grueling, life-sapping task. Since the pool operates through Summoning, the caster must control the zombies through an EGO vs. EGO roll. Since they are probably created a few at a time, the caster must remake this roll each time their number doubles — at 2, 4, 8, etc. zombies — at the subtraction given in the Summoning description. The full army of 100,000 subtracts 20 from the roll.



EFFECT: Summon (up to 100,000 zombies) .. **Base Cost:** 120

Advantages: Constant x 1/2; Persistent x 1/2

..... **Total Multiplier:** x1 **Active Cost:** 240

Limitations: Independent +1; Materials (pool, unholy spices, corpses): preparation (to prepare pool, 1 day, KS: Spices) +1, obvious +1/2, accessible +1/2, static +1/2, dangerous +1, cost 3 gp (spices) +2; Limited +1/2 (corpse cannot be over 1 week dead); Extra Time (each corpse must lie in pool for 1 day) +3; END Reserve +1 (Recovers 1/3 hours or 1 per LTE) ... **Total Bonus:** +11

END: 12 (48) **REAL COST:** 20

EFFECT: 120 END for reserve **Base Cost:** 60

Limitations: see above **Total Bonus:** +11

END: 0 **REAL COST:** 5

TOTAL REAL COST: 25



Note that only 12 END is spent from the reserve for each zombie tossed in the pool. This is the cost for summoning only 1 zombie.

ZOMBIE

Characteristics

STR: 10 DEX: 8 CON: — BODY: 10 INT: 8
EGO: 11 PRE: 10 COM: 0 PD: 2 ED: 2
SPD: 2 REC: — END: — STUN: — **Cost:** 118

Pts Skills & Spells

8 4" Running
2 Familiar w/common melee weapons
2 Familiar w/common missile weapons
30 Automaton
42 **Skills Cost**

Pts Disadvantages

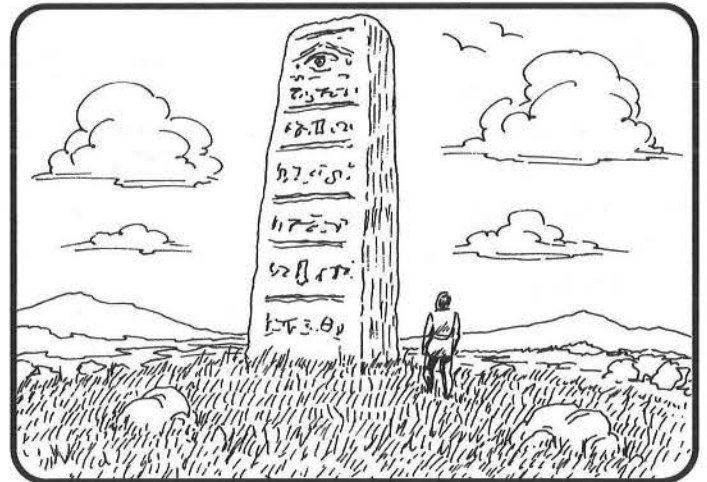
8 Hatred of the Living

152 Total Points

Transport Monoliths

Between four and ten of these magical menhirs have been built in one of the largest kingdoms on the continent (pick one). After paying a fee, a group may be transported from one stone to any of the others. The monoliths are activated by a guild of sorcerers appointed by the government. Applicants must have a Magic Roll and spend Experience (as per Transport) to memorize several or all of the stone locations. They should also have enough END to keep a spell active for several seconds.

Alternatively, these monoliths may have been created by some long lost civilization, and now stand waiting for a clever wizard to reactivate them.



EFFECT: Transport 2500 kilometers **Base Cost:** 30

Advantages: Affects others x 1/2; Constant x 1/2; Double Distance (x17) x4 1/4; Requires Talent x 1/4

..... **Total Multiplier:** x5 1/2 **Active Cost:** 195

General Modifiers: 2x Reduced END x 1/2

..... **Modified Cost:** 292

Limitations: Concentrate throughout +2; Extra Time (1 turn) +1/2; Independent +1; Limited: only goes to another Transport Monolith +2; Materials: preparation (1 month, PS:Sculptor) +1, obvious +1/2, accessible +1/2, static +1/2; Visible +1/2 **Total Bonus:** +8 1/2

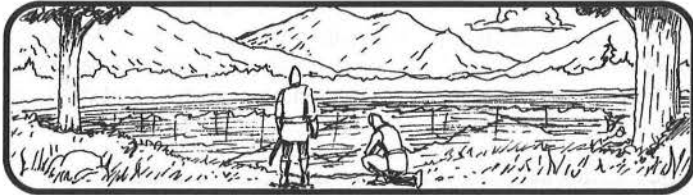
END: 10 **REAL COST:** 31

Options: Long distance travel was neither common nor easy in the Middle Ages. So that the culture of the GM's world will not diverge too much from the Medieval pattern, the transport monoliths have been restricted to one country and are few in number. Further options exist.

Perhaps only two of the monoliths work, and the PC's discover a difficult and inconvenient way of activating the others (for instance, paying a character point or burning dragon scales at the monolith base). Perhaps none of the monoliths work, because only descendants of the original builders can use them — and it happens that one of our PC's is the last descendent of those builders. Some of these options may attract the government or various greedy people to the characters if it becomes known that they can use the transport devices.

Vitamere, Pool of Prophecy

This lake has survived from the Elder Days in a remote mountainous spot. The surrounding highlands should be teeming with monsters or otherwise dangerous to travel through. If one is at Vitamere at noon and meditates upon the reflection of the hills in the water, then one can gradually conjure a scene from almost anywhere. That is, the lake will provide a Clairvoyant view of almost anything on the continent for a few turns (usually 1 minute, depending on how long the END Reserve lasts for viewing at that range). The caster must have a Magic Roll.



EFFECT: Clairvoyance, 4000 km range **Base Cost:** 20

Advantages: Double Distance (16 times) x 4 .. **Active Cost:** 105

General Modifiers: none **Modified Cost:** 105

Limitations: Concentrate throughout +2; Conditional: only works at noon +1; END Reserve (recharges 1/3 hr or 1 LTE) +1; Extra Time (10 minutes) +1; Independent +1; Materials: obvious +1/2, inaccessible +1/4, static +1/2, dangerous to reach +1 **Total Bonus:** +8 1/4

END: 21 **REAL COST:** 11

END Reserve: 420pts **Base Cost:** 200

END: 0 **REAL COST:** 22

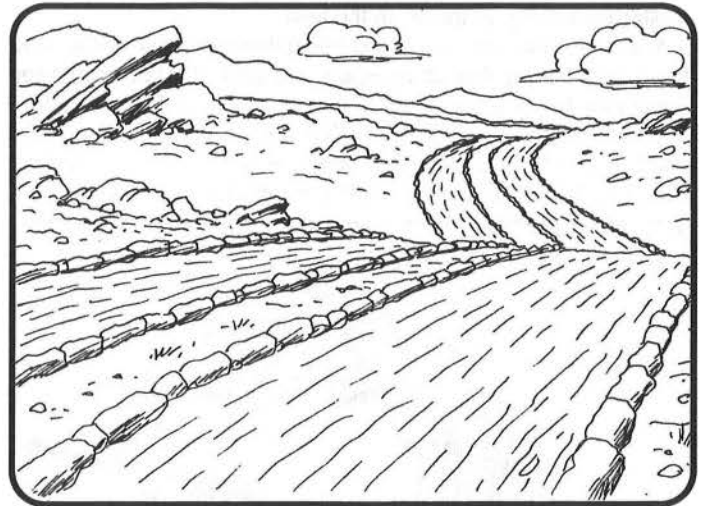
TOTAL REAL COST: 33

River Road Of Serantia

As the arteries of nations, developed highways are essential for commercial growth. The River Road is two opposite-flowing roadways that run the breadth of the Serantia, constructed by an awesome expenditure of effort at the behest of the Tyrant Theonticles. Unfortunately, he found that the road aided the swift movement of enemy armies as much as it did commerce, and Serantia was literally overrun. In the centuries since, the land was decimated by wars to the extent of becoming a wasteland that now no ruler dares claim. For all that, it speeds up travel considerably through the region.

Any person or craft guided by persons that enter the River Road is carried along by the road, at 12" per phase (the road is not a character but is considered to be Speed 2). The roads are 12 feet wide with a blurred surface of graded dirt.

The GM may use this principle to create interesting effects in castle or dungeon corridors, or in mystic places where such oddities would be commonplace.



EFFECT: Haste (12" 2x per Turn) **Base Cost:** 24

Advantages: No Magic Roll x 1/4; Affects Others x 1/2; Area x 1/2; Increased Area x 1/2; 15x Double Area x 2 3/4 (100 miles) **Total Multiplier:** x 4 1/2 **Active Cost:** 132

General Modifiers: 5x Reduced End x 1 1/4

..... **Modified Cost:** 297

Limitations: Independent +1; Materials (road): preparation (1 week per mile, PS: Laborer) +1, obvious +1/2, inaccessible +1/4, static +1/2; Limited +1 (Only one way along path of road) **Total Bonus:** +4 1/4

END: 0 **REAL COST:** 57

Miscellaneous Items

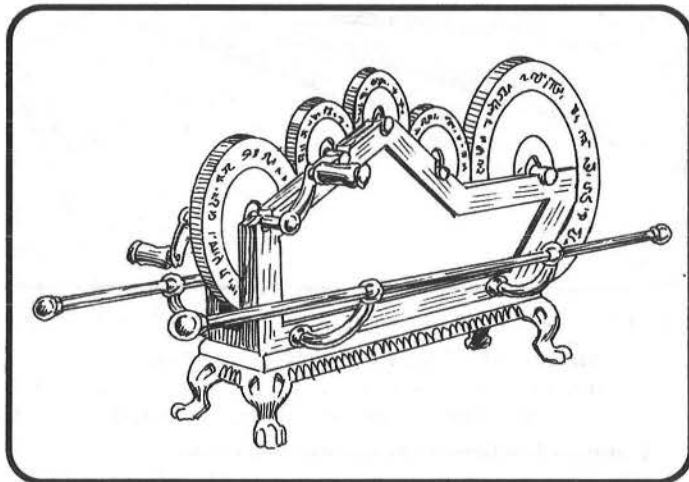
War Wheels

"I love the sound of war wheels in the morning." — General Zapem, 5th Army

Magic can be very useful in mass combat. We have described some defensive effects as they might be used in a castle. Here are some large area effects that could be used by an army in battle. The war spells given here have been built into waist-high mechanisms that use a crank to whirl counter-rotating wheels of jewelled metal to produce the spells. To keep down costs, most war wheels are built with only the minimum effect, but larger ones can be built, such as wheels of healing.

The spell itself is contained in a large jewel at the center of the wheel. Cranking the wheel generates mechanical energy through which the device powers the spell. The spell is seen as a shimmery, crystalline quality to the air in the area.

War wheels are, of course, excellent defensive devices as well. The Black Bishop has an accuracy and protect wheel in the top floor of the tower at the center of his castle. Their effects are sized to just reach to his castle walls, but not beyond. He also has a smaller table-top 2D6 healing wheel with only a 4" radius effect. This wheel does not get the clumsy material limitation.



COMMON ADVANTAGES: No Magic Roll x1/4; Area x1/2; Radius x1/2; 4x Double Area x1 .. **Total Multiplier:** x21/4

COMMON LIMITATIONS: Independent +1; Materials (gemmed mechanism): preparation (1 month, PS: Artisan) +1, obvious +1/2, accessible +1/2, clumsy +1/4, hard to find +1/4; Limited +1/2 (caster is DCV 0 while cranking, mechanism cannot be moved while spinning); Extra Time (1 turn) +1 **Total Bonus:** +5

EFFECT: Accuracy (16" radius, +1 common missile)
..... **Base Cost:** 10
Advantages: Common x2 1/4 **Active Cost:** 32
General Mod.: 1x Reduced END x1/4 . **Modified Cost:** 40
Limitations: Common **Total Bonus:** +5
END: 3 **REAL COST:** 7

Other Effects (same as Accuracy):

Protect (16" radius, +1 vs. missiles)

Cloak (16" radius, -1 PER)

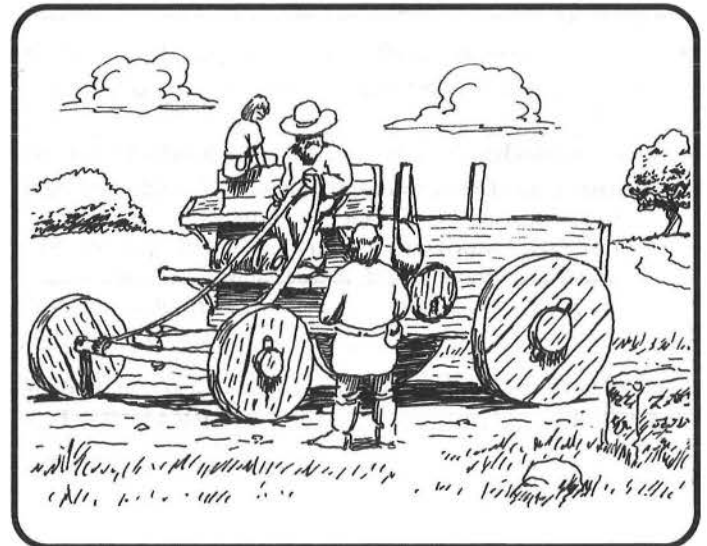
Heal (16" radius, 1D6)

EFFECT: Shield (16" radius, +4 PD) **Base Cost:** 10
Advantages: Common x2 1/4 **Active Cost:** 32
General Modifiers: 1x Reduced END x1/4
..... **Modified Cost:** 40
Limitations: Common +5; Limited +1/2 (only vs missiles)
..... **Total Bonus:** +5 1/2
END: 3 **REAL COST:** 6

Horseless Wagon

This is a magic wagon that will run tirelessly day and night. It is steered by reins and obeys verbal commands for speed. A phase-long chant is required to start it rolling, although a simple "Stop!" will lock the wheels. The wagon can reach its maximum speed in a phase and can stop in a distance equal to half its current speed. Note that this is a normal, wooden-wheeled wagon and can only go where other non-magical wagons can manage. Its top speed is dependent on the condition of the road and the grade of slope it can climb should depend on its load. Only on good roads will the wagon be able to move at a non-combat rate (up to 20"). The wagon can only be steered by the person who issues the starting incantation and will move at his SPD (speed Characteristic).

Although relatively inexpensive, this is a magic item that really impresses the yokels. While many magic items are frightening to average people, anyone can see the benefits, prestige, and sheer fun of owning a horseless wagon. This could be a hard item to hold onto.



EFFECT: Haste (10") **Base Cost:** 20
Advantages: No Magic Roll x1/4; Area x1/2; Increased Area (5 hexes) x1/2
..... **Total Multiplier:** x1 1/4 **Active Cost:** 45
General Modifiers: 4x Reduced END x1
..... **Modified Cost:** 90
Limitations: Independent +1; Materials (wagon): preparation (1 week, PS: Wagonmaker) +1, obvious +1/2, accessible +1/2, clumsy +1/4; Limited (doesn't add to character's base running, cannot negotiate obstacles) +1; Incantation +1/4 **Total Bonus:** +4 1/2
END: 0 **REAL COST:** 16

Volcano Seeds

The seeds of volcanos are found at their roots after dangerous and arduous delving. After curing, the seeds may be sown over an area of rock or earth to grow a wall of earth (a Ward). A paean to the god of nature must be sung while the seeds are flung. The last seed in the bag may be carefully nurtured somewhere and (when more END is paid) a baby volcano will grow to furnish more seeds.

EFFECT: Ward (8,8) **Base Cost:** 40

Advantages: Increased Area x1/2; 2x Area (16 hexes) x1/4; No Magic Roll x1/4.... **Total Bonus:** x1 **Active Cost:** 80

General Mod.: 5x Red. END x1 1/4 .. **Modified Cost:** 180

Limitations: Concentrate to cast +1/2; Conditional: only on living earth +1/4; END Reserve (buy new END) +3; Gestures +1/2; Incantations +1/2; Independent +1; Materials: preparation (1 turn) +1/4, obvious +1/2, accessible +1/2, rarity (dangerous) +1; No Range +1/2; Visible +1/2;

Limited: costs END to cast +1/4 **Total Bonus:** +9 1/4

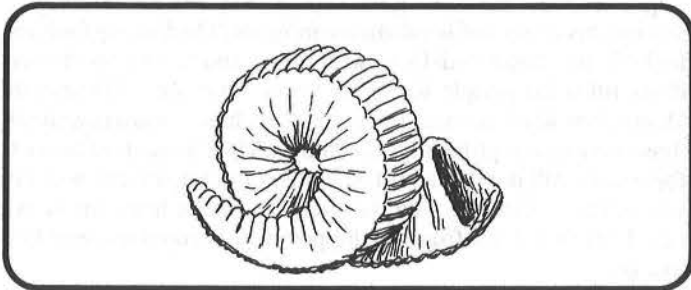
END: 16 (END 0 after casting) **REAL COST:** 18

Blasting Horn

The Blasting Horn is a mighty weapon indeed. When blown, the large, curling ram's horn emits a clear tone of deafening sound and a massive shock wave which will crack stone, splinter wood and burst any gates found within the cone-shaped area before it. Intended primarily as a siege weapon, the Blasting Horn is usually found only in the arsenals of kings and the more powerful nobility and sorcerers. Lesser nobles and free men might be harshly questioned if found possessing one while on another noble's lands.

Blowing the Horn requires much; no ordinary man can wind the mighty Horn. Only one with the constitution of a Troll may do so, and then only after a phase's preparation.

The Blasting Horn covers a 60 degree cone, with sides equal to 1/10th base cost in hex length. Potentially, it is a very useful weapon for a number of situations as it does a great deal of Body over a large area; the referee should always be aware of the disadvantages of using the device. If the horn was ever winded inside a normal structure, the structure would most likely collapse immediately. If used outside near a cliff or hill, it is likely that a quantity of stone or earth would be shaken loose, plunging to the earth and bringing more in its wake.



EFFECT: Blast (12D6) **Base Cost:** 60

Advantages: No Magic Roll x1/4; Area x1/2; Cone Area x1/2 **Total Bonus:** x1 1/4 **Active Cost:** 135

Limitations: Independent +1; Material (large ram's horn): preparation (1 week, PS: Hornmaker) +1, obvious +1/2, accessible +1/2, clumsy +1/4, rarity (hard to find) +1/4; Limited +1 (does no Stun or Knockback, noisy); 1 1/2x Increased END +1/2; Extra Time (1 phase) +1/2; No Range +1/2 **Total Bonus:** 6

END: 40 **REAL COST:** 19

Endless Map

This rolled map always displays the land for 70 miles around its current position. When it is unrolled with a full END reserve, taking a phase, a new map of its surroundings is displayed. The map stays the same until its reserve has fully recharged.

The accuracy of the map is based on a 3D6 roll, made by the GM. For almost all rolls, general information such as large land features will be largely correct. Extremely good rolls might draw tourist information. Fearsome monsters will be drawn in any areas labeled unknown.

EFFECT: Detect (Geography) **Base Cost:** 10

Advantages: No Magic Roll x1/4; Analyze x1; Locate x1; Area x1/2; Radius x1/2; 16x Double Area (70 miles) x4 **Total Bonus:** x7 1/4 **Active Cost:** 124

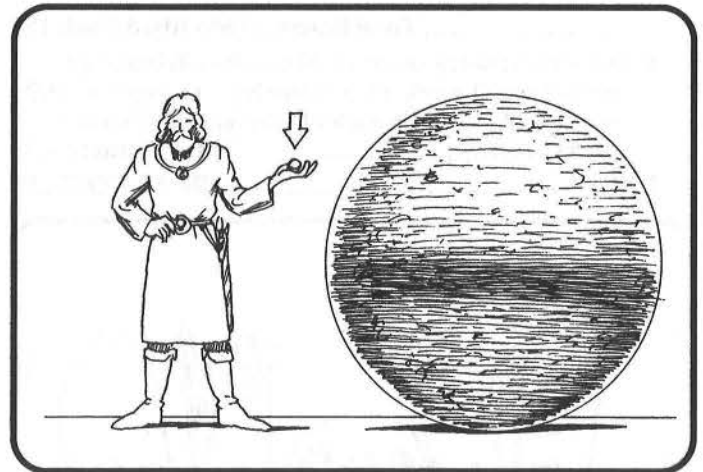
Limitations: Independent +1; Materials (map): preparation (1 week, PS: Parchmentmaker) +1, obvious +1/2; accessible +1/2, fragile +1/2; END Reserve (recovers 1/3 hrs.) +1; Limited (requires accuracy roll) +1/2

..... **Total Bonus:** +5

END: 22 **REAL COST:** 21

Expanding Stone

This is a normal, 6 foot stone sphere of which all but a fraction has been pushed into a dimension other than our own. What is left is a small stone the size of a sling ball. A keyword releases the stone to spring to its full size. This is typically commanded as the stone is flung from a sling or dropped from a height, or even simply tossed into the air. The stone does at most 12D6 physical damage on the hex on which it lands. As the END reserve recovers, the stone slowly shrinks. This can be assisted by spending LTE to push on it. Note that since the No Range limit was taken, the stone must be physically thrown, taking what ever range and accuracy modifiers come from the method used. Remember, though, that the full sized stone is an area attack.



EFFECT: Blast (12D6) **Base Cost:** 60

Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4; Area (1 hex) x1/2 **Total Bonus:** x1 1/4 **Active Cost:** 135

Limitations: Independent +1; Materials (stone sphere): preparation (2 days, PS: Stonecutter) +1, obvious +1/2; accessible +1/2; END Reserve (Recovers 1/3 hours or 1 LTE) +1; No Range +1/2; Incantation +1/2

..... **Total Bonus:** +5

END: 27 **REAL COST:** 22

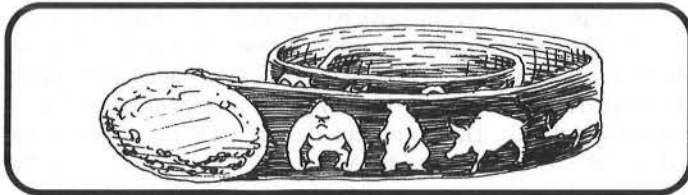
Belt of Creatures

This is a broad leather belt embroidered with all manner of creatures and animals. By invoking its power, the wearer of the belt can enhance his own innate characteristics by assuming the characteristics of one of the animals depicted on the belt. If the wearer wished to increase his strength, he could invoke the Ape glyph, gaining strength and taking on the fur and the rolling gait of a great ape. If instead, he wished added stun, he could invoke the Bull. This would add not only stun, but a pair of horns and a bull's nose. Finally, if several animals were assumed (spreading the AID among several characteristics), the belt's user would gain some of the physical traits of all these animals.

What animals and creatures may be on the belt are up to the GM. Additionally, the physical traits gained by the user would also be entirely up to the GM. These could change from use to use, so that the character doesn't grow complacent. Even at full use of a single animal, the user would still appear more human than animal; the belt does not give shapechange.

The following are suggested animals for each characteristic:

STR: Ape	DEX: Goat	CON: Troll
BODY: Bear	INT: Owl	EGO: Lion
PRE: Dragon	COM: Bird	PD: Gorgon
ED: Lizard	SPD: Deer	REC: Panther
END: Boar	STUN: Bull	



EFFECT: Aid (+25 pts. variable) **Base Cost:** 50
Advantages: No Magic Roll x1/4; Variable Effect x1/4
 **Total Multiplier:** x1/2 **Active Cost:** 75
General Modifiers: 4x Reduced END x1
 **Total Bonus:** x1 **Modified Cost:** 150
Limitations: Independent +1; Materials (stitched belt):
 preparation (1 week, PS: Embroidery) +1, obvious +1/2,
 inaccessible +1/4; Character Disadvantage (Unusual
 Looks) +1/2 **Total Bonus:** +3 1/4
END: 0 **REAL COST:** 35



Glamog's Spellcracker

This is a thick wooden rod created by a renegade Thaumaturge specifically to rob magicians. The spellcracker tingles when directed at a magic item or active spell, and casts a pale light beam that makes visible the structure of the spell. Anyone familiar with magic can read this structure. Finally, the spell can be suppressed by touching it with the spellcracker.

COMMON LIMITATIONS: Independent +1; Materials
 (wand): preparation (1 day, PS: Woodcarver) +1, obvious
 +1/2, accessible +1/2 **Total Bonus:** +3
EFFECT: Detect Magic **Base Cost:** 10
Advantages: Fast x1/4; Easy x1/4; No Magic Roll x1/4
 **Total Multiplier:** x3/4 **Active Cost:** 17
General Modifiers: 2x Reduced End x1/2
 **Modified Cost:** 25
Limitations: Common **Total Bonus:** +3
END: 0 **REAL COST:** 6
EFFECT: Analyze Magic (6D6) **Base Cost:** 20
Advantages: No Magic Roll x1/4 **Active Cost:** 25
General Modifiers: 1x Reduced End x1/4
 **Modified Cost:** 31
Limitations: Common +3; Extra Time (1 phase) +1/2
 **Total Bonus:** +31/2
END: 2 **REAL COST:** 7
EFFECT: Suppress (10D6) **Base Cost:** 60
Advantages: No Magic Roll x1/4 **Active Cost:** 75
General Modifiers: 3x Reduced End x3/4
 **Modified Cost:** 131
Limitations: Common +3; Extra Time (1 phase) +1/2; No
 Range +1/2 **Total Bonus:** +4
END: 1 **REAL COST:** 26
TOTAL REAL COST: 39

The Demonfrog Idol

In the dim reaches of ancient time the great shaman, Leader-of-frogs, carved an idol to the Swamp Goddess so that his people might eat well, hunt the great reptile, and remain his subjects through his control of her demonic minions. The Swamp Goddess looked upon Leader-of-frogs with favor, and he and his descendants ruled his people for many years. Over the millennia the Demonfrog idol has passed through many hands, most commonly those of frog or reptile religious cultists. The remnants of many of these cults still dot the land. The holder of the statue can never be sure if that innkeeper with the greenish hue is innocent or is a member of the local frog worshippers who recognizes their long lost god.

The idol is a squat, weathered, ancient stone frog, about 8 real inches square and weighing 15 kgs. The frog has huge, blank, bulging eyes and a wide, open mouth. The stone of the mouth is permeated with dark stains. The idol was carved by the shaman of a tribe of cavemen some 10,000 years ago. They lived on the edge of a great swamp and were hunters of reptiles; hence, the idol has power over reptiles and their demon counterparts.

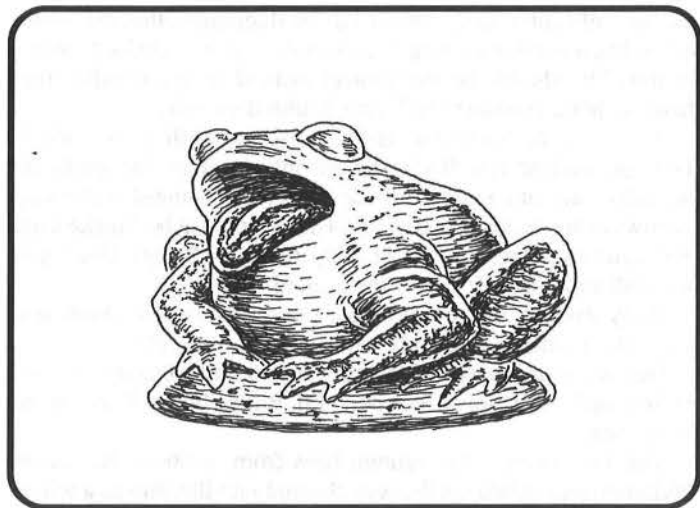
This magic from so long ago should be strange to most magicians of today. Analyze spells will suffer a penalty of 1 level unless the caster has knowledge of Ancient magic. Any incantations required are crude chants in the language of the day. Since such

chants have been uttered over the idol for so many years, they will be easy to pick up through analyze and require only 1 level of success. There will not be enough language, however, to command the demonfrogs. That requires a full point Skill that will have to be learned from some other source.

The Demonfrogs are red-eyed with long black tongues. They are truly disgusting — add 1D6 presence to their cumulative attack for each doubling of demonfrogs summoned. The ancient shaman used them to make docile slaves out of his enemies. Below 0 EGO a person must make an EGO roll to take any action. Originally only a few frogs could be summoned, but over the millennia the statue has grown in power.

The Protect, Accuracy, and Shield all added to the tribe's ability to hunt reptiles. To cast these spells a 10 minute dance/chant ceremony must be held in which all who are to receive the spell must participate. Each person must act out, through dance, how he will defeat the great reptile.

The Dominate reflects the natural gravitation that will occur in nearby reptiles toward an idol of their species. Any reptiles within a mile of the statue who wouldn't mind moving in that direction will do so. This doesn't mean that thousands of lizards will attack the characters at every turn, but that when the statue stays in one place for a time the population of reptiles increases noticeably. Also, big reptiles will take more than the usual interest in people with the statue. Of course, if the statue is left for a year or so it will be knee-deep in reptiles.



COMMON LIMITATIONS: Independent +1; Materials (stone idol); preparation (1 week, PS: Stonecarver) +1, obvious +1/2, accessible +1/2, clumsy +1/2; Character Disadvantage (hunted by reptile cultists) +1 .. **Total Bonus:** +4 1/2

EFFECT: Summoning (up to 1000 Demonfrogs)

..... **Base Cost:** 69

Advantages: none **Active Cost:** 69

Limitations: Common +4 1/2; Conditional +1 (must pour 1 Body pt. worth of fresh blood into the idol's mouth for each frog to be summoned); Incantation +1/2; Limited +1 (Demonfrogs will only obey commands in the ancient language of the area) **Total Bonus:** +7

END: 14 **REAL COST:** 9

The following three spells are area effect with the Affect Others Advantages. This means that at the time that the spell is cast, anyone within the stated area is affected by the spell as described under the advantage Affects Others, as long as the END is paid by the caster.

EFFECT: Protect (+2 vs. melee with reptiles) .. **Base Cost:** 20

Advantages: Area x 1/2; Radius x 1/2; Affects Others x 1/2

..... **Total Multiplier:** x 1 1/2 **Active Cost:** 50

General Modifiers: 3x Reduced END x 3/4

..... **Modified Cost:** 87

Limitations: Common +4 1/2; Limited +1 1/2 (only in combat with reptiles); Extra Time (10 minute ceremony)+2 ; Incantation +1/4; Gesture +1/4

..... **Total Bonus:** +8 1/2

END: 1 **REAL COST:** 9

EFFECT: Accuracy (+2 with melee with reptiles)

..... **Base Cost:** 20

Advantages: Area x 1/2; Radius x 1/2; Affects Others x 1/2

..... **Total Multiplier:** x 1 1/2 **Active Cost:** 50

General Modifiers: 3x Reduced END x 3/4

..... **Modified Cost:** 87

Limitations: Common +4 1/2; Limited +1 1/2 (only in combat with reptiles); Extra Time (10 minute ceremony)+2 ; Incantation +1/4; Gesture +1/4

..... **Total Bonus:** +8 1/2

END: 1 **REAL COST:** 9

EFFECT: Shield (8 PD in melee with reptiles) . **Base Cost:** 20

Advantages: Area x 1/2; Radius x 1/2; Affects Others x 1/2

..... **Total Multiplier:** x 1 1/2 **Active Cost:** 50

General Modifiers: 3x Reduced END x 3/4

..... **Modified Cost:** 87

Limitations: Common +4 1/2; Limited +1 1/2 (only in combat with reptiles); Extra Time (10 minute ceremony)+2 ; Incantation +1/4; Gesture +1/4

..... **Total Bonus:** +8 1/2

END: 1 **REAL COST:** 9

EFFECT: Dominate (2D6) **Base Cost:** 10

Advantages: No Magic Roll x 1/4; Persistent x 1/4; Area x 1/2; Radius x 1/2; 8x Double Area (1000") x2; Invisible x 1/4

..... **Total Multiplier:** x 3 3/4 **Active Cost:** 47

General Modifiers: 4x Reduced END x 1

..... **Modified Cost:** 94

Limitations: Common +4 1/2; Limited +2 (only compels reptiles to come near) **Total Bonus:** +6 1/2

END: 0 **REAL COST:** 13

TOTAL REAL COST: 50

DEMONFROGS

Characteristics

STR: -45	DEX: 8	CON: 6	BODY: 6	INT: 10
EGO: 10	PRE: 5	COM: 0	PD: 10	ED: 6
SPD: 2	REC: 1	END: 12	STUN: 9	Cost: 99*

* Modifiers for Size Decrease already added.

Pts Skills & Spells

8	4" Running
10	1 pt. Ego Destruction, END 2
30	3x Size Reduction, x 1/8 range mod
15	3 PD/1 ED Armor
63	Skills Cost

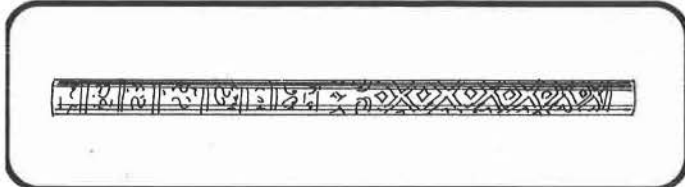
Pts Disadvantages

15	No Manipulation
15	Nonsentient

152 Total Points

Rod of Purity

Long ago there was a militant religious order whose knights carried a charm against Necromancy. The order no longer exists, but some of its magical implements survive. The Rod of Purity is a wand of willow about 8" long. When waved about, it will tell whether a Necromantic spell is in effect in the vicinity. Necromantic spells include animation of the dead, speaking with the dead, and some "life prolongation" spells. The Rod of Purity is also a weapon; when touched to the hex containing such a spell (say, a hex containing a zombie), it may Dispel the spell.



EFFECT: Detect (Necromantic Spells) **Base Cost:** 10

Advantages: Detect Analysis x1; Detect Location x1; Area Effect x1/2; Radius x1/2; Double Area (3" radius) x1/4; Constant x1/2; No Magic Roll x1/4

..... **Total Multiplier:** x4 **Active Cost:** 75

General Mod.: 4x Reduced END x1 .. **Modified Cost:** 150

Limitations: Gestures throughout +1; Independent +1;

Materials: preparation (1 turn) +1/4, obvious +1/2, accessible +1/2 **Total Bonus:** +3 1/4

END: 0 **REAL COST:** 35

EFFECT: Dispel, 10D6 **Base Cost:** 30

Advantages: Area 1 hex x1/2; No Magic Roll x1/4; Easy x1/4; Fast x1/4

..... **Total Multiplier:** x1 1/4 **Active Cost:** 67

General Mod.: 1x Reduced END x1/4 . **Modified Cost:** 84

Limitations: Gestures +1/2; Independent +1; Limited: only

vs. Necromantic magic +1 1/2; Materials (Willow Reed): preparation (1 turn.) +1/4, obvious +1/2, accessible +1/2; No Range +1/2 **Total Bonus:** +4 3/4

END: 3 **REAL COST:** 15

TOTAL REAL COST: 50

Cold Iron

Among the varied lumps of metal that fall from the sky are those that have the power to suppress magic. These pieces carry a field about them that varies in radius and strength according to the amount of metal. Alchemists name this metal cold iron.

Given here is the power of a lump of cold iron about the size of a human head and weighing 100 kg. Any item or spell that is cast or enters this area is suppressed. The raw metal has many uses that include defense when mounted in a castle or offense when carried near a demon.

EFFECT: Suppress (10D6) **Base Cost:** 100

Advantages: No Magic Roll x1/4; Radius x1/2; Persistent x1/4 **Total Bonus:** x1 **Active Cost:** 200

General Mod.: 6x Red. END x1 1/2 ... **Modified Cost:** 350

Limitations: Independent +1; Materials (metal that has

fallen from the sky): obvious +1/2; accessible +1/2; clumsy +1/4; dangerous +1; No Range +1/2; Limited (always on, always full strength) +1/4 . **Total Bonus:** +4

END: 0 **REAL COST:** 70

The Sky Ship Victorious

His Majesty's Sky Ship *Victorious* is a two-masted sky frigate mounting a 3D6 Killing variable fire cannon. Sky ships are reasonably inexpensive — just buy area Levitation sufficient to cover the size of ship you desire. Flying ships can be a lot of fun, creating many new campaigning opportunities and allowing adventurers to go washbuckling in the skies. Of course, the existence of such ships in quantity would greatly alter the nature of your campaign. Although you may not want a sky ship navy in your campaign, this ship can serve as an example of a flying combat vessel.

The *Victorious* sails as would any ship on the ocean. Since it is difficult for a vessel that size to say that any one person is controlling her, her movement will be at speed 2 (full phase move of 40" noncombat, or up to 3" per segment). Noncombat movement is with full sails. Fighting ships trim their sails when entering combat, thereby making normal combat speed. The *Victorious* should only change altitude gently, no more than 1/5 her current movement. Sky ships are not built for aerobatics and may roll or stall at a steeper rate. She can turn 1 hex side each move.

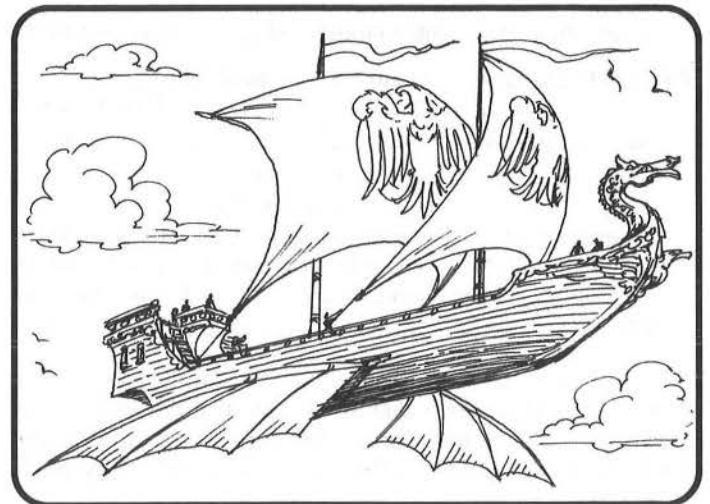
Her shield forms a silvery bubble about her. Though transparent, it reflects enough light that sky ships commonly keep their shields down to avoid betraying flash that might be seen for tens of miles. The shields of a navy ship are generally strong enough to stop most magic blasts. Being wood and canvas, sky ships are susceptible to fire. The shield will also protect characters on board the ship, but will not, of course, add to any armor or shield spell that they might have. Most combat among ships of this type is done by boarding action. The shields do not protect against spells, missiles (and hand-to-hand combat) fired from within their effect.

The hull of the *Victorious* is 4 Defense and 20 Body, as a whole. Damage against this Body should only be done by spells and missiles that could realistically be expected to damage such a ship. Arrows or spells described as small darts would at best make small holes and not affect her overall Body. Once her Body is destroyed, she will sink majestically to the ground.

Body damage can be repaired, but an equivalent fraction of character points must also be reinvested in her spells.

Her two masts are each 4 Defense and 10 Body. Damage to them or her sails will not affect her hull Body, but will lower her movement.

The *Victorious's* fire cannon fires from her bow. It, like the levitation and shield spells, is enchanted into the ship as a whole. It fires from the ship's figurehead and only in the direction that the ship is pointing. A helmsman with sailing skill may use his combat value to attack, adding any sailing levels he chooses to apply.



Many warships have a dragon or like creature as a figurehead to breathe their cannon blasts. The *Victorious* boasts a fair woman warrior who fires from her outthrust sword

COMMON LIMITATIONS: Independent +1; Materials (ship): obvious +1/2, accessible +1/2, static +1/2, rarity (difficult) +1/2, preparation (1 month, PS: Shipwright) +1
..... **Total Bonus: +4**

Note: The static materials limitation is given since the characters cannot move the ship. It must move under its own power.

EFFECT: Levitation (10") **Base Cost: 20**

Advantages: No Magic Roll x1/4; Area x1/2; Radius x1/2;
3x Double Area (16") x3/4; Persistent x1/4

..... **Total Multiplier: x2 1/4 Active Cost: 65**

General Modifiers: 4x Reduced END x1

..... **Modified Cost: 130**

Limitations: Common +4; Limited +1 sails as an ocean ship) **Total Bonus: +5**

END: 0 **REAL COST: 22**

EFFECT: Shield (8 ED/4 PD) **Base Cost: 30**

Advantages: No Magic Roll x1/4; Area x1/2; Radius x1/2;
3x Double Area (24") x3/4; Persistent x1/4

..... **Total Multiplier: x2 1/4 Active Cost: 97**

General Modifiers: 5x Reduced END x1 1/4

..... **Modified Cost: 218**

Limitations: Common +4; Limited (only against attacks from outside the area, doesn't stop boarders) +1

..... **Total Bonus: +5**

END: 0 **REAL COST: 36**

EFFECT: Killing Blast (3D6 Fire) **Base Cost: 45**

Advantages: No Magic Roll x1/4 **Active Cost: 56**

General Modifiers: Variable Advantage x1/2

..... **Modified Cost: 84**

Limitations: Common +4; END Res (Recharge 1/3 hr or 1 LTE) +1; Limited +1 (Must fire straight ahead)

..... **Total Bonus: +6**

END: 8 **REAL COST: 11**

EFFECT: 88 END (for Blast) **Base Cost: 22**

Blast Limitations: +5 **Total Bonus: +5**

END: 0 **REAL COST: 4**

TOTAL REAL COST: 73

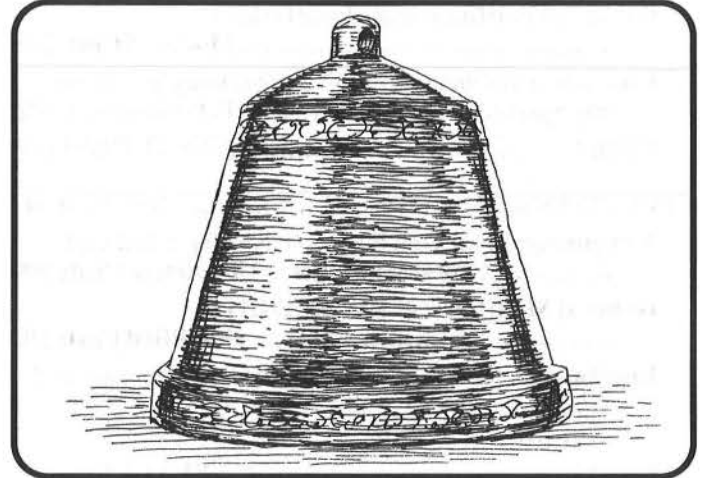
The Iron Bell

The fell Iron Bell of legend has the power to summon a number of Gargoyles from the Nether planes to do the bell ringer's bidding. Each stroke on the bell will summon forth a Gargoyle with a great gout of flame and smoke. Up to four may be so summoned at a time, each with a stroke rung upon the dread bell.

Once summoned to our world, the Gargoyles will not willingly depart until they have tasted the blood of at least one victim. This will always be the bell ringer unless he dominates them with an EGO vs EGO roll. If successful in this, an alternate must be ready at hand, else the ringer must continue to make domination rolls from time to time in order to maintain his control over the creatures. The bell is best kept well wrapped, for any impact upon it will begin the summoning process.

The GM should always keep in mind that the Gargoyles are forcibly brought to this world against their will and do not wish to remain. Once they have accomplished a task placed upon them by the bellringer, they will do anything in keeping with the letter of their commands to take a life, and then depart to their home plane.

The bell must be cast from sword blades that have taken life's blood.



EFFECT: Summoning (up to 4 Gargoyles) **Base Cost: 413**

Advantages: No Magic Roll x1/4 **Active Cost: 516**

General Modifiers: none **Modified Cost: 516**

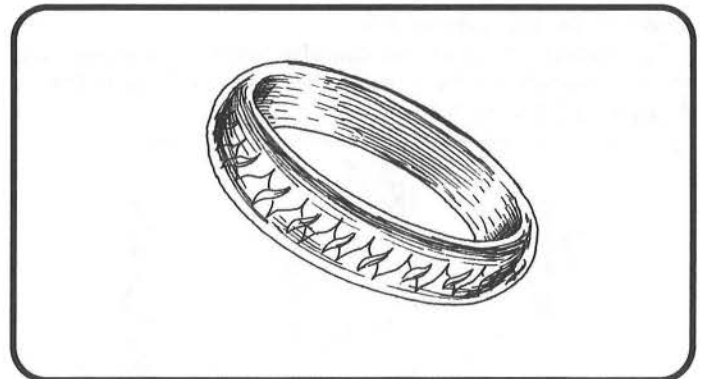
Limitations: Independent +1; Materials (iron bell): preparation (1 week, PS: Bell Casting) +1, obvious +1/2, accessible +1/2; difficult (blooded metal) +1/2; Limited +1 (Gargoyles will not leave until they have killed some intelligent being, Noisy bell); END Reserve (1/3 hrs. or LTE) +1 **Total Bonus: +5 1/2**

END: 83 **REAL COST: 79**

Ring of Fire

This flame-carved ring cast of gold taken molten from a volcano grants protection from and control over fire. When powered by END, this ring glows fiercely red and will direct 1/2 of any fire attack away from its wearer. The Shield effect is applied to only 1/2 of the damage.

The ring can also command flame to leap from any source of existing flame within range to any target also within range. The dice of damage of this flame attack is limited to the dice done by the source of the flame. A flame attack from a campfire might do 1D6 Killing, while a gout from a massive bonfire might do up to 3D6. Flame taken from a magical fire could do up to 4D6.



COMMON LIMITATIONS: Independent +1; Materials (ring): preparation (1 week, PS: Goldsmith) +1, obvious +1/2, inaccessible +1/4, difficult +1/2 **Total Bonus:** +3 1/4

EFFECT: Shield (0 PD/ 40 ED) **Base Cost:** 100

Advantages: No Magic Roll x 1/4; Persistent x 1/4

..... **Total Multiplier:** x 1/2 **Active Cost:** 150

General Modifiers: 4x Reduced END x 1

..... **Modified Cost:** 300

Limitations: Common +3 1/4; Limited (only against fire, only against 1/2 the damage) +2 ... **Total Bonus:** +5 1/4

END: 1 **REAL COST:** 48

EFFECT: Killing Blast (4D6 fire) **Base Cost:** 60

Advantages: Fast x 1/4; Easy x 1/4; No Magic Roll x 1/4

..... **Total Multiplier:** x 3/4 **Active Cost:** 105

General Modifiers: 4x Reduced END x 1

..... **Modified Cost:** 210

Limitations: Common +3 1/4; Limited (requires source of fire, damage limited to size of source) +2

..... **Total Bonus:** +5 1/4

END: 1 **REAL COST:** 34

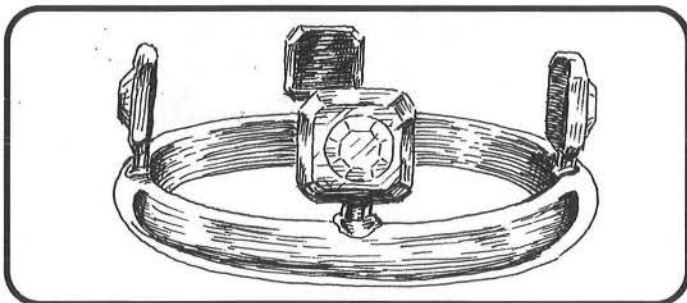
TOTAL REAL COST: 82

Crown of Lords

An old and still popular method of ruling a kingdom is through an item of power. Such items traditionally give a ruler wisdom and charisma and some series of powers to keep him in touch with his country. These large area-effect powers are fixed to the particular country which they support. Countries that have such items never quite die. Occasionally, an old such item turns up, associated with a kingdom long forgotten or half-remembered. Such items turn up from time to time in the hands of people intending to restore the old kingdom.

The Crown of Lords is one such item — a gold circlet set with large diamonds on posts, associated with a large expanse of land that only scholars remember as a kingdom. Besides amplifying its wearer's judgement and presence, it opens to him the lives and minds of all the people in that area. This effect is achieved through area Telepathy. To make any sense of the resulting mental babble, the wearer must buy Telepathic Discrimination, an INT based skill that costs 3pts., +1 per 2pts. A successful discrimination roll allows the character to listen to one voice from the many. Although an area mind attack still requires an EGO combat attack against each person in the area, under most circumstances the Boosted Ego of the wearer will make the roll unnecessary. In critical situations, however, insist on a proper roll.

The wearer of the Crown can also sense the positions and physical condition of any people in the area. This is Detect, Analyze, and Locate People.



COMMON LIMITATIONS: Independent +1; Materials (jeweled crown): preparation (1 month, PS: Goldsmith) +1, obvious +1/2, accessible +1/2; difficult (jewels) +1/2) **Total Bonus:** +3 1/2

EFFECT: Aid (+10 INT) **Base Cost:** 20

Advantages: No Magic Roll x 1/4 **Active Cost:** 25

General Modifiers: 3x Reduced END x 3/4 **Modified Cost:** 44

Limitations: Common +3 1/2; Limited +1 1/2 (Only for making judgements) **Total Bonus:** +5

END: 0 **REAL COST:** 7

EFFECT: Aid (+10 PRE) **Base Cost:** 20

Advantages: No Magic Roll x 1/4 **Active Cost:** 25

General Modifiers: 3x Reduced END x 3/4 **Modified Cost:** 44

Limitations: Common **Total Bonus:** +3 1/2

END: 0 **REAL COST:** 10

EFFECT: Aid (+6 EGO) **Base Cost:** 24

Advantages: No Magic Roll x 1/4 **Active Cost:** 30

General Modifiers: 3x Reduced END x 3/4 **Modified Cost:** 52

Limitations: Common **Total Bonus:** +3 1/2

END: 0 **REAL COST:** 12

EFFECT: Telepathy (4D6) **Base Cost:** 20

Advantages: No Magic Roll x 1/4; Area x 1/2; Radius x 1/2; 15x Double Radius (75 mile radius) +3 3/4

..... **Total Bonus:** x5 **Active Cost:** 120

General Modifiers: 5x Reduced END x 1 1/4

..... **Modified Cost:** 270

Limitations: Common +3 1/2; Limited +1 (Area fixed to old kingdom) **Total Bonus:** +4 1/2

END: 0 **REAL COST:** 49

EFFECT: Detect (People) **Base Cost:** 10

Advantages: No Magic Roll x 1/4; Constant x 1/2; Area x 1/2; Radius x 1/2; 16x Double Radius (75 mile radius) x 4; Analyze x 1; Locate x 1

..... **Total Bonus:** x 7 3/4 **Active Cost:** 87

General Modifiers: 5x Reduced END x 1 1/4

..... **Modified Cost:** 196

Limitations: Common +3 1/2; Limited +1 (Area fixed to old kingdom) **Total Bonus:** +4 1/2

END: 0 **REAL COST:** 36

EFFECT: Defense (10 pts.) **Base Cost:** 20

Advantages: No Magic Roll x 1/4 **Active Cost:** 25

General Modifiers: 3x Reduced END x 3/4 **Modified Cost:** 44

Limitations: Common **Total Bonus:** +3 1/2

END: 0 **REAL COST:** 13

TOTAL REAL COST: 127

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