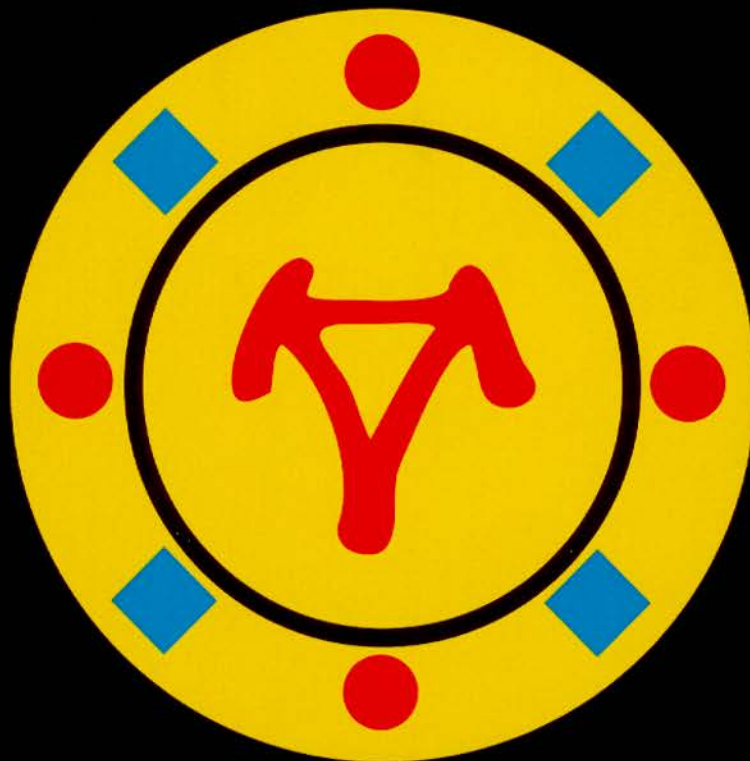
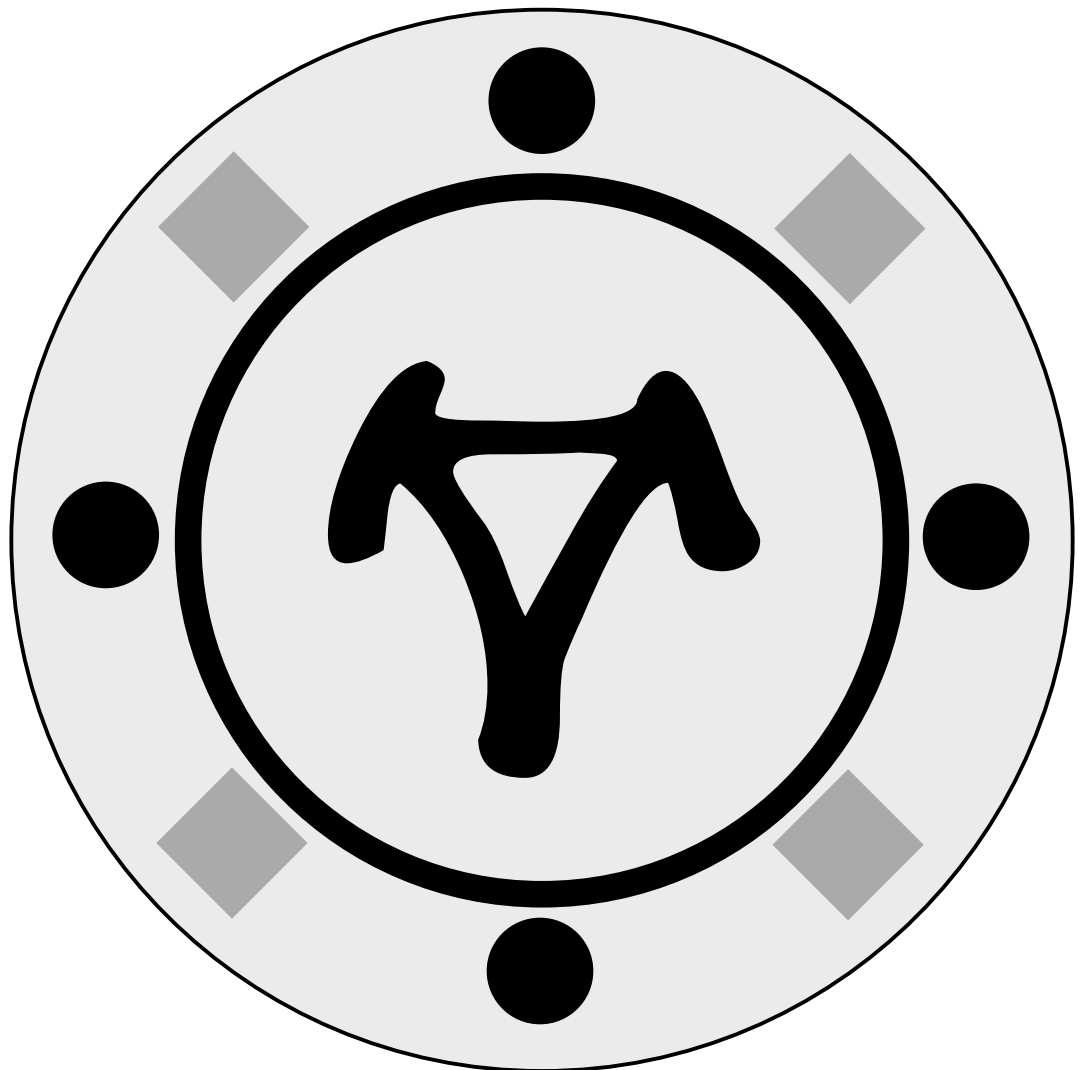


ENCHANTED ITEMS



JASON WALTERS

ENCHANTED TEAMS



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ENCHANTED ITEMS

An Equipment Book For *Fantasy Hero*

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DEDICATION

This book is dedicated to my old friend, Gamemaster, and comrade-in-arms Dominic Lawrence, who spent over a decade instilling in me a desperate, greedy hunger for ever more powerful and unique enchanted items. I would also like to give a special thanks to the posters on the www.herogames.com message boards for suggesting various strange and arcane ideas for this work.



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INTRODUCTION



Even in worlds where magic exists and characters can rule kingdoms, sometimes a hero needs just the right equipment to get the job done. And in a *Fantasy Hero* campaign, that means magical items — weapons, armor, staffs, and other objects with enchantments placed upon them to give them power, be those enchantments great and awe-inspiring or just simple and functional.

Enchanted Items contains hundreds of pre-generated magical items for your *Fantasy Hero* games (and you can easily adapt them for mystic *Champions* characters, or convert them into high-tech gadgets for appropriate *Star Hero* campaigns). They're organized into thirteen categories:

- Amulets, Fetishes, and Talismans
- Armor
- Bracers and Bracelets
- Clothing
- Jewelry
- Potions, Dusts, and Ointments
- Rings
- Shields
- Staffs
- Swords and Daggers
- Wands and Rods
- Weapons
- Miscellaneous Items

In general, *Enchanted Items* serves two primary purposes. First, it's a time-saver. If you have to generate a character quickly, or you don't want to take the time and effort needed to create all of a character's magical items from scratch, *Enchanted Items* provides you with the shortcut you need. Just open to the appropriate section, select the sort of item you want (and that your GM will approve!), tweak it to taste, and in seconds you've got a new tool for your character to use.

Second, it's an idea generator. If you're at a loss for what type of character to play, you can flip the book open at random and see if anything on that page catches your attention. Take an item and personalize it (give it a name, a history, perhaps another minor power or two), and you've got a great bit of "flavor" for your character that's also useful during game play.

Although many of the enchanted items come with a list of options, don't feel constrained by what the book says. You can easily alter an item to suit the character you have in mind, and in most cases substitute one special effect for another with only

slight alterations. And for many items, increasing or decreasing the number of Active Points always remains an option.

Although *Enchanted Items* is designed for use with any *Fantasy Hero* campaign, the historical notes, spellcasters, spells, and other "background" information for them comes from a particular setting — the Turakian Age, which is detailed in the book of the same name from Hero Games. (You can find the text of specific spells in *The Fantasy Hero Grimoire* and *The Fantasy Hero Grimoire II*.) You can easily ignore or change these details if you prefer; they're included simply to give the items a little "flavor" and help people running Turakian campaigns.

WHAT THIS BOOK IS NOT

Having noted what this book *is*, it's also important to note what it is *not*, and what it doesn't contain.

First, it's not a book of rules about enchanted items, or for building enchanted items. It's a collection of pre-built enchanted items — a resource book rather than a rules supplement.

Second, it doesn't include real-world weapons or gear, or other mundane items. You can find those in a number of other books.

Third, it doesn't have any vehicles. *The HERO System Vehicle Sourcebook* and many other supplements published by Hero Games address that subject thoroughly.

Fourth, it doesn't have any Bases or devices for Bases. That, too, is a topic deserving of its own book.

Fifth, it's not a blank permission slip to use any of these enchanted items in your game. Some of the items listed in the book are powerful, with high Active Point costs, and may not be appropriate for every campaign. The GM should approve the use of any enchanted items from this book.

Sixth, and most importantly, this book is not a straitjacket. You can often build a particular enchanted item two or more ways using the *HERO System* rules, so don't let the fact that this book chooses a particular method deter you from doing something else if you prefer. Rarely, if ever, is there an "official" way to build any given item using the *HERO System*. The options provided for each enchanted item often describe alternate ways of creating it to help spur your imagination.

THE ENCHANTED ITEM TEMPLATE

To make this book as easy to use as possible, it describes each enchanted item with a standard template. The information provided applies only to the standard enchanted item; the options may have different areas of effect, ranges, END costs, and so forth.

Name indicates the name of the enchanted item.

You can, of course, rename it to suit your own character if you prefer.

Effect lists the basic game effect of the enchanted item in simple terms: Energy Blast 8d6, Explosion; Desolidification; Telekinesis (30 STR). This tells you quickly what a enchanted item can do so you don't have to delve into the full game write-up.

Target describes who or what the enchanted item affects. A weapon usually indicates "One character" or the area covered due to the *Area Of Effect* or *Explosion* Advantages. (Of course, sometimes even a "one character" attack can be Spread, or used with Rapid Fire or Sweep to affect more than one target; a enchanted item's shorthand description doesn't override the rules.) "Self" indicates the enchanted item only works on the character using it (though it may still "affect" other characters; for example, other characters can perceive the effects of Shape Shift, even though it's a "Self" enchanted item.)

Duration lists the duration of the enchanted item's effect, typically Instant, Constant, or Persistent (see *The HERO System 5th Edition, Revised*, page 98). "Uncontrolled" indicates the enchanted item's effect has that Advantage.

Range lists the range for the enchanted item. Ranged enchanted items usually have a range in inches (Active Points x 5" in most cases), but may have "LOS" (Line Of Sight) or RBS (Range Based On STR) range. "No Range" indicates the enchanted item has No Range; "Self" that the enchanted item only affects the character using it; "Touch" that the enchanted item involves having to touch another character (which usually requires an Attack Roll).

Charges or END Cost lists the enchanted item's Charges, or its Endurance cost if it uses END.

Breakability lists the object's DEF (or, if it's unbreakable, specifies that instead).

Swords and other weapons have a template entry of their own, **STR Minimum**. This tells you the Strength Minimum necessary to effectively wield the weapon (see page 478 of *The HERO System 5th Edition, Revised* for more information).

Description provides a (usually brief) textual description of the enchanted item. This section notes any special rules or rules applications relevant to the enchanted item.

Game Information is a full write-up of the enchanted item in game terms, including Active Point and Real Point costs. (If only one point total is listed, that means the Active and Real Point costs are the same.)

Lastly, many enchanted items have **Options** listed below the game information. These describe various standard ways to alter the enchanted item to create a slightly different ability. Optional enchanted items often have their own names related to the standard enchanted item's name. Typical options include "Strong" and "Weak" versions (built on more or fewer Active Points, or otherwise better or worse than normal), and versions with more or fewer Charges.



AMULETS, FETISHES AND TALISMANS



Amulets are small, magical objects designed to assist their wearer in some manner. Most are “passively” helpful, and are created with defensive or movement applications in mind, though amulets with offensive powers do exist.

A typical amulet is constructed from gemstones or precious metals arranged into a mystical pattern or to resemble a symbol. Most are worn on a necklace or bracelet manufactured from materials of equitable value.

Fetishes are amulets produced by nature-oriented spellcasters such as Shamans and Druids. Unlike true amulets, they’re often made from unaltered items found in the wilderness such as feathers, bones, or small stones. In many cases the creator simply puts the items in a small leather pouch, with the whole being enchanted to create the Fetish.

Talismans are amulets created out of a single, extremely durable natural substance such as a hardwood, stone, or iron. The materials’ purity and strength greatly enhance the power of the enchantments placed upon talismans, which are usually crafted by the most powerful and knowledgeable wizards. Though there are some minor talismans, overall they’re the most powerful type of amulet.

OFFENSIVE AMULETS

AMULET OF THE AREOMANCER

Effect: Combat Spellcasting (all spells); Magesight; Spell Augmentation
Target: Self
Duration: Persistent/Instant
Range: Self
END Cost: 0
Defense: 8 DEF

Description: This bloodstone amulet has a somewhat misleading name: it gives the wearer abilities that are useful for a spellcaster in battle, not Areomancy spells. Specifically, it grants him increased accuracy with his spells in combat, the ability to perceive and identify different sorts of magic, and the power to boost a single spell once per day.

Game Information:

- Cost Power**
- 3 *Amulet:* Combat Spellcasting (all spells) (12 Active Points); OAF (-1), Independent (-2)
 - 4 *Amulet:* Magesight (INT Roll), Discriminatory, Range, Sense (17 Active Points); OAF (-1), Independent (-2)
 - 3 *Amulet:* Spell Augmentation (12 Active Points); OAF (-1), Independent (-2)

Total cost: 10 points.

AMULET OF DOMINATION

Effect: Mind Control 10d6, Telepathic
Target: One character
Duration: Instant
Range: LOS
END Cost: 4
Defense: 20 DEF

Description: This greatly feared magical amulet, crafted from gold set with a large rose quartz, allows its wear to take control of another person’s mind. The Amulet’s magic is subtle; it lets its user issue his commands telepathically, reducing the chance others will realize the victim’s being mentally controlled.

Game Information: *Mind Control 10d6, Telepathic (+¼), Invisible Power Effects (Fully Invisible; +½), Reduced Endurance (½ END; +¼) (100 Active Points); IAF (-½), Independent (-2). Total cost: 29 points.*

Options:

- 1) **Strong Amulet:** Increase to Mind Control 12d6. 120 Active Points; total cost 34 points.
- 2) **Weak Amulet:** Decrease to Mind Control 8d6. 80 Active Points; total cost 23 points.
- 3) **Tiring Amulet:** The wearer has to devote considerable mental effort to establishing control. Remove Reduced Endurance (½ END; +¼). 87 Active Points; total cost 25 points.

AMULET OF ORCS

Effect: Summon eight 43-point Orcs, Slavishly Loyal
Target: N/A
Duration: Instant
Range: No Range
Charges: 1 Charge
Defense: 12 DEF

Description: This amulet, usually made of greenish stone but sometimes of iron or bronze, is carved to look like eight interlocked orcish warriors. When the user throws it on the ground and speaks the command word, it transforms into eight orcish warriors (each armed with a longsword, a heavy bow with 10 arrows, lamellar armor, and a medium shield) who serve the character loyally. He may only summon the orcs once per day, though they'll perform the standard number of tasks for a Slavishly Loyal creature (character's EGO/1) before vanishing. When they vanish, or when the character chooses to dispense with their services for the day, the amulet reappears in the character's hand. If one of the orcs dies, he's still in the amulet when next it appears, and can be Summoned again the next day.

Game Information: *Summon eight 43-point Orcs (see Monsters, Minions, And Marauders, page 77), Slavishly Loyal (+1) (48 Active Points); OAF (-1), Independent (-2), 1 Charge (-2). Total cost: 8 points.*

Options:

- 1) **Strong Amulet:** This improved version of the Amulet summons 16 orcish warriors. 58 Active Points; total cost 10 points.
- 2) **Weak Amulet:** This weaker version of the Amulet only summons 4 orcish warriors. 38 Active Points; total cost 6 points.
- 3) **Cursed Amulet:** Most orcs deeply resent the existence of this magical item. Upon occasion, an orc shaman or wizard gets his hands on one and modifies it to Summon antagonistic orcish warriors who immediately attack their summoner! Replace Slavishly Loyal (+1) with Hostile (-¾). 24 Active Points; total cost 3 points.



LOVE AMULET

Effect: Mind Control 20d6
Target: 10" Radius
Duration: Constant (1 Hour)
Range: No Range
Charges: 4
Defense: 40 DEF

Description: When activated, this heart-shaped pendant creates a field around the wearer that causes anyone within it to fall hopelessly in love with him. The effect is relatively short-lived, however, and fades either after an hour. It can be used once per day.

Game Information: *Mind Control 20d6, Area Of Effect (10" Radius; +1) (200 Active Points); OAF (-1), Independent (-2), Set Effect; (only to make victims fall in love with amulet's wearer, and fades after a maximum of 1 Hour; -1), No Range (-½), 4 Charges (-1). Total cost: 31 points.*

Options:

- 1) **Strong Amulet:** Increase to 6 Charges (-¾). Total cost: 30 points.
- 2) **Weak Amulet:** Decrease to Mind Control 15d6. 150 Active Points; total cost 23 points.

POLTERGEIST AMULET

Effect: Telekinesis (20 STR); Drain STUN 2d6
Target: One character or object
Duration: Constant/Instant
Range: 150"/No Range
END Cost: 0
Defense: 6 DEF

Description: This quartz amulet grants the wearer the powers of a poltergeist to move objects without touching them and to attack people with an icy touch.

Game Information:**Cost Power**

- 11 *Poltergeist Powers:* Multipower, 45-point reserve; all slots OAF (-1), Independent (-2)
- 1u 1) *Ghost Hands:* Telekinesis (20 STR), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)
- 1u 2) *Icy Touch:* Drain STUN 2d6, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)

Total cost: 13 points.

DEFENSIVE AMULETS

AMULET OF LIFE PROTECTION

Effect: Power Defense (20 points), Only Versus Necromancy And Undead Powers
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: Unbreakable

Description: This amulet of onyx and silver protects its wearer from the life-draining attacks of undead creatures such as wraiths and liches. It also protects him from certain types of Necromancy spells, such as Vampiric Touch and Wraithtouch.

Game Information: Power Defense (20 points) (20 Active Points); OAF (-1), Independent (-2), Only Versus Necromancy and Undead Powers (-1). Total cost: 4 points.

Options:

- 1) Strong Amulet: Increase to Power Defense (30 points). 30 Active Points; total cost 6 points.
- 2) Weak Amulet: Decrease to Power Defense (10 points). 10 Active Points; total cost 2 points.

AMULET OF PROTECTION

Effect: Force Field (12 PD/12 ED), Hardened
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 16 DEF

Description: This powerful amulet of shaped agate protects its wearer with an invisible shield of mystic force.

Game Information: Force Field (12 PD/12 ED), Hardened (+¼), Invisible Power Effects (Fully Invisible; +1), Reduced Endurance (0 END; +½), Persistent (+½) (78 Active Points); OAF (-1) Independent (-2). Total cost: 19 points.

Options:

- 1) Strong Amulet: Increase to Force Field (15 PD/15 ED). 97 Active Points; total cost 24 points.
- 2) Weak Amulet: Decrease to Force Field (8 PD/8 ED). 52 Active Points; total cost 13 points.

AMULET OF PROTECTION FROM SCRYING

Effect: Invisibility to Sight and Mystic Groups, Only Versus Clairsentience
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 10 DEF

Description: This small amulet of clear quartz protects its wearer from scrying spells such as D’ansif’s Spell Of Far Sight, while at the same time alerting him to the fact that someone’s trying to magically view him. When the Amulet detects an attempt at scrying its wearer, it glows red and becomes warmer as a warning.

Game Information: Invisibility to Sight and Mystic Groups, Reduced Endurance (0 END; +½), Persistent (+½) (50 Active Points); OAF (-1), Independent (-2), Only Versus Clairsentience (-1) (total cost: 10 points) plus Detect Scrying (Clairsentience) (PER Roll +6) (Mystic Sense Group) (9 Active Points); OAF (-1), Independent (-2), Linked (-½) (total cost: 2 points). Total cost: 12 points.

AMULET OF PROTECTION FROM THE UNDEAD

Effect: Force Wall (7 PD/7 ED/6 Power Defense, 2” long), Only Versus Undead
Target: Self
Duration: Persistent
Range: Self
Charges: 6 Continuing Charges lasting 5 Minutes each
Defense: 13 DEF

Description: When activated, this disk of engraved velandi creates a circular wall of holy force around its wearer that provides powerful protections against the undead. The wall has a radius of 2” and moves with the amulet’s wearer. It can be summoned six times each day for periods of five minuets.

Game Information: Force Wall (7 PD/7 ED/6 Power Defense, 2” long), 6 Continuing Charges lasting 5 Minutes each (+¼) (65 Active Points); OAF (-1), Independent (-2), Only Versus Undead (-1), No Range (-½), Restricted Shape (2” circle around wearer; -¼), Self Only (-½). Total cost: 10 points.

Options:

- 1) Strong Amulet: Increase to Force Wall (8 PD/8 ED/8 Power Defense). 77 Active Points; total cost 12 points.
- 2) Weak Amulet: Decrease to Force Wall (5 PD/5 ED/4 Power Defense). 46 Active Points; total cost 7 points.

AMULET OF RESISTANCE

Effect: Force Field (7 Sight Group Flash Defense/7 Mental Defense/7 Power Defense)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 8 DEF

Description: This small copper amulet, crafted in the shape of a shield, protects its wearer from many types of unusual attacks.

Game Information: *Force Field (7 Sight Group Flash Defense/7 Mental Defense/7 Power Defense), Reduced Endurance (0 END; +½), Persistent (+½) (42 Active Points); OAF (-1), Independent (-2). Total cost: 10 points.*

Options:

- 1) Strong Amulet:** Increase to 9 points of defense of each type. 54 Active Points; total cost 13 points.
- 2) Weak Amulet:** Decrease to 5 points of defense of each type. 30 Active Points; total cost 7 points.
- 3) Unreliable Amulet:** The Amulet's protection doesn't always work. Add Activation Roll 14- (-½). Total cost: 9 points.
- 4) Amulet Of Safety:** Even better than the Amulet of Resistance is the Amulet of Safety, which also protects against mundane dangers. It's shaped like a tiny pewter guard holding a halberd and shield. Change to: Force Field (7 PD/7 ED/7 Sight Group Flash Defense/7 Mental Defense/7 Power Defense), Reduced Endurance (0 END; +½), Persistent (+½) (70 Active Points); OAF (-1), Independent (-2). Total cost: 17 points.

AMULET OF THE THESPIAN'S DEMISE

Effect: Simulate Death (EGO Roll +6); Life Support (Diminished Eating)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: This skull-shaped bone amulet allows its wearer to feign death. To all appearances he seems to be dead: he can even go without eating while the Amulet's magic is in effect (though he still needs to breathe). To activate the Amulet, the wearer must dramatically act out his own death, which requires a successful Acting Roll.

Game Information: *Simulate Death (EGO Roll +6) (9 Active Points); OAF (-1), Independent (-2), Requires An Acting Roll (-½) (total cost: 2 points) plus Life Support (Diminished Eating: no need to eat) (3 Active Points); OAF (-1), Independent (-2), Linked (-½) (total cost: 1 point). Total cost: 3 points.*

BLACK OPAL AMULET

Effect: Damage Resistance (4 PD/4 ED); Danger Sense (immediate vicinity, any danger, sense); Mental Defense (6 points + EG0/5); Power Defense (6 points)
Target: Self
Duration: Persistent
Range: Self/Immediate Vicinity
END Cost: 0
Defense: 8 DEF

Description: This darkly-glittering amulet protects the wearer from many types of harm, while also warning him of nearby dangers by becoming warm in direct proportion to the nature and proximity of the threat.

Game Information:**Cost Power**

- | | |
|---|---|
| 1 | <i>Black Opal Amulet:</i> Damage Resistance (4 PD/4 ED) (4 Active Points); OAF (-1), Independent (-2) |
| 1 | <i>Black Opal Amulet:</i> Mental Defense (6 points + EG0/5) (6 Active Points); OAF (-1), Independent (-2) |
| 1 | <i>Black Opal Amulet:</i> Power Defense (6 points) (6 Active Points); OAF (-1), Independent (-2) |
| 9 | <i>Warming Warning:</i> Danger Sense (immediate vicinity, any danger, Function as a Sense) (INT Roll +6) (38 Active Points); OAF (-1), Independent (-2) |

Total cost: 12 points.

Options:

- 1) Strong Amulet:** Add Armor (3 PD/3 ED) (6 Active Points); OAF (-1), Independent (-2). Total cost 2 points; total cost of amulet 14 points.
- 2) Weak Amulet:** Remove Danger Sense. Total cost: 3 points.

BORGUN'S TALISMAN OF RESILIENCE

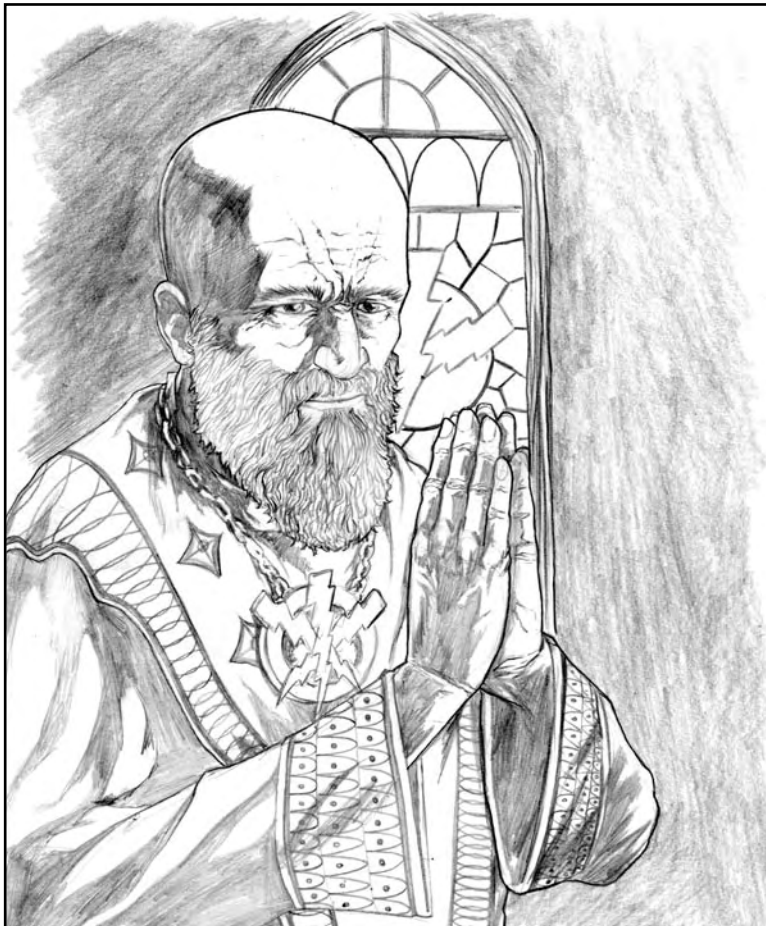
Effect: +10 CON, No Figured Characteristics
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 4 DEF

Description: A character carrying this small talisman, which looks like an elaborately carved pebble, withstands some effects of injury much more easily. The very first one was created by the shaman Borgun, but he passed the secret on to many friends and followers, so they're found throughout Ambrethel.

Game Information: +10 CON (20 Active Points); OAF (-1), Independent (-2), No Figured Characteristics (-½). Total cost: 4 points.

Options:

- 1) Strong Talisman:** Increase to +15 CON. 30 Active Points; total cost 7 points.
- 2) Weak Talisman:** Decrease to +5 CON. 10 Active Points; total cost 2 points.



IRON AMULET

Effect: Force Field (8 PD/8 ED/8 Mental Defense/8 Power Defense), Only Versus Demons
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 10 DEF

Description: Created by black magicians who regularly traffic with dark supernatural beings, this amulet of sky-iron and silver offers extra protection against demonic powers.

Game Information: Force Field (8 PD/8 ED/8 Mental Defense/8 Power Defense), Reduced Endurance (0 END; +½) (48 Active Points); OAF (-1), Independent (-2), Only Works Against Demons (-½). Total cost: 11 points.

Options:

- 1) **Strong Amulet:** Increase to Force Field (10 PD/10 ED/10 Mental Defense/10 Power Defense). 60 Active Points; total cost 13 points.
- 2) **Weak Amulet:** Decrease to Force Field (6 PD/6 ED/6 Mental Defense/6 Power Defense). 36 Active Points; total cost 8 points.
- 3) **Unreliable Amulet:** Black magicians don't like each other any more than anyone else does. Sometimes a particularly nasty warlock creates an unreliable amulet in the hopes of dooming one of his fellows. Add Activation Roll 11- (-1). Total cost: 9 points.

IRONWOOD TALISMAN

Effect: Armor (4 PD)
Target: Self
Duration: Constant (1 Turn)
Range: Self
Charges: 4 Continuing Charges lasting 1 Turn each
Defense: 3 DEF

Description: Carved from the branch of an ironwood tree, this talisman makes the wearer's skin as hard as ironwood for a short period. When activated, the talisman merges in with the wearer's skin, making it impossible to take away (for this reason it takes the OIF Limitation, though when not in use it is Accessible).

Game Information: Armor (4 PD) (6 Active Points); OIF (-½), Independent (-2), 4 Continuing Charges lasting 1 Turn each (-½). Total cost: 1 point.

Options:

- 1) **Strong Talisman:** Increase to Armor (6 PD). 9 Active Points; total cost 2 points.
- 2) **Weak Talisman:** Decrease to Armor (2 PD). 3 Active Points; total cost 1 point.

PENTACLE OF DISEASE PROTECTION

Effect: Life Support (Immunity: All diseases)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: Wearing this five-pointed copper pendant makes someone completely immune to all diseases and disease-like attacks, such as the spell Witch's Plague. If placed upon a character already suffering from a disease, it suspends the effects for as long as the sufferer wears the Pentacle, but it does not cure the disease or reverse any effects already experienced.

Game Information: Life Support (Immunity: all diseases) (10 Active Points); OAF (-1), Independent (-2). Total cost: 2 points.

MOVEMENT AMULETS

AMULET OF ESCAPES

Effect: Teleportation 40"
Target: Self
Duration: Persistent
Range: 40"
Charges: 1
Defense: 16 DEF

Description: By grasping this amulet and concentrating, the wearer can Teleport up to 40"... but it only works once per day, so most people who own one tend to save it for getting out of dangerous situations (hence its name).

Game Information: *Teleportation 40"* (80 Active Points); OAF (-1), Extra Time (always takes Full Phase no matter how far character Teleports; -½), Gestures (must grasp and hold amulet; -¼), Independent (-2), No Non-combat movement (-¼), 1 Charge (-2). Total cost: 11 points.

Options:

- 1) Strong Amulet:** Increase to 4 Charges (-1). Total cost: 13 points.
- 2) Weak Amulet:** Decrease to Teleportation 20". 40 Active Points; total cost 6 points.

FEATHER OF THE WIND SPIRITS

Effect: Flight 6", Only To Move Straight Up
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 4 DEF

Description: This fetish, made from the feather of an eagle, allows the user to ride the wind spirits and rise through the air.

Game Information: *Flight 6"*, Reduced Endurance (0 END; +½) (18 Active Points); OAF Fragile (-1¼), Independent (-2), Levitation (only allows straight up and down movement; -½). Total cost: 4 points.

Options:

- 1) Strong Fetish:** This more powerful talisman allows its user to glide along with the winds instead of simply rising upwards. Remove Levitation (-½). Total cost: 4 points.
- 2) Weak Fetish:** This less powerful version of the talisman tires the user out. Remove Reduced Endurance (0 END; +½). 12 Active Points; total cost 2 points.

STELRANE'S STONE

Effect: Extra-Dimensional Movement (any location in any dimension)
Target: 2" Radius
Duration: Instant
Range: No Range
Charges: 1
Defense: Unbreakable

Description: This magnificently-engraved azurite talisman is one of the rarest enchanted items in all of Ambrethel. There are probably no more than four currently in existence, all of them hand-carved and enchanted by the legendary wizard Stelrane. Once per day a Stone can magically transport a small group of characters to any location in any plane of the Multiverse. The user must verbally specify the exact location and dimension desired to activate the Stone.

Game Information: *Extra-Dimensional Movement (any dimension, any location)*, x8 Increased Mass (60 Active Points); OAF (-1), Independent (-2), Incantations (-¼), 1 Charge (-2). Total cost: 10 points.

TALISMAN OF TRANSMUTATION

Effect: Multiform (shape change into eight different animals of 204 points or less)
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: Unbreakable

Description: This ironwood talisman (which changes shape to match the shape of its wearer) gives its wearer the ability to change shape into eight animal forms useful for moving quickly and effectively in different environments: horse, cheetah, eagle, dolphin, mountain goat, fox, alligator, and polar bear. The wearer need simply say (or bark) the name of the desired form to instantly shift into it.

Game Information: *Multiform (eight animals forms built on up to 204 points)*, Instant Change (61 Active Points); OAF (-1), Independent (-2), Incantations (-¼). Total cost: 14 points.

Options:

- 1) Strong Talisman:** Increase to 16 forms (add mole, shark, dog, deer, rat, serpent, owl, and spider). 66 Active Points; total cost 15 points.
- 2) Weak Talisman:** Decrease to four forms (remove cheetah, fox, mountain goat, and polar bear). Total cost: 13 points.

SENSORY AMULETS

BEAST FETISH

Effect: Animal Friendship; Beast Speech
Target: One Animal
Duration: Persistent
Range: Self
END Cost: 0
Defense: 4 DEF

Description: This fetish, made from tiny animal bones, grants its wearer the speech and friendship of one specific type of animal. Common choices include wolves, crows, horses, bears, and raccoons.

Game Information:

Cost Power

- 4 *Beast Fetish:* Animal Friendship (20 Active Points); OAF Fragile (-1¼), Independent (-2), Only Works On One Type Of Animal (-1)
 3 *Beast Fetish:* Beast Speech (15 Active Points); OAF Fragile (-1¼), Independent (-2), Only Works On One Type Of Animal (-1)

Total cost: 7 points.

Options:

- 1) **Strong Fetish:** This improved Fetish grants its wearer the speech and friendship of all animals. Remove Only Works On One Type Of Animal (-1) from both abilities. Total cost 5 + 3 = 8 points.



SPIRIT FETISH

Effect: Summon one 405-point ghost; Detect Spirits
Target: Special/Self
Duration: Instant/Persistent
Range: No Range/Self
END Cost: 18/0
Defense: 18 DEF

Description: This fetish of human finger bones and grave dirt soaked in rum grants its wearer the ability to summon and speak with the spirits of the dead. Should he wish, he can even conjure a single, specific individual! He can also use the fetish to perceive spirits where they dwell: for example, in a graveyard. He cannot compel service from the spirit he summons, or even force them to converse with him (though they generally will). Using the Spirit Fetish consumes a great deal of energy; only the strongest of characters can use it more than once in a short period of time.

Game Information:

Cost Power

- 35 *Spirit Fetish:* Summon one 405-point ghost, Expanded Class (any ghost; +¼), Specific Being (see text; +1) (182 Active Points); OAF Fragile (-1¼), Independent (-2), No Tasks (ghost will, at most, talk with user; -1)
 7 *Spirit Fetish:* Detect Spirits (INT Roll +6) (no Sense Group), Discriminatory, Range, Targeting (31 Active Points); OAF Fragile (-1¼), Independent (-2)

Total cost: 42 points.

Options:

- 1) **Strong Fetish:** This improved version of the Fetish allows its user to force or persuade the ghost to perform tasks. Remove No Tasks (-1). Total cost of Summon 43 points; total cost of Fetish 50 points.
 2) **Weak Fetish:** This form of the Fetish only allows the wearer to perceive spirits. Remove the Summon. Total cost: 7 points.

AMULET OF COMPREHENSION

Effect: Universal Translator (INT Roll +5)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 5 DEF

Description: When worn, this amulet allows the wearer to understand virtually any form of speech (and respond in kind), or to read and write virtually any type of script. At the GM's option it may not work on scripts protected by magical spells, ancient tongues never spoken by Man, or the like.

Game Information: *Universal Translator* (INT Roll +5); OAF (-1), Independent (-2). Total cost: 6 points.

TALISMAN OF MERCANTILE SUCCESS

Effect: Detect Monetary Value, Weight, and Measure; +4 with Conversation, Persuasion, and Trading; Shape Shift
Target: Self
Duration: Persistent/Constant
Range: Self
END Cost: 0
Defense: 20 DEF

Description: The Wizards' Guild of Aarn creates these powerful talismans for use by its city's foreign trade representatives. Shaped like small, humanoid figurines, they're made from the purest copper that must be harvested from the earth by the enchanter himself. The Talisman grants its wearer the power to determine the exact dimension, weight, and value of trade goods, gives him improved communication abilities, and makes him more charismatic.

Game Information:**Cost Power**

- 5 *Know The Value:* Detect Monetary Value (INT +6) (no Sense Group), Discriminatory, Analyze (21 Active Points); OAF (-1), Independent (-2)
 5 *Know The Weight:* Detect Weight and Measure (INT Roll +6) (no Sense Group), Discriminatory, Analyze (21 Active Points); OAF (-1), Independent (-2)
 3 *Witty Repartee:* +4 with Conversation, Persuasion, and Trading (12 Active Points); OAF (-1), Independent (-2)

Total cost: 13 points.

LOADSTONE FETISH

Effect: Bump of Direction
Target: Self
Duration: Persistent/Constant
Range: Self
END Cost: 0
Defense: 3 DEF

Description: This small fetish contains some magnetic iron, pigeon feathers, and other juju in a small leather pouch. Its user need only suspend it in the air by one hand and think about the direction he wants to go in, and the fetish will tug him in that direction.

Game Information: *Bump of Direction* (3 Active Points); OAF Fragile (-1¼), Independent (-2), Gestures (-¼). Total cost: 1 point.

MISCELLANEOUS AMULETS

AMULET OF THE CLEAR MIND

Effect: +10 INT and Mental Defense (10 points + EGO/5)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: This amulet, usually made of silver and amber, heightens the wearer's mental faculties. He becomes more observant, more insightful, and more intelligent. Additionally, the amulet provides protection against Sorcery.

Game Information: +10 INT (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points) *plus Mental Defense* (10 points + EGO/5) (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points). Total cost: 4 points.

Options:

- 1) **Strong Clear Mind Amulet:** Increase both INT and Mental Defense to 15 points each. 15 + 15 = 30 Active Points; total cost 8 points.
- 2) **Weak Clear Mind Amulet:** Decrease both INT and Mental Defense to 5 points each. 5 + 5 = 10 Active Points; total cost 2 points.

AMULET OF A THOUSAND FORMS

Effect: Shape Shift to Sight, Hearing, and Touch Groups
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 12 DEF

Description: The wearer of this amulet can change shape to look like any other humanoid, even imitating specific persons' appearance exactly. But the Amulet itself does not change form — it always remains a large, expertly cut ruby hanging from a necklace of thick gold bands shaped like interlocking human hands. Thus, should the wearer come in contact with a character who has KS: Enchanted Items (or even one who's simply quite observant), his secret may be revealed.

Game Information: *Shape Shift* (Sight, Hearing and Touch Groups, any humanoid form), Imitation, Instant Change, Reduced Endurance (0 END; +½) (61 Active Points); OAF (-1), Independent (-2). Total cost: 15 points.

Options:

- 1) **Strong Amulet:** This more powerful version of the Amulet changes with its wearer. Replace OAF (-1) with IAF (-½). Total cost: 17 points.
- 2) **Weak Amulet:** This less powerful version of the Amulet does not change the character's form as to the Hearing and Touch Sense Groups; thus, by speaking or shaking hands a character risks giving himself away. 52 Active Points; total cost 13 points.

AMULET OF WIZARDRY

Effect: +5 with Wizardry, Arcanomancy, and Areomancy
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: This silver amulet in the shape of a pentagram grants its user increased ability with the magical schools of Wizardry, Arcanomancy, and Areomancy.

Game Information: +5 with Wizardry, Arcanomancy, and Areomancy (15 Active Points); OAF (-1), Independent (-2). Total cost: 4 points.

Options:

1) Strong Amulet: Increase to +7 with Wizardry, Arcanomancy, and Areomancy. 21 Active Points; total cost 5 points.

2) Weak Amulet: Decrease to +3 with Wizardry, Arcanomancy, and Areomancy. 9 Active Points; total cost 2 points.

AMULET OF MYSTIC POTENCY

Effect: Endurance Reserve (150 END, 15 REC)
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 6 DEF

Description: This amulet provides additional energy for magic spells. So long as it remains in contact with a wizard's skin, he can draw mystical power from it.

Game Information: Endurance Reserve (150 END, 15 REC) (30 Active Points); OAF (-1), Independent (-2). Total cost: 7 points.

Options:

1) Strong Amulet: Increase to Endurance Reserve (200 END, 20 REC). 40 Active Points; total cost 10 points.

2) Weak Amulet: Decrease to Endurance Reserve (100 END, 10 REC). 20 Active Points; total cost 5 points.

OAKENFORM TALISMAN

Effect: Shape Shift (Sight and Touch Groups; any tree shape)
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 20 DEF

Description: This crudely-carved oak talisman grants its wearer the power to change his shape to that of any tree. The tree-form must be at least the wearer's size, but can be any size up to eight times his normal size. Additionally, the wearer gains immense strength and toughness, but becomes considerably easier to hit.

Game Information: Shape Shift (Sight and Touch Groups, any tree), Reduced Endurance (0 END; +½) (34 Active Points); OAF (-1), Independent (-2) (total cost: 8 points) **plus** Growth (+45 STR, +9 BODY, +9 STUN, -9" KB, 51,200 kg, -6 DCV, +6 PER Rolls to perceive character, 16 m tall, 8 m wide), Reduced Endurance (0 END; +½) (67 Active Points); OAF (-1), Independent (-2), Linked (-¼) (total cost: 16 points). Total cost: 24 points.

SHAMAN'S MEDICINE POUCH

Effect: Luck 3d6
Target: One character
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: The special fetish bag filled with clover, a rabbit's foot, and garnets grants luck to its wearer.

Game Information: Luck 3d6 (15 Active Points); OAF Fragile (-1¼), Independent (-2). Total cost: 3 points

Options:

1) Strong Fetish: Increase to Luck 4d6. 20 Active Points; total cost 5 points.

2) Weak Fetish: Decrease to Luck 2d6. 10 Active Points; total cost 2 points.

SPIRIT-COMMANDING FETISH

Effect: +15 PRE, Only Works With Command Spirits Spell
Target: One spirit
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: This small bag of bird skulls, grubs, and tiny bones helps its wearer impress and cow spirits.

Game Information: +15 PRE (15 Active Points); OAF Fragile (-1¼), Independent (-2), Only Works With The Command Spirits Spell (-1½). Total cost: 3 points.

TALISMAN OF THE ROGUE

Effect: Concealment, Lockpicking, Security Systems, Stealth, Climbing, and Cryptography (Translation Only)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Defense: 5 DEF

Description: This onyx disk bearing the seal of Forgil, god of thieves, grants its wearer all of the powers and skills specifically associated with dungeon-delving adventurer-rogues. It's a particularly popular item for adventuring groups comprised primarily of wizards, who (with good reason) often distrust actual thieves.

Game Information:**Cost Power**

- 5 *Talisman Of The Rogue:* Multipower, 19-point reserve; all slots OAF (-1), Independent (-2)
- 1u 1) Concealment (INT Roll +6); OAF (-1), Independent (-2)
- 1u 2) Lockpicking (DEX Roll +6); OAF (-1), Independent (-2)
- 1u 3) Security Systems (INT Roll +6); OAF (-1), Independent (-2)
- 1u 4) Stealth (DEX Roll +6); OAF (-1), Independent (-2)
- 1u 5) Climbing (DEX Roll +6); OAF (-1), Independent (-2)
- 1u 6) Cryptography (INT Roll +6); OAF (-1), Independent (-2), Translation Only (-½)

Total cost: 11 points.

TALISMAN OF RUNCIFER

Effect: Aid Magic 4d6, Force Field (15 PD/15 ED/15 Mental Defense/15 Power Defense), both only for arcane magics

Target: Self

Duration: Instant/Persistent

Range: Self

END Cost: 0

Defense: Unbreakable

Description: These incredibly rare and valuable objects — usually, but not always, in the shape of an amulet-like disk made of an unidentifiable metal engraved with obscure magical runes — were made thousands of years ago by the Arch-Wizard Runcifer. A Talisman of Runcifer not only augments the owner's magical powers, it provides him with potent protection against other wizards' spells.

Game Information:**Cost Power**

- 38 *Arcane Augmentation:* Aid Magic 4d6, all Magic spells and powers simultaneously (+2), Delayed Return Rate (points fade at the rate of 5 per 6 Hours; +1¼) (170 Active Points); OAF (-1), Independent (-2), Only Applies To Arcane Magics (-½)
- 24 *Arcane Abjuration:* Force Field (15 PD/15 ED/15 Mental Defense/15 Power Defense), Reduced Endurance (0 END; +½), Persistent

(+½) (120 Active Points); OAF (-1), Independent (-2), Only Versus Limited Type Of Attacks (arcane magic attacks; -1)

Total cost: 62 points.

TALISMAN OF THRA'GŪL

Effect: Desolidification; Invisibility to Sight Group

Target: Self

Duration: Constant

Range: Self

END Cost: 0

Defense:

Description: Created by the sorcerer-priest Thra'gûl, these strangely shaped bits of blue-white stone allow the user to step outside normal space, rendering him temporarily intangible and invisible. The user has only to knead the Talisman in his hand for its magic to take effect; the moment he stops kneading it, he instantly returns to normal space.

Game Information: *Desolidification* (affected by *Thûnese Magic*), *Reduced Endurance* (0 END; +½) (60 Active Points); OAF (-1), Independent (-2), *Gestures* (throughout; -½) (total cost: 13 points) **plus** *Invisibility to Sight Group*, *No Fringe*, *Reduced Endurance* (0 END; +½) (45 Active Points); OAF (-1), Independent (-2), *Gestures* (throughout; -½), *Linked* (-½) (total cost: 9 points). **Total cost:** 22 points.

Options:

1) **Strong Talisman:** This version of the Talisman carries an extremely powerful enchantment. Add Difficult To Dispel (x2 Active Points; +¼). 70 + 52 = 112 Active Points; total cost 15 + 10 = 25 points.

2) **Weak Talisman:** A character using this weaker version of the talisman is easier to see. Remove No Fringe. Total cost: 19 points.

TALISMAN OF THŪN

Effect: +30 PRE, Only Versus Demons And The Undead

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Defense: 6 DEF

Description: Crafted by the wizards of Thûn, and closely associated with their dark sorceries and evil schemes, this talisman confers power over infernal beings and the undead (whom Thûnese spellcasters often use as servants).

Game Information: +30 PRE (30 Active Points); OAF (-1), Independent (-2), Only Versus Demons And The Undead (-¾). **Total cost:** 6 points.

Options:

1) **Strong Talisman:** Increase to +40 PRE. 40 Active Points; total cost 8 points.

2) **Weak Talisman:** Decrease to +20 PRE. 20 Active Points; total cost 4 points.

UNIQUE ITEMS

AMULET OF KOBELLUS

Effect: Teleportation 3", MegaScale, No Conscious Control
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: Unbreakable

Description: Kobellus, the whimsical Oormali god of streets, created this artifact for reasons known to no mortal man. The Amulet is an intricately-worked bit of alabaster carved into the shape of a tiny map of Ambrethel. Most of the time it does absolutely nothing — it doesn't even radiate magic when examined, it just seems to be a beautiful, valuable, delightfully wearable piece of jewelry. Yet every time its wearer walks down the road in a city, he runs the risks of being randomly teleported to a different street in another city. Thus, a merchant wearing the Amulet of Kobellus might be walking down the Street of the Blacksmiths in Aarn, only to find himself suddenly transported to an orc-and-zombie-filled mud road in Gorgashtar!

Game Information: *Teleportation 3", Invisible Power Effects (to Detect Magic; +¼), MegaScale (anywhere in Ambrethel, can be scaled down to 1" = 1 km; +1½), Reduced Endurance (0 END; +½) (19 Active Points); OAF (-1), Independent (-2), No Conscious Control (whenever and wherever the GM finds amusing; -2). Total cost: 3 points.*

ILFARIN'S PENDULUM

Effect: Detect Evil, Undead, Demons, and Demonhanded plus Turn Undead plus Force Wall with Linked RKA 10d6, Only Works Against The Undead
Target: Self
Duration: Persistent/Constant
Range: Self
END Cost: 0
Defense: Unbreakable

Description: This priceless magical artifact appears to be little more than a small, golden chicken egg attached to an inordinately long chain. In fact, it was the prized magical weapon of the influential First Epoch historian and religious scholar Ilfarin the Blessed. Shortly before the Skyfather took him directly to Elysium to serve as the Historian of the Meru Mountains, Ilfarin placed most of his power into the Pendulum, entrusting it to the High Church's Bonifactor for safe keeping. It has remained one of the primary symbols of that sacred office ever since, and is currently the property of His Holiness Santarin of Mezendria. With the threat of Kal-Turak looming on the horizon, it's rumored the Pendulum remains ever near his bejeweled hand. It's also said the artifact is one of the few enchanted items the Ravager fears.

The Pendulum grants several powers to its wielder, the least of which are the ability to detect evil, undead, and demonic creatures. It provides considerable protections against attacks made by demons and the undead, which it can also be used to banish or destroy. But by far its greatest power is to cause deadly pain to demonic and undead creatures. When swung around the head of its wielder like a sling, the Pendulum creates a field of divine energy utterly fatal to those foul creatures. The field can destroy evil creatures such as vampires outright, and even some minor Scarlet Gods like Demica (the goddess of disease) are thought to fear it. The Pendulum is, however, utterly harmless to goodly beings of any type.

Ilfarin's Pendulum is one of the most powerful magical artifacts in Ambrethel; the GM should seriously consider whether it's in the interest of his campaign to allow it into play. If so, remember that the artifact's power comes directly from the Skyfather — *any* actions taken by a character that would displease the god of justice, truth, law, and order will cause the Pendulum's powers to stop working immediately until the possessor redeems himself in Kilbern's eyes.

Game Information:

Cost Power

- 9 *Ilfarin's Senses:* Detect Evil, Undead, Demons, And Demonhanded (INT Roll + 6) (no Sense Group), Discriminatory, Analyze, Range (41 Active Points); OAF (-1), Independent (-2), Only When Serving the Skyfather's Purposes (-½)
- 3 *Ilfarin's Holiness:* Turn Undead; OAF (-1), Independent (-2)
- 283 *Ilfarin's Holy Shield And Smite:* Force Wall (15 PD/15 ED/10 Mental Defense/10 Power Defense; 2" long), Reduced Endurance (0 END; +½), Persistent (+½) (254 Active Points); OAF (-1), Independent (-2), No Range (-½), Only When Serving the Skyfather's Purposes (-½), Only Works Against Undead, Demons, and Demonhanded (-½), Restricted Shape (circle around wielder; -¼), Self Only (-½) (total cost: 42 points) **plus** RKA 10d6, Continuous (+1), Damage Shield (does damage to targets struck in HTH Combat; +¾), Reduced Endurance (0 END; +½), Persistent (+½) (562 Active Points); OAF (-1), Gestures (must swing pendulum around one's head throughout use; -½), Independent (-2), Linked (to Force Wall; -¼), Only Versus Undead, Demons, and Demonhanded (-½), Only When Serving The Skyfather's Purposes (-½) (total cost: 98 points) **plus** RKA 10d6, BOECV (Mental Defense applies; +1), Does BODY (+1), Mental Damage Shield (+½), Continuous (+1), Reduced Endurance (0 END; +½), Persistent (+½) (825 Active Points); OAF (-1), Gestures (must swing pendulum around one's head throughout use; -½), Independent (-2), Linked (to Force Wall; -¼), Only Versus Undead, Demons, and Demonhanded (-½), Only When Serving The Skyfather's Purposes (-½) (total cost: 143 points)

Total cost: 295 points.

THE TALISMAN OF THE TWISTED GOD

Effect: Aid Divine Magic 4d6; Force Field (15 PD/15 ED/15 Mental Defense/15 Power Defense) versus Divine Magic; Extra-Dimensional Movement (to Elysium or the Netherworld)

Target: Self

Duration: Instant/Persistent/Instant

Range: Self

END Cost: 0

Defense: Unbreakable

Description: This enchanted item looks like a holy talisman to an unknown god. In its original form, it was apparently in the shape of the god himself — a tall, humanoid being of noble bearing but vague facial features — but at some point in the past, it was twisted by a being of immense strength, in much the same way that a Man twists a towel to wring out water.

The Talisman has several powers, all of which seem to involve the awesomely powerful divine magic it possesses (even laymen can sense its holy power). First, it augments the divine magic spells cast by its owner. Each day, the GM rolls the Aid power, and the effect applies to all of the owner's divine magic spells and powers during that day. Second, it protects the wearer from divine magic used against him (though this has the downside of making it difficult to use divine healing-spells on the owner). Some scholars who have studied the Talisman believe this is a new power, one that resulted from the "twisting" of the Talisman (which may have warped some of its powers). Third, the Talisman can transport its owner to either Elysium or the Netherworld upon command (though the denizens of those realms may not necessarily appreciate frequent visitors).

He who possesses the Talisman must keep it with him at all times (usually by carrying it in a pocket, or attaching it to a thong and wearing it around the neck). If he takes it off or puts it away from himself, it vanishes, never to be seen again

until someone else finds it — and no one can predict where it will go when it disappears. (The same thing occurs if the owner tries to "turn off" or not use one of the Talisman's powers.) This has caused it to change hands dozens of times during the history of Ambrethel. It was first found in 1435 FE in the ruins of Iluria by a High Church priestess named Thorraina, but she had it only a few days before it vanished. Since then, it's been owned by kings, adventurers, commoners, nobles, heretics, and people of virtually every race on Ambrethel. After vanishing, it's apparently appeared in kings' vaults, locations in various ruins, treasure chests in the Sunless Realms, on the ground in the Gorthundan Steppes, on the roofs of tall towers, and many other places. Its last confirmed owner was the Eltiriani priest Angalac in 4817 SE, but he had to give it up when he needed healing-magic to save his life after suffering a bad fall, and it hasn't been found since.

Game Information:

Cost Power

- 27 *Divine Augmentation:* Aid Divine Magic 4d6, all Divine Magic spells and powers simultaneously (+2), Delayed Return Rate (points fade at the rate of 5 per Day; +1½) (180 Active Points); OAF (-1), Independent (-2), All Points Fade At The End Of The Day (-¼), Self Only (-½), 1 Charge (-2)
- 25 *Priestbane Shield:* Force Field (15 PD/15 ED/15 Mental Defense/15 Power Defense), Reduced Endurance (0 END; +½), Persistent (+½) (120 Active Points); OAF (-1), Always On (-½), Independent (-2), Only Works Against Limited Type Of Attack (divine magic; -¼)
- 10 *The Gate To Heaven And Hell:* Extra-Dimensional Movement (to any location in Elysium or the Netherworld), Reduced Endurance (0 END; +½) (52 Active Points); OAF (-1), Independent (-2), 1 Charge (-2)

Total cost: 62 points.



ARMOR, HELMS, AND GAUNTLETS



Armor is protective clothing designed to shield its wearer from physical harm during combat. Used by fighting men throughout recorded history, it's been constructed from hide, bone, specially-treated leather, seashells, bronze rings, copper coins, iron scales, and steel plates — basically whatever sturdy, rigid substance its creator could acquire. In its most primitive form, small sections of these materials are sewn onto cloth or leather clothing, but in more advanced cultures these materials are shaped into joined mails or segmented plates by specialized smiths known as armorers.

In Ambrethel, nearly every sort of armor is used; but the most ubiquitous variety is chainmail. In hotter, wetter regions (such as the Hliatha Jungle), fighting men prefer lighter armors made from Cuir-Bouilli and giant turtle shells. Rogues, rangers, and others who favor silence and speed over protection tend to favor leather armors. But for the average adventurer, mercenary, or soldier, the economy, relative comfort, and (comparatively) light weight of chainmail makes it ideal for day-to-day use. Most traveling Westerlands warriors don a long-sleeved hauberk (or shirt) of mail, mail chaps that buckle with leather straps down the inside of the legs, heavy leather gloves, and basinet (a light, open faced helmet). In game terms, the default protectiveness of any armor in this section of *Enchanted Items* is that of chainmail (6 PD/6 ED) because it's the standard to which all others are compared.

In times of war, however, wealthier warriors often switch to plate mail: large, heavy plates of steel that link together with leather straps to form a suit. This armor — essentially the ultimate in mundane personal protection — is extraordinarily expensive and difficult to maintain, so it's often handed down from father to son for generations. Enchanted plate armor is almost as common in some places as enchanted chainmail, since it's already made from fine materials for people with money to spend.

Unless otherwise specified, enchanted suits of armors are designed for human-sized wearers, but they can magically adjust size to fit other wearers. Suits of enchanted armor described as being specifically for a certain race are an exception; they don't change size to accommodate the wearer.

Unless purchased with Limitations *Real Armor* and *Mass*, enchanted armor requires no maintenance and weighs almost nothing when worn (although is has the normal mass of a mundane suit of armor of the same variety when carried). Furthermore, unless otherwise specified, enchanted armor remains “new” looking throughout its life, regardless of how ancient it may become. When it become dirty, the dirt is easily removed; when it suffers minor dents and scrapes it slowly “repairs” itself until it looks normal (more severe damage requires repairs by a blacksmith or wizard). These two qualities alone make enchanted armor extremely valuable to a working warrior, even if the armor provides no more protection than normal.

ANSGAR'S ARMOR

Effect: Armor (11 PD/11 ED), Aid STR 3d6, Teleportation 20”, and Telescopic (+12 versus Range Modifier) for Sight Group
Target: Self
Duration: Persistent/Instant/Instant/Persistent
Range: Self
END Cost: 0/3 Charges/2 Charges/0
Defense: 11 DEF

Description: Created by King Ansgar of Khrisulia, sometimes known as Ansgar the Twice-Lived, to give to those he favors or supports, one of these suits of plate armor not only protects the wearer to an even greater degree than ordinary plate, it provides several other magical powers. First, it can make the wearer stronger three times a day. Second, it allows the wearer to teleport himself up to 130 feet twice a day. Third, as long as the wearer has the helmet on, it gives him the keen eyesight of an eagle.

Game Information:

Cost Power

- 8 *Ansgar's Armor (Protection):* Armor (11 PD/11 ED) (33 Active Points); OIF (-½), Mass (Half Mass; -½), Independent (-2)
- 8 *Ansgar's Armor (Enchanted Strength):* Aid STR 3d6, Trigger (spoken command word; +¼) (37 Active Points); OIF (-½), Independent (-2), 3 Charges (-1¼)
- 9 *Ansgar's Armor (Wizardwalking):* Teleportation 20”, Trigger (spoken command word; +¼) (50 Active Points); OIF (-½), Independent (-2), No Noncombat Movement (-¼), 2 Charges (-1½)
- 5 *Ansgar's Armor (Helmet Of Eagle's Sight):* Telescopic (+12 versus Range Modifier) for Sight Group (18 Active Points); OIF (-½), Independent (-2)

Total cost: 30 points.

Options:

- 1) **Strong Armor:** Increase to Armor (15 PD/15 ED). That power has 45 Active Points, total cost 11 points; total cost of the armor 33 points.
- 2) **Weak Armor:** Decrease to Armor (7 PD/7 ED). That power has 21 Active Points, total cost 5 points; total cost of the armor 27 points.
- 3) **Hardened Armor:** Add Hardened (+¼) to the Armor power. That power has 41 Active Points, total cost 10 points; total cost of the armor 32 points.
- 4) **Heavy/Real Armor:** Add Mass (Normal Mass; -1) and Real Armor (-¼) to the Armor power. That power has a total cost of 7 points; total cost of the armor 29 points.
- 5) **Light/Unreal Armor:** Remove Mass (Half Mass; -½) from the Armor power. That power has a total cost of 9 points; total cost of the armor 31 points.

ARMOR OF ARCANOMANCY

Effect: Armor (10 PD/10 ED); Force Field (10 PD/10 ED/10 Mental Defense/10 Power Defense)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Defense: 10 DEF

Description: Made specifically for battle-mages to protect them from enemy spellcasters, this extremely fine suit of sculpted plate armor has magical symbols engraved upon its surface that glow with a soft blue light. When the Armor is struck by hostile spells, they sputter angrily with dripping blue energy.

Game Information:**Cost Power**

- 8 *Armor Of Arcanomancy:* Armor (10 PD/10 ED) (30 Active Points); OIF (-½), Independent (-2)
- 15 *Armor Of Arcanomancy:* Force Field (10 PD/10 ED/10 Mental Defense/10 Power Defense), Reduced Endurance (0 END; +½) (60 Active Points); OIF (-½), Independent (-2), Only Versus Magic Spells And Powers (-½)

Total cost: 23 points

Options:

- 1) **Strong Armor:** Increase to Armor (14 PD/14 ED), Force Field (14 PD/14 ED/14 Mental Defense/14 Power Defense) 126 Active Points; total cost 33 points.
- 2) **Weak Armor:** Decrease to Armor (6 PD/6 ED), Force Field (6 PD/6 ED/6 Mental Defense/6 Power Defense). 54 Active Points; total cost: 14 points.
- 3) **Hardened Armor:** Add Hardened (+¼) to both Armor and Force Field. 37 + 70 = 107 Active Points; total cost 11 + 17 = 28 points.
- 4) **Heavy/Real Armor:** Add Mass (Normal Mass; -1) and Real Armor (-¼) to Armor power. Total cost 6 points; total cost of armor 21 points.

ARMOR OF ENORMOUS SIZE

Effect: Armor (11 PD/11 ED); Growth (32 m tall)

Target: Self

Duration: Persistent/Constant

Range: Self

END Cost: 0

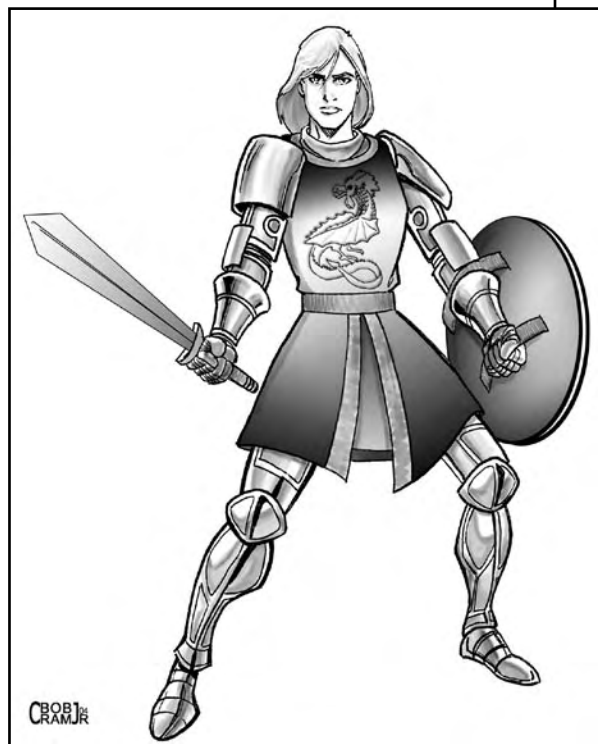
Defense: 11 DEF

Description: The wearer of this plate armor can, at will, grow to a height of as much as 32 meters (105 feet). While at that height, he also becomes incredibly strong and much tougher — but also easier to hit. A wearer can choose to remain enlarged for as long as he likes.

Game Information: *Armor (11 PD/11 ED) (33 Active Points); OIF (-½), Independent (-2), Mass (Normal Mass; -1), Real Armor (-¼) (total cost: 7 points) plus Growth (+60 STR, +12 BODY, +12 STUN, -12" KB, 409,600 kg, -8 DCV, +8 PER Rolls to perceive character, 32 m tall, 16 m wide), Reduced Endurance (0 END; +½) (90 Active Points); OIF (-½), Independent (-2), Linked (Armor; -¼) (total cost: 24 points). Total cost: 31 points.*

Options:

- 1) **Strong Armor:** Increase to Armor (15 PD/15 ED). 45 + 90 = 135 Active Points; total cost 9 + 24 = 33 points.
- 2) **Weak Armor:** Decrease to Armor (7 PD/7 ED). 21 + 91 = 111 Active Points; total cost 4 + 24 = 28 points.
- 3) **Hardened Armor:** Add Hardened (+¼) to the Armor power. 41 + 90 = 131 Active Points; total cost 9 + 24 = 33 points.
- 4) **Light/Unreal Armor:** Remove Mass (Normal Mass; -1) and Real Armor (-¼). 33 = 90 = 123 Active Points; total cost 9 + 24 = 33 points



ARMOR OF THE FIRSTBORN

Effect: Armor (7 PD/7 ED)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 7 DEF

Description: Designed specifically and exclusively for Drakine warriors and priests, this exquisitely crafted brigandine gives the wearer the ability to speak with dragons. Not only can he communicate with them through his mind alone, but also they regard him with much greater respect than they normally would (and dragons look with more favor upon the Drakine than any other humanoid race to begin with).

Game Information:

Cost Power

- 5 *Armor Of The Firstborn:* Armor (7 PD/7 ED) (21 Active Points); OIF (-½), Independent (-2), Mass (Half Mass; -½)
- 9 *Communication With The Firstborn:* Mind Link (any four draconic minds) (20 Active Points); OIF (-½), Independent (-2) (total cost: 6 points) **plus** +20 PRE (20 Active Points); OIF (-½), Independent (-2), Linked (Mind Link; -½), Only Works With/Against Dragons (-2) (total cost: 3 points)

Total cost: 14 points.

Options:

- 1) **Strong Armor:** Increase to Armor (9 PD/9 ED). 27 + 20 + 20 = 67 Active Points; total cost 7 + 6 + 3 = 16 points.
- 2) **Weak Armor:** Decrease to Armor (5 PD/5 ED). 15 + 20 + 20 = 55 Active Points; total cost 4 + 6 + 3 = 13 points.
- 3) **Hardened Armor:** Add Hardened (+¼) to the Armor power. 26 + 20 + 20 = 66 Active Points; total cost 6 + 6 + 3 = 15 points.
- 4) **Light/Unreal Armor:** Remove Mass (Half Mass; -½). 21 + 20 + 20 = 61 Active Points; total cost 6 + 6 + 3 = 15 points.
- 5) **Heavy/Real Armor:** Change to Mass (Normal Mass; -1) and add Real Armor (-¼). 21 + 20 + 20 = 61 Active Points; total cost 4 + 6 + 3 = 13 points.

ARMOR OF HEALING

Effect: Armor (7 PD/7 ED); Simplified Healing 4d6, Trigger
Target: Self
Duration: Persistent/Instant
Range: Self
END Cost: 0
Defense: 7 DEF

Description: This suit of plate and chain comes with an unusual enchantment — once per day, it can heal wounds the character has suffered in spite of wearing it! The wearer can activate the healing-spell at will.

Game Information: *Armor (7 PD/7 ED) (21 Active Points); OIF (-½), Mass (Half Mass; -½), Independent (-2) (total cost: 5 points) plus Simplified Healing 4d6, Trigger (mental command; +¼) (50 Active Points); OIF (-½), Self Only (-½), Independent (-2), 1 Charge (-2) (total cost: 8 points). Total cost: 13 points.*

Options:

- 1) **Strong Armor:** Increase to Armor (9 PD/9 ED), Simplified Healing 5d6. 27 + 50 Active Points; total cost 7 + 10 = 17 points.
- 2) **Weak Armor:** Decrease to Armor (5 PD/5 ED), Simplified Healing 3d6. 15 + 37 Active Points; total cost 4 + 6 = 10 points.
- 3) **Hardened Armor:** Add Hardened (+¼) to the Armor power. 26 + 50 Active Points; total cost 6 + 8 = 14 points.
- 4) **Light/Unreal Armor:** Remove Mass (Half Mass; -½). 21 + 50 Active Points; total cost 6 + 8 = 14 points.
- 5) **Heavy/Real Armor:** Change to Mass (Normal Mass; -1) and add Real Armor (-¼). 21 + 50 Active Points; total cost 4 + 8 = 12 points.

ARMOR OF THE LION'S STRENGTH

Effect: Armor (7 PD/7 ED); +10 STR; +5 PRE
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 7 DEF

Description: With pauldrons and a helm all in the shape of lions' heads, this armor advertises the power it provides — the strength and courage of the legendary lion — for all to see.

Game Information:**Cost Power**

- 5 *Armor Of The Lion's Strength:* Armor (7 PD/7 ED) (21 Active Points); OIF (-½), Mass (Half Mass; -½), Independent (-2)
- 2 *Lion's Strength:* +10 STR (10 Active Points); OIF (-½), No Figured Characteristics (-½), Independent (-2)
- 1 *Lion's Courage:* +5 PRE (5 Active Points); OIF (-½), Independent (-2)

Total cost: 8 points.

Options:

- 1) **Strong Armor:** Increase to Armor (9 PD/9 ED), +15 STR, +10 PRE. 27 + 15 + 10 = 52 Active Points; total cost 7 + 4 + 3 = 14 points.
- 2) **Weak Armor:** Decrease to Armor (5 PD/5 ED), +5 STR. 15 + 5 + 5 = 25 Active Points; total cost 4 + 1 + 1 = 6 points.
- 3) **Hardened Armor:** Add Hardened (+¼) to the Armor power. 26 + 15 + 10 = 51 Active Points; total cost 6 + 2 + 1 = 9 points.
- 4) **Light/Unreal Armor:** Remove Mass (Half Mass; -½). 21 + 15 + 10 = 46 Active Points; total cost 6 + 2 + 1 = 9 points.
- 5) **Heavy/Real Armor:** Change to Mass (Normal Mass; -1) and add Real Armor (-¼). 21 + 15 + 10 = 46 Active Points; total cost 4 + 2 + 1 = 7 points.

ARMOR OF PRACTICAL THIEVERY

Effect: Armor (5 PD/5 ED); +4 to Acrobatics, Breakfall, Climbing, Contortionist, Fast Draw, Lockpicking, Security Systems, Shadowing, Slight Of Hand, Stealth, and Tracking
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 5 DEF

Description: This enchanted suit of cuir-bouilli provides bonuses to many Skills normally associated with the roughish professions. It's also more protective than a normal suit of shaped leather armor.

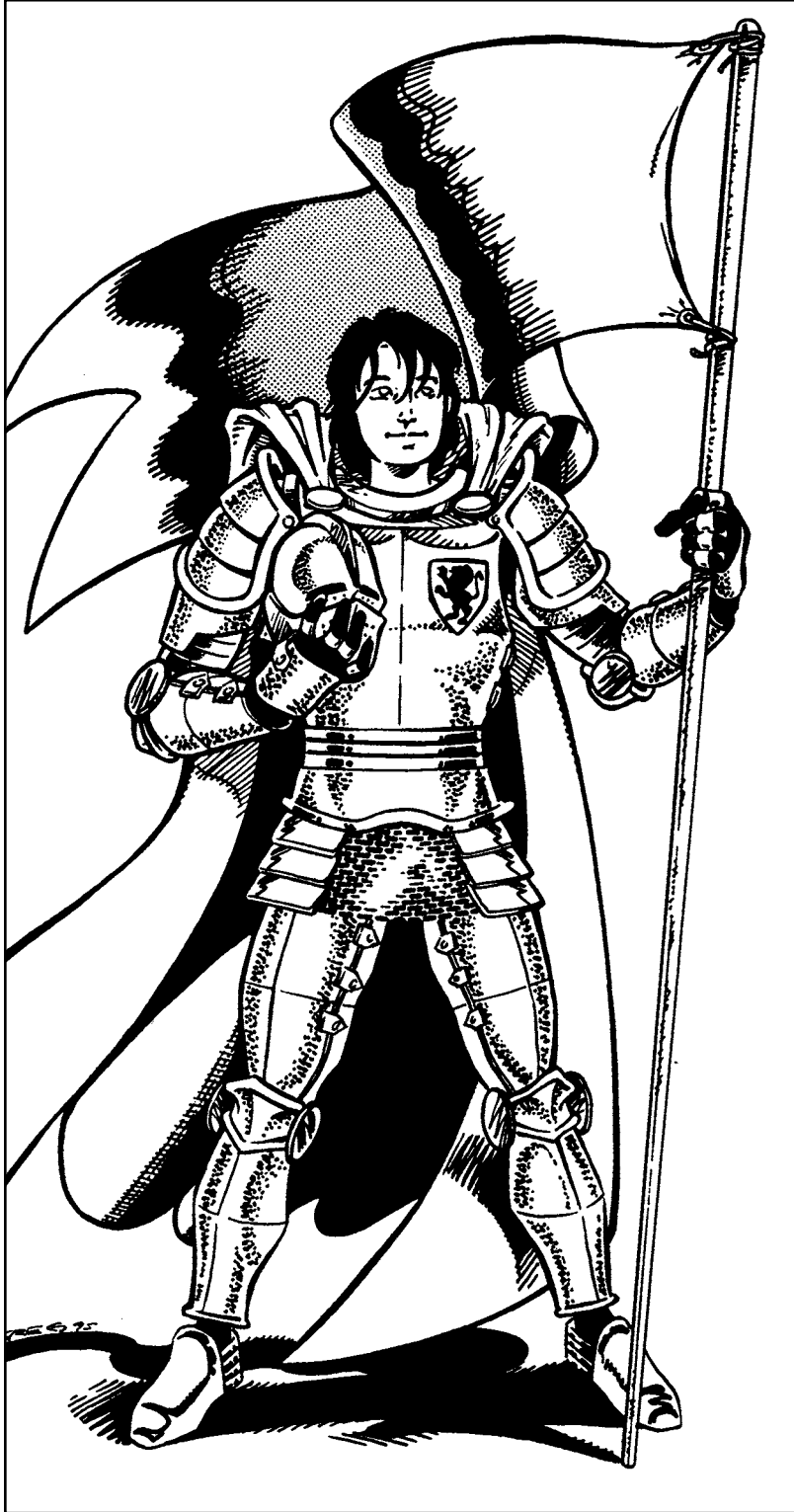
Game Information:**Cost Power**

- 4 *Armor Of Practical Thievery:* Armor (5 PD/5 ED) (15 Active Points); OIF (-½), Independent (-2), Mass (Half Mass; -½)
- 3 *Acrobat's Grace:* +4 with Acrobatics, Breakfall, and Contortionist (12 Active Points); OIF (-½), Independent (-2)
- 3 *Burglar's Boon:* +4 with Climbing, Lockpicking, and Security Systems (12 Active Points); OIF (-½), Independent (-2)
- 3 *Sticky Fingers:* +4 with Sleight Of Hand and Fast Draw (12 Active Points); OIF (-½), Independent (-2)
- 3 *Thief's Blessings:* +4 with Shadowing, Stealth, and Tracking (12 Active Points); OIF (-½), Independent (-2)

Total cost: 16 points.

Options:

- 1) **Strong Armor:** Increase to Armor (7 PD/7 ED). 21 + 12 + 12 + 12 + 12 = 69 Active Points; total cost 5 + 3 + 3 + 3 + 3 = 17 points.
- 2) **Weak Armor:** Decrease to Armor (3 PD/3 ED). 9 + 12 + 12 + 12 + 12 = 57 Active Points; total cost 2 + 3 + 3 + 3 + 3 = 14 points.
- 3) **Hardened Armor:** Add Hardened (+¼) to the Armor power. 19 + 12 + 12 + 12 + 12 = 62 Active Points; total cost 5 + 3 + 3 + 3 + 3 = 17 points.
- 4) **Light/Unreal Armor:** Remove Mass (Half Mass; -½). 15 + 12 + 12 + 12 + 12 = 63 Active Points; total cost 4 + 3 + 3 + 3 + 3 = 16 points.
- 5) **Heavy/Real Armor:** Change to Mass (Normal Mass; -1) and add Real Armor (-¼). 15 + 12 + 12 + 12 + 12 = 63 Active Points; total cost 2 + 3 + 3 + 3 + 3 = 15 points.



ARMOR OF PRODIGIOUS STRENGTH

Effect: Armor (11 PD/11 ED); +30 STR, Reduced Endurance
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 11 DEF

Description: This heavy suit of enchanted plate mail makes its wearer as strong as a giant!

Game Information: *Armor (11 PD/11 ED) (33 Active Points); OIF (-½), Independent (-2), Mass (Double Mass; -1½) (total cost: 7 points) plus +30 STR, Reduced Endurance (0 END; +½) (45 Active Points); OIF (-½), Independent (-2), No Figured Characteristics (-½) (total cost: 11 points). Total cost: 18 points.*

Options:

- 1) **Strong Armor:** Increase to Armor (15 PD/15 ED), +40 STR. $45 + 60 = 105$ Active Points; total cost $9 + 15 = 24$ points.
- 2) **Weak Armor:** Decrease to Armor (7 PD/7 ED), +20 STR. $21 + 30 = 61$ Active Points; total cost $4 + 7 = 11$ points.
- 3) **Hardened Armor:** Add Hardened (+¼) to the Armor power. $41 + 45 = 86$ Active Points; total cost $8 + 11 = 19$ points.
- 4) **Light/Unreal Armor:** Remove Mass (Double Mass; -1½). $33 + 45 = 78$ Active Points; total cost $9 + 11 = 20$ points.

ARMOR OF STEADFAST PROTECTION

Effect: Armor (8 PD/8 ED), Hardened
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 8 DEF

Description: This suit of chainmail provides more protection than mundane mails — but is no heavier or more uncomfortable than normal clothing.

Game Information: *Armor (8 PD/8 ED), Hardened (+¼) (30 Active Points); OIF (-½), Independent (-2). Total cost: 9 points.*

Options:

- 1) **Strong Armor:** Increase to Armor (11 PD/11 ED). 41 Active Points; total cost 12 points.
- 2) **Weak Armor:** Decrease to Armor (5 PD/5 ED). 19 Active Points; total cost 5 points.
- 3) **Self-Repairing Armor Of Steadfast Protection:** No matter how badly it's damaged, this type of Armor of Steadfast Protection can be instantly repaired. Add Healing BODY 3d6, Trigger (wearer's mental command; +¼), Reduced Endurance (0 END; +½) (52 Active Points); OIF (-½), Independent (-2), Only Works On Suit Of Armor (-1) (total cost: 11 points). Total cost of armor: 20 points.

ARMOR OF ULRO

Effect: Armor (8 PD/8 ED), Hardened; +1 with Talacoriom; Endurance Reserve (80 END, 8 REC); +5 DCV versus Physical Missiles; +4 OCV
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 8 DEF

Description: According to legend, the mythic hero Ulro forged the first example of this armor. Usable only by Ulronai warrior-mages, the Armor Of Ulro is a suit of black chainmail that gives its wearer a small bonus for using their special brand of spells plus additional mystical reserves to power them with. Moreover, the suit has two Talacoriom spells permanently woven into its mesh: the Spell Of the Charmed Blade, and a version of the Archer's Bane.

Game Information:**Cost Power**

- 7 *Armor Of Ulro:* Armor (8 PD/8 ED), Hardened (+¼) (30 Active Points); OIF (-½), Independent (-2), Mass (Half Mass; -½)
 1 *Skill Of Ulro:* +1 with *Talacoriom* (3 Active Points); OIF (-½), Independent (-2)
 5 *Talacoriom Reserve:* Endurance Reserve (80 END, 8 REC) (16 Active Points); OIF (-½), Independent (-2)
 5 *Archer's Bane:* +5 DCV (25 Active Points); OIF (-½), Independent (-2), Only Works Against Physical Missiles (-1)
 6 *Charmed Blade:* +4 OCV (20 Active Points); OIF (-½), Independent (-2)

Total cost: 24 points.

ARMOR OF THE UNSEEN STEP

Effect: Armor (7 PD/7 ED); Teleportation 8", Position Shift
Target: Self
Duration: Persistent/Instant
Range: Self
END Cost: 0/8 Charges
Defense: 7 DEF

Description: This suit of plate armor provides the wearer with the ability to move without physically crossing the intervening space. This means he can easily make Surprise Move attacks against his foes, avoid certain obstacles or traps, and so on.

Game Information: *Armor (7 PD/7 ED) (21 Active Points); OIF (-½), Mass (Half Mass; -½), Independent (-2) (total cost: 5 points) plus Teleportation 8", Position Shift (21 Active Points); OIF (-½), Independent (-2), 8 Charges (-½) (total cost: 5 points). Total cost: 10 points.*

Options:

- 1) **Strong Armor:** Increase to Armor (10 PD/10 ED), Teleport 11". 30 + 27 = 57 Active Points; total cost 7 + 7 = 14 points.
- 2) **Weak Armor:** Decrease to Armor (4 PD/4 ED), Teleport 5". 12 + 15 = 27 Active Points; total cost 3 + 4 = 7 points.
- 3) **Hardened Armor:** Add Hardened (+¼) to the Armor power. 26 + 21 = 47 Active Points; total cost 6 + 5 = 11 points.
- 4) **Light/Unreal Armor:** Remove Mass (Half Mass; -½). 21 + 21 = 42 Active Points; total cost 6 + 5 = 11 points.
- 5) **Heavy/Real Armor:** Change to Mass (Normal Mass; -1) and add Real Armor (-¼). 21 + 21 = 42 Active Points; total cost 4 + 5 = 9 points.
- 6) **Step At Will:** Remove 8 Charges (-½) and replace with Reduced Endurance (0 END; +½). 21 + 31 = 52 Active Points; total cost 5 + 9 = 14 points.

ARMOR OF THE VULNERABLE FOE

Effect: Armor (6 PD/6 ED), Change Environment (-3 to DEX Rolls)
Target: Self/1" Radius
Duration: Persistent/Constantd
Range: Self/No Range
END Cost: 0/1
Defense: 6 DEF

Description: In addition to the protection of the chainmail itself (which weighs little and does not require the usual upkeep), this armor grants the wearer a valuable power. When he activates and maintains its power, anyone in HTH Combat with him (*i.e.*, who enters the hex he's in, be it friend or foe) must make a DEX Roll each Phase at a -3 penalty. If the victim fails the roll, he does something clumsy — the GM decides exactly what. Possible actions include slipping and falling, tripping over one's own feet, dropping or losing a grip on one's weapon (or shield), and the like. The important thing is that the failed roll puts the victim at a temporary disadvantage in combat. (In game terms, the clumsiness is built with Change Environment; since it has No Range, the GM should allow the effect to move with the wearer as he moves.)

Game Information:

Cost Power

- 5 *Chainmail Protection:* Armor (6 PD/6 ED), Hardened (+¼) (22 Active Points); OIF (-½), Mass (Half Mass; -½), Independent (-2)
- 3 *Clumsy Foe:* Change Environment 1" radius, -3 to DEX Rolls, Personal Immunity (+¼) (14 Active Points); OIF (-½), Independent (-2), No Range (-½)

Total cost: 8 points.

Options:

- 1) **Strong Armor:** Increase to Armor (8 PD/8 ED). 30 + 14 = 44 Active Points; total cost 7 + 3 = 10 points.
- 2) **Weak Armor:** Decrease to Armor (4 PD/4 ED). 15 + 14 = 29 Active Points; total cost 4 + 3 = 7 points.
- 3) **Light/Unreal Armor:** Remove Mass (Half Mass; -½). 22 + 14 = 36 Active Points; total cost 6 + 3 = 9 points.
- 4) **Heavy/Real Armor:** Change to Mass (Normal Mass; -1) and add Real Armor (-¼). 22 + 14 = 36 Active Points; total cost 5 + 3 = 8 points.
- 5) **Effortless Armor:** Add Reduced Endurance (0 END; +½) to Change Environment. 22 + 19 = 41 Active Points; total cost 5 + 5 = 10 points.

ASSASSIN'S LEATHERS

Effect: Armor (6 PD/6 ED); Invisibility to Hearing Group
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 6 DEF

Description: This set of leather armor is enchanted to protect as well as chainmail, and to silence the wearer's footsteps.

Game Information:

Cost Power

- 4 *Chainmail-Like Protection:* Armor (6 PD/6 ED) (18 Active Points); OIF (-½), Mass (Half Mass; -½), Independent (-2)
- 9 *Enchantment Of Silent Movement:* Invisibility to Hearing Group, No Fringe, Reduced Endurance (0 END; +½) (30 Active Points); OIF (-½), Independent (-2)

Total cost: 13 points.

Options:

- 1) **Light/Unreal Armor:** Remove Mass (Half Mass; -½). 18 + 30 = 48 Active Points; total cost 5 + 9 = 14 points.
- 2) **Invisible Armor:** This version of the Assassin's Leathers conceals its wearer so that he's also invisible to sight. Add Sight Group to Invisibility. 18 + 52 = 70 Active Points; total cost 4 + 15 = 19 points.

BASTION ARMOR

Effect: Armor (10 PD/10 ED)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 10 DEF

Description: Forged by dwarven mage-smiths, this suit of armor offers better protection than ordinary plate armor, but is lightweight and easy to wear.

Game Information: *Armor (10 PD/10 ED) (30 Active Points); OIF (-½), Independent (-2).*
Total cost: 9 points.

Options:

- 1) **Hardened Armor:** Add Hardened (+¼). 37 Active Points; total cost 11 points.

BEZAINTEED ARMOR OF CALIGAN

Effect: Armor (8 PD/8 ED); Teleportation 1", Only To Don Armor; Danger Sense; +4 PER Rolls
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 8 DEF

Description: Dedicated to the Lord of Merchants, this armor consists of treated leather onto which are sewn dozens of overlapping golden coins engraved with the handsome, smiling face of the god. Besides providing excellent protection, weighing very little, and being extraordinarily easy to put on, the Bezainted Armor Of Caligan gives its wearer the ability to sense when danger (such as thieves or robbers) grows near. It also gives him a bonus to spot pickpockets, cutpurses, and similar malefactors. It's popular with guards, particularly caravan guards bound for foreign lands.

Game Information:**Cost Power**

- 7 *Excellent Armor:* Armor (8 PD/8 ED) (24 Active Points); OIF (-½), Independent (-2)
 9 *Warnings Of Danger:* Danger Sense (immediate vicinity, out of combat, sense) (INT Roll +6) (33 Active Points); OIF (-½), Independent (-2)
 1 *Spot Cutpurses:* +4 to Normal Sight PER Rolls (4 Active Points); OIF (-½), Independent (-2), Only To Perceive Thieves At Work (-2)

Total cost: 17 points.

Options:

- 1) **Strong Armor:** Increase to Armor (10 PD/10 ED). 30 + 33 + 8 = 71 Active Points; total cost 9 + 9 + 1 = 19 points.
 2) **Weak Armor:** Decrease to Armor (6 PD/6 ED). 18 + 33 + 8 = 59 Active Points; total cost 5 + 9 + 1 = 15 points.

THE BLOOD-RED ARMOR OF NOTHAK-HREN

Effect: Armor (10 PD/10 ED); Mental Defense (10 points + (EGO/5)); +5 PRE, Only For Fear-/Intimidation-Based Presence Attacks
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 10 DEF

Description: This suit of plate armor, made of black steel with blood-red highlights and sections, exudes a palpable aura of misery and woe, as if it were forged from the souls of the damned instead of metal. No noble-minded warrior would ever wear it.

Legend claims that Nothak-Hren was a wizard who pacted with dark powers for greater wisdom and lore, and who used his newfound knowledge to craft several enchanted items of great might. Some doubt that this is true, for no trace of these items, or even description of them, has ever been found (though many wizards have searched diligently). However, the tales go on to say that the demon-god Krim was so impressed with Nothak-Hren's work that he spirited the wizard away to the Netherworld, where he forced him to design and craft Blood-Red Armor for Krim and other demons to distribute to those they favored in Ambrethel.

Game Information:**Cost Power**

- 9 *Blood-Red Armor:* Armor (10 PD/10 ED) (30 Active Points); OIF (-½), Independent (-2)
 3 *Blood-Red Helmet:* Mental Defense (10 points plus (EGO/5)); OIF (-½), Independent (-2)
 1 *Aura Of Woe:* +5 PRE (5 Active Points); OIF (-½), Independent (-2), Only For Fear-/Intimidation-Based Presence Attacks (-1)

Total cost: 13 points.



BONE ARMOR OF DREAD NECROMANCY

Effect: Armor (9 PD/9 ED); Force Field (9 PD/9 ED/9 Mental Defense/9 Power Defense); +4 to Necromancy; +30 PRE, Only Versus Undead Beings

Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 9 DEF

Description: Created by necromancers for necromancers, this armor is made entirely from enchanted human bones. It has a breastplate made of rib bones, a helmet made from a huge skull, epaulets made from small skulls, gloves made from finger bones, and so forth. The armor provides its wearer with protection both from physical attacks and from divine magic as well. It also boosts his necromantic abilities and makes it easier for him to persuade and terrify the undead.

Game Information:

Cost Power

- 8 *Bone Armor Of Dread Necromancy:* Armor (9 PD/9 ED) (27 Active Points); OIF (-½), Independent (-2)
- 12 *Bone Armor Of Dread Necromancy:* Force Field (9 PD/9 ED/9 Mental Defense/9 Power Defense), Reduced Endurance (0 END; +½) (54 Active Points); OIF (-½), Independent (-2), Only Versus Divine Magic (-1)
- 3 *Necromancer's Boon:* +4 to Necromancy rolls (12 Active Points); OIF (-½), Independent (-2)
- 7 *Necromantic Aura:* +30 PRE (30 Active Points); OIF (-½), Independent (-2), Only Versus Undead Beings (-1)

Total cost: 30 points.

Options:

- 1) Strong Armor:** Increase to Armor (12 PD/12 ED), Force Field (12 PD/12 ED/12 Mental Defense/12 Power Defense). $36 + 72 + 12 + 30 = 150$ Active Points; total cost $10 + 16 + 3 + 7 = 36$ points.
- 2) Weak Armor:** Decrease to Armor (6 PD/6 ED), Force Field (6 PD/6 ED/6 Mental Defense/6 Power Defense). $18 + 36 + 12 + 30 = 96$ Active Points; total cost $5 + 8 + 3 + 7 = 23$ points.

CHAINMAIL OF THE DARK ELVES

Effect: Armor (8 PD/8 ED), Hardened; +2 to Stealth, Only In Darkness
Target: Self
Duration: Persistent/Constant
Range: Self
END Cost: 0
Defense: 8 DEF

Description: Some suits of chainmail prepared by the Hwalurulasiolar are magically manufactured that they weigh less, and offer more protection than, ordinary chainmail. Because the metal used in Chainmail Of The Dark Elves has been blued until it is almost black, its wearer is difficult to see in dark environments.

Game Information:**Cost Power**

- 9 *Chainmail Of The Dark Elves:* Armor (8 PD/8 ED), Hardened (+¼) (30 Active Points); OIF (-½), Independent (-2)
 1 *Darkly Blued:* +2 to Stealth rolls (4 Active Points); OIF (-½), Independent (-2), Only In Shadows/Darkness (-1)

Total cost: 10 points.

Options:

1) No DEX Roll Penalty: In games that use a DEX Roll and DCV penalty for wearing armor (see *Fantasy Hero*, page 197), this chainmail imposes no such penalties. Also buy: +3 with all DEX Rolls and DEX-Based Skill Rolls (15 Active Points); OIF (-½), Independent (-2), Only To Counteract Armor Penalties (-1) (total cost: 3 points) **plus** +3 DCV (15 Active Points); OIF (-½), Independent (-2) (total cost: 4 points). Total cost 7 points; total cost of armor 17 points.

2) No Magic Penalty: In games that impose a Magic Roll penalty for wearing armor, this chainmail imposes no such penalties. Also buy: +3 to Magic Rolls (9 Active Points); OIF (-½), Independent (-2), Only To Counteract Armor Penalties (-1). Total cost 2 points; total cost of armor 12 points.

CHAINMAIL OF THE SILENT STEP

Effect: Armor (6 PD/6 ED), Invisibility (Hearing Group)
Target: Self
Duration: Persistent/Constant
Range: Self
END Cost: 0
Defense: 6 DEF

Description: This suit of chainmail carries two enchantments. First, it's strengthened with magic so that it provides more protection than normal chainmail, yet only weighs half as much. (Additionally, it always remains clean and in good repair.) Second, it allows the wearer to move with absolute silence. It doesn't jingle, the wearer's footfalls make no sound, and so forth. Many rogues eagerly seek out Chainmail of the Silent Step for that reason.

Game Information:**Cost Power**

- 5 *Chainmail Protection:* Armor (6 PD/6 ED), Hardened (+¼) (22 Active Points); OIF (-½), Mass (Half Mass; -½), Independent (-2)
 9 *Enchantment Of Silent Movement:* Invisibility to Hearing Group, No Fringe, Reduced Endurance (0 END; +½) (30 Active Points); OIF (-½), Independent (-2)

Total cost: 14 points.

Options:

1) Strong Armor: Increase to Armor (8 PD/8 ED). 30 + 30 = 60 Active Points; total cost 7 + 9 = 16 points.

2) Weak Armor: Decrease to Armor (4 PD/4 ED) and remove No Fringe. 15 + 15 = 30 Active Points; total cost 4 + 4 = 8 points.

3) Light/Unreal Armor: Remove Mass (Half Mass; -½). 22 + 30 = 52 Active Points; total cost 6 + 9 = 15 points.

COMMANDER'S HELM

Effect: Armor (8 PD/8 ED); +10 PRE; +4 COM; Hearing Group Images, +12 to PER Rolls, Increased Size (64" radius); Set Effect (only amplifies user's voice), No Range; all OIF)
Target: Self; 64" radius
Duration: Persistent/Constant
Range: No Range
END Cost: 0
Defense: 8 DEF

Description: This helmet not only makes the wearer more charismatic and handsome, on command it can amplify his voice so he can easily shout commands that soldiers all over the battlefield can hear. It's especially popular with officers who like to yell at their men; the men themselves refer to this helm as the "Loudmouth's Lid."

Game Information:

Cost Power

- 4 *Helmet:* Armor (8 PD/8 ED) (24 Active Points); OIF (-½), Independent (-2), Activation Roll 8- (only protects Hit Locations 3-5; -2)
- 3 *Charisma:* +10 PRE (10 Active Points); OIF (-½), Independent (-2)
- 1 *Handsome:* +4 COM (2 Active Points); OIF (-½), Independent (-2)
- 13 *Amplified Voice:* Hearing Group Images, +6 to PER Rolls, Increased Size (32" radius; +1¼), Reduced Endurance (0 END; +½) (63 Active Points); OIF (-½), Independent (-2), Set Effect (only amplifies user's voice; -1), No Range (-½)

Total cost: 21 points

Options:

- 1) **Battlefield Model:** This version of the Commander's Helm is so powerful that its wearer can be heard across an entire battlefield! To the Images power add MegaScale (1"= 1 km; +¼). 69 Active Points, total cost 14 points; total cost of Helm 22 points.

DRAGONSKIN ARMOR

Effect: Armor (6 PD/6 ED); Armor (+12 ED), Only Versus Fire
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 6 DEF (18 DEF Versus Fire)

Description: As is well known, the skins of dragons are wondrously tough, yet also soft enough to work if the skin is removed after the dragon is slain. Enchanters long ago discovered a process whereby they could make from dragonskin a suit of leather armor as tough as chainmail, and which had the additional benefit of offering special protection against fire.

Most suits of Dragonskin Armor are cut, shaped, or molded to have a draconic motif, or to have scenes of dragons worked into the leather. Regardless of the armor's form or appearance, any dragon can instantly sense when a suit of armor is Dragonskin Armor... and even the kindest dragons rarely react well to it. Many attack a person wearing Dragonskin Armor on sight.

Game Information: *Armor (6 PD/6 ED) (18 Active Points); OIF (-½), Mass (Half Mass; -½), Independent (-2), Side Effects (attracts the ire of dragons; -¼) (total cost: 4 points) plus Armor (+12 ED) (18 Active Points); OIF (-½), Independent (-2), Only Versus Limited Type Of Attack (fire; -½), Side Effects (attracts the ire of dragons; -¼) (total cost: 4 points). Total cost: 8 points.*

Options:

- 1) **Strong Armor:** Increase to Armor (8 PD/8 ED), Armor (+14 ED). 24 + 21 = 45 Active Points; total cost 6 + 5 = 11 points.
- 2) **Hardened Armor:** Add Hardened (+¼) to both Armor powers. 22 + 22 = 44 Active Points; total cost 5 + 5 = 10 points.
- 3) **Light/Unreal Armor:** Remove Mass (Half Mass; -½). 18 + 18 = 36 Active Points; total cost 5 + 4 = 9 points.

DRUSAIDI SHANIR RING ARMOR

Effect: Armor (5 PD/5 ED); +2 with all DEX and DEX-Based Skill Rolls, Only To Counteract Armor Penalties
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 5 DEF

Description: In times of war, the famed scout-assassins of Ambrethel trade in their soft leathers for these specialized suits of armor constructed from cuir-bouilli with metal rings sewn into it for additional protection. Although heavier and hotter than normal forestry gear, the suits are magically constructed and enchanted to allow the wearer to function as if he were dressed in his normal clothing.

Game Information: *Armor (5 PD/5 ED) (15 Active Points); OIF (-½), Independent (-2). Total cost: 4 points.*

Options:

1) No DEX Roll Penalty: In games that use a DEX Roll and DCV penalty for wearing armor (see *Fantasy Hero*, page 197), this ring mail imposes no such penalties. Also buy: +2 with all DEX Rolls and DEX-Based Skill Rolls (10 Active Points); OIF (-½), Independent (-2), Only To Counteract Armor Penalties (-1) (total cost: 2 points) **plus** +2 DCV (10 Active Points); OIF (-½), Independent (-2) (total cost: 3 points). Total cost 5 points; total cost of armor 9 points.

ELVEN CHAINMAIL

Effect: Armor (6 PD/6 ED)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 10 DEF

Description: Also known as Rathimanzeni Mail after the clan that manufactures it, Elven Chainmail is an unusually flexible, mildly enchanted form of mail that's as light as standard clothing but tough as steel. In fact, it's so well made that rogues can wear a suit without it hampering their dexterity at all! However, it's rarely manufactured for anyone who doesn't possess the build of an elf or half-elf, and doesn't refit to size other races.

Game Information: *Armor (6 PD/6 ED) (18 Active Points); OIF (-½), Independent (-2). Total cost: 5 points.*

Options:

1) Strong Armor: Increase to Armor (7 PD/7 ED). 21 Active Points; total cost 6 points.

2) Silverring Mail: Manufactured in limited quantities by the Rathimanzeni clan, these suits of glittering silver chainmail offer even greater protection than standard Elven Chainmail. Increase to Armor (8 PD/8 ED), Hardened (+¼). 30 Active Points; total cost 9 points.

3) No DEX Roll Penalty: In games that use a DEX Roll and DCV penalty for wearing armor (see *Fantasy Hero*, page 197), this chainmail imposes no such penalties. Also buy: +3 with all DEX Rolls and DEX-Based Skill Rolls (15 Active Points); OIF (-½), Independent (-2), Only To Counteract Armor Penalties (-1) (total cost: 3 points) **plus** +3 DCV (15 Active Points); OIF (-½), Independent (-2) (total cost: 4 points). Total cost 7 points; total cost of armor 12 points.

EVERBRIGHT ARMOR

Effect: Armor (8 PD/8 ED); Healing Regeneration (1 BODY), Only Works On Armor
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 8 DEF

Description: This suit of plate and chain isn't significantly stronger than ordinary armor, but it weighs no more than clothing, doesn't get dirty, requires no maintenance, and repairs damage to itself at the rate of 1 BODY per Hour.

Game Information: *Armor (8 PD/8 ED) (24 Active Points); OIF (-½), Independent (-2) (total cost: 7 points) plus Healing BODY 1d6 (Regeneration; 1 BODY per Hour), Reduced Endurance (0 END; +½), Persistent (+½) (20 Active Points); OIF (-½), Extra Time (1 BODY per Hour; -2¼), Independent (-2), Only Works To Repair The Armor (-½) (total cost: 3 points). Total cost: 10 points.*

Options:

- 1) **Strong Armor:** Increase to Armor (9 PD/9 ED). 27 + 20 = 47 Active Points; total cost 8 + 3 = 11 points.
- 2) **Weak Armor:** Decrease to Armor (7 PD/7 ED). 21 + 20 = 41 Active Points; total cost 6 + 3 = 9 points.

GAUNTLETS OF CLIMBING AND SWIMMING

Effect: Clinging (normal STR + 12); Swimming +8"; Armor (8 PD/8 ED) for the hands
Target: Self
Duration: Persistent/Constant
Range: Self
END Cost: 0
Defense: 8 DEF

Description: As the name indicates, these large steel gauntlets allow their wearer to climb sheer surfaces with ease and swim effortlessly across water.

Game Information:

Cost Power

- 4 **Climbing:** Clinging (normal STR + 12) (14 Active Points); OIF (-½), Independent (-2), Cannot Cling To Surfaces Of Greater Than 120 Degree Incline (-¼)
- 5 **Swimming:** Swimming +8", with an additional x2 Noncombat, Reduced Endurance (0 END; +½) (19 Active Points); OIF (-½), Independent (-2)
- 5 **Armored Gauntlet:** Armor (8 PD/8 ED) (24 Active Points); OIF (-½), Independent (-2), Activation Roll 10- (hit location 6; -1¼)

Total cost: 14 points.

GAUNTLETS OF MIGHT

Effect: Armor (6 PD/6 ED); +5 STR, Only For Lifting Strength
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 6 DEF

Description: These chainmail gloves double the wearer's lifting strength.

Game Information: *Armor (6 PD/6 ED) (18 Active Points); OIF (-½), Independent (-2), Activation Roll 10- (hit location 6; -1¼) (total cost: 4 points) plus +5 STR, Reduced Endurance (0 END; +½) (7 Active Points); OIF (-½), Independent (-2), Only For Lifting Strength (-1), No Figured Characteristics (-½) (total cost: 1 point). Total cost: 5 points.*

Options:

- 1) **Plate Gauntlets:** Increase to Armor (8 PD/8 ED). 24 + 7 = 31 Active Points; total cost 5 + 1 = 6 points.
- 2) **Leather Gauntlets:** Decrease to Armor (3 PD/3 ED). 9 + 7 = 16 Active Points; total cost 2 + 1 = 3 points.

GAUNTLETS OF THE NORTHLANDS

Effect: Armor (8 PD/8 ED); Energy Blast 4d6, NND
Target: Self/One character
Duration: Persistent/Instant
Range: Touch
END Cost: 0
Defense: Unbreakable

Description: These plate armor gauntlets contain an Ice Magic enchantment that makes any melee weapon the wearer wield also do chilling damage to his foes.

Game Information: *Armor (8 PD/8 ED) (24 Active Points); OIF (-½), Independent (-2), Activation Roll 10- (hit location 6; -1¼) (total cost: 5 points) plus Energy Blast 4d6, Continuous (+1), Damage Shield (affects targets struck in HTH Combat; +¾), No Normal Defense (defense is Life Support [Safe Environment: Intense Cold]; +1) (75 Active Points); OIF (-½), Independent (-2), Only Works When Wielded Melee Weapon Strikes Target (-½) (total cost: 19 points) Total cost: 24 points.*

Options:

- 1) **Strong Gauntlet:** Increase to Energy Blast 5d6. 24 + 94 = 118 Active Points; total cost 5 + 23 = 28 points.
- 2) **Weak Gauntlet:** Decrease to Energy Blast 3d6. 24 + 56 = 80 Active Points; total cost 5 + 14 = 19 points.

GORTHUNDAN WOLFSKINS

Effect: Amor (6 PD/6 ED), Hardened; +1 SPD; +5 STR; +3 CON
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 5 DEF

Description: Among the barbaric folk known as the Gorthunda, the wolf is the most sacred of animals. This enchanted hide armor is created from the skins of Gorthundan Steppes wolves — known throughout Ambrethel as the largest, strongest, and smartest of all canines. The armor makes its wearer stronger, faster, and tougher than a normal man (not to mention better defended). Typically, only chieftains of particular renown wear Gorthundan Wolfskins.

Game Information:**Cost Power**

- 4 *Wolf-Toughness:* Armor (6 PD/6 ED) (18 Active Points); OIF (-½), Independent (-2), Mass (Normal Mass; -1)
- 3 *Wolf-Speed:* +1 SPD (10 Active Points); OIF (-½), Independent (-2)
- 2 *Wolf-Strength:* +5 STR, Reduced Endurance (0 END; +½) (7 Active Points); OIF (-½), Independent (-2), No Figured Characteristics (-½)
- 1 *Wolf-Health:* +3 CON (6 Active Points); OIF (-½), Independent (-2), No Figured Characteristics (-½)

Total cost: 10 points.

HALFLING SKIRMISHER ARMOR

Effect: Armor (5 PD/5 ED), Hardened; +1 with Ranged Combat; +1 DCV; Invisibility In Forests And Underbrush
Target: Self
Duration: Persistent/Constant
Range: Self
END Cost: 0
Defense: 5 DEF

Description: Though subjects of the King of Vestria and, correspondingly, entitled to his protection, the halflings of Redleaf Downs are responsible for maintaining peace within their own lands and, in times of national emergency, supplying skilled fighting men for the Vestrian army. Though halflings are not by nature a war-like people, they fulfill their need for guards and soldiers with a small but hearty band of skirmisher-rangers known as Brush Wardens.

The Wardens are divided into three branches: Watchmen; Scouts; and Pathfinders. The latter is the organization's most elite and accomplished group. The Pathfinders served with great valor during the Wolf-Winters of 4773-75, tracking man-eaters as far south as the river Greyspark and as far north as Skeld. As a reward for their service, King Almund VIII commissioned several dozen enchanted suits of studded leather armor. Besides being extraordinarily light and durable, these suits of armor give their wearers small bonuses with ranged weapons, make them harder to hit, and help to camouflage them as they move through the underbrush. Halfling Skirmisher Armor is constructed specifically to halfling proportions; it does not refit for other races.

Game Information:**Cost Power**

- 5 *Studded Cuir-Bouilli:* Armor (5 PD/5 ED), Hardened (+¼) (19 Active Points); OIF (-½), Independent (-2), Mass (Half Mass; -½)
- 1 *Improved Accuracy:* +1 with Ranged Combat (5 Active Points); OIF (-½), Independent (-2)
- 1 *Improved Dodging:* +1 DCV (5 Active Points); OIF (-½), Independent (-2)
- 7 *Improved Camouflage:* Invisibility to Sight Group, Reduced Endurance (0 END; +½) (30 Active Points); OIF (-½), Independent (-2), Only In Forests And Underbrush (-1)

Total cost: 14 points.

HELLREAYER’S ARMOR

Effect: Armor (12 PD/12 ED); Force Field (6 PD/6 ED/6 Mental Defense/6 Power Defense) versus demons/devils; Life Support; +60 PRE versus demons/devils

Target: Self

Duration: Persistent/Constant/Persistent/Persistent

Range: Self

END Cost: 0

Defense: 12 DEF

Description: Created from the skins and bones of paladin-slain demons, this armor is covered with the glowing holy symbols of Ophel, Kilbern, and other Blue Gods. It not only provides excellent protection against normal attacks, but even greater defenses against demons, devils, and their kin. It also makes its wearer immune to the sorts of diseases and extreme temperatures commonly found in the Netherworld. Perhaps most importantly, as an undeniable symbol of the triumph of Good over Evil, Hellreaver’s Armor inspires irresistible fear in demonic creatures of all sorts.

Game Information:

Cost Power

- 11 *Hellreaver’s Armor:* Armor (12 PD/12 ED), Hardened (+¼) (45 Active Points); OIF (-½), Independent (-2), Mass (Half Mass; -½)
- 8 *Devilproof:* Force Field (6 PD/6 ED/6 Mental Defense/6 Power Defense), Reduced Endurance (0 END; +½) (36 Active Points); OIF (-½), Independent (-2), Only Versus Demons and Devils (-1)
- 4 *Netherproof:* Life Support (Immunity: all diseases; Safe Environments: Intense Cold, Intense Heat) (14 Active Points); OIF (-½), Independent (-2)
- 13 *Blue Terror:* +60 PRE (60 Active Points); OIF (-½), Independent (-2), Only Versus Demons and Devils (-1)

Total cost: 36 points.

HELM OF GEMFIRE

Effect: Armor (7 PD/7 ED); RKA 4d6; Sight Group Flash 12d6; Force Field (15 PD/15 ED/15 Mental Defense/15 Power Defense); HKA 2½d6, AP

Target: Self/One character

Duration: Persistent/Constant/Instant

Range: 300”

END Cost: 0/8 Charges which Never Recover/12 Charges which Never Recover/16 Continuing Charges lasting 5 Minutes each which Never Recover/32 Charges which Never Recover

Defense: Unbreakable

Description: This horned helmet of purest silver is encrusted with four distinct types of gems, each of which produces a unique magical effect whenever the helmet’s wearer wishes. Yellow citrines release deadly bolts of lightning capable of slaying most opponents. Tiger’s-eye quartzes produce blinding flashes of light. Blue sapphires encase the helmet’s wearer in a protective field of energy, while red rubies enable him to summon a deadly blade of fire. But each time the wearer uses one of these magical powers one of that type of gem cracks and turns forever cloudy. When each type of gem has been used up, the Helm of Gemfire loses the ability to cast that particular magical power. When all of the gems have been used up, it becomes a standard (though Unbreakable) plate helmet.

Game Information:

Cost Power

- 4 *Helm Of Gemfire:* Armor (7 PD/7 ED) (21 Active Points); OIF (-½), Independent (-2), Activation Roll 8- (only protects Hit Locations 3-5; -2)
- 17 *Helm Of Gemfire:* Multipower, 60-point reserve; all slots OIF (-½), Independent (-2)
- 1u 1) *Lightning Bolt:* RKA 4d6; OIF (-½), Independent (-2), Beam (-¼), 8 Charges which Never Recover (-2½)
- 1u 2) *Blinding Light:* Sight Group Flash 12d6; OIF (-½), Independent (-2), 12 Charges which Never Recover (-2¼)
- 1u 3) *Damage Shield:* Force Field (15 PD/15 ED/15 Mental Defense/15 Power Defense); OIF (-½), Independent (-2), 16 Continuing Charges lasting 5 Minutes each which Never Recover (-1)
- 1u 4) *Flame Blade:* HKA 2½d6, Armor Piercing (+½); OIF (-½), Independent (-2), 32 Charges which Never Recover (-1¼)

Total cost: 25 points.

HELM OF MINDSPEECH

Effect: Armor (6 PD/6 ED); Telepathy 12d6
Target: Self/Once Character
Duration: Persistent/Constant
Range: 600"
END Cost: 0
Defense: 12 DEF

Description: The wearer of this small conical helmet has the ability to read the minds of others. He can also project his thoughts outward, allowing him to "speak" silently with his target.

Game Information:**Cost Power**

- 3 *Helm Of Mindspeech:* Armor (6 PD/6 ED) (18 Active Points); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2), Independent (-2)
- 26 *Helm Of Mindspeech:* Telepathy 12d6, Reduced Endurance (0 END; +½) (90 Active Points); OIF (-½), Independent (-2)

Total cost: 29 points

Options:

1) **Plate Helm:** Increase to Armor (8 PD/8 ED). 24 + 90 = 114 Active Points; total cost 4 + 26 = 30 points.

2) **Leather Helm:** Decrease to Armor (3 PD/3 ED). 9 + 90 = 99 Active Points; total cost 2 + 26 = 28 points.

3) **Communication Only:** This version of the Helm of Telepathy only gives its user the power to send and receive thoughts, not read another's mind against his will. Add Communication Only (-¼) to the Telepathy power. 18 + 90 = 118 Active Points; total cost 3 + 24 = 27 points.

HELM OF TRANSPORTATION

Effect: Armor (6 PD/6 ED); Swimming +25"; Flight 12"; Tunneling 5" through 5 DEF material; Running +12"
Target: Self
Duration: 1 Hour
Range: Self
END Cost: 1 Continuing Charge lasting 1 hour/3/3/3/3
Defense: 10 DEF

Description: This bronze bascinet, which is colorfully engraved with images of flying and running animals, allows its wearer to travel in all sorts of ways... but only for a limited duration once per day. When activated using the appropriate command word, the Helm gifts him with the ability to either swim like a fish, fly like a bird, burrow through the earth like a mole, or run with the speed of a cheetah.

**Game Information:****Cost Power**

- 3 *Helm Of Transportation:* Armor (6 PD/6 ED) (18 Active Points); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2), Independent (-2)
- 7 *Helm Of Transportation:* Multipower, 30-point reserve; all slots OIF (-½), Independent (-2), Incantations (-¼); 1 Continuing Charge lasting 1 Hour (-¼)
- 1u 1) *Fish:* Swimming +25" (x4 Noncombat); common Limitations described above (-2¾)
- 1u 2) *Bird:* Flight 12", x4 Noncombat; common Limitations described above (-2¾)
- 1u 3) *Mole:* Tunneling 5" through 5 DEF material, x4 Noncombat; common Limitations described above (-2¾)
- 1u 4) *Cheetah:* Running +12", x4 Noncombat; common Limitations described above (-2¾)

Total cost: 14 points

HELM OF WILDERNESS COMFORT

Effect: Armor (3 PD/3 ED); various Environmental Movements; Life Support
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 4 DEF

Description: This gaudy-looking iron helm grants its wearer the ability to move freely in a variety of environments that are normally restrictive to humanoids. These include the ability to move underwater, across ice, along narrow surfaces (such as ropes), across loosely packed snow, and up slopes of loose gravel.

Game Information:

Cost Power

- 2 *Helm Of Wilderness Comfort:* Armor (3 PD/3 ED) (9 Active Points); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2), Independent (-2)
- 1 *Aquatic Movement:* Environmental Movement (no penalties while underwater); OIF (-½), Independent (-2)
- 1 *Icwalking:* Environmental Movement (no penalties on slippery surfaces); OIF (-½), Independent (-2)
- 1 *Supreme Balance:* Environmental Movement (no penalties on narrow surfaces); OIF (-½), Independent (-2)
- 1 *Snowwalking:* Environmental Movement (no penalties on loosely packed snow); OIF (-½), Independent (-2)
- 1 *Slope Striding:* Environmental Movement (no penalties on gravel slopes); OIF (-½), Independent (-2)
- 1 *Comfort:* Life Support (Safe Environment: Intense Cold, Intense Heat); OIF (-½), Independent (-2)

Total cost: 8 points.

HORBREK'S MAIL

Effect: Armor (12 PD/12 ED), Hardened; +10 PRE; Force Wall (7 PD/7 ED/6 Power Defense) versus infernal/evil beings; HKA 2d6 AP plus HKA +1d6 versus evil beings
Target: Self/One character
Duration: Persistent/Constant
Range: Self
END Cost: 0
Defense: Unbreakable

Description: Forged by priests of the High Church for paladins serving her holy cause, Hornbrek's Mail is constructed of enchanted gold with platinum symbols impressed upon its plates. The armor is weightless, indestructible, possesses extraordinary protective capabilities, and inspires loyalty in its wearer's allies (and fear in his enemies). Additionally, the armor is permanently enchanted with the spell Shield Against Evil. Lastly, the wearer of Hornbrek's Mail can summon a paladin's enchanted greatsword that grows directly from the palm of his right gauntlet.

Game Information:

Cost Power

- 13 *Hornbrek's Mail:* Armor (12 PD/12 ED), Hardened (+¼) (45 Active Points); OIF (-½), Independent (-2)
- 2 *Noble Appearance:* +10 PRE (10 Active Points); OIF (-½), Independent (-2), Only For Making Presence Attacks While The Armor Is Worn (-1)
- 12 *Shield Against Evil:* Force Wall (7 PD/7 ED/6 Power Defense; 2" long), Reduced Endurance (0 END; +½) (78 Active Points); OIF (-½), Independent (-2), No Range (-½), Only Versus Infernal And Undead Beings (-1), Only When Serving The God's Purposes (-½), Restricted Shape (globe around wearer; -¼), Self Only (-½)
- 16 *Paladin's Enchanted Sword:* HKA 2d6, Armor Piercing (+½), Reduced Endurance (0 END; +½) (60 Active Points); OAF (-1), Independent (-2), STR Minimum (17; -¾), Two-Handed (-½) (total cost: 11 points) **plus** HKA +1d6, Armor Piercing (+½), Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), Independent (-2), STR Minimum (17; -¾), Two-Handed (-½), Only Versus Evil Beings (-½) (total cost: 5 points)

Total cost: 43 points.

INVISIBLE ARMOR

Effect: Armor (3 PD/3 ED), Invisible Power Effects
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 5 DEF

Description: This suit of enchanted leather armor is as tough as the strongest reinforced leather armors, even though it only has the weight and discomfort of ordinary cloth. More importantly, it cannot be seen — a character can wear it over his clothing and no one will ever be able to tell without touching him. (In game terms, this armor isn't bought as a Focus, thereby keeping it from having a perceivable special effect, but for all other purposes you should treat it like an OIF because of its special effect.)

Game Information: *Armor (5 PD/5 ED) (15 Active Points); Independent (-2). Total cost: 5 points.*

Options:

- 1) **Strong Armor:** Increase to Armor (7 PD/7 ED). 21 Active Points; total cost 7 points.
- 2) **Weak Armor:** Decrease to Armor (3 PD/3 ED). 9 Active Points; total cost 3 points.
- 3) **Hardened Armor:** Add Hardened (+¼). 19 Active Points; total cost 6 points.

MIGHTY ORCISH SCALEMAIL

Effect: Armor (7 PD/7 ED)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 4 DEF

Description: This armor looks like typical Orcish scalemail (albeit very well-made compared to most), but it's fashioned by Kal-Turak's best smiths (and a few Orcish smiths they've taught) to be as strong as chainmail yet as light as clothing. It's most often worn by the "officers" (chieftains and petty warlords) who serve in Turakia's armies.

Game Information: *Armor (7 PD/7 ED) (21 Active Points); OIF (-½), Independent (-2). Total cost: 6 points.*

Options:

- 1) **Hardened Armor:** This form of the armor has even more resistance against sword-blows. Add Hardened (+¼). 26 Active Points; total cost 7 points.

PALADIN'S HELM

Effect: Armor (10 PD/10 ED); Nightvision; Detect Evil Creatures 13-; Sight Group Flash Defense (10 points); RKA 4d6, AP
Target: Self/One undead creature
Duration: Persistent/Persistent/Persistent/Persistent/Instant
Range: LOS
END Cost: 0/0/0/0/5 Charges
Defense: Unbreakable

Description: This armet of polished velandi has a visor constructed entirely of clear quartz. Looking through it allows the wearer to perceive a glowing aura of malevolence around evil creatures; the visor also lets him see in the darkness and shields his eyes from blindingly bright light. Additionally, five times each day a Paladin's Helm has the ability to project a blue beam of righteous power that can grievously wound (and perhaps even destroy) undead creatures.

Game Information:**Cost Power**

- 5 *Paladin's Helm:* Armor (10 PD/10 ED) (30 Active Points); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2), Independent (-2)
- 1 *Sight In Darkest Night:* Nightvision (5 Active Points); OIF (-½), Independent (-2)
- 2 *Sin Vision:* Detect Evil Creatures 13- (INT Roll +2) (Sight Group) (7 Active Points); OIF (-½), Independent (-2)
- 3 *Sight Protection:* Sight Group Flash Defense (10 points) (10 Active Points); OIF (-½), Independent (-2)
- 22 *Holy Beam Of Undead Disintegration:* RKA 4d6, Armor Piercing (+½), Line Of Sight (+½) (120 Active Points); OIF (-½), Beam (-¼), Independent (-2), Only Versus Undead (-1), 5 Charges (-¾)

Total cost: 33 points

PLATE ARMOR OF POWER

Effect: Armor (12 PD/12 ED), Hardened; Missile Deflection And Reflection, Only Versus Magic Spells/Powers
Target: Self/One character
Duration: Persistent/Constant
Range: Self
END Cost: 0
Defense: 12 DEF

Description: This suit of red glowing plate armor possesses the awesome ability to reflect hostile spells cast at its wearer back at he who cast them, or at any other target he chooses.

Game Information: *Armor (12 PD/12 ED), Hardened (+¼) (45 Active Points); OIF (-½), Independent (-2), Mass (Half Mass; -½) (total cost: 11 points) plus Missile Deflection (any ranged attack) and Reflection (Reflect at any target) (50 Active Points); OIF (-½), Independent (-2), Only Works Against Magic Spells/Powers (-½), Linked (-¼) (total cost: 12 points). Total cost: 23 points.*

RUNEMAIL

Effect: Armor (7 PD/7 ED), Hardened; +4 with All Combat; +12 STR; Force Field (10 PD/10 ED)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 21 DEF

Description: This powerful suit of plate and chain armor is engraved with useful ruins that help its wearer in combat: Sigrunal (the Rune of Victory); Svandral (the Rune of Strength); and Kalthir (the Rune of Protection). If the Runemail itself is ever damaged, however, its runes are considered marred, and the armor becomes a standard (though well-made) suit of plate and chain.

Game Information:**Cost Power**

- 6 *Runemail:* Armor (7 PD/7 ED), Hardened (+¼) (26 Active Points); OIF (-½), Independent (-2), Mass (Normal Mass; -1)
- 9 *Sigrunal:* +4 with All Combat (32 Active Points); OIF (-½), Independent (-2)
- 5 *Svandral:* +12 STR, Reduced Endurance (0 END; +½) (18 Active Points); OIF (-½), Independent (-2)
- 5 *Kalthir:* Force Field (10 PD/10 ED) (20 Active Points); OIF (-½), Independent (-2), 4 Continuing Charges lasting 1 Turn each (-½)

Total cost: 25 points.

SESHURMA TURTLESHELL ARMOR

Effect: Armor (5 PD/5 ED); Invisibility To Sight Group, Only Works In Jungles, Swamps, and The Like
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 9 DEF

Description: This distinctive light mail is made out of dozens of linked turtle shells Seshurma witch-doctor have shaped and enchanted so that they not only protect the wearer as well as light chainmail, they make him invisible when he's in swamps, jungles, and heavy forests. Since Turtleshell Armor is made entirely out of materials that neither rust nor rot, it's highly valued by the trader-rangers of Zhor Cacimar, who make their living traveling through the vast swamps of the Greenmaw.

Game Information:**Cost Power**

- 4 *Turtleshell Armor:* Armor (5 PD/5 ED) (15 Active Points); OIF (-½), Independent (-2), Mass (Half Mass; -½)
- 10 *Jungle Camouflage:* Invisibility to Sight Group, Reduced Endurance (0 END; +½), Persistent (+½) (40 Active Points); OIF (-½), Independent (-2), Only Works In Jungles, Swamps, And Similar Environments (-½)

Total cost: 14 points



SHADOW ARMOR

Effect: Armor (8 PD/8 ED), Hardened; Invisibility to Sight Group, Only Works In Darkness; Nightvision; Desolidification

Target: Self

Duration: Persistent/Constant

Range: Self

END Cost: 0/1 Continuing Charge lasting 1 Hour

Defense: Unbreakable

Description: This eerie armor is constructed from magically-sculpted, solidified sheets of absolute darkness. It renders its wearer invisible at night, grants him the power to see in total darkness, and allows him to cast the spell Shadow Form once per day. Assassins, thieves, and evil clerics such as the Shadow-Priests of Khem highly prize Shadow Armor for its powers, indestructibility, and weightlessness. Thus, Shadow Armor enjoys a poor reputation among most right-thinking peoples.

Game Information:**Cost Power**

- 9 *Shadow Armor:* Armor (8 PD/8 ED), Hardened (+¼) (30 Active Points); OIF (-½), Independent (-2)
- 10 *Shadow Camouflage:* Invisibility to Sight Group, Reduced Endurance (0 END; +½), Persistent (+½) (40 Active Points); OIF (-½), Independent (-2), Only Works In Darkness (-½)
- 1 *Shadowvision:* Nightvision (5 Active Points); OIF (-½), Independent (-2)
- 11 *Shadow Form:* Desolidification (40 Active Points); OIF (-½), Independent (-2), 1 Continuing Charge lasting 1 Hour (-¼)

Total cost: 31 points

SHAMAN'S HIDES

Effect: Armor (5 PD/5 ED); Force Field (6 PD/6 ED/6 Mental Defense/6 Power Defense); Life Support (Intense Cold)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Defense: 10 DEF

Description: This armor consists of a cloak, kilt, arm-bands, and leggings created from the skin of a large, shaggy creature such as a bear. Prized by shamans and witchdoctors who dwell in frosty northern climes, the armor not only provides excellent protection from physical attacks, it helps keep the wearer warm and shields him from attacks by hostile spirits.

Game Information:**Cost Power**

- 4 *Shaman's Hides:* Armor (5 PD/5 ED) (15 Active Points); OIF (-½), Independent (-2), Mass (Half Mass; -½)
- 1 *Shaman's Hides:* Life Support (Safe Environment: Intense Cold) (2 Active Points); OIF (-½), Independent (-2)
- 11 *Spirit Ward:* Force Field (6 PD/6 ED/6 Mental Defense/6 Power Defense), Reduced Endurance (0 END; +½), Persistent (+½) (48 Active Points); OIF (-½), Independent (-2), Only Versus Spirits (-1)

Total cost: 16 points

SKIN MANTLE OF THE SHAMAN

Effect: Armor (4 PD/4 ED); Armor (4 PD/4 ED), Only Versus "Good" Magics

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Defense: 4 DEF (8 DEF against "Good" magic)

Description: This cuir-bouilli armor is constructed using shaped, hardened, and heavily tattooed human skin. It's adorned with the teeth, tails, and fur of animals generally considered loyal to humankind: dogs, horses, and the like. Designed to offer enhanced protection against the "Good" magics used by priests and paladins of the Blue Gods, a Skin Mantle is obviously an evil enchanted item. Goblin shamans who worship Kraan, Mulg, and other such despicable entities favor this armor.

Game Information: *Armor (4 PD/4 ED) (12 Active Points); OIF (-½), Independent (-2) (total cost: 3 points) plus Armor (+4 PD/+4 ED) (12 Active Points); OIF (-½), Independent (-2), Only Versus "Good" Magics (-1) (total cost: 3 points). Total cost: 6 points.*

Options:

- 1) *Blessing Of Shadows:* One version of the Skin Mantle aids practitioners of Shadow Magic with their spells. Add +2 with Shadow Magic (4 Active Points); OIF (-½), Independent (-2). Total cost: 1 point; total cost of armor 7 points.

OPTIONS FOR
WIZARD'S MAIL:

1) No DEX Roll Penalty:
In games that use a DEX Roll and DCV penalty for wearing armor (see *Fantasy Hero*, page 197), this chainmail imposes no such penalties. Also buy: +3 with all DEX Rolls and DEX-Based Skill Rolls (15 Active Points); OIF (-½), Independent (-2), Only To Counteract Armor Penalties (-1) (total cost: 3 points) **plus** +3 DCV (15 Active Points); OIF (-½), Independent (-2) (total cost: 4 points). Total cost 7 points; total cost of armor 44 points.

STARBRIGHT ARMOR

Effect: Armor (3 PD/3 ED); Sight Group Flash 8d6
Target: One character
Duration: Instant
Range: Self/ No Range
END Cost: 12 Charges
Defense: 10 DEF

Description: This suit of studded cuir-bouilli has studs shaped like tiny golden starbursts. At a mental command from the wearer, one of the studs can emit a blinding flash of light to disorient a foe, leaving him unable to defend himself properly.

Game Information: *Armor (3 PD/3 ED) (9 Active Points); OIF (-½), Mass (Half Mass; -½), Independent (-2) (total cost: 2 points) plus Sight Group Flash 8d6 (40 Active Points); OIF (-½), Independent (-2), No Range (-½), 12 Charges (-¼) (total cost: 9 points). Total cost: 11 points*

STELRANE'S ARMOR

Effect: Armor (10 PD/10 ED); Extra-Dimensional Movement; Force Field (10 PD/10 ED/10 Mental Defense/10 Power Defense) versus Extra-Dimensional Creatures
Target: Self
Duration: Persistent/Instant
Range: Self
END Cost: 0
Defense: 20 DEF

Description: The plane-traveling wizard Stelrane created seven suits of blazing red plate and chain armor for his adventuring companions. They not only allow the wearer to "Sunder" a path between dimensions, they offer extra protection from creatures who dwell in other planes. To use Stelrane's Armor, a character must raise his arms above his head and shout the name of the place he wishes to go. Then a bolt of lightning strikes him, leaving nothing but a scorch mark on the ground where he was standing as it transports him unharmed to another dimension.

Game Information:

Cost Power

- 7 *Armor Of Stelrane:* Armor (10 PD/10 ED) (30 Active Points); OIF (-½), Independent (-2), Mass (Half Mass; -½)
- 17 *Sundering Of The Veil:* Extra-Dimensional Movement (any physical location in any dimension), Reduced Endurance (0 END; +½) (67 Active Points); OIF (-½), Independent (-2), Gestures (-¼), Incantations (-¼)
- 13 *Astral Protection:* Force Field (10 PD/10 ED/10 Mental Defense/10 Power Defense), Reduced Endurance (0 END; +½) (60 Active Points); OIF (-½), Independent (-2), Only Versus Extra-Dimensional Creatures (-1)

Total cost: 27 Points

WINTER'S MAIL

Effect: Armor (6 PD/6 ED); Armor (+12 ED), Only Versus Cold; Life Support (Safe Environment: Intense Cold)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 8 DEF

Description: Treasured by warriors who live or fight in northern climes, this type of enchanted chainmail keeps the wearer warm and comfortable in even the coldest weather. Additionally, it provides enhanced protection against cold-based spells and attacks.

Game Information: *Armor (6 PD/6 ED) (18 Active Points); OIF (-½), Mass (Half Mass; -½), Independent (-2) (total cost: 4 points) plus Armor (+12 ED) (18 Active Points); OIF (-½), Independent (-2), Only Versus Limited Type Of Attack (cold; -½) (total cost: 4 points) plus Life Support (Safe Environment: Intense Cold) (2 Active Points); OIF (-½), Independent (-2) (total cost: 1 point). Total cost: 9 points*

WIZARD'S MAIL

Effect: Armor (12 PD/12 ED); +4 with Magic; Detect Magic 15-; RKA 2d6; Flight 10", Levitation
Target: Self for all but RKA; 24" Line for RKA
Duration: Varies
Range: Varies
END Cost: Varies
Defense: Unbreakable

Description: This heavily-ensorcelled suit of mail is designed specifically for use by wizards, sorcerers, and other practitioners of the arts arcane. Utterly weightless and requiring no maintenance, it enhances its wearers magical abilities while leaving his movement unrestricted for spellcasting (in game terms, it grants a +4 with All Magic and +4 Penalty Skill Levels for wearing armor). Additionally, the wearer of the Wizard's Mail can cast following spells once per day: Detect Magic; Mystic Bolt; Levitation.

Game Information:

Cost Power

- 10 *Wizard's Mail:* Armor (12 PD/12 ED) (36 Active Points); OIF (-½), Independent (-2)
- 9 *Enhanced Spellcasting:* +4 with All Magic (Power Skills, Attack Rolls with spells, and KSs related to magic) (32 Active Points); OIF (-½), Independent (-2)
- 2 *Detect Magic:* Detect Magic 15- (INT Roll +4) (Sight Group) (9 Active Points); Independent (-2), 1 Charge (-2), OIF (-½)
- 12 *Mystic Bolt:* RKA 2d6, Area Of Effect (24" Line; +1¼) (67 Active Points); OIF (-½), Independent (-2), 1 Charge (-2)
- 4 *Levitation:* Flight 10" (20 Active Points); OIF (-½), Independent (-2), Levitation (-½), 1 Continuing Charge lasting 5 Minutes (-¾)

Total cost: 37 points.



UNIQUE ITEMS

BLACKMAW'S BONE MAIL

Effect: Armor (12 PD, 12 ED), Hardened; Force Field (12 PD/12 ED/12 Mental Defense/12 Power Defense), Only Versus Divine Magic; +40 PRE, Only For Making PRE Attacks

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Defense: Unbreakable

Description: Created by the wizard Surimay for one of the Spearlord's most trusted captains, the Nightscale Drakine Blackmaw God-Breaker, this full suit of mail is made entirely of humanoid bones imbued with powerful necromancy spells. Frightening to behold, Blackmaw's Bone Mail has a breastplate made of rib bones, a helmet made from a huge skull, epaulets made from small skulls, gloves made from finger bones, and so forth. The armor provides its wearer not only with protection from physical attacks, but the divine magic of Blue Priests as well.

Blackmaw's Bone Mail has resurfaced several times over the centuries — generally in the hands of some would-be conqueror or the

other. King Utraic V'aareb of Thalera-Saar wore it during his conquest of northern Tyrandium in 3763. Later, Prince Marekon of the Sirrenic Empire donned the Bone Mail when he tried to usurp the throne with the help of the Gorthunda in 4578. Three centuries later, the Troll-King Forbai dressed in the evil armor when he sacked the city of Ossani in 4818. How one wearer loses or disposes of the armor, and another finds it, remains unknown. Scholars are uncertain of the Bone Mail's current whereabouts, though some believe it's in the possession of Zarlang Thul, the Half-Orc master of Vithoomshoraz.

Game Information:

Cost Power

- 11 *Blackmaw's Bone Mail:* Armor (12 PD/12 ED), Hardened (+¼) (45 Active Points); OIF (-½), Independent (-2), Mass (Half Mass; -½)
- 21 *In Defiance Of Virtue:* Force Field (12 PD/12 ED/12 Mental Defense/12 Power Defense), Reduced Endurance (0 END; +½), Persistent (+½) (96 Active Points); OIF (-½), Independent (-2), Only Versus "Good" Divine Magic (-1)
- 9 *Aura Of Terror:* +40 PRE (40 Active Points); OIF (-½), Independent (-2), Only For Making PRE Attacks (-1)

Total cost: 41 points.

BLADEBREAKER

Effect: Armor (20 PD/20 ED), Hardened; RKA 3d6, Trigger, Only Against Bladed Weapons, No Range; Force Field (15 PD/15 ED/15 Mental Defense/15 Power Defense), Only Versus Evil Creatures; +20 PRE, Only For Making Presence Attacks While The Armor Is Worn

Target: Self

Duration: Persistent/Contant/Persistent/Persistent

Range: No Range

END Cost: 0

Defense: Unbreakable

Description: The armor of the legendary warrior-priest Taal Lormon, one of the slayers of the evil Spearlord, Bladebreaker possesses several unusual (and desirable) powers, the best known of which is that swords often shatter when used against it. It also provides an extraordinary amount of protection to its wearer, especially against attacks by evil creatures.

Though the current whereabouts of this glowing silver plate mail are unknown, many valiant and holy adventurers wore Bladebreaker in the centuries after the fall of the Lord of the Graven Spear. Its final known owner — the warrior-bard Harl Thousand song — vanished along with Wyndara Blaithelock during her attempt to slay the dragon Methvegar.

Game Information:

Cost Power

- 19 *Bladebreaker:* Armor (20 PD/20 ED), Hardened (+¼) (75 Active Points); OIF (-½), Independent (-2), Mass (Half Mass; -½)
- 35 *Bladebreaker:* RKA 3d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Reduced Endurance (0 END; +½) (157 Active Points); OIF (-½), Independent (-2), Only Against Bladed Weapons (-1)
- 20 *Bulwark Against Evil:* Force Field (15 PD/15 ED/15 Mental Defense/15 Power Defense), Reduced Endurance (0 END; +½) (90 Active Points); OIF (-½), Independent (-2), Only Works Against Evil Divine Magic And Related Powers (-1)
- 4 *Noble Appearance:* +20 PRE (20 Active Points); OIF (-½), Independent (-2), Only For Making Presence Attacks While The Armor Is Worn (-1)

Total cost: 78 points

HLOSTIN'S ARMOR

Effect: Armor (12 PD/12 ED), Hardened; Simplified Healing 4d6, Trigger

Target: Self

Duration: Persistent/Instant

Range: Self

END Cost: 0

Defense: Unbreakable

Description: Hlostin the Necromancer-Thaumaturge, a powerful wizard of the mid-First Epoch, created the suit of enchanted plate armor that bears his name. Possessing the weight and comfort of ordinary clothing, the armor combines Hlostin's two favored arcanae in an unusual way. Whenever a physical blow strikes the armor, it activates a healing-spell that repairs (in whole or in part) the wound the wearer takes from that blow (if the wearer loses neither STUN nor BODY from a particular blow, that blow does not activate the healing magic). The armor has no effect on physical impacts that are not blows (such as falls), nor on non-physical attacks (such as many spells).

Upon his death in 2346 FE, Hlostin willed the Armor to one of his former apprentices, Gaynelle. She wore it briefly, but lacking a taste for the adventuring life and any shred of sentimentality for her old master, traded it to an unknown wizard for several other enchanted items. The armor surfaced again briefly during the Szarvasia-Drakine War of the 3500s, when it was worn by a Szarvasian knight, Sir Arszet, who refused to tell anyone where he got it. When he died, Sir Arszet left it to his son, from whom it was stolen in 3571 SE. No reliable report of its whereabouts or use have been made since.

Game Information: *Armor (12 PD/12 ED), Hardened (+¼) (45 Active Points); OIF (-½), Independent (-2) (total cost: 13 points) plus Simplified Healing 4d6, Trigger (when the armor is hit by, and the wearer suffers injury from, a physical blow, Trigger immediately automatically resets; +1), Reduced Endurance (0 END; +½) (100 Active Points); OIF (-½), Independent (-2), Self Only (-½) (total cost: 25 points). Total cost: 38 points.*

BRACERS AND BRACELETS



Bracers are thick arm- or wrist-guards designed to protect an archer's inner arms (but in Fantasy settings often adapted as wristwear by a wide variety of characters who have no connection to archery). They're generally made from leather, but can also be constructed from bone, metal, or any other appropriate substance. Although many types of enchanted bracers exist, most are created with defensive or movement-enhancing abilities. They come in pairs, and typically if one bracer is lost, the other won't work. A character can only wear one pair of bracers at a time unless the GM rules otherwise.

Bracelets are ornamental bands that encircle the wrist; in most cultures they're worn primarily (or exclusively) by women. Enchanted bracelets can be made of almost any material, although valuable substances (such as silver and gold) are favored because of their durability and attractiveness. With the GM's permission, a character may wear as many enchanted bracelets at one time as he wishes.

OFFENSIVE BRACERS

BRACELET OF BATTERING

Effect: +40 STR, Only Versus Doors and Walls
Target: One door/wall
Duration: Persistent
Range: Self
END Cost: 4
Defense: 8 DEF

Description: This effeminate-looking bracelet of silver braid, rose quartz, and amethysts gives its wearer the strength to batter down doors and walls

Game Information: +40 STR (40 Active Points); OIF (-½), Independent (-2), Only To Damage Doors And Walls (-½). Total cost: 10 points

Options:

1) **Strong Bracelet:** Increase to +50 STR. 50 Active Points; total cost 12 points.

2) **Weak Bracelet:** Decrease to +30 STR. 30 Active Points; total cost 7 points.

BRACERS OF ACCURACY

Effect: +2 with Ranged Combat
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: These studded bracers of griffon hide grant their wearer increased accuracy with bows and other ranged weapons.

Game Information: +2 with Ranged Combat (10 Active Points); OIF (-½), Independent (-2). Total cost: 3 points.

Options:

1) **Strong Bracers:** Increase to +3 with Ranged Combat. 15 Active Points; total cost 4 points.

2) **Weak Bracers:** Decrease to +1 with Ranged Combat. 5 Active Points; total cost 1 point.

BRACERS OF SLAMMING

Effect: +40 STR, Only For Move Throughs/Bys; Does Knockback and Double Knockback for up to 60 STR, Only For Move Throughs/Bys
Target: Self
Duration: Persistent
Range: Self
END Cost: 10
Defense: 12 DEF

Description: These ornately-engraved blue steel bracers give their wearer the ability to batter his foes around with tremendous strength.

Game Information: +40 STR (40 Active Points); OIF (-½), Independent (-2), Only For Move Throughs/Bys (-1) (total cost: 9 points) **plus** Does Knockback (+¼) and Double Knockback (+1) for up to 60 STR (60 Active Points); OIF (-½), Independent (-2), Only For Move Throughs/Bys (-1) (total cost: 13 points). Total cost: 22 points.

DEFENSIVE BRACERS

BRACERS OF ARROW SNATCHING

Effect: Missile Deflection (non-gunpowder projectiles)
Target: Self
Duration: Instant
Range: No Range
END Cost: 0
Defense: 3 DEF

Description: These thick leather bracers are tooled with images of arrows, bolts, and javelins down their length. They grant the wearer the power to knock such weapons out of the air so that they land harmlessly on the ground.

Game Information: *Missile Deflection (arrows, sling-stones, and other non-gunpowder projectiles) (10 Active Points); OIF (-½), Independent (-2). Total cost: 3 points.*

IRONSKIN BRACERS

Effect: Damage Resistance (16 PD/16 ED)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: These enchanted bracers make the skin of their wearer tougher than even the heaviest armor.

Game Information: *Damage Resistance (16 PD/16 ED) (16 Active Points); OIF (-½), Independent (-2). Total cost: 4 points.*

Options:

- 1) **Strong Bracers:** Increase to Damage Resistance (18 PD/18 ED). 18 Active Points; total cost 5 points.
- 2) **Weak Bracers:** Decrease to Damage Resistance (12 PD/12 ED). 12 Active Points; total cost 3 points.
- 3) **Plate Armor Bracers:** These bracers provide protection equivalent to plate armor. Decrease to Damage Resistance (8 PD/8 ED). 8 Active Points; total cost 2 points.
- 4) **Chainmail Bracers:** These bracers provide protection equivalent to chainmail. Decrease to Damage Resistance (6 PD/6 ED). 6 Active Points; total cost 2 points.
- 5) **Scale Mail Bracers:** These bracers provide protection equivalent to scale mail. Decrease to Damage Resistance (5 PD/5 ED). 5 Active Points; total cost 1 point.
- 6) **Brigandine Bracers:** These bracers provide protection equivalent to brigandine armor. Decrease to Damage Resistance (4 PD/4 ED). 4 Active Points; total cost 1 point.
- 7) **Leather Armor Bracers:** These bracers provide protection equivalent to cuir bouilli leather armor. Decrease to Damage Resistance (3 PD/3 ED). 3 Active Points; total cost 1 point.



THIEVES' BRACERS

Effect: Armor (6 PD/6 ED)
 Target: Self
 Duration: Persistent
 Range: Self
 END Cost: 0
 Defense: 3 DEF

Description: These bracers, a favorite of members of the larcenous professions, protect the wearer as if he had donned chainmail.

Game Information: *Armor (6 PD/6 ED) (18 Active Points); OIF (-½), Independent (-2). Total cost: 5 points.*

Options:

- 1) **Plate Armor Bracers:** These bracers provide protection equivalent to plate armor. Increase to Armor (8 PD/8 ED). 24 Active Points; total cost 7 points.
- 2) **Scale Mail Bracers:** These bracers provide protection equivalent to scale mail. Decrease to Armor (5 PD/5 ED). 15 Active Points; total cost 4 points.
- 3) **Brigandine Bracers:** These bracers provide protection equivalent to brigandine armor. Decrease to Armor (4 PD/4 ED). 12 Active Points; total cost 3 points.
- 4) **Leather Armor Bracers:** These bracers provide protection equivalent to cuir bouilli leather armor. Decrease to Armor (3 PD/3 ED). 9 Active Points; total cost 3 points.

BRACERS OF PARRYING

Effect: +3 DCV
 Target: Self
 Duration: Persistent
 Range: Self
 END Cost: 0
 Defense: 3 DEF

Description: These golden bracers protect the wearer by moving his arms so that weapons swung at him hit the bracers and are parried as if he were carrying a large shield.

Game Information: *+3 DCV (15 Active Points); OIF (-½), Independent (-2). Total cost: 4 points.*

Options:

- 1) **Strong Bracers:** Increase to +4 DCV. 20 Active Points; total cost 6 points.
- 2) **Weak Bracers:** Decrease to +1 DCV. 5 Active Points; total cost 1 point.

MOVEMENT BRACERS

BRACERS OF THE JUNGLEMASTER

Effect: Environmental Movement: Thicketmaster; Swinging 18"; Beast Speech
 Target: Self
 Duration: Constant
 Range: Self
 END Cost: 0/2/0
 Defense: 8 DEF

Description: These leather and wood bracers are decorated with carvings of vines and wild beasts. They allow their wearer to move effortlessly through thick jungle, swing on vines, and speak with wild animals.

Game Information:**Cost Power**

- 1 *The Undergrowth Parts:* Environmental Movement: Thicketmaster (no penalties for being in undergrowth, thickets, or the like) (3 Active Points); OIF (-½), Independent (-2)
- 7 *Canopy Travel:* Swinging 18", x4 Noncombat (23 Active Points); OIF (bracers and vines of opportunity; -½), Independent (-2)
- 4 *Speaking With Animals:* Beast Speech (15 Active Points); OIF (-½), Independent (-2)

Total cost: 12 points.

BRACERS OF PASSAGE

Effect: Desolidification (affected by magic)
 Target: Self
 Duration: Constant
 Range: Self
 END Cost: 0
 Defense: 12 DEF

Description: The wearer of these bracers can walk through walls and barriers effortlessly, and even protect himself from danger at the cost of being unable to attack or affect anyone or anything during that time.

Game Information: *Desolidification (affected by magic), Reduced Endurance (0 END; +½) (60 Active Points); OIF (-½), Independent (-2). Total cost: 17 points.*

Options:

- 1) **Strong Bracers:** In some types of Bracers of Passage, the magic continues to function even if the wearer is Knocked Out. Add Persistent (-½). 80 Active Points; total cost 23 points.
- 2) **Weak Bracers:** One version of the Bracers only allows the wearer to walk through barriers; it doesn't protect its wearer from harm. Add Does Not Protect Against Damage (-1). Total cost: 13 points.

SENSORY BRACERS

BRACERS OF EXTRAORDINARY SENSITIVITY

Effect: Discriminatory with Touch Group; +3 with DEX Skills; +8 DEX
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 10 DEF

Description: These leather and mother-of-pearl bracers are highly prized by healers, thieves, silversmiths, and others who rely on manual dexterity. They endow the wearer with the ability to analyze an object by touch, thus greatly increasing his ability to do fine work such as lockpicking, surgery, and engraving.

Game Information:

Cost Powers

- 3 *Fine Touch:* Discriminatory with Touch Group (10 Active Points); OIF (-½), Independent (-2)
- 7 *Heightened Dexterity:* +5 with all DEX Rolls and DEX-Based Skill Rolls (25 Active Points); OIF (-½), Independent (-2)

Total cost: 10 points.

MISCELLANEOUS BRACERS

BRACELET OF BEAUTY

Effect: Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups), Instant Change, Makeover
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 6 DEF

Description: This exquisite diamond bracelet transforms its wearer into a beautiful woman.... whether the wearer was originally a woman or not! The wearer need only remove the bracelet to dispel the effect. In game terms, the wearer can vary her beauty between “mildly cute” (9 COM) and “drop dead gorgeous” (20 COM) at will.

Some wizards create Bracelets of Masculine Magnificence, which function (and cost) the same, except that they can only transform the wearer into a handsome man.

Game Information: *Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, to a beautiful female form), Instant Change, Makeover, Reduced Endurance (0 END; +½) (43 Active Points); IIF (-¼), Independent (-2). Total cost: 13 points.*

BRACELET OF MONKEY MISCHIEF

Effect: Summon 12 60-point monkeys
Target: Special
Duration: Instant
Range: No Range
END Cost: 0
Defense: 11 DEF

Description: This odd-looking bracelet appears to be made of a dozen carved ironwood monkeys linked hand in hand. When the command word is spoken, however, the monkeys let go of one another, drop to the floor, and grow into full sized monkeys. These animated creatures are friendly to the bracelet’s wearer, but not particularly obedient: they will behave like excited, curious monkeys until the command word is spoken, at which point they return to the owner’s wrist in a reversal of their previous summoning.

See pages 171-72 of *The HERO System Bestiary* for a Monkey character sheet.

Game Information: *Summon 12 60-point monkeys, Friendly (+¼), Reduced Endurance (0 END; +½) (56 Active Points); OIF (-½), Independent (-2), Incantations (-¼). Total cost: 15 points.*

BRACELET OF SOOTHING MESSAGE

Effect: Healing BODY 1 point
Target: One character
Duration: Constant
Range: Touch
END Cost: 1
Defense: 3 DEF

Description: This nondescript pewter band gives its wearer the ability to perform soothing massages. The wearer must use both hands and take no other actions during the massage.

Game Information: *Healing BODY 1 point (3 Active Points); OIF (-½), Concentration (½ DCV throughout; -½), Extra Time (1 Hour, may take no other actions during this time; -¾), Gestures (both hands throughout; -1), Independent (-2), Others Only (-½). Total cost: 1 point.*

BRACELET OF SPELL STORAGE

Effect: Variable Power Pool, 60 base
Target: Varies
Duration: Varies
Range: Varies
Charges: 12 Charges
Defense: 19 DEF

Description: This pretty bracelet made of silver set with a dozen moonstones is actually a powerful storage bank for spells. Once per day a wizard can cast up to a dozen of his spells “into” this bracelet (one per stone). The ring stores the spells and can instantly release them at any time on his mental command.

In game terms, the character uses his spellbook and a special ritual to implant up to twelve spells into the Bracelet. Standard rules for VPPs apply, so the total Real Point cost of all twelve spells has to fit into the 60 point base cost of the Pool, and no single spell can have more than 60 Active Points.

Game Information: *Variable Power Pool, 60 base + 30 control cost, Trigger (mental command, Trigger immediately automatically resets; +1) (120 Active Points); all slots OIF (-½), Independent (-2), Can Only Be Changed With Access To Spellbook And A Special Ritual (-½), Character's Spells Only (-¼), 12 Charges (-¼). Total cost: 60 base + 13 control cost = 73 points.*

BRACELET OF THIEVERY

Effect: Major Transform 3d6 (objects into small lead charms); Teleportation 5”, Usable As Attack, only versus Transformed objects
Target: One object
Duration: Instant
 Range: 5”
Charges: 12
Defense: 13 DEF

Description: This innocuous looking charm bracelet is actually a potent device for crime! The wearer of this enchanted item need only look at a small, inanimate object such as a coin purse, ring, or dagger to instantly change it into a tiny pewter replica attached to his bracelet. Later, safely ensconced in his lair, the thief can detach the “charm” from his bracelet, at which time it will immediately turn back into the stolen item! This can be done 12 times per day at a distance of up to 5”.

Game Information: *Major Transform 3d6 (small inanimate objects to lead charms on the character's bracelet, heals back by removing the charm from the bracelet), Area Of Effect (One Hex Accurate; +½) (67 Active Points); IIF (-¼), All Or Nothing (-½), Independent (-2), Limited Target (small inanimate objects; -½), 12 Charges (-¼) (total cost: 15 points) **plus** Teleportation 5”, Usable As Attack (defense is Power Defense; +1), Limited Range (5”; +¼) (22 Active Points); IIF (-¼), Independent (-2), Linked (only works against Transformed objects; -½), Only To Move Object Onto Bracelet (-½), 12 Charges (-¼) (total cost: 5 points). Total cost: 20 points.*

BRACERS OF MANUAL DEXTERITY

Effect: +10 DEX, Only To Perform Hand Based Non-Combat DEX Skills
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 6 DEF

Description: The wearer of these bracers can perform amazing acts of dexterity — but only with his hands! Thus, while he can juggle, pick pockets, or carve sculptures with the greatest of ease, the Bracers don't help him with Acrobatics, Breakfall, or any other “full body” Agility Skill.

Game Information: *+10 DEX (30 Active Points); OIF (-½), Independent (-2), Only To Perform Hand-Based Non-Combat DEX Skills (-1). Total cost: 7 points.*

Options:

- 1) **Strong Bracers:** Increase to +13 DEX. 39 Active Points; total cost 9 points.
- 2) **Weak Bracers:** Decrease to +7 DEX. 21 Active Points; total cost 5 points.

BRACERS OF SERPENTINE CONJURATION

Effect: +3 with Conjunction Spells
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: Unbreakable (see below)

Description: These bracers of interlaced platinum and white gold are shaped to resemble coiled serpents that wind about the wearer's arms. When worn on the arms, they make it much easier for him to use Conjunction spells. When pulled from his arms and thrown to the ground, each bracer becomes a venomous serpent utterly loyal to the wearer. If either Bracer dies while in snake form, the entire set is destroyed.

See page 178 of *The HERO System Bestiary* for character sheets for venomous serpents.

Game Information:

Cost Power

- 28 *Bracers Of Conjunction:* Multipower, 97-point reserve; all slots OIF (-½), Independent (-2)
- 3u 1) *Snake Form:* Summon up to two serpents built on up to 188 Character Points, Devoted (+¾), Reduced Endurance (0 END; +½); OIF (-½), Independent (-2), Gestures (-¼)
- 1u 2) *Bracer Form:* +5 with Conjunction Spells; OIF (-½), Independent (-2)

Total cost: 32 points.

BRACERS OF TROLL'S STRENGTH

Effect: +25 STR
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 7 DEF

Description: These metal or leather bracers increase the wearer's strength so that he's as muscular as a troll.

Game Information: +25 STR, *Reduced Endurance* (0 END; +½) (37 Active Points); *OIF* (-½), *Independent* (-2), *No Figured Characteristics* (-½), *Maximum Of 35 STR* (-0). *Total cost: 9 points.*

Options:

- 1) **Bracers Of Giant's Strength:** Increase to +40 STR and Maximum Of 50 STR (-0). 60 Active Points; total cost 15 points.
- 2) **Bracers Of Ogre's Strength:** Decrease to +15 STR and Maximum Of 30 STR (-0). 22 Active Points; total cost 5 points.

BRACERS OF WOODLANDS CONCEALMENT

Effect: Invisibility to Sight and Hearing Groups
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 7 DEF

Description: These leather bracers are tooled with woodland scenes. When worn in the wilderness, they cause their wearer to blend almost perfectly with his environment, making him both invisible and silent.

Game Information: *Invisibility to Sight and Hearing Groups*, *Reduced Endurance* (0 END; +½) (37 Active Points); *OIF* (-½), *Independent* (-2), *Only In Woodlands And Wilderness* (-¼). *Total cost: 10 points.*

Options:

- 1) **Improved Bracers Of Concealment:** Add *No Fringe*. Total cost: 14 points.
- 2) **Bracers Of Woodlands Invisibility:** Remove *Hearing Group*. Total cost: 8 points.

UNIQUE ITEMS

FAYA'S BANGLE

Effect: Mind Control 25d6, Only To Make Victim Fall In Love
Target: One character
Duration: Instant
Range: Eye contact range (typically 3" in good light)
END Cost: 0
Defense: Unbreakable

Description: The goddess Faya used a tiny amount of her power to create an artifact that she could send out into the mortal world to spread her influence. Whether the presence of Faya's Bangle is a curse or a blessing is very much up to interpretation: like the Lady of Pain and Joy herself, it stirs uncontrollable emotions in all who are touched by it. This delicate bracelet of multicolored sapphires causes all who lock eyes with its wearer to fall instantly in love with him. The effect may wear off over time (*i.e.*, eventually the victim makes his Breakout Roll), but by then he will have been utterly manipulated.

Game Information: *Mind Control 25d6*, *Reduced Endurance* (0 END; +½), *Persistent* (+½), *Uncontrolled* (+½) (312 Active Points); *OIF* (-½), *Independent* (-2), *Eye Contact Required* (-½), *Set Effect* (*makes victim fall in love with wearer*; -1). *Total cost: 62 points.*

CLOTHING



For purposes of this book, “clothing” is any material that covers the torso, limbs, hands, feet, or head of the wearer and is not considered armor. Humans (and most humanoid race in Fantasy settings) almost universally wear clothing of some sort; even non-humanoid races such as the Leomachi wear leather vests and cloth blouses on their torsos. At the most practical level, clothing is usually worn for practical reasons, to protect the wearer from his environment: strong sunlight; extreme heat or cold; insects; abrasive foliage; dirt. But since it’s so ubiquitous in human lives, clothing quickly comes to have social and cultural significance. The shape, coloration, and material used in clothing often reveal a great deal about the person wearing it. By observing a person’s clothing, one can often discern his profession, level of wealth, social status, and even religious or philosophical affiliation.

Items of clothing make excellent subjects for enchantment. They’re difficult to steal from their wearer, are “handy” (in the sense that they don’t have to be removed from a backpack or drawn from a belt), and can be made out of fairly inconspicuous materials when need be. Boots and cloaks — along with the staff, the ubiquitous implements of the medieval traveler — are particularly suitable choices for adventuring characters, as are belts and pants (or the equivalent), since nearly everyone wears them. And many Fantasy settings feature their own distinctive items of clothing. For example, in Ambrethel, Kumasian men wear a combination tunic-vest garment known as a *shikadi*, while Indusharan women wear an elaborate two-piece garment known as a *risalat* that can be wrapped in various ways to communicate emotions.

Folklore, legend, and myth feature countless examples of enchanted clothing. The Greek god Hermes owned a pair of winged sandals and a winged cap that helped him to fly between the heavens and earth. The goddess Aphrodite possessed a supernatural girdle that made her even more irresistible to men (as if she needed such a thing). The Norse god Thor owned a magical belt named *Megingjörð* that gifted its wearer with incredible strength, and the magical gauntlets *Jarngrípr* that allowed him to grasp his hammer Mjolnir safely. The namesake of the classic fairy tale *Cinderella* has a pair of magical glass slippers, while a pair of cursed slippers that won’t stop dancing dooms the protagonist of Hans Christian Anderson’s *The Red Shoes*. The Norse folk-hero Sigurd (*a.k.a.* the German Siegfried) possessed a magical cloak made by Alberich the dwarf that rendered him invisible.

In game terms, most clothing items are Obvious, Inaccessible Foci (cloaks being one exception). Therefore it’s an easy matter to change one item into another if you want. If you’d prefer that the Belt of Quick Action become the Boots of Quick Action or Robe of Quick Action, all you have to do is change the name and appearance.

BELTS, BANDOLIERS, AND GIRDLES

A *belt* is a flexible length of material, typically leather or heavy cloth, that’s worn about the waist. Usually it serves to hold up a pair of pants, but belts can also be worn for decoration, to hold weapons, or some combination of the three. *Bandoliers* are wide leather belts worn across the chest, occasionally for decoration but more often to hold small weapons such as knives or darts. *Girdles* are extremely wide leather belts typically worn for decoration or protection.

Offensive Belts

BANDOLIER OF THE BRIGAND

Effect: Fast Draw (Throwing Daggers) (DEX Roll +4)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: This wide leather belt, which fits comfortably over the shoulder of its wearer, holds up to six throwing daggers. When desired, the daggers instantly appear in the wearer’s hands, ready for action. The daggers themselves are not necessarily magical (unless the Bandolier’s owner has obtained them elsewhere and put them in the Bandolier).

Game Information: *Fast Draw (Throwing Daggers)* (DEX Roll +4) (11 Active Points); OIF (-½), Independent (-2). Total cost: 3 points.

BELT OF QUICK ACTION

Effect: +5 DEX and +1 SPD
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: When worn around the waist, this ornately-tooled leather belt grants its wearer additional swiftness and agility. This is particularly useful in combat situations, where fast strikes and nimbleness can mean the difference between life and death.

Game Information: +5 DEX (15 Active Points); OIF (-½), Independent (-2), No Figured Characteristics (-½) (total cost: 4 points) **plus** +1 SPD (10 Active Points); OIF (-½), Independent (-2) (total cost: 3 points). Total cost: 7 points.

Options:

- 1) **Belt Of Sylphen Swiftness:** Increase to +8 DEX. 24 + 10 = 34 Active Points; total cost 6 + 3 = 9 points.
- 2) **Belt Of Agility:** Remove +1 SPD. Total cost: 4 points.

BELT OF TROLLISH MIGHT

Effect: +25 STR
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 7 DEF

Description: Made of crudely-worked iron plates (often decorated with trollish runes or artwork) attached to a broad leather band, this belt grants the wearer the legendary strength of a troll.

Game Information: +25 STR, *Reduced Endurance* (0 END; +½) (37 Active Points); OIF (-½), *Independent* (-2), *No Figured Characteristics* (-½), *Maximum Of 35 STR* (-0). Total cost: 9 points.

Options:

- 1) **Belt Of Giantish Might:** Increase to +40 STR and Maximum Of 50 STR (-0). 60 Active Points; total cost 15 points.
- 2) **Belt Of Titanic Might:** Increase to +50 STR and Maximum Of 60 STR (-0). 75 Active Points; total cost 19 points.
- 3) **Belt Of Ogreish Might:** Decrease to +15 STR and Maximum Of 30 STR (-0). 22 Active Points; total cost 5 points.

GRAPPLER'S GIRDLE

Effect: Martial Arts (Wrestling)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: This wide leather strap, which is decorated with an elaborately engraved metal plate on its front that features a map of the continent of Arduna and the phrase "Champion" in Vestrian, grants its wearer the manifold and fantastic abilities of a wrestler. He can effectively restrain, squeeze, strike, and escape from opponents, even those whose normal strength vastly exceed his own.

Game Information: *Martial Arts* (all maneuvers in the Wrestling package; see page 61 of *The Ultimate Martial Artist*) (21 Active Points); OIF (-½), *Independent* (-2). Total cost: 6 points.



Defensive Belts

BELT OF DODGING

Effect: +4 DCV
 Target: Self
 Duration: Constant
 Range: Self
 END Cost: 0
 Defense: 4 DEF

Description: This belt, typically made of light leather with silver decorations, makes the wearer much harder to hit in combat.

Game Information: +4 DCV (20 Active Points); OIF (-½), Independent (-2). Total cost: 6 points.

Options:

1) **Strong Belt:** Increase to +6 DCV. 30 Active Points; total cost 9 points.

2) **Weak Belt:** Decrease to +2 DCV. 10 Active Points; total cost 3 points.

BELT OF GREATER SHIELDING

Effect: Force Field (8 PD/8 ED/8 Mental Defense/8 Power Defense)
 Target: Self
 Duration: Constant
 Range: Self
 END Cost: 0
 Defense: 8 DEF

Description: This belt, an advanced form of the basic Belt Of Shielding (see below), protects the wearer not only against typical Physical and Energy attacks but all sorts of spells and other effects.

Game Information: Force Field (8 PD/8 ED/8 Mental Defense/8 Power Defense), Reduced Endurance (0 END; +½) (48 Active Points); OIF (-½), Independent (-2). Total cost: 14 points.

Options:

1) **Strong Belt:** Increase to Force Field (10 PD/10 ED/10 Mental Defense/10 Power Defense). 60 Active Points; total cost 17 points.

2) **Weak Belt:** Decrease to Force Field (6 PD/6 ED/6 Mental Defense/6 Power Defense). 36 Active Points; total cost 10 points.

BELT OF SHIELDING

Effect: Armor (8 PD/8 ED)
 Target: Self
 Duration: Persistent
 Range: Self
 END Cost: 0
 Defense: 8 DEF

Description: This common defensive belt is made of leather tooled with a design of shields. (Sometimes each shield has different heraldic designs, perhaps depicting the coats of arms of all the major nobles in a particular kingdom.) It protects the wearer as if he were wearing plate armor.

Game Information: Armor (8 PD/8 ED) (24 Active Points); OIF (-½), Independent (-2). Total cost: 7 points.

Options:

1) **Belt Of Chainmail:** One form of the Belt of Shielding has chainmail links sewn to it and provides slightly less protection. Decrease to Armor (6 PD/6 ED). 18 Active Points; total cost 5 points.

Miscellaneous Belts

ALCHEMIST'S BANDOLIER

Effect: Force Field (10 PD/10 ED), Only Protects Carried Potion Vials
 Target: Self
 Duration: Constant
 Range: Self
 END Cost: 0
 Defense: 9 DEF

Description: This double bandolier of heavy leather crosses over the wearer's chest, forming an "x" shape. It can be tightened snugly in the back using a pair of double buckles for maximum comfort. It can hold up to twelve potion vials, bottles of liquor, or similar fragile containers. When carried on the Bandolier, the containers become nigh-unbreakable.

Game Information: Force Field (10 PD/10 ED), Protects Carried Items, Reduced Endurance (0 END; +½) (45 Active Points); OIF (-½), Independent (-2), Only Protects Carried Potion Vials (see text; -2). Total cost: 8 points.

BELT OF THE FAITHFUL HOUND

Effect: Summon one 90-point Guard/Combat Dog
Target: Special
Duration: Instant
Range: No Range
END Cost: 4
Defense: 7 DEF

Description: This plain leather belt has a large, silver belt buckle shaped like a mournful-looking hound dog. If the wearer removes the belt and hurls it to the ground, it transforms into a faithful guard dog. The dog is unusually intelligent and utterly loyal to the owner of the belt, and guards, fights, or tracks as his master wishes (or simply serves as an affectionate companion). If the hound is slain, or his master tugs on the end of his tail, it immediately transforms back into belt form and can be summoned again whenever the belt's wearer wishes.

Game Information: *Summon one 90-point Guard/Combat Dog (see page 161 of The HERO System Bestiary), Slavishly Loyal (+1) (36 Active Points); OIF (-½), Gestures (-¼), Independent (-2). Total cost: 10 points.*

BELT OF FLEXIBILITY

Effect: Stretching 1", Only To Escape From Restraints
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 3 DEF

Description: This thin strip of leather and linked metal disks grants its wearer the ability to contort his body out of nearly any sort of confinement. It's virtually impossible to keep him tied up, manacled, or otherwise restrained. He can even slip between jail cell bars and other barriers... but only when they're specifically designed to restrain or confine him, not just when he wants to get through a locked door or window.

Game Information: *Stretching 1", Reduced Endurance (0 END; +½) (7 Active Points); OIF (-½), Independent (-2), Only To Escape From Restraints (see text; -1). Total cost: 1 point.*

BELT OF MANY POUCHES

Effect: Extra-Dimensional Movement (single pocket dimension divided into one dozen sections) *plus* Stretching 5", Transdimensional (only to reach into the Pouch's pocket dimension to retrieve items)
Target: Self
Duration: Instant
Range: Self
END Cost: 0
Defense: 10 DEF

Description: This seemingly mundane leather belt has a dozen small leather pouches attached to its surface. Each of the pouches is actually a gateway to a small extraplanar space capable of holding one cubic yard of material weighing as much as 18 kilograms. The Belt of Many Pouches responds to the thoughts of its wearer, providing him with the appropriate full pouch when he needs to withdraw something, or an empty one when he wishes to store something. He need only reach down to his waistline and the belt's pouches physically rotate about the belt until the appropriate one comes to hand.

Belts of Many Pouches are highly desired by many adventurers. Wizards like to use them to store spellcasting paraphernalia and the other tools of their trade; rogues use them to hide small items of loot and illegal tools; and many other professions find them ideal for carrying treasure and other items found on adventures.

If a Belt of Many Pouches is torn in any way — even if the band itself is torn but the pouches themselves remain intact, or just a single pouch is punctured — all the pouches immediately discharge their contents. The Belt's magic is ruined forever. If someone tries to put one Belt of Many Pouches inside another (or in a similar item, like a Wizard's Sack), both items and all their contents are destroyed.

Game Information: *Extra-Dimensional Movement (single pocket dimension divided into one dozen sections, described above), Usable As Attack (+1), Reduced Endurance (0 END; +½) (50 Active Points); OIF (-½), Independent (-2), Only On Nonresisting Objects (-¼), Only Works On Items Small Enough To Fit Through Pouch's Mouth (-1) (total cost: 10 points) **plus** Stretching 5", Transdimensional (only to reach into the Pouch's pocket dimension to retrieve items; +½), Reduced Endurance (0 END; +½) (50 Active Points); OIF (-½), Independent (-2) (total cost: 14 points). Total cost: 24 points.*

BELT OF PLENTIFUL COIN

Effect: Money (Well Off)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: This ornate leather belt is typical of the sort one might find around the waist of a prosperous Aarnese merchant. It's minutely tooled with symbols of Caligan the Provider (god of money) arranged around square studs of polished silver, and has a sturdy coin purse tightly sewn onto the right side. Every day at midnight the Belt's coin purse fills with an utterly random assortment of coins from across Ambrethel: Vestrain nobles, Sirrenic soldai, Vashkhoran hamrids, and anything in between. The coins can be made of any substance from copper to gold (and thus of any value). Ten average-sized coins are enough to fill the pouch.

The GM should determine randomly what the purse creates using the accompanying tables.

Game Information: *Money (Well Off)* (5 Active Points); *OIF* (-½), *Independent* (-2). Total cost: 1 point.

BELT OF PLENTIFUL COIN TABLE

Roll (2d6)	Coin From...
2	Thûn
3	Khoria
4-5	Westerlands (western)
6	Westerlands (eastern)
7	Mhorecia
8-9	Vornakkia
10	Dwarven realm
11	Mitharia (southern)
12	Mitharia (northern)
Roll (2d6)	Value Of Coin
2-6	Copper
7-10	Silver
11-12	Gold

BELT OF THE PURPOSEFUL STRIDE

Effect: +3 PRE and +2 COM
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: Created by wizards native to the pompous Vornakkian city of Devyldra, where men actually have choked to death trying to swallow their pride, this elaborately tooled and decorated belt of griffin hide greatly improves the self-confidence of its wearer. It even changes his physical attributes to match: his back straightens, his stride lengthens, and his shoulders become broader (its effects on female characters are similar, yet necessarily different).

Game Information: +3 PRE (3 Active Points); *OIF* (-½), *Independent* (-2) (total cost: 1 point) **plus** +2 COM (1 Active Point); *OIF* (-½), *Independent* (-2) (total cost: 1 point). Total cost: 2 points.

BELT OF STAMINA

Effect: +10 CON
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 4 DEF

Description: This belt is made out of thick leather set with bronze studs. It grants the wearer greater endurance, resilience, and stamina. It takes longer for him to tire, and he resists weariness and injury better than normal. (Note that unlike most enchanted items, this one does provide Figured Characteristics.)

Game Information: +10 CON (20 Active Points); *OIF* (-½), *Independent* (-2). Total cost: 6 points.

Options:

1) **Greater Stamina:** Increase to +15 CON. 30 Active Points; total cost 9 points.

2) **Weak Belt:** Add No Figured Characteristics (-½). Total cost: 5 points.

SERPENT SASH

Effect: Multiform into 250-point serpent
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 10 DEF

Description: This sash of deep green silk possesses a Thaumaturgical enchantment that allows the wearer to transform himself into a poisonous serpent. The serpent has his intelligence and willpower (*i.e.*, INT, EGO, and PRE), but is otherwise a normal example of its kind. (See page 178 of *The HERO System Bestiary* for example serpents.)

Game Information: *Multiform into a serpent built on up to 250 Character Points* (50 Active Points); *OIF* (-½), *Independent* (-2). Total cost: 14 points.

BOOTS

A boot is a type of footwear that extends higher than the ankle, typically to the mid-calf but sometimes as high as the knee, or even the upper thigh. Boots are usually made of leather and often have a reinforced toe and a sole made from a separate, tougher material. Due to the wide variety of foot sizes, magical boots are enchanted to resize to fit any wearer with vaguely human feet.

Naturally, most enchanted boots have a magic that affects movement somehow — they allow the wearer to run faster, leap further, walk up walls, or what have you. But magic boots with other functions are not unknown.

See *Shoes And Slippers*, below, for more magical footwear. You can easily change any of those items into boots, and vice-versa.

Offensive Boots

DRAGONCLAW BOOTS

Effect: HKA 1d6; +2 to Climbing rolls
Target: One character/Self
Duration: Instant/Persistent
Range: Touch/Self
END Cost: 1/0
Defense: 3 DEF

Description: These boots, made from leather taken from a dragon's talons, can on command project sharp draconic claws from the toes and sides. With the claws out, the wielder can either deliver vicious kicks or climb more easily.

Game Information:

Cost Power

- 4 *Dragonclaw Kick:* HKA 1d6 (plus STR); OIF (-½), Extra Time (Full Phase; -½), Independent (-2)
- 1 *Dragonclaw Climbing:* +2 to Climbing rolls (4 Active Points); OIF (-½), Independent (-2)

Total cost: 5 points.

Defensive Boots

BOOTS OF DEFT FOOTWORK

Effect: +2 DCV
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 3 DEF

Description: As any warrior can tell you, agile footwork is a real boon in combat, since it makes it easier for a fighter to move, and thus to dodge his opponents' blows. These boots enhance combat footwork, and thus the wearer's ability to dodge.

Game Information: +2 DCV (10 Active Points); OIF (-½), Independent (-2). Total cost: 3 points.

Movement Boots

BOOTS OF THE CRICKET

Effect: Leaping +6", Clinging
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 4

Description: This pair of fine, supple leather boots contains two enchantments. The first allows the wearer to leap much further than he ordinarily could; the second allows him to walk along walls and ceilings like an insect. A clever, acrobatic warrior can use them to obtain Surprise Move bonuses in combat; a thief who wears them finds it much easier to steal and then escape pursuit.

Game Information: *Leaping +6"*, *Reduced Endurance* (0 END; +½) (9 Active Points); OIF (-½), *Independent* (-2) (total cost: 3 points) **plus** *Clinging* (normal STR) (10 Active Points); OIF (-½), *Independent* (-2) (total cost: 3 points). Total cost: 6 points.

BOOTS OF THE INVISIBLE STRIDE

Effect: Gliding 6", Ground Gliding
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 3 DEF

Description: The wearer of these boots moves so softly he leaves no footprints, not even on mud or snow. He also doesn't trigger nightingale floors, trapdoors, and other traps that depend on the pressure of his weight to trigger them.

Game Information: *Gliding 6"* (6 Active Points); OIF (-½), *Independent* (-2), *Ground Gliding* (-¼). Total cost: 2 points.

BOOTS OF LEVITATION

Effect: Flight 6", Levitation
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 4 DEF

Description: These highly coveted and extremely useful magical boots allow their wearer to rise vertically through the air, providing him with a stable platform from which to hurl spells or arrows down upon his opponents. They also allow him to descend vertically, thereby protecting him from sudden falls. Boots Of Levitation do not provide their wearer with any type of horizontal movement, not even the ability to "walk" on air toward a destination.

Game Information: *Flight 6", Reduced Endurance (0 END; +½) (18 Active Points); OIF (-½), Independent (-2), Levitation (-½). Total cost: 4 points.*

Options:

- 1) **Boots Of Swift Levitation:** Increase to Flight 10". 30 Active Points; total cost 7 points.
- 2) **Boots Of Slow Levitation:** Decrease to Flight 3". 9 Active Points; total cost 2 points.

BOOTS OF THE SPIDER

Effect: Clinging (normal STR)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: These boots (which are supposedly made from "leather" taken from the husks of gigantic spiders who live deep in the Sunless Realms) allow the wearer to walk on walls and ceilings like they were level ground.

Game Information: *Clinging (normal STR) (10 Active Points); OIF (-½), Independent (-2). Total cost: 3 points.*

BOOTS OF STRANGE TRAVEL

Effect: Flight 10"; OIF, Only Usable In Contact With A Surface, Inches Of Flight Used Cannot Exceed Wearer's Inches Of Running
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Defense: 4 DEF

Description: The wearer of these boots, which are typically made of finely-cured sharkskin, can walk on water and up walls!

Game Information: *Flight 10" (20 Active Points); OIF (-½), Independent (-2), Only Usable In Contact With A Surface (-¼), Inches Of Flight Used Cannot Exceed Wearer's Inches Of Running (-0). Total cost: 5 points.*

BOOTS OF SWIFTNESS

Effect: Running +6"
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 4 DEF

Description: The wearer of these boots can run as swift as the wind.

Game Information: *Running +6", Reduced Endurance (0 END; +½) (18 Active Points); OIF (-½), Independent (-2). Total cost: 5 points.*

Options:

- 1) **Boots Of True Swiftiness:** Increase to Running +9". 27 Active Points; total cost 8 points.
- 2) **Boots Of Speedy Running:** Decrease to Running +3". 9 Active Points; total 3 points.
- 3) **Disguised Boots Of Swiftiness:** Instead of looking like a fine pair of leather boots, this type of Boots of Swiftiness looks like a pair of shabby footwear. Change to IIF (-¼). Total cost: 5 points.

BOOTS OF WATER-WALKING

Effect: Flight 6", Only In Contact With A Liquid Surface
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Defense: 3 DEF

Description: A person wearing these boots can walk on the surface of the water as if it were ordinary ground. The nature of the water may affect his ability to walk on it — he can stride across a calm lake without difficulty, a choppy sea may slow him down, he probably can't make any progress at all on a storm-tossed ocean, and he can no more run up a waterfall than he could walk up an cliff-face.

Game Information: *Flight 6" (12 Active Points); OIF (-½), Independent (-2), Only In Contact With A Liquid Surface (-½). Total cost: 3 points.*

CAT'S-FOOT BOOTS

Effect: Invisible to Hearing Group for up to Running 12"
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 6 DEF

Description: The wearer of these boots causes absolutely no noise with his footfalls. If he steps on pavement, there's no sound; if he steps on dry leaves or snow no sound results. However, Cat's-Foot Boots do not prevent the wearer from making other sorts of noise. If for example a character wearing plate mail walks across snow, his feet won't make crunching sounds, but his armor still clanks. If he brushes up against something, the impact causes more noise.

Game Information: *Invisible to Hearing Group (+¼) for up to Running 12", Continuous (+1), Reduced Endurance (0 END; +½) (15 Active Points); OIF (-½), Independent (-2). Total cost: 4 points.*

Options:

1) Cat's-Foot Boots of the Invisible Stride: These boots combine the silencing of Cat's-Foot Boots with the lack of tracks from Boots of the Invisible Stride for the ultimate in stealth walking. Total cost 4 + 2 = 6 points.

CLOUDSTRIDER BOOTS

Effect: Flight 6"
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Defense: 3 DEF

Description: A character wearing these boots can literally "walk on air," allowing him to bypass all sorts of obstacles on the ground.

Game Information: *Flight 6" (12 Active Points); OIF (-½), Independent (-2). Total cost: 3 points.*

FROGSKIN BOOTS

Effect: Leaping +10"
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Defense: 3 DEF

Description: Although they're usually made from ordinary leather rather than frogskin (and if the latter, it's taken from a giant frog and is just as sturdy as any other leather), these boots grant the wearer the power to leap long distances just like a frog can.

Game Information: *Leaping +10" (10 Active Points); (-1), OIF (-½), Independent (-2). Total cost: 3 points.*

Options:

- 1) Greater Frogskin Boots:** Increase to Leaping +12". 12 Active Points; total cost 3 points.
- 2) Lesser Frogskin Boots:** Decrease to Leaping +6". 6 Active Points; total cost 2 points.

SEVEN-LEAGUE BOOTS

Effect: Running 1", MegaScale (1" = 7 leagues)
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 3 DEF

Description: These fabled boots, which typically look like nondescript footwear, allow the wearer to cross seven leagues (21 miles) in a single step!

Note that unlike regular Running-based items, this one *does not* add to a character's base Running 6". Its Running 1" substitutes for any and all other Running he has.

Game Information: *Running 1", MegaScale (1" = 7 leagues; +¾), Reduced Endurance (0 END; +½) (total cost: 4 points); OIF (-½), Independent (-2). Total cost: 1 point.*

SUREFOOTED BOOTS

Effect: Clinging (normal STR), Only To Maintain Footing On Slippery/Unstable Surfaces
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: These boots grant the wearer a sure-footedness of movement that even a cat would envy. No matter how slippery or unstable the surface — an ice-slicked castle parapet, a storm-tossed ship's deck, a muddy log bridge, the back of an angry dragon — he can walk or run on it without fear of falling down.

Game Information: *Clinging (normal STR) (10 Active Points); OIF (-½), Independent (-2), Only To Maintain Footing On Slippery/Unstable Surfaces (-¼). Total cost: 3 points.*

Miscellaneous Boots

BOOTS OF THE STRAIGHT PATH

Effect: Bump Of Direction plus AK: Ambrethel 50-
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 9 DEF

Description: These well-worn and comfortable knee-high magical boots are beloved by travelers of all sorts. Upon command, Boots of the Straight Path unerringly point their wearer's feet in the direction of whatever destination he verbally specifies. For example, if a character's crossing the Nagyrian Mountains and wishes to go to the Free City of Aarn, the Boots faithfully lead him south-west toward his objective, making course corrections as needed if he takes a wrong turn or has to detour around an obstacle.

Game Information: *Bump Of Direction* (3 Active Points); *OIF* (-½), *Independent* (-2) (total cost: 1 point) **plus** AK: Ambrethel 50- (43 Active Points); *OIF* (-½), *Independent* (-2) (total cost: 12 points). Total cost: 13 points.

CLOAKS

A cloak is a loose garment worn over standard clothing to protect the wearer from cold, rain, or snow. They're sleeveless, typically attach at the neck, and often have a hood. The cloak is the ubiquitous garb of the traveler, adventurer, and pilgrim; most people in a medieval society own one. Like most other magical clothing, cloaks change size to fit the wearer, though this isn't necessary as often as it is with items like boots.

Offensive Cloaks

ASSASSIN'S CLOAK

Effect: HKA 1d6, No STR Bonus
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 3 DEF

Description: This seemingly ordinary cloak — which might look like anything from a travel-stained daycloak to a sumptuous silk garment worn by a wealthy lord, depending on the maker's desires — possesses a potent enchantment that makes it valuable to assassins and other silent killers. On command the hem can become as hard and sharp as a razor, allowing the wearer to flick it at a target and inflict blows as deadly as a sword's.

Game Information: *HKA* 1d6, *Reduced Endurance* (0 END; +½) (22 Active Points); *IAF* (-½), *Independent* (-2). Total cost: 6 points.



CLOAK OF THE WARLORD

Effect: +5 STR; +5 DEX; +5 CON; +5 PRE; Oratory (PRE Roll +2); Tactics (INT Roll +2); Inspire; +2 with All Combat; Armor (10 PD/10 ED), Activation Roll 11-
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 6 DEF

Description: Created by priests of the war god Asvalak for the specific purpose of spreading conflict across the face of Ambrethel, this jet-black cape trimmed with blood-red fabric billows dramatically about its wearer, even when there is no wind. The Cloak endows its wearer with all of the gifts of a successful warlord: incredible personal magnetism, oratorical skills, and a profound grasp of military tactics. It also enhances his personal combat skills to such an extent that an average man who dons a Cloak of the Warlord becomes a capable warrior, while an expert fighter becomes something akin to a demigod from legend. As if all that weren't enough, the Cloak also protects the wearer from harm.

Game Information:

Cost Power

- All powers are OAF (-1), Independent (-2) in addition to any other listed Limitations
- 1 *Strength Of The Warlord:* +5 STR
 - 4 *Agility Of The Warlord:* +5 DEX
 - 2 *Hardiness Of The Warlord:* +5 CON
 - 1 *Courage Of The Warlord:* +5 PRE
 - 2 *Inspirational Speaking:* Oratory 11-
 - 2 *Tactical Genius:* Tactics 11-
 - 3 *Inspirational Presence:* Inspire
 - 4 *Combat Prowess:* +2 with All Combat
 - 6 *Protectiveness:* Armor (10 PD/10 ED); Activation Roll 11- (-1)

Total cost: 25 points.

Defensive Cloaks

CHAINMAIL CLOAK

Effect: Armor (6 PD/6 ED)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 6 DEF

Description: Despite its name, this cloak is not literally made of chainmail (though it often has a chainmail-like design woven into it, and occasionally silver chainmail links sewn along the hem). It simply protects the wearer as if he had donned chainmail. It will even whip around in front of him to block blows to areas of the body not normally covered by a cloak.

Game Information: *Armor (6 PD/6 ED) (18 Active Points); OAF (-1), Independent (-2). Total cost: 4 points.*

Options:

- 1) **Plate Armor Cloak:** Increase to Armor (8 PD/8 ED). 24 Active Points; total cost 6 points.
- 2) **Scale Mail Cloak:** Decrease to Armor (5 PD/5 ED). 15 Active Points; total cost 4 points.
- 3) **Brigandine Cloak:** Decrease to Armor (4 PD/4 ED). 12 Active Points; total cost 3 points.
- 4) **Leather Armor Cloak:** Decrease to Armor (3 PD/3 ED). 9 Active Points; total cost 2 points.

CLOAK OF AGILE DEFENSE

Effect: +3 DCV
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 3 DEF

Description: The wearer of this cloak can dodge attacks more easily than normal.

Game Information: +3 DCV; OAF (-1), Independent (-2). Total cost: 4 points.

Options:

- 1) **Strong Cloak:** Increase to +4 DCV. 20 Active Points; total cost 5 points.
- 2) **Weak Cloak:** Decrease to +2 DCV. 10 Active Points; total cost 2 points.

Movement Cloaks

CLOAK OF FLYING

Effect: Flight 12"
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 7 DEF

Description: This wondrous cloak, shaped and embroidered to resemble feathered wings, allows the wearer to fly.

Game Information: *Flight 12", Reduced Endurance (0 END; +½) (36 Active Points); OAF (-1), Independent (-2). Total cost: 9 points.*

Options:

- 1) **Cloak Of The Eagle's Flight:** Increase to Flight 15". 45 Active Points; total cost 11 points.
- 2) **Cloak Of The Sparrow's Flight:** Decrease to Flight 9". 27 Active Points; total cost 7 points.

CLOAK OF THE STINGRAY

Effect: Swimming +10"; Life Support (breathe underwater, Safe Environments: Intense Cold and High Pressure)
Target: Self
Duration: Constant/Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: Upon command, this grey, slightly abrasive cloak spreads itself amorphously outward into a shape not unlike that of a massive stingray. Its wearer can then "fly" through the water at incredible speeds by flapping his arms rapidly upwards and downwards. Though this can become exhausting after a while, the Cloak moves its wearer through the water so quickly that there are seldom any complaints. It also gives its wearer the ability to breathe underwater and survive comfortably in the frigid depths.

Game Information:

Cost Power

All powers are OAF (-1), Independent (-2) in addition to any other listed Limitations

- 2 *Manta's Movement:* Swimming +10"; Gestures (both hands throughout; -1)
- 1 *Manta's Breath:* Life Support (Expanded Breathing: breathe underwater)
- 1 *Manta's Form:* Life Support (Safe Environments: High Pressure; Intense Cold)

Total cost: 4 points.

CLOAK OF SWIFT TRAVEL

Effect: Teleportation 30", Position Shift, No Relative Velocity, Safe Blind Teleport
Target: Self
Duration: Instant
Range: Self
Charges: 6
Defense: 19 DEF

Description: This cloak lets the wearer Teleport up to about 200 feet away several times a day.

Game Information: *Teleportation 30", Position Shift, No Relative Velocity, Safe Blind Teleport (+¼) (94 Active Points); OAF (-1), Independent (-2), 6 Charges (-¾). Total cost: 20 points.*

Options:

- 1) **Strong Cloak:** Increase to Teleportation 40". 119 Active Points; total cost 25 points.
- 2) **Weak Cloak:** Decrease to Teleportation 20". 69 Active Points; total cost 14 points.
- 3) **Cloak Of Far Travel:** This form of the Cloak can transport the wearer across the world. Change to:

Cost Power

- 25 *Cloak Of Far Travel:* Multipower, 119-point reserve; all OAF (-1), Independent (-2); 6 Charges for entire reserve (-¾)
- 3u 1) *Short-Range Travel:* Teleportation 30", x32 Noncombat, Position Shift, No Relative Velocity, Safe Blind Teleport (+¼); OAF (-1), Independent (-2)
- 1u 2) *Long-Range Travel:* Teleportation 5", Position Shift, No Relative Velocity, MegaScale (1" = 1,000 km, can scale down to 1" = 1 km; +1¼), Safe Blind Teleport (+¼); OAF (-1), Independent (-2)

Total cost: 29 points.

- 4) **Cloak Of Swift Travel With Passenger:** This form of the Cloak is large enough to wrap around another person (or an object weighing up to 100 kg) and take him along. Add x2 Increased Mass. 100 Active Points; total cost 21 points.

- 5) **Free Cloak:** The wearer can use this form of the Cloak as often as he wishes. Remove 6 Charges (-¾) and add Reduced Endurance (0 END; +½). 131 Active Points; total cost 33 points.

Sensory Cloaks

CLOAK OF THE LAMBENT EYE

Effect: Increased Arc Of Perception (360 Degrees) for Sight Group
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: This well-made cloak has a large eye embroidered in its center. (In some Lambent Eye cloaks, the eye gives off a faint glow, or even seems to be alive!) While wearing it a character can see behind himself as easily as he can see in front.

Game Information: Increased Arc Of Perception (360 Degrees) for Sight Group (10 Active Points); OAF (-1), Independent (-2). Total cost: 2 points.

Miscellaneous Cloaks

ARCANA CLOAK

Effect: +2 with All Magic
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 3 DEF

Description: Specially designed to be worn by wizards, this cloak enhances arcane skill and power — everything from spellcasting rolls, to spell Attack Rolls, to Knowledge Skill rolls pertaining to magic.

Game Information: +2 with All Magic (16 Active Points); OAF (-1), Independent (-2). Total cost: 4 points.

Options:

- 1) Cloak Of The Archmage: Increase to +4 with All Magic. 32 Active Points; total cost 8 points.
- 2) Journeyman's Cloak: Decrease to +1 with All Magic. 8 Active Points; total cost 2 points.

CLOAK OF THE DRUSAIDI SHANIR

Effect: Environmental Movement: Thicketmaster; +4 to Concealment and Stealth rolls, Only To Hide/Be Stealthy In The Wilderness; +8 versus Range Modifier with Bows
Target: Self
Duration: Constant/Persistent/Constant
Range: Self
END Cost: 0
Defense: 3 DEF

Description: Legendary throughout Ambrethel for keeping rural people safe from monsters and enemy invasions, the brotherhood of scout-assassins known as the Drusaidi Shanir have perfected a variety of special enchanted items over the centuries that help them with their work. Once of these is the Cloak Of The Drusaidi Shanir, a potent magical article of clothing that grants its wearer the ability to move freely through the thickest underbrush, makes him practically invisible while traveling through the forest, and enhances his ability to fire an arrow over long distances.

Though this enchanted item is coveted by almost anyone who travels through the desolate woodlands of the world, the only known examples of it are owned by the elusive “deadly stalkers” that give it its name: and only the most powerful and skilled of them, at that. Should a non-Drusaidi Shanir be caught by one of the brotherhood wearing one, foul play will almost certainly be assumed, and combat equally as certainly will be the result.

Game Information:

Cost Power

- All powers are OAF (-1), Independent (-2) in addition to any other listed Limitations
- 1 Move With Ease: Environmental Movement: Thicketmaster (3 Active Points)
 - 2 Wilderness Craftiness: +4 to Concealment and Stealth rolls (12 Active Points); Only To Hide/Be Stealthy In The Wilderness (-1)
 - 4 Master Archer: +8 versus Range Modifier with Bows (16 Active Points)

Total cost: 7 points.

CLOAK OF GLAMOROUSNESS

Effect: +8 COM
 Target: Self
 Duration: Persistent
 Range: Self
 END Cost: 0
 Defense: 3 DEF

Description: One function of clothes is to enhance the wearer's appearance, and this cloak does that to the Nth degree. It's enchanted to make the wearer seem far more beautiful or handsome than he really is.

Game Information: +8 COM (4 Active Points); OAF (-1), Independent (-2). Total cost: 1 point.

Options:

1) **Robe Of Glamorousness:** This same enchantment can be placed upon a dress, robe, or other article of clothing not so easily removed, or which can be worn indoors for long periods of time. Change OAF (-1) to OIF (-½). Total cost: 1 point.

CLOAK OF INVISIBILITY

Effect: Invisibility to Sight Group
 Target: Self
 Duration: Constant
 Range: Self
 END Cost: 0
 Defense: 6 DEF

Description: Made of the most delicate silk taken from the webs of the crystalline spiders who dwell deep within the Sunless Realms, this cloak confers invisibility to whoever wears it.

Game Information: Invisibility to Sight Group, Reduced Endurance (0 END; +½) (30 Active Points); IAF (-½), Independent (-2). Total cost: 9 points.

Options:

1) **Cloak Of True Invisibility:** Add No Fringe. 45 Active Points; total cost 13 points.

2) **Mantle Of Invisibility:** This form of the Cloak is large enough to wrap around the wearer and one other person. Provided they move together they can remain invisible. Add Usable Simultaneously (+½) and Wearer And Grantee Must Remain Next To One Another And Move Together (-¼). 40 Active Points; total cost 11 points.

CLOAK OF LUPINE FORM

Effect: Multiform into 100-point Wolf
 Target: Self
 Duration: Persistent
 Range: Self
 END Cost: 0
 Defense: 4 DEF

Description: When this ragged shawl of wolf's skin is draped across the shoulders, it transforms the wearer into a large grey wolf of the type commonly found in the Gorthundan Steppes (which is also where this enchanted item is most commonly found). The wearer has the true form, abilities, and appearance of a wolf, but he retains his mind. When he wishes to return to his normal form, he need merely grab the fur of his shoulder with his teeth and "pull" the Cloak back off again (a messy and disturbing sight, to say the least).

See page 188 of *The HERO System Bestiary* for a character sheet for a typical Wolf.

Game Information: Multiform into 100-point Wolf (20 Active Points); OAF (-1), Independent (-2). Total cost: 5 points.



CLOAK OF THE TRAVELER

Effect: Running +1”; +3 CON; Safe Environments (Intense Cold, Intense Heat); Money (1 point)
Target: Self
Duration: Constant/Persistent/Persistent/Persistent
Range: Self
END Cost: 1/0/0/0
Defense: 3 DEF

Description: This pragmatic enchanted item typically appears to little nothing more than a normal traveler’s cloak: weather-beaten, patched, threadbare, well-loved. (A few are much sturdier or nicer looking.) However, it has a variety of subtle (but very useful) enchantments designed to help a character that spends a great deal of time traveling by foot. When he dons a Cloak of the Traveler, a character’s stride becomes a bit longer, enabling him to walk a little faster. The Cloak bolsters his health so he can more easily fight off disease, and it wards him from the elements perfectly. Once a day at midnight, a few miscellaneous coins appear deep in the Cloak’s pockets — just enough to buy a meal, a mug of beer, and a bunk at the nearest inn.

A Traveler’s Cloak is one of the traditional gifts master wizards from the Mages’ Guild of Aarn give apprentices when their apprenticeships end. Rumors claim the Mages’ Guild can track its members using these Cloaks, though no one’s ever offered any proof to back up this claim.

Game Information:

Cost Power

- All powers are OAF (-1), Independent (-2) in addition to any other listed Limitations
- 1 *Longer Stride:* Running +1” (2 Active Points)
 - 1 *Traveler’s Hardiness:* +3 CON (6 Active Points)
 - 1 *Ward Against The Weather:* Life Support (Safe Environments: Intense Cold, Intense Heat) (4 Active Points)
 - 1 *Pocketful Of Coins:* Money: Well Off (1 Active Point)

Total cost: 4 points.

ELVENCLOAK

Effect: Invisibility to Sight Group; Only In Wilderness Areas
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 6 DEF

Description: Elven wizards craft these cloaks, which are typically grey, green, brown, or some combination of two or more of those colors. When worn, an Elvencloak so perfectly camouflages a person that he’s effectively invisible in wilderness areas.

Game Information: *Invisibility to Sight Group, Reduced Endurance (0 END; +½) (30 Active Points); IAF (-½), Independent (-2), Only In Wilderness Areas (-1). Total cost: 7 points.*

Options:

- 1) **Strong Elvencloak:** The best Elvencloaks hide the wearer even from close inspection. Add No Fringe. 45 Active Points; total cost 10 points.
- 2) **Weak Elvencloak:** Some forms of Elvencloak only work when the wearer remains motionless. Add Chameleon (-½) and Only When Not Attacking (-½). Total cost: 5 points.

MAGECLOAK

Effect: Aid Magic 4d6
Target: Self
Duration: Instant
Range: Self
Charges: 4 Charges
Defense: 10 DEF

Description: This cloak, which is usually made of linen with tiny mystic runes embroidered along the hem, can augment the wearer’s spells. It can only do this four times per day, however.

Game Information: *Aid Magic 4d6, any Magic spell or power (+¼) (50 Active Points); OAF (-1), Independent (-2), Self Only (-½), 4 Charges (-1). Total cost: 9 points.*

PHANTOM’S MANTLE

Effect: Desolidification
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 12 DEF

Description: When wearing this cloak, a character becomes as insubstantial as a ghost, able to walk through walls and ignore attacks. He must keep the cloak tightly wrapped around himself to maintain the effect, which requires some effort.

Game Information: *Desolidification (affected by magic), Reduced Endurance (0 END; +½) (60 Active Points); OAF (-1), Concentration (½ DCV throughout use; -½), Gestures (throughout use; -½), Independent (-2). Total cost: 12 points.*

WINTERWHITE CLOAK

Effect: Life Support (Safe Environment: Intense Cold); Change Environment (create blizzard)
Target: Self/1 km Radius
Duration: Persistent/Constant
Range: Self/No Range
END Cost: 0/1 Continuing Charge lasting 1 Hour
Defense: 7 DEF

Description: This brilliantly white cloak (which never gets dirty) provides its wearer with two powers. First, it keeps him warm no matter how cold he gets. Second, by unfurling the cloak and speaking a command word he can unleash from beneath its folds a blizzard that lasts for one hour and covers a 1 km radius area. The blizzard's snow-fall makes it difficult to see things; accumulation on the ground may make travel harder.

Game Information:**Cost Power**

- 6 *Everclean:* Cosmetic Transform 2d6 (always keep cloak clean; heals back via countermagic), Continuous (+1), Reduced Endurance (0 END; +½), Uncontrolled (+½) (30 Active Points); OAF (-1), Independent (-2), No Range (-½), Limited Target (self; -½)
 1 *Warmth:* Life Support (Safe Environment: Intense Cold); OAF (-1), Independent (-2)
 7 *Unleash The Blizzard:* Change Environment (create blizzard), -1 to Sight Group PER Rolls, -4 Temperature Levels (maximum reduction to 10 degrees below freezing), Multiple Combat Effects, MegaScale (1" = 1 km wide, broad, and deep; +¼), Personal Immunity (+¼) (33 Active Points); OAF (-1), Independent (-2), No Range (-½), 1 Continuing Charge lasting 1 Hour (-¼)

Total cost: 14 points.

Unique Cloaks

THE ARCANES MANTLE OF GLIMRELD THE FAIR

Effect: +4 with all magic-related Power Skills and KSs; Aid Magic 4d6; Invisibility to Sight Group; Armor (8 PD/8 ED); Teleportation 30"
Target: Self
Duration: Constant/Instant/Constant/Persistent/Instant
Range: Self
END Cost: 0
Defense: Unbreakable

Description: Early in the Second Epoch there lived in Mezendria a wizard named Glimreld, called "the Fair" for his bright blonde hair. Although well-versed in several of the Arts Arcane, he was considered more of a scholar than an adventuring or influential mage, and rightly so. Believing that this meant his colleagues held him in low esteem (though in fact they did not), Glimreld determined to prove that he could be as successful an adventurer as any wizard. But knowing that he lacked the skills and experience for such pursuits, he decided he had to protect and empower himself for the tasks and dangers he would face. In addition to equipping himself with several standard enchanted items, he designed and crafted this stylish and powerful enchanted cloak. Mostly purple with gold trim, it enhances the eldritch powers of its wearer, protects him, and provides him with several other abilities.

Alas, Glimreld's skills, even enhanced by the Arcane Mantle, were not the equal of his ambition. During an expedition to the Sunless Realms he was lost when he fell into a deep chasm and presumed dead. In 4478 SE, a group of adventurers questing in that same region of the Lands Below encountered a fearsome lich who claimed to be Glimreld, and who certainly wore Glimreld's Mantle. They defeated and slew him, and their mage, one Ruthialla, claimed the Mantle as her own. She wore it for many years, eventually passing it to her apprentice Dukayla upon her death in 4811 SE. Five years later Dukayla was murdered in Eltirian, possibly by a Silver Branch assassin, and the Mantle disappeared. It has not been seen since.

Game Information:**Cost Power**

- 5 *Arcane Enlightenment:* +4 with all magic-related Power Skills and Knowledge Skills (20 Active Points); OAF (-1), Independent (-2)
 9 *Arcanomantic Augmentation:* Aid Magic 4d6, any one Magic spell at a time (+¼) (50 Active Points); OAF (-1), Independent (-2), Self Only (-½), 6 Charges (-¾)
 9 *Unseen Escapes:* Invisibility to Sight Group, Reduced Endurance (0 END; +½) (30 Active Points); IAF (-½), Independent (-2)

- 6 *Protective Cloak:* Armor (8 PD/8 ED) (24 Active Points); OAF (-1), Independent (-2). Total cost: 4 points.
- 20 *Swift Travel:* Teleportation 30", Position Shift, No Relative Velocity, Safe Blind Teleport (+¼) (94 Active Points); OAF (-1), Independent (-2), 6 Charges (-¾)

Total cost: 49 points.

GLOVES

Gloves are garments that cover the hands; they're usually made of cotton, wool, or leather. A typical pair of gloves has individual sheaths for each finger and the thumb, though characters in some settings may wear mittens or half-finger gloves. Enchanted gloves automatically resize to fit the hands of any humanoid

Offensive Gloves

GLOVES OF THE LETHAL CARESS

Effect: RKA 3d6, NND, Does BODY
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 31 DEF

Description: The product of foul Necromancy, these glove grant the wearer the ability to kill with but a touch — only the shielding-spell of Hargenzarian protects against their power. Typically they're designed to make plain their power (they're made of black cloth, with designs of skulls or the like), but sometimes the creator makes them look like perfectly ordinary gloves.

Game Information: RKA 3d6, NND (defense is Hargenzarian's Spell Of Life-Shielding; +1), Does BODY (+1), Reduced Endurance (0 END; +½) (157 Active Points); OIF (-½), Independent (-2), No Range (-½). Total cost: 39 points.

Options:

- 1) **Disguised Gloves:** This form of the Gloves looks perfectly ordinary. Change OIF (-½) to IIF (-¼). Total cost: 42 points.
- 2) **Gloves Of Agony:** Instead of killing the victim outright, this version of the Gloves slays with slow, steady, agonizing pain. Change to: RKA 1 point, Continuous (+1), NND (defense is Hargenzarian's Spell Of Life-Shielding; +1), Does BODY (+1), Reduced Endurance (0 END; +½) (22 Active Points); OIF (-½), Independent (-2), No Range (-½). Total cost: 5 points.

GLOVES OF THE MOUNTEBANK

Effect: Teleportation 2", Usable As Attack
Target: One character
Duration: Instant
Range: 2"
END Cost: 1
Defense: 3 DEF

Description: These black silk gloves enable their wearer to steal small objects without ever touching them! He need merely make the appropriate gestures (and the correct rolls) as if he were picking a pocket, cutting a purse, or snatching a necklace for the item to teleport into his gloved hand. He can do this from up to 13 feet away as long as he can clearly see the object he wishes to steal.

Game Information: Teleportation 2", Usable As Attack (defense is Power Defense; +1), Invisible To Sight Group (+½), Limited Range (2"; +¼) (11 Active Points); OIF (-½), Independent (-2), Only To Teleport Small Objects To User (see text; -1), Requires A Skill Roll (usually Sleight Of Hand, see text; -½). Total cost: 2 points.

GLOVES OF PRODIGIOUS STRENGTH

Effect: +30 STR
Target: Self
Duration: Persistent
Range: Self
END Cost: 3
Defense: 6 DEF

Description: These gloves, which although made of heavy leather don't seem to impede the wearer's ability to use his hands at all, greatly increase the strength of anyone who puts them on. They also toughen his body so he can better withstand the effects of being so mighty.

Game Information: +30 STR (30 Active Points); OIF (-½), Independent (-2). Total cost: 9 points.

Options:

- 1) **Strong Gloves:** Increase to +40 STR. 40 Active Points; total cost 11 points.
- 2) **Weak Gloves:** Decrease to +20 STR. 20 Active Points; total cost 6 points.

GLOVES OF STRANGULATION

Effect: +30 STR, Only To Grab
Target: Self
Duration: Persistent
Range: Self
END Cost: 3
Defense: 6 DEF

Description: When slipped on, these oversized tan gloves merge with the wearer's flesh, making it appear as if he has hands three times too large for his body. With his new "hands," the wearer can seize anyone or anything in a nearly unbreakable grip, which is especially useful for asphyxiating an opponent.

Gloves of Strangulation, also known by the less macabre (and more accurate) name Gloves of Grasping, are especially popular among some parents from Tharnrek, for whom throttling a troll-child into unconsciousness is the preferred method of discipline.

Game Information: +30 STR (30 Active Points); OIF (-½), Independent (-2), No Figured Characteristics (-½), Only To Grab (-½). Total cost: 7 points.

Options:

1) Strong Gloves: Increase to +40 STR. 40 Active Points; total cost 9 points.

2) Weak Gloves: Decrease to +20 STR. 20 Active Points; total cost 4 points.

3) True Gloves Of Strangulation: These Gloves actually live up to their name by giving the wearer a nigh-irresistible ability to strangle someone to death. Change to: RKA 1d6, Continuous (+1), NND (defense is Life Support [Self-Contained Breathing]; +1), Does BODY (+1), Reduced Endurance (0 END; +½) (67 Active Points); OIF (-½), Independent (-2), No Range (-½). Total cost: 17 points.

Defensive Gloves

GLOVES OF BLOCKING

Effect: Armor (18 PD) for the hands; +6 with Block; +30 STR to Grab Blocked weapons; Triggered Grab for up to 60 STR
Target: Self
Duration: Varies
Range: Self
END Cost: 0
Defense: 18 DEF

Description: These thick gloves of heavy boar hide appear to be just the sort of gauntlets that a blacksmith might wear at the forge, but they actually possess powerful defensive enchantments. The Gloves protect the wearer's hand to the extent that he can grab swords, axes, and other sharp or pointed weapons swung at him without hurting himself. Once he's grasped a weapon, the Gloves give him the strength to tear it effortlessly from its wielder's hands.

Game Information:**Cost Power**

- 5 *Protecting The Hand:* Armor (18 PD) (27 Active Points); OIF (-½), Independent (-2), Only Protects The Hands (-1½)
- 9 *Blocking The Weapon:* +6 with Block (30 Active Points); OIF (-½), Independent (-2)
- 7 *Enchanted Strength:* +30 STR, Reduced Endurance (0 END; +½) (45 Active Points); OIF (-½), Independent (-2), No Figured Characteristics (-½), Only To Grab Blocked Weapons (-2)
- 20 *Wrenching The Weapon Away:* Trigger (after wearer Blocks a weapon attack and chooses to use this power, Trigger immediately automatically resets; +1) for up to 60 STR Grab, Reduced Endurance (0 END; +½) (90 Active Points); OIF (-½), Independent (-2), Only To Grab Blocked Weapons And Take Them Out Of Attacker's Grasp (-1)

Total cost: 41 points

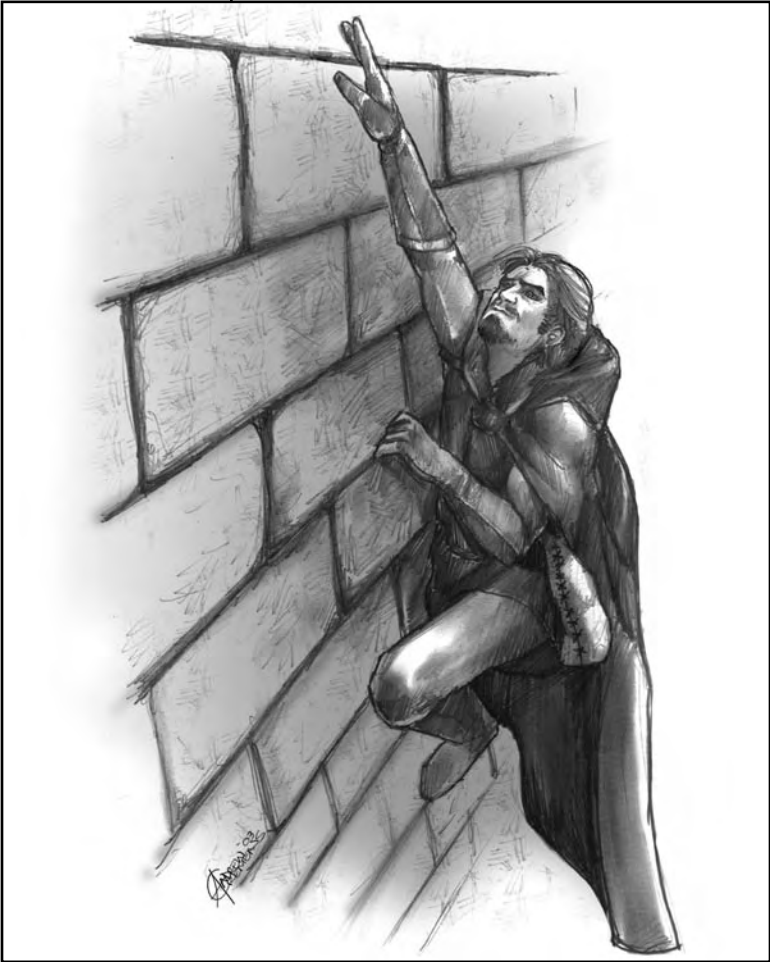
Movement Gloves

GLOVES OF THE UNBREAKABLE GRASP

Effect: Clinging (normal STR +30)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 4 DEF

Description: These membranous gloves appear to be crafted from the still-living skin of some enormous jungle frog. They gift their wearer with the ability to “stick” his hands to things just by touching them. He can scurry up sheer surfaces on his hands and feet with no more difficulty than he would normally have on level ground, or grab someone with a strength that not even the mightiest warrior can break free from (hence their name). In fact, the enchantment placed upon these gloves is so strong that the wearer can even scuttle along the ground in the middle of a hurricane.

Game Information: *Clinging (normal STR +30) (20 Active Points); OIF (-½), Independent (-2). Total cost: 6 points.*



Miscellaneous Gloves

EVERWARM MITTENS

Effect: Life Support (Safe Environment: Intense Cold)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: Prized in the Northlands where winter nights are bitterly cold, these fuzzy wool mittens keep not only the hands but the entire person of their wearer perpetually warm and comfortable in even the most freezing weather. Though they’re not exactly the stuff of song and legend, many a grizzled warrior has offered a prayer of thanks to his gods for his Everwarm Mittens.

Game Information: *Life Support (Safe Environment: Intense Cold) (2 Active Points); OIF (-½), Independent (-2). Total cost: 1 point.*

GLOVES OF CHIRURGICAL ACUMEN

Effect: Paramedics 16-
Target: One character
Duration: Constant
Range: Touch
END Cost: 0
Defense: 3 DEF

Description: These white silk gloves convey upon their wearer the knowledge and skill of an accomplished healer. By touching the victim of an illness or injury and running his hands over the affected parts of the body, the wearer can usually sense what’s wrong and knows what he can do to ease the victim’s suffering. (Note that the Gloves do not convey any sort of magical healing powers — if there’s no way to save the victim, the wearer knows that and does what he can to ease the victim’s pain.)

The Laerinites, the holy order of healers whose members vow to provide healing aid to any who ask for it, particularly prize these Gloves. Some among them believe that Gloves Of Medical Acumen are created directly by Hospin, god of healers, who releases them into Ambrethel to help his worshippers.

Game Information: *Paramedics 16- (17 Active Points); OIF (-½), Independent (-2). Total cost: 5 points.*

PANTS

By precise meaning, pants are long outer garments worn over the hips or legs and generally held in place with a belt. However, within the context of *Enchanted Items*, “pants” includes any sort of garment specifically designed to be worn over the legs, such as kilts, chaps, and lederhosen. Magical pants have the ability to adjust themselves to fit the waist and leg size of any humanoid wearer.

Offensive Pants

KILT OF COURAGEOUSNESS

Effect: Mental Defense (20 points + (EGO/5)) and Power Defense (20 points), both Only To Protect Against Fear

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Defense: 4 DEF

Description: When a warrior straps on this doughty pleated skirt of heavy wool he gains such amazing courage that nothing can frighten him — not even fear-spells or demonic fear-auras.

In game terms, the Kilt gives its wearer 20 points of Mental Defense (plus EGO/5) and Power Defense that only apply against fear-generating powers. Generally, the GM should rule that the Kilt provides its wearer with absolute immunity to fear, but he may allow some extraordinarily powerful spells or abilities to overcome it in the usual manner.

Game Information:

Cost Power

- 4 *Protection From Fear:* Mental Defense (20 points + (EGO/5)) (20 Active Points); OIF (-½), Independent (-2), Only To Protect Against Fear (-1)
- 4 *Protection From Fear:* Power Defense (20 points) (20 Active Points); OIF (-½), Independent (-2), Only To Protect Against Fear (-1)

Total cost: 8 points.

Options:

- 1) **Kilt Of Greater Courage:** Increase to 30 points in each defense. 30 + 30 = 60 Active Points; total cost 7 + 7 = 14 Active Points.
- 2) **Kilt Of Weaker Courage:** Decrease to 10 points in each defense. 10 + 10 = 20 Active Points; total cost 2 + 2 = 4 Active Points.

PANTS OF SURREPTITIOUS STRIKING

Effect: Acrobatics 16-, Only For Leg-Based Maneuvers; HA +4d6, Full Phase

Target: Self/One character

Duration: Constant/Instant

Range: Self/Touch

END Cost: 0/2

Defense: 4 DEF

Description: Although these trousers look like common brown wool pants, they possess two useful enchantments. First, they allow the wearer to perform flips and other acrobatic tricks involving the legs and feet. Second, while wearing them a character can deliver devastating kicks.

Game Information:

Cost Power

- 4 *Acrobatic Prowess:* Acrobatics 16- (17 Active Points); IIF (-¼), Independent (-2), Only For Leg-Based Maneuvers (see text; -1)
- 5 *Mighty Kicks:* HA +4d6 (20 Active Points); IIF (-¼), Extra Time (Full Phase; -½), Hand-To-Hand Attack (-½), Independent (-2)

Total cost: 9 points.

Defensive Pants

BATTLECHAPS

Effect: Armor (4 PD/4 ED) for the legs; +5 to Riding and Animal Handler (Equines)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Defense: 3 DEF

Description: These brown leather fringed chaps are loose enough to be pulled on over trousers or armor, but can also be laced up tightly against the wearers legs if so desired. Besides serving as armor (either by themselves, or as additional protection when worn over other armor) for the legs, Battlechaps grant their wearer almost supernatural control over horses. Battlechaps are most common among barbarian peoples like the Baghlani and Gorthunda, who spend most of their lives on horseback, but more than a few pairs have trickled into more civilized lands via adventurers and merchants.

Game Information:

Cost Power

- 2 *Leg Protection:* Armor (4 PD/4 ED) (12 Active Points); OIF (-½), Independent (-2), Activation Roll 9- (protects Hit Locations 14-18; -1½)
- 4 *Master Of Horses:* +5 to Riding and Animal Handler (Equines) (15 Active Points); OIF (-½), Independent (-2)

Total cost: 6 points.

Movement Pants

TROUSERS OF THE EEL

Effect: Swimming +4”
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 3 DEF

Description: Unlike most pants, which tend to make it harder to swim and drag a swimmer down, these enchanted pants allow him to swim much faster.

Game Information: *Swimming +4”, Reduced Endurance (0 END; +½) (6 Active Points); OIF (-½), Independent (-2). Total cost: 2 points.*

Options:

- 1) **Strong Trousers:** Increase to Swimming +6”. 9 Active Points; total cost 3 points.
- 2) **Weak Trousers:** Decrease to Swimming +2”. 3 Active Points; total cost 1 point.

TROUSERS OF TREMENDOUS STRIDE

Effect: Running +4”
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 3 DEF

Description: These mystical pants lengthen the wearer’s stride so that he walks and runs much more quickly than normal.

Game Information: *Running +4”, Reduced Endurance (0 END; +½) (12 Active Points); OIF (-½), Independent (-2). Total cost: 3 points.*

Options:

- 1) **Strong Trousers:** Increase to Running +6”. 18 Active Points; total cost 5 points.
- 2) **Weak Trousers:** Decrease to Running +2”. 6 Active Points; total cost 2 points.

Miscellaneous Pants

TROUSERS OF THE DEEP POCKETS

Effect: Extra-Dimensional Movement (single pocket dimension divided into on dozen sections) *plus* Stretching 5”, Transdimensional (only to reach into the Pouch’s pocket dimension to retrieve items)
Target: Self
Duration: Instant
Range: Self
END Cost: 0
Defense: 10 DEF

Description: This normal-looking pair of cotton pants actually contains a wonderful secret enchantment: each of the pants’ four pockets (two in front, two in back) is actually a portal to small extra dimensional space! Each “pocket” can hold one cubic yard of material weighting as much as 18 kilograms without encumbering the wearer in any fashion. Better yet, the pockets won’t open for anyone other than the wearer, preventing pickpockets from stealing anything from their depths.

See *Belt of Many Pouches*, page 50, for further information and rules.

Game Information: *Extra-Dimensional Movement (single pocket dimension divided into on dozen sections, described above), Usable As Attack (+1), Reduced Endurance (0 END; +½) (50 Active Points); IIF (-¼), Independent (-2), Only On Nonresisting Objects (-¼), Only Works On Items Small Enough To Fit Through Pouch’s Mouth (-1) (total cost: 11 points) plus Stretching 5”, Transdimensional (only to reach into the Pouch’s pocket dimension to retrieve items; +½), Reduced Endurance (0 END; +½) (50 Active Points); IIF (-¼), Independent (-2) (total cost: 15 points). Total cost: 26 points.*

Unique Pants

JOCULAR SHORT PANTS OF ZIANDWYRTH

Effect: Luck 12d6, Side Effects (wearer becomes totally insane)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: Unbreakable

Description: This pair of green lederhosen with embroidered floral pattern appears to be an innocent pair of leather short pants — just the sort of thing one might find a Palatinate farmer or halfling baker wearing to town on a warm holiday night. But despite their veneer of kitsch innocence, the lederhosen are an extra-dimensional intrusion into Ambrethel's time-space by the mad god Ziandwyrrh. Or, to put it another way, they are actually his pants, somehow projected down from Elysium into the reality of the lower planes. In any case, whoever's unlucky enough to willingly put on the Jocular Short Pants Of Ziandwyrrh (they cannot be put on by force) immediately assumes the role of his avatar on earth. This means two specific things: the character goes completely insane (in a cheerful sort of way), and simultaneously becomes the luckiest person on the planet. No known force in the universe, whether mundane or magical, can remove the Short Pants, either. The wearer must wait for Ziandwyrrh (or the GM) to get bored or distracted, at which point he can quickly shimmy out of them. The Short Pants vanish as soon as they're removed.

Fortunately for all concerned, both the High Church and the Hargeshites are aware of the existence of the Jocular Short Pants Of Ziandwyrrh. Unfortunately for all concerned, both religions regard the lederhosen as an extremely holy artifact and its wearer as uniquely touched by the gods. Neither would *dream* of trying to remove them: in fact, any character doubly unfortunate enough to put on the Short Pants *and* to get captured by either church will likely spend the rest of his life in an isolated mountain monastery, chained comfortably to a bed while entire shifts of attentive monks transcribe his insane mumblings for posterity.

Game Information: Luck 12d6 (60 Active Points); OIF (-½), Independent (-2), Side Effects (wearer becomes totally insane; -1). Total cost: 13 points.

ROBES

A robe is a loose-fitting outer garment that usually has sleeves. Robes typically cover the wearer's entire body from neck to feet, and are often worn over other sorts of clothing for warmth. In Ambrethel, wizards, priests, guild masters, and most Khorian men commonly wear robes, and enchanted robes are fairly common compared to other types of enchanted clothing as a result. Because they're long and loose-fitting, most magical robes will fit nearly any humanoid wearer, with the possible exception of halflings and ogres, and so aren't always enchanted to automatically change size.

Offensive Robes

RISALAT OF PASSIONS

Effect: Mind Control 10d6, Manipulate Emotions Only
Target: One character
Duration: Instant
Range: 3" (eye contact)
END Cost: 0
Defense: 18 DEF

Description: A renowned Indusharan enchanter created these elaborate two-piece garments to help his headstrong daughters get ahead in the cutthroat social world of Vendiya. Depending on how the wearer wraps the upper portion of her garment, she can provoke feelings of anger, obedience, lust, or repentance in whatever man gazes upon her. The effect only lasts as long as the man actually looks at her; as soon as he turns away, it immediately vanishes. (In game terms, this is represented with the *Eye Contact Required* Limitation, though the two don't have to literally look eye-to-eye in the usual sense.)

The existence of this item is a well-kept secret amongst wealthy Indusharan women, who use it to create intrigue and influence in the various Indusharan nations.

Game Information: Mind Control 10d6, Telepathic (+¼), Reduced Endurance (0 END; +½) (87 Active Points); OIF (-½), Eye Contact Required (must be maintained throughout use; -1), Independent (-2), Only To Control/Inflict Emotions (-½). Total cost: 17 points.

ROBES OF THE BATTLEMAGE

Effect: Armor (1 PD/1 ED); Endurance Reserve (100 END, 20 REC) for Areomancy Spells; +4 with Power: Areomancy rolls; Energy Blast 6d6, Does Knockback, Double Knockback
Target: Self/Self/Self/50" Radius
Duration: Persistent/Persistent/Persistent/Constant
Range: Self/Self/Self/635"
END Cost: 0/0/0/5 Charges
Defense: 25 DEF

Description: Also known as an Areomancer's Robe, this black garment is made of light leather covered with decorative metal plates meant to simulate armor (though these robes actually offer very little protection). The Robes' main power is to provide mystic energy for Areomancy spells, which are notorious for taxing a wizard's endurance. (In game terms, the wearer can freely choose whether to use the Endurance Reserve's END or his own personal END for an Areomancy spell, at no penalty.) The Robes of the Battlemage also make it easier for the wearer to cast Areomancy spells, and allow him to cast the powerful spell War Hurricane five times each day.

Game Information:

Cost Power

- 1 *Leather Robes with Metal Plates:* Armor (1 PD/1 ED) (3 Active Points); OIF (-½), Independent (-2)
- 9 *Areomancy Power:* Endurance Reserve (100 END, 20 REC) (30 Active Points); OIF (-½), Independent (-2), Only For Areomancy Spells (-0)
- 2 *Areomancy Skill:* +4 with Power: Areomancy rolls (8 Active Points); OIF (-½), Independent (-2)
- 23 *War Hurricane:* Energy Blast 6d6, Area Of Effect (50" Cone; +1¼), Does Knockback (+¼), Double Knockback (+¾) (97 Active Points); OIF (-½), Independent (-2), 5 Charges (-¾)

Total cost: 35 points.

RED ROBES OF FIERY EVOCATION

Effect: Armor (8 ED) versus Fire/Heat; Life Support (Safe Environment: Intense Heat); +4 for all rolls pertaining to Fire Magic; RKA 2d6
Target: Self/Self/Self/6" Radius
Duration: Persistent/Persistent/Constant/Instant
Range: Self/Self/Self/335"
END Cost: 0/0/0/5 Charges
Defense: 14 DEF

Description: These flamboyant robes of red silk have flames embroidered along their hems and an elaborate, semi-circular collar with a flame motif that flares out behind the wearer's head, making him appear taller and more imposing. The robes give their wearer considerable bonuses when using Fire Magic, while also providing him with protection against heat and flames. Additionally, five times each day the wearer of the robes can project explosive Fireballs from the tips of his fingers.

Game Information:

Cost Power

- 3 *Protection From Fire:* Armor (8 ED) (12 Active Points); OIF (-½), Independent (-2), Only Protects Against Limited Type Of Attack (fire/heat; -½)
- 1 *Protection From Fire:* Life Support (Safe Environment: Intense Heat) (2 Active Points); OIF (-½), Independent (-2)
- 6 *Mastery Of Fire Magic:* +4 for all rolls pertaining to Fire Magic (20 Active Points); OIF (-½), Independent (-2)
- 16 *Fireballs:* RKA 2d6, Area Of Effect (6" Radius; +1¼) (67 Active Points); OIF (-½), Independent (-2), 5 Charges (-¾)

Total cost: 26 points.

NECROMANCER'S ROBES

Effect: Armor (3 PD/3 ED); +4 for all rolls pertaining to Necromancy; +25 PRE, Only For Fear-/Intimidation-Based Presence Attacks; Drain BODY and STUN 3d6

Target: Self/Self/Self/One character

Duration: Persistent/Constant/Persistent/Instant

Range: Self/Self/Self/225"

END Cost: 0/0/0/5 Charges

Defense: 12 DEF

Description: Everything about these robes advertises the profession of their wearer, the necromancer: the colors, black with highlights of deep purple; the gold necromantic runes embroidered along the cuffs; the shoulderpads in the shape of grinning human skulls. And what's worse is they make him even better at that profession than an ordinary necromancer. They make it easier for him to cast Necromancy spells, and surround him with an aura of death and gloom that frightens his living foes and intimidates any undead creature that does not already serve him willingly. Worst of all, they give him the power to cast the life-draining spell *Bailthund's Ray of the Wraith* five times a day.

Game Information:**Cost Power**

- 3 *Mystic Protection:* Armor (3 PD/3 ED) (9 Active Points); OIF (-½), Independent (-2)
- 6 *Master Of Necromancy:* +4 for all rolls pertaining to Necromancy (20 Active Points); OIF (-½), Independent (-2)
- 5 *Aura Of Fear:* +25 PRE (25 Active Points); OIF (-½), Independent (-2), Only For Fear-/Intimidation-Based Presence Attacks (-1)
- 14 *Bailthund's Ray Of The Wraith:* Drain BODY and STUN 3d6, two Characteristics simultaneously (+½), Ranged (+½) (60 Active Points); OIF (-½), Independent (-2), 5 Charges (-¾)

Total cost: 28 points

Defensive Robes

MAGUS ROBES

Effect: Armor (2 PD/2 ED); +3 with all types of the Magic Skill

Target: Self

Duration: Persistent/Constant

Range: Self

END Cost: 0

Defense: 3 DEF

Description: Also known as Magerobes, or at lower levels of effect simply as Wizard's Garb, these robes both protect the wearer and enhance his mystic powers. They're one of the most common enchanted items worn by the spellcasters of Ambrethel.

The typical form of this item, the Royal Magus Robes, are made of purple and gold silk.

Game Information:**Cost Power**

- 2 *Royal Magus Robes:* Armor (2 PD/2 ED) (6 Active Points); OIF (-½), Independent (-2)
- 3 *Royal Magus Robes:* +3 with all types of the Magic Skill (9 Active Points); OIF (-½), Independent (-2)

Total cost: 5 points.

Options:

1) Imperial Magus Robes: The next best type of this item, the Imperial Magus Robes, can change color (and to some extent style) to suit the wearer). Increase to Armor (4 PD/4 ED) and +4 with all types of the Magic Skill, and also buy Cosmetic Transform 2d6 (change color and style of robes), Improved Results Group (+¼), OIF (-½), Independent (-2), Limited Target (these robes only; -½). 12 + 12 + 12 = 36 Active Points; total cost 3 + 3 + 3 = 9 points.

2) Archmagus Robes: The next best type of this item, the Archmagus Robes, are like the Imperial Magus Robes, but provide more protection. Increase to Armor (6 PD/6 ED), Hardened (+¼) and +4 with all types of the Magic Skill, and also buy Cosmetic Transform 2d6 (change color and style of robes), Improved Results Group (+¼), OIF (-½), Independent (-2), Limited Target (these robes only; -½). 22 + 12 + 12 = 46 Active Points; total cost 6 + 3 + 3 = 12 points.

3) Grand Archmagus Robes: The best type of this item, the Grand Archmagus Robes, are like the Archmagus Magus Robes, but provide more protection and magical skill. Increase to Armor (8 PD/8 ED), Hardened (+¼) and +5 with all types of the Magic Skill, and also buy Cosmetic Transform 2d6 (change color and style of robes), Improved Results Group (+¼), OIF (-½), Independent (-2), Limited Target (these robes only; -½). 30 + 15 + 12 = 57 Active Points; total cost 9 + 4 + 3 = 16 points.

4) Wizard's Garb: Decrease to Armor (2 PD/2 ED). 6 Active Points; total cost 2 points.

5) **Enchantment of Mystic Puissance:** Some Magus Robes can directly augment any of the wearer's spells up to five times a day. Also buy: Aid 4d6, any one Magic spell at a time (+¼) (50 Active Points); OIF (-½), Independent (-2), Self Only (-½), 5 Charges (-¾). Total cost: 10 points.

ROBES OF THE BLOOD-RED TWILIGHT

Effect: Armor (2 PD/2 ED); Desolidification, x3 END Cost; Nightvision; +3 with Necromancy; +4 OCV with History Of Blood
Target: Self
Duration: Persistent/Constant/Persistent/Constant/Constant
Range: Self
END Cost: 0 for all but Desolidification (which has 4 Charges costing 12 END each)
Defense: 8 DEF

Description: These sumptuous, darkly beautiful scarlet robes both protect the wearer and grant him certain necromantic powers.

Game Information:

Cost Power

- 2 *Protective Robes:* Armor (2 PD/2 ED) (6 Active Points); OIF (-½), Independent (-2)
- 7 *Wraithly Form:* Desolidification (affected by magic) (40 Active Points); OIF (-½), Costs Endurance (-½), Increased Endurance Cost (x3 END; -1), Independent (-2), 4 Charges (-1)
- 1 *Enhanced Vision:* Nightvision (5 Active Points); OIF (-½), Independent (-2)
- 4 *Necromantic Puissance:* +3 with all rolls associated with Necromancy spells (15 Active Points); OIF (-½), Independent (-2)
- 6 *Chronicle Of Blood:* +4 OCV with History Of Blood spell (20 Active Points); OIF (-½), Independent (-2)

Total cost: 20 points.

THÙNESE VESTMENTS

Effect: Armor (4 PD/4 ED); Luck 2d6
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 4 DEF

Description: Given to certain favored Thùnese priests by temple leaders, these mystic vestments are woven by specially-trained temple tailors. They protect the wearer and bring him good fortune.

Game Information:

Cost Power

- 3 *Protective Robes:* Armor (4 PD/4 ED) (12 Active Points); OIF (-½), Independent (-2)
- 3 *Favor Of The Temple:* Luck 2d6 (10 Active Points); OIF (-½), Independent (-2)

Total cost: 6 points.

TOMBLORD'S ROBES

Effect: Armor (6 PD/6 ED); Power Defense (10 points)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 6 DEF

Description: Woven from the burial shrouds of five kings, these dull yellow robes protect the wearer from many types of attacks. As one might guess from the name, they're often made and worn by necromancers.

Game Information:

Cost Power

- 5 *Protective Robes:* Armor (6 PD/6 ED) (18 Active Points); OIF (-½), Independent (-2)
- 3 *Protective Robes:* Power Defense (10 points) (10 Active Points); OIF (-½), Independent (-2)

Total cost: 8 points.

Options:

1) **Necromantic Augmentation:** Some necromancers also enchant these robes to enhance their spells. Also buy: Aid 4d6, any one Necromancy spell or power at a time (+¼) (50 Active Points); OIF (-½), Independent (-2), Self Only (-½), 5 Charges (-¾). Total cost: 10 points.

Movement Robes

ROBES OF MAGERY

Effect: Armor (5 PD/5 ED); Teleportation 30"
Target: Self
Duration: Persistent/Instant
Range: Self
END Cost: 0/6 Charges
Defense: 12 DEF

Description: These robes, in black with silver designs and runes, protect the wearer from harm as if they were armor, and also allow him to teleport over distances of up to about 200 feet six times a day.

Game Information:

Cost Power

- 4 *Protective Robes:* Armor (5 PD/5 ED) (15 Active Points); OIF (-½), Independent (-2)
- 13 *Crimson Footfall:* Teleportation 30" (60 Active Points); OIF (-½), Independent (-2), No Non-combat Movement (-¼), 6 Charges (-¾)

Total cost: 17 points.

Sensory Robes

ROBES OF OBSERVATION

Effect: Increased Arc Of Perception (360 Degrees) for Sight Group; Nightvision; Infrared Perception; Ultraviolet Perception
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: Also known as a Robe of a Thousand Eyes, this robe looks like a standard grey wool garment — until the wearer activates it, at which point dozens of eyes appear all over its surface, blink several times, and open! The eyes are all of different colors, sizes, and shapes. Some are obviously human, but others are reptilian, feline, and even draconian. They not only allow the wearer to see all around himself, they let him see in pitch-black darkness or the faintest starlight. Unfortunately, the Robes also make it easier to blind him with an attack.

Game Information:

Cost Power

- 2 *A Thousand Eyes:* Increased Arc Of Perception (360 Degrees) for Sight Group (10 Active Points); OIF (-½), Independent (-2), Side Effect (takes double effect from Sight Group Flash attacks; -½)
- 1 *Enhanced Vision:* Nightvision (5 Active Points); OIF (-½), Independent (-2)
- 1 *Enhanced Vision:* Infrared Perception (Sight Group) (5 Active Points); OIF (-½), Independent (-2)
- 1 *Enhanced Vision:* Ultraviolet Perception (Sight Group) (5 Active Points); OIF (-½), Independent (-2)

Total cost: 5 points.

Miscellaneous Robes

ROBES OF INVISIBILITY

Effect: Invisibility to Sight Group
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 6 DEF

Description: These exquisitely-made silk robes can, upon mental command from the wearer, render him unseen. Someone who gets close to him might have a chance to perceive him, but even that remains doubtful.

Game Information: *Invisibility to Sight Group, Reduced Endurance (0 END; +½) (30 Active Points); IIF (-¼), Independent (-2). Total cost: 9 points.*

Options:

- 1) **Robes Of True Invisibility:** Add No Fringe. 45 Active Points; total cost 14 points.
- 2) **Robes Of Unseen Silence:** The ultimate in stealth, these Robes are especially prized by rogues and assassins. Change to Invisibility to Sight and Hearing Groups. 37 Active Points; total cost 11 points.



Unique Robes

THE ROBE OF ALMANDRÉ

Effect: Tunneling 6"; Change Environment (make plants bloom and grow); Change Environment (create storms); RKA 3d6, Indirect; Summon eight Treemen

Target: Varies

Duration: Varies

Range: Varies

END Cost: 0

Defense: Unbreakable

Description: Like several other of the gods of Ambrethel, Almandré the Weaver chose many centuries ago to sacrifice a portion of his power to create an object that could be set free in the material world to promote his philosophies. Unlike many of the other artifacts crafted by gods, however, the Robe Of Almandré is entirely benevolent. Changing colors from light green (spring) to forest green (summer) to yellow (autumn) to white (winter) as the seasons pass, the Robe grants its wearer considerable powers over the natural world — so long as the user is a Druid whose behavior is strictly in keeping with Almandré's wishes. Using the Robe, a Druid can make plants bloom and grow, open passages through the earth, call down storms and lightning, and even transform trees into treemen. The Robe will not perform any of these actions for a non-Druid.

The Robe Of Almandré is one of the oldest artifacts of the Turakian Age. They appeared in Arduna sometime before 750 FE, when rumors of its existence reached the mystic researcher Ilfarin the Blessed. Traveling to the Enchanted Forest of Danaflor, Ilfarin discovered the Robe in the possession of itinerant half-elf Druid name Tharn Liiod, who allowed the academic to make detailed notes of its powers. Over the next four thousand years the Robe resurfaced several times, always in the hands of a wandering Druid from one of the lands of the former Ilurian Empire — most notably in the hands of the Druid Sapir Naugle, who used it to defend the Grand Cathedral at Capell from spider-demons. The Robe's current whereabouts are unknown.

Game Information:

Cost Power

- 47 *The Robe Of Almandré:* Multipower, 187-point reserve; all slots OIF (-½), Independent (-2), Only When Serving Almandré's Purposes (-½); Can Only Be Used By Druids (-0)
- 1u 1) *Earth Passage:* Tunneling 6" through 6 DEF materials, Reduced Endurance (0 END; +½); OIF (-½), Independent (-2), Only When Serving Almandré's Purposes (-½)
- 2u 2) *Blossoming, Blooming, And Growing:* Change Environment 250" radius (make plants bloom and/or grow), +1 Temperature Level (if necessary), Reduced Endurance (0 END; +½); OIF (-½), Independent (-2), Only When Serving Almandré's Purposes (-½)
- 1u 3) *Call Forth The Storm:* Change Environment (create storm) 4" radius, +/-5 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Long-Lasting (1 Hour), MegaArea (1" = 1 km broad, wide, and deep; +¼), Reduced Endurance (0 END; +½); OIF (-½), Concentration (½ DCV throughout casting; -½), Extra Time (1 Minute; -1½), Gestures (throughout; -½), Incantations (throughout; -½), Independent (-2), Only When Serving Almandré's Purposes (-½)
- 1u 4) *Call Down The Lightning:* RKA 3d6, Indirect (always comes from the sky; +¼); OIF (-½), Extra Time (Full Phase; -½), Independent (-2), Only When Serving Almandré's Purposes (-½), Only Works During Cloudy/Stormy Weather (-1)
- 2u 5) *Trees Become Treemen:* Summon up to 8 300-point Treemen (*The HERO System Bestiary*, page 119), Slavishly Loyal (+1), Reduced Endurance (0 END; +½); OIF (-½), Concentration (½ DCV throughout casting; -½), Extra Time (1 Minute; -1½), Gestures (throughout; -½), Incantations (throughout; -½), Independent (-2), Only When Serving Almandré's Purposes (-½), Summoned Being Must Inhabit Locale (*i.e.*, there must be appropriate trees available to "awaken"; -½)

Total cost: 54 points.

SHOES AND SLIPPERS

Shoes are a form of footwear utilized by almost every humanoid species in Ambrethel. Though they can be as simple as a peasant's wooden clog or as complex as a noblewoman's silk slipper, most shoes are manufactured out of some form of leather, canvas, or a combination of the two. Due to the wide variety of foot sizes, magical shoes are invariably enchanted to resize to fit any wearer with vaguely human feet.

You can convert any of the Boots described earlier in this chapter into shoes, slippers, or other types of footwear, and vice-versa.

Defensive Shoes

SHOES OF ESCAPE

Effect: Extra Limbs (2 — feet become hands)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: At will, the wearer of the odd-looking tan leather shoes can turn his feet into hands. The shoes literally vanish, leaving two fully functional hands in their place. These are every bit as dexterous (or, in some cases, clumsy) as his real hands, and enable his legs to function as arms for as long as needed (the knees gain the ability to bend either way). (The downside is that the character has to make a DEX Roll to move at full speed every Phase; if he fails his DEX Roll his Half Move becomes his Full Move that Phase. For example, a character with Running 6" who fails his roll now has Running 3", meaning he can make a Full Move of 3" and a Half Move of 1-2".)

These Shoes are popular with sailors (who constantly need to shimmy up ropes) and rogues (who can use their new hands to escape from being tied up).

Game Information: *Extra Limbs* (2 — feet become hands) (5 Active Points); OIF (-½), Independent (-2), *Side Effects* (potentially reduced movement, see text; -0). **Total cost:** 1 point.

Movement Shoes

SANDALS OF BALANCE

Effect: Breakfall 18-; **Environmental Movement:** Supreme Balance
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 4 DEF

Description: Sandals Of Balance have a single minor, but highly useful, mystical power: they give their wearer perfect balance. Because of this, he can travel effortlessly along uneven surfaces, and even walk upon ropes, narrow ledges, and the like without fear of falling.

Cost Power

- 5 *Perfect Balance:* Breakfall 18- (21 Active Points); OIF (-½), Independent (-2), Only To Balance/Maintain Footing (-½)
 1 *Perfect Balance:* Environmental Movement: Supreme Balance (no penalties on narrow surfaces) (3 Active Points); OIF (-½), Independent (-2)

Total cost: 6 points.

WINGED SHOES

Effect: Flight 10"; **Running +4"**
Target: Self
Duration: Constant
Range: Self
END Cost: 2/1
Defense: 4 DEF

Description: These small silver shoes have tiny golden wings about the size of a dove's attached to the sides. At his mental command the wings begin to flap rapidly, enabling the wearer to fly effortlessly through the air or run at greater than normal speed on the ground.

Game Information:

Cost Power

- 6 *Winged Shoes:* Multipower, 20-point reserve; all OIF (-½), Independent (-2)
 1u 1) *Winged Flight:* Flight 10"; OIF (-½), Independent (-2)
 1u 2) *Winged Running:* Running +4"; OIF (-½), Independent (-2)

Total cost: 8 points.

Options:

- 1) **Shoes Of Speed:** These Shoes' wings aren't strong enough for the wearer to fly, but he can run at tremendous speed. Change to Running +9" (18 Active Points); OIF (-½), Independent (-2). **Total cost:** 5 points.

THŪNESE HAREM SLIPPERS

Fresh slaves don't always arrive at Tharthash Vor in the best of shape. To compensate for this problem, the sorcerer-priests of Thūn dress the king's newly-acquired harem slaves in Haram Slippers before turning them over to the Flame-Browed King to satisfy his appetites. These magical slippers, which cannot be removed once they've been placed on the feet, increase the wearer's beauty, give her an enhanced sense of touch, improve her seductiveness, and grant her the ability to sing certain Thūnese songs that, over time, slowly drive her insane. After she's lost her mind, the sorcerer-priests sacrifice her to their dark gods... and then place her Slippers on the feet of a new slave.

Miscellaneous Shoes

NIGHTSTALKER'S SLIPPERS

Effect: Invisibility to Hearing Group, Only Applies To Sounds Made By Movement; Gliding 3", Ground Gliding
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 3 DEF

Description: These soft velvet slippers are created by thief-priests of the Forgil the Nightstalker for use by their minions. The wearer of Forgil's Slippers becomes utterly silent and leaves absolutely no trace wherever he passes. Some wearers report feeling an almost irresistible compulsion to steal, especially from followers of Caligan the Provider, Forgil's eternal enemy (and cousin).

Game Information:

Cost Power

- 4 *Utterly Silent Movement:* Invisibility to Hearing Group, Reduced Endurance (0 END; +½) (15 Active Points); OIF (-½), Independent (-2), Only Applies To Sounds Made By Movement (-½)
- 1 *Leave No Tracks:* Gliding 3" (3 Active Points); OIF (-½), Independent (-2), Ground Gliding (-¼)

Total cost: 5 points.

SHOES OF THE ACROBAT

Effect: DEX +5; Acrobatics 14-; Breakfall 14-; Climbing 14-; Sleight Of Hand 14-
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: These pointy-toed silk shoes are often adorned with tiny bells, ornate fringes, or other sorts of frippery; in their more colorful and decorated forms they're sometimes known as Jester's Shoes. Popular with acrobats, jesters, jugglers, and mountebanks, Shoes of the Acrobat grant their wearer a variety of skills and make him more dexterous.

Game Information: x; OAF (-1), OIF (-½), Independent (-2)

Cost Power

- 4 *Dexterousness:* +5 DEX (15 Active Points); OIF (-½), Independent (-2)
- 4 Acrobatics 14-; OIF (-½), Independent (-2)
- 4 Breakfall 14-; OIF (-½), Independent (-2)
- 4 Climbing 14-; OIF (-½), Independent (-2)
- 4 Sleight Of Hand 14-; OIF (-½), Independent (-2)

Total cost: 20 points.

VESTS

Vests are short, sleeveless garments that open in the front. They're generally worn over shirts or blouses, but under jackets. An extremely versatile form of clothing, they're used for warmth in colder climes and to keep cool in warmer ones. Wealthy and powerful people often wear vests primarily for decorative or style purposes. Like most enchanted garments, magical vests resize to fit their wearer.

Offensive Vests

VEST OF THE GOLDEN HAMMER

Effect: Armor (5 PD/5 ED), covers Hit Locations 9-13; HKA 4d6, Only Works Against The Undead And Infernal/Demonic Beings
Target: Self/One undead being
Duration: Persistent/Instant
Range: Self/No Range
END Cost: 0
Defense: 18 DEF

Description: Dedicated priests of the Dwarven god of smiths, metalworking, and alchemy weave these beautifully adorned vests from threads of solid gold. Besides giving its wearer some protection from attacks, it bestows upon him the ability to materialize a glowing, golden war hammer specifically intended for use against the undead.

Game Information:

Cost Power

- 3 *Protective Vest:* Armor (5 PD/5 ED) (15 Active Points); OIF (-½), Independent (-2), Activation Roll 11- (covers Hit Locations 9-13; -1)
- 17 *Hammer Of Undead Destruction:* HKA 4d6 (plus STR), Reduced Endurance (0 END; +½) (90 Active Points); OIF (-½), Independent (-2), Only Works Against The Undead And Infernal/Demonic Beings (-1), STR Minimum (15; -¾)

Total cost: 20 points.

Defensive Vests

SHAMAN'S VEST

Effect: Armor (3 PD/3 ED), covers Hit Locations 9-13; Force Field (10 PD/10 ED/10 Mental Defense/10 Power Defense), Only Versus Spirits And Their Attacks
Target: Self
Duration: Persistent/Constant
Range: Self
END Cost: 0
Defense: 12 DEF

Description: Like many magical items created by shamans for shamans, this primitive, buttonless vest of deer hide has enchantments upon it to help protect the wearer from malign spirits. Additionally, the vest is tough enough to function as armor, protecting the torso as if it were cuir-bouilli.

Game Information: *Armor (3 PD/3 ED) (9 Active Points); OIF (-½), Independent (-2), Activation Roll 11- (covers Hit Locations 9-13; -1) (total cost: 2 points) plus Force Field (10 PD/10 ED/10 Mental Defense/10 Power Defense), Reduced Endurance (0 END; +½) (60 Active Points); OIF (-½), Independent (-2), Only Versus Spirits And Their Attacks (-1) (total cost: 13 points). Total cost: 15 points.*

VEST OF SHIELDING

Effect: Armor (14 PD/14 ED), covers Hit Locations 9-13
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 14 DEF

Description: Skilled Elven craftsmen of the Rathimanzeni clan weave this rare and exotic magical vest from strands of finest velandi. As light and flexible as a vest of fine cotton, it renders its wearer's chest area almost invulnerable to physical attack.

Game Information: *Armor (14 PD/14 ED) (42 Active Points); OIF (-½), Independent (-2), Activation Roll 11- (covers Hit Locations 9-13; -1). Total cost: 9 points.*

Sensory Vests

SHIKADI OF SILVER DETECTION

Effect: Detect Silver Ore (INT Roll +12), Discriminatory, Range, +20 versus Range Modifier
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 7 DEF

Description: The celebrated silversmiths of Korem-Var are almost constantly in need of raw silver with which to create their fabled jewelry. For this specific reason, the wizards of that land created an enchanted shikadi (vest-like shirt worn by Kumasian men) that enables its wearer to locate veins of underground silver at extreme distances.

Game Information: *Detect Silver Ore (INT Roll +12) (no Sense Group), Discriminatory, Range, Telescopic (+20 versus Range Modifier) (35 Active Points); OIF (-½), Independent (-2). Total cost: 10 points.*

VEST OF CLEAR SIGHT

Effect: +3 to Sight Group PER Rolls, Only To Counteract Penalties From Adverse Weather; +8 versus the Range Modifier for the Sight Group
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: Especially useful in places like Tura-kia and Ashurna, the Vest of Clear Sight grants its wearer the ability to see clearly in adverse weather conditions such as driving rain, snowstorms, and sandstorms (whether they occur naturally or as the result of spells). The Vest also allows its wearer to see clearly over long distances at any time.

Game Information: *+3 to Sight Group PER Rolls (6 Active Points); OIF (-½), Independent (-2), Only To Counteract Penalties From Adverse Weather (-2) (total cost: 1 point) plus +8 versus the Range Modifier for the Sight Group (12 Active Points); OIF (-½), Independent (-2) (total cost: 3 points). Total cost: 4 points.*

Miscellaneous Vests

ANGLER'S VEST

Effect: PS: Fishing 18-; Detect Fish (INT Roll +6)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 6 DEF

Description: This “mundane” but useful enchanted item appears to be a plain, buttonless canvas vest festooned with a variety of hooks and other fishing paraphernalia. At will, the wearer of an Angler’s Vest can create a fishing pole appropriate to the water and type of fish he’s after. At the same time, the Vest’s pockets fill with whatever sort of bait is appropriate for the occasion: worms, small fish, or the like. And once per day, the Vest can direct its wearer to “where the fish are” within a one-kilometer range.

Game Information:

Cost Power

- 3 Master Fisherman: PS: Fishing 18- (11 Active Points); OIF (-½), Independent (-2)
- 8 Where The Fish Are: Detect Fish (INT Roll +6) (no Sense Group), Discriminatory, Range, Telescopic (+14 versus Range Modifier) (28 Active Points); OIF (-½), Independent (-2)

Total cost: 11 points.

MOUNTAINEER'S VEST

Effect: +3 STR, DEX, and CON; Climbing 16-; PS: Mountaineer 16-; Survival (Arctic, Mountains) 14-
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 2 DEF

Description: Prized by mountain men of all sorts, this heavy wool and canvas vest grants its wearer many of the abilities necessary for the scaling of mountains.

Game Information:

Cost Power

- 1 Brawn: +3 STR (3 Active Points); OIF (-½), Independent (-2)
- 3 Dexterousness: +3 DEX (9 Active Points); OIF (-½), Independent (-2)
- 2 Hardiness: +3 CON (6 Active Points); OIF (-½), Independent (-2)
- 4 Climbing 16- (17 Active Points); OIF (-½), Independent (-2), Only For Mountaineering (-½)
- 3 PS: Mountaineer 16- (9 Active Points); OIF (-½), Independent (-2)
- 4 Survival (Arctic, Mountains) 14- (14 Active Points); OIF (-½), Independent (-2)

Total cost: 17 points.

VEST OF PERSUASIVENESS

Effect: +4 with Interaction Skills
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 4 DEF

Description: Elegantly made and richly (but tastefully!) adorned, this Vest grants its wearer a glib tongue and charming manner that makes it easy for him to impress, persuade, befriend, or even intimidate others.

Game Information: +4 with Interaction Skills (20 Active Points); OIF (-½), Independent (-2).
Total cost: 6 points.

VEST OF PROSPERITY

Effect: Shape Shift (into form of a prosperous Aarnese merchant)
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 4 DEF

Description: This richly embroidered vest is exactly the sort of thing one might expect to find an Aarnese trader wearing. In fact, when someone dons a Vest Of Prosperity, it transforms him into an archetypical prosperous Aarnese merchant, authentic right down to the double chin and silly feathered hat. The illusion even extends to making it seem that the wearer’s vest pockets are full of gold Aarnese coins, though the coins vanish if they leave the wearer’s hands or when he takes off the vest.

Vests of Prosperity are highly prized by rogues, mountebanks, and conmen of all varieties.

Game Information: Shape Shift (Sight and Touch Groups, into the form of a prosperous Aarnese merchant as described in the text), Reduced Endurance (0 END; +½) (19 Active Points); OIF (-½), Independent (-2). Total cost: 5 points.

JEWELRY



With their innate creativity and love of craftsmanship, Men and other races have long created objects with which to adorn their bodies. In primitive times, they made these objects from simple, easy to find materials; but as craftsmanship improved, they replaced bone and simple stones with more valuable ones such as gold, silver, platinum, ivory, and precious jewels. Since enchantments are often most easily placed on items of quality and value, it's only natural that wizards quickly turned to jewelry when it came to creating magical items.

Dwarves, and to a lesser extent Elves and Drakine, are particularly renowned for the style and quality of their jewelry. Elven jewelry is usually noted for its delicacy and sophistication — the fineness of its craftsmanship, the “airiness” of its look and feel, the rarity of its materials. Drakine jewelry is the opposite in many ways; it tends to the massive, ponderous, and more simplistic in style (but not simple). Dwarven jewelry falls between these two extremes; Dwarven jewelers are capable of both great fineness of craft and of embodying their people's legendary “solidity” in items of heavier jewelry.

BROOCHES

Brooches, also known as fibulae (sing. fibula), awls, bodkins, and cloak pins, are a common item in any culture where cloaks, robes, or togas are worn. In essence highly stylized safety pins, they come in many shapes and sizes. In Ambrethel, circular brooches are commonly used to fasten cloaks on the shoulder, while smaller pin-like bodkins hold other sorts of clothing together. Common brooches are made from simple metals like bronze and copper; the wealthy prefer to have them made from (or adorned with) precious materials such as silver, turquoise, gold foil, and mother of pearl. Brooches are often shaped like animals, monsters, faces, and the symbols of various gods. Peoples as diverse as the Thûnese, Ulronai, and Khorians use brooches; some tribes of Leomachi even use bodkins as a form of currency!

Offensive Brooches

AWL OF WIZARD'S POWER

Effect: +20 PRE, Only For Presence Attacks
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 4 DEF

Description: When tapped a single time, this gem-encrusted circular brooch surrounds the wearer with a magnificent display of arcane power designed to impresses and cow all who witness it. When tapped again, the display vanishes. The wearer need not be a wizard to use the item... but since the display implies that the wearer possesses magical might, non-wizards may get themselves in trouble by using it.

Game Information: +20 PRE (20 Active Points); OIF (-½), Gestures (-¼), Independent (-2), Nonpersistent (-¼), Only For Presence Attacks (-½). Total cost: 4 points.

Options:

- 1) **Strong Awl:** Increase to +30 PRE. 30 Active Points; total cost 7 points.
- 2) **Weak Awl:** Decrease to +10 PRE. 10 Active Points; total cost 2 points.

BODKIN OF BERSERKING

Effect: Berserk Fury Talent
Target: Self
Duration: Instant
Range: Self
END Cost: 0
Defense: 3 DEF

Description: Any warrior wearing this sword-shaped pin gains the ability to work himself into a bloodthirsty rage while in combat. When he becomes berserk, his Strength increases and he feels less pain, but also loses the ability to tell friend from foe; he simply attacks the person nearest to him with the most powerful attack he can muster, and never takes defensive actions.

Game Information: Berserk Fury (16 Active Points); OIF (-½), Independent (-2). Total cost: 5 points.

BROOCH OF VALOR

Effect: Mental Defense (20 points + (EGO/5)) and Power Defense (20 points), both Only To Protect Against Fear
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 4 DEF

Description: When a character attaches this shield-shaped brooch to his clothing, he becomes so courageous that nothing can frighten him — not even fear-spells or demonic fear auras.

In game terms, the Brooch gives its wearer 20 points of Mental Defense (plus EGO/5) and Power Defense that only apply against fear-generating powers. Generally, the GM should rule that the Brooch provides its wearer with absolute immunity to fear, but he may allow some extraordinarily powerful spells or abilities to overcome it in the usual manner.

Game Information:

Cost Power

- 4 *Protection From Fear:* Mental Defense (20 points + (EGO/5)) (20 Active Points); OIF (-½), Independent (-2), Only To Protect Against Fear (-1)
- 4 *Protection From Fear:* Power Defense (20 points) (20 Active Points); OIF (-½), Independent (-2), Only To Protect Against Fear (-1)

Total cost: 8 points.

FIBULA OF FIGHTING POWER

Effect: +2 with HTH Combat
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 3 DEF

Description: Though this round silver brooch bears the axe symbol of Asvalak the Slaughter-Lord, there's nothing particularly sinister about it (though it does make some people suspicious, wary, or even hostile). Rather, the Fibula Of Fighting Power dramatically increases its wearer's skills in melee combat.

Game Information: +2 with HTH Combat (10 Active Points); OIF (-½), Independent (-2).
Total cost: 3 points.

Options:

- 1) **Asvalak's Favor:** Only those who are particularly favored by the Slaughter-Lord and his followers gain one of these more powerful Fibulae... but at the price of being associated with the dreaded god. Increase to +4 with HTH Combat and add Side Effects (-1 on Interaction Skill rolls other than Interrogation; -¼). 20 Active Points; total cost 5 points.
- 2) **Weak Fibula:** Decrease to +1 with HTH Combat. 5 Active Points; total cost 1 point.

Defensive Brooches

BROOCH OF ARCANOMANTIC SHIELDING (GREATER)

Effect: Force Field (15 PD/15 ED/15 Mental Defense/15 Power Defense), Only Works Against Magic Spells/Powers
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 24 DEF

Description: This small velandi brooch displays the staff-and-tome icon of Varidon the Arcane, god of wizards. It projects a powerful field of arcanomantic power around the wearer that disrupts harmful magical powers and spells used against him (though it does not protect him from physical attacks using enchanted weapons).

Game Information: *Force Field (15 PD/15 ED/15 Mental Defense/15 Power Defense), Reduced Endurance (0 END; +½), Persistent (+½) (120 Active Points); OIF (-½), Independent (-2), Only Works Against Magic Spells/Powers (-1). Total cost: 27 points.*

BROOCH OF ARCANOMANTIC SHIELDING (LESSER)

Effect: Power Defense (20 points)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 4 DEF

Description: This brooch is similar to the Greater Brooch of Arcanomantic Shielding, but only offers protection against certain types of spells.

Game Information: *Power Defense (20 points) (20 Active Points); OIF (-½), Independent (-2). Total cost: 6 points.*

BROOCH OF PROTECTION

Effect: Armor (6 PD/6 ED)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 6 DEF

Description: This brooch mystically protects the wearer as if he had chainmail on.

Game Information: *Armor (6 PD/6 ED) (18 Active Points); OIF (-½), Independent (-2). Total cost: 5 points.*

Options:

- 1) **Brooch Of Greater Protection:** Increase to Armor (8 PD/8 ED). 24 Active Points; total cost 7 points.
- 2) **Brooch Of Lesser Protection:** Decrease to Armor (4 PD/4 ED). 12 Active Points; total cost 3 points.

Movement Brooches

BROOCH OF FOREST PASSAGE

Effect: Tunneling 6" through DEF 6 material, Fill In, Limited Medium
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 12 DEF

Description: This brooch is shaped like a leaf; it's made of silver and highlighted with green enamel. When it's worn it causes thickets, undergrowth, brambles, and the like to part in front of the wearer, allowing him (and his companions, if any) to pass through effortlessly. After he passes through, the plants return to their normal shape.

In game terms, this spell uses Tunneling to allow "safe passage" through undergrowth (including things like a Thorny Wall created by a spell). Most natural undergrowth has DEF 1-3 for purposes of this spell. After the character passes through, the Fill In effect occurs automatically; the character cannot leave an open "tunnel" through the wilderness behind him without GM's permission. Spellcasters cannot use this spell to "pass through" or cause damage to plant-based monsters.

Game Information: *Tunneling 6" through DEF 6 material, Fill In, Reduced Endurance (0 END; +½) (60 Active Points); OIF (-½), Fill In Occurs Automatically (-0), Independent (-2), Limited Medium (thickets, undergrowth, and the like; -1). Total cost: 13 points.*

Sensory Brooches

AWL OF UNDEAD DETECTION

Effect: Detect Undead 17- (INT Roll +6)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 6 DEF

Description: When any undead creature comes near this skull-shaped brooch, the brooch's eyes immediately glow with a fiendish red light, alerting the wearer to the monstrous creature's presence.

Game Information: *Detect Undead (INT Roll +6) (no Sense Group), Increased Arc Of Perception (360 Degrees), Range, Sense, Tele-scopic (+10 versus Range Modifier) (28 Active Points); OIF (-½), Independent (-2). Total cost: 8 points.*

BROOCH OF THE ARCANE EYE

Effect: N-Ray Perception (Sight Group)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: This brooch is shaped like a human eye on a rune-encrusted silver disk (the "eye" is made of quartz). It allows the wearer to see through solid objects, such as walls. The Brooch's powers are blocked by metal barriers of any sort (typically a room lined with lead or gold foil).

Game Information: *N-Ray Perception (Sight Group) (blocked by metal) (10 Active Points); OIF (-½), Independent (-2). Total cost: 3 points.*

CLOAK PIN OF MAGIC DETECTION

Effect: Magesight
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 4 DEF

Description: The wearer of this cloak pin can perceive the presence of magic as easily as a skilled wizard. When magic is near, the pin's small silver head glows with a white light.

Game Information: *Magesight (17 Active Points); OIF (-½), Independent (-2). Total cost: 5 points.*

Miscellaneous Brooches

AWL OF THE FAITHFUL ANIMAL

Effect: Summon one animal built on up to 200 Character Points, Slavishly Loyal
Target: Special
Duration: Instant
Range: No Range
END Cost: 0
Defense: 20 DEF

Description: When this small copper brooch, which can be shaped like nearly any dog-sized or smaller animal, is yanked from a character’s clothing and hurled to the ground, it immediately changes into a full-size beast of the same type. This beast is normal in every regard except that it’s (a) utterly loyal to the brooch’s owner (even to the point of fighting to the death for him) and (b) has a Mind Link with him. If the Faithful Animal is slain, or its master tugs upon the end of its tail, it immediately transforms back into awl form, and can be summoned again whenever its master wishes. Typical examples of this item include Bat, Cat, Crow, Dog, Hawk, Monkey, Owl, Raccoon, Skunk, and Wolverine.

Game Information: *Summon one animal built on up to 200 Character Points, Slavishly Loyal (+1), Reduced Endurance (0 END; +½) (100 Active Points); OIF (-½), Gestures (-¼), Independent (-2). Total cost: 27 points.*

Options:

- 1) **Larger Animals:** Increase to Summon one animal built on up to 300 Character Points. 150 Active Points; total cost 40 points.
- 2) **Smaller Animals:** Decrease to Summon one animal built on up to 100 Character Points. 50 Active Points; total cost 13 points.

BODKIN OF THE HOVERING LANTERN

Effect: Images to Sight Group, +4 to PER Rolls, Mobile, Only To Create Light
Target: 16” Radius
Duration: Constant
Range: 1”
END Cost: 0
Defense: 15 DEF

Description: When the wearer taps this golden, lantern-shaped brooch with his finger, it creates a hovering lantern-shaped ball of light up to two meters away from him. The lantern can floats up to four meters off of the ground and casts sufficient light to illuminate a 16-meter radius area as if it were broad daylight. It goes wherever the wearer of the Bodkin goes, silently hovering nearby as directed by his mental commands. To dispel the lantern, the wearer need only tap the brooch twice.

Game Information: *Images to Sight Group, +4 to PER Rolls, Increased Size (16” radius; +1), Mobile (+1), Reduced Endurance (0 END; +½) (77 Active Points); OIF (-½), Gestures (-¼), Independent (-2), Must Stay Within 1” Of Character (-½), Only To Create Light (-1). Total cost: 15 points.*

Options:

- 1) **Traveling Lantern:** This form of the Bodkin creates a lantern of light that the character can create and move away from himself. Remove Must Stay Within 1” Of Character (-½). Total cost: 17 points.

BROOCH OF THE INVISIBLE BUTLER

Effect: Summon one 50-point air elemental servitor, Slavishly Loyal
Target: Special
Duration: Instant
Range: No Range
END Cost: 0
Defense: Unbreakable

Description: When this inconspicuous copper brooch in the form of a man’s face is tapped on the nose, a very minor elemental from the Plane Of Air is instantly summoned to do the wearer’s bidding. The elemental is invisible, formless, and utterly obedient to the Brooch’s wearer. It can sweep floors, mend clothing, open and close drawers, stir pots, and generally perform any other menial task that requires no more than STR 8. The Invisible Butler cannot fight (though it probably could act as a “trigger” for some kinds of traps) and has no discernible personality, but is utterly useful as a domestic servant. The wearer need only tap the brooch twice to dismiss the Invisible Butler.

Game Information: *Summon one 50-point air elemental servitor, Slavishly Loyal (+1), Reduced Endurance (0 END; +½) (25 Active Points); OIF (-½), Gestures (-¼), Independent (-2). Total cost: 7 points.*

FIBULA OF DIVINE FAVOR

Effect: Luck 4d6, Only When Serving The God's Purposes
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: Unbreakable

Description: By pinning this silver brooch upon his chest, a character immediately comes under the protection of the deity to whom it's dedicated (or by whom it was made). The god blesses the character and takes special care to protect him from harm... as long as the character serves the god's purposes. For example, it's unlikely that a pious follower of the Blue Gods will find favor with a Scarlet God such as Vabanak the Corpse-Lord (unless it somehow serves the Great Necromancer's ends to give that person a Fibula, of course), or vice versa. In such cases the Fibula actually curses the character (though he can remove it at any time).

In game terms, the character gains the equivalent of Luck 4d6 to represent the god's blessings. The curse effect is Unluck 4d6.

This the shape of the Fibula Of Divine Favor depends on which god it's associated with. For example, a Fibula blessed by Lithira might be shaped like a sheaf of wheat, while one blessed by Saaltus would resemble a miniature, jewelled seashell.

Game Information: *Luck 4d6 (20 Active Points); OIF (-½), Independent (-2), Only When Serving The God's Purposes (-½). Total cost: 5 points.*

IMP BROOCH

Effect: Summon one 223-point Imp
Target: Special
Duration: Instant
Range: No Range
END Cost: 0
Defense: 13 DEF

Description: This small platinum brooch is shaped like a tiny demon's head. When tapped once, it changes into a very real (and very evil) imp, which immediately scuttles up the character's chest and sits upon his shoulder. The imp is perfectly willing to serve the wearer of the brooch so it can gain his trust and turn his soul to evil (and thus claim his soul when he dies). The imp isn't truly loyal though; it won't take unnecessary physical risks on behalf of its "master." If the imp is slain, or its master tugs upon the end of its tail, it is immediately transformed back into brooch form, and can be summoned again whenever its master wishes.

See page 50 of *The HERO System Bestiary* for a character sheet for the imp.

Game Information: *Summon one 223-point Imp, Reduced Endurance (0 END; +½) (67 Active Points); OIF (-½), Gestures (-¼), Independent (-2). Total cost: 18 points.*

YLDEVAR'S AWL

Effect: Images to Hearing Group, +4 to PER Rolls, Trigger
Target: 1" Radius
Duration: Instant
Range: No Range (see text)
END Cost: 0
Defense: 6 DEF

Description: Yldevar Goldentooth, a wizard who fought against the Lord of the Graven Spear, is known for many spells he created, most of which bear his name. Yldevar's Claxon, a warning-spell, is but one of them, but it's so useful a spell that Yldevar also created many enchanted cloak-pins that carried it. After being activated by a command word, one of these plain silver bodkins emits a piercing shriek if any humanoid or intelligent being not specifically exempted by the user (such as his companions) comes within 4" of it. The user can deactivate it at anytime by repeating the command word.

Game Information: *Images to Hearing Group, +4 to PER Rolls, Trigger (see text; +¼), Reduced Endurance (0 END; +½) (30 Active Points); OIF (-½), Independent (-2), Instant (-½), No Range (is centered on the hex containing the Awl; -½), Set Effect (see text; -1). Total cost: 5 points.*

BUTTONS AND CLASPS

Buttons are tiny items of functional ornamentation used to secure clothing to the body. They can be disk-, knob-, or bar-shaped, and are typically made out of common substances such as antler, bone, horn, shell, wood, glass, or metal. A clasp fulfills the same role as a button, except that it generally consists of two pieces of metal that link together two pieces of fabric.

Magical buttons and clasps tend to have minor enchantments. They're often sewn onto clothing in such a manner that they are easily torn off and thrown. Many enchanters consider them to be an excellent way to hide useful magic in plain sight.

Offensive Buttons

BINDING CLASP

Effect: Entangle 3d6, 3 DEF
Target: One character
Duration: Instant
Range: RBS
Charges: 1 Charge
Defense: 6 DEF

Description: When these metal clasps are torn from a garment and hurled at an opponent, they grow into a large pair of metal bands that wrap around his body, restraining him.

Game Information: *Entangle 3d6, 3 DEF (30 Active Points); OAF (-1), Independent (-2), Range Based On STR (-¼), 1 Charge (-2). Total cost: 5 points.*

Options:

1) **Reusable Clasp:** This form of the Clasp returns to its normal size and form after the victim is freed, allowing the owner to use it again. Change to 1 Recoverable Charge (-1¼). Total cost: 5 points.

BUTTONS OF BLINDING

Effect: Sight Group Flash 6d6
Target: One character
Duration: Instant
Range: RBS
Charges: 6 Charges
Defense: 6 DEF

Description: When these glass buttons are torn from a garment and hurled at the feet of an opponent, they detonate with a great flash, blinding him.

Game Information: *Sight Group Flash 6d6 (30 Active Points); OAF (-1), Independent (-2), Range Based On STR (-¼), 6 Charges (-¾). Total cost: 6 points.*

BUTTONS OF DETONATION

Effect: Energy Blast 4d6, NND (defense is Power Defense)
Target: 1" Radius
Duration: Instant
Range: RBS
Charges: 6 Charges
Defense: 10 DEF

Description: When these large metal buttons are torn from a garment and hurled at an opponent, they detonate with a powerful arcane explosion.

Game Information: *Energy Blast 4d6, NND (defense is Power Defense; +1), Area Of Effect (One Hex; +½) (50 Active Points); OAF (-1), Independent (-2), Range Based On STR (-¼), 6 Charges (-¾). Total cost: 10 points.*

Defensive Buttons

BASTION BUTTON

Effect: +2 DCV; HA +2d6
Target: Self/One character
Duration: Constant/Instant
Range: Self/Touch
END Cost: 0/1
Defense: 3 DEF

Description: When the wearer taps this round wooden button once, it immediately transforms into a large, circular shield that's already strapped to the wearer's arm. To turn the shield back into a button, the wearer need only tap on its surface twice.

Game Information:

Cost Power

2 *Bastion Button:* Multipower, 10-point reserve; all OAF (-1), Independent (-2), STR Minimum (10; -½); requires Gestures (-¼) to activate

1u 1) *Defense:* +2 DCV; OAF (-1), Independent (-2), STR Minimum (10; -½)

1u 2) *Shield Bash:* HA +2d6; OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (10; -½), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)

Total cost: 4 points.

Options:

1) **Tower Shield Button:** This type of Bastion Button is larger, rectangular, and made of metal. Increase to +4 DCV and HA +3d6. Total cost: 6 points.

2) **Buckler Button:** Some Bastion Buttons only create a small buckler instead of a full-sized shield. Decrease to +1 DCV and HA +1d6. Total cost: 3 points.

3) **Secret Button:** This form of Bastion Button looks like an ordinary button. Change OAF (-1) to IAF (-½). Total cost: 4 points.

BUTTONS OF SHIELDING

Effect: Armor (6 PD/6 ED), Ablative
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 6 DEF

Description: Each of the ivory buttons in this set of nine protects the wearer from attack — but the protection they provide wears away under the force of attacks. In game terms, their Armor is Ablative. Each time the Activation Roll drops by a point, one of the buttons shatters.

Characters who favor Buttons Of Shielding are often easy to identify, as their jackets and other articles of clothing are often decorated with dozens of buttons, often seemingly sewn on at random.

Game Information: *Armor (6 PD/6 ED) (18 Active Points); OAF (-1), Ablative (-½), Independent (-2). Total cost: 4 points.*

Options:

1) **Secret Buttons:** Change OAF (-1) to IAF (-½). Total cost: 4 points.

Movement Buttons

BRIMSTONE BUTTONS

Effect: Teleportation 20"
Target: Self
Duration: Instant
Range: Self
Charges: 6 Charges
Defense: 8 DEF

Description: When a character pulls one of these colorful enamel buttons from his garment and hurls it to the ground at his feet, it explodes in a puff of sulphurous smoke that completely envelops him. When it disperses, he's vanished!... or more accurately, instantaneously traveled up to 20" from where he was standing.

Game Information: *Teleportation 20" (40 Active Points); OAF (-1), Independent (-2), 6 Charges (-¾). Total cost: 8 points.*

NARVEZ'S BUTTON OF THE BIRDS

Effect: Flight 10"
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 6 DEF

Description: Created by the renowned First Epoch wizard Narvez, when this steel button is removed from a garment and thrown into the air, it becomes a flying disk capable of carrying a single passenger indefinitely. In button form it's usually carved with a bird, griffin, or other flying animal.

Game Information: *Flight 10", Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), Independent (-2). Total cost: 7 points.*

Miscellaneous Buttons

AUGMENTATION BUTTONS

Effect: +1 to various Characteristics
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: When sewn onto a character's garment, an Augmentation Button enhances one of his personal attributes (in game terms, one of his Characteristics). The attribute affected depends on the type of button: Wood (STR); Copper (DEX); Steel (CON); Bone (BODY); Shell (INT); Ivory (EGO); Horn (PRE); or Coral (COM).

Game Information: *+1 to a single Characteristic (Active Point cost varies); all Augmentation Buttons are OAF (-1), Independent (-2), and if appropriate No Figured Characteristics (-½). Total cost: 1 point.*

ENHANCEMENT BUTTONS

Effect: +1 to various Skills, or with groups of Skills
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 3 DEF

Description: When sewn onto a character's garment, an Enhancement Button improves his ability to do certain things (in game terms, one of his Skills, or with a group of Skills, chosen when the button is created). The ability affected depends on the type of button: Leather (+1 with any single Agility Skill); a semi-precious stone (+1 with any single Intellect Skill); Glass (+1 with any single Interaction Skill); Agate (+1 with all Agility Skills); a precious stone (+1 with all Intellect Skills); Crystal (+1 with all Interaction Skills).

Game Information:**Cost Power**

- 1 *Single Skill:* +1 to a single Skill Roll (2 Active Points); OAF (-1), Independent (-2)
- 1 *Group Of Skills:* +1 to a single Skill category (5 Active Points); OAF (-1), Independent (-2)

CROWNS AND TIARAS

No matter where you go in Ambrethel, the crown is the ultimate symbol of rulership. Constructed from the most precious of metals, and encrusted with the most costly of gems, a crown may contain a sizable portion of a kingdom's wealth. It is therefore not terribly surprising that many rulers have had powerful magics cast upon the symbol of their reign. Though several of the most common enchantments placed upon crowns, such as those on the Crowns of Command or Protection, are listed below, there are always subtle variations in the magic used — each crown is essentially a unique item with its own rich history.

In those cases where multiple examples of the same crown do exist, they're still exceedingly rare. Sometimes an enchanter makes a group of related crowns at the same time for a specific purpose. For example, there are 16 different Burning Crowns of the Arcane (one for each individual school of magic). These are treated as "non-unique" items in spite of their individual nature.

Since they're typically created to sit upon a particular brow, enchanted crowns and tiaras rarely resize to fit other wearers.

Offensive Crowns

CROWN OF COMMAND

Effect: Mind Control 14d6
Target: One character
Duration: Instant
Range: LOS
END Cost: 0
Defense: 21 DEF

Description: The wearer of this minimalist band of pure silver and diamonds need only raise his voice and point at the desired target to utterly dominate his will. He's then in full command of his victim and can control his every action using verbal commands. This type of crown is particularly popular with despotic kings, but greatly disfavored by truly noble kings.

Game Information: Mind Control 14d6, Reduced Endurance (0 END; +½) (105 Active Points); OAF (-1), Independent (-2). Total cost: 26 points.

CROWN OF THE FIRELORD

Effect: RKA 4d6, +2 Increased STUN Multiplier
Target: Explosion
Duration: Instant
Range: 600"
Charges: 5 Charges
Defense: 30 DEF

Description: Five times each day, the wearer of this ostentatious gold and ruby crown can hurl explosive fireballs from his fingertips, destroying anyone or anything that arouses his ire.

Game Information: RKA 4d6, Explosion (+½), +2 Increased STUN Multiplier (+½) (120 Active Points); OAF (-1), Independent (-2), 5 Charges (-¾). Total cost: 25 points.

Options:

1) Crown Of The Frosty North: Similar to the Crown of the Firelord, the Crown of the Frosty North is made of solid, intricately-engraved ice permanently kept frozen by magic. Its wearer can fire a beam of deadly, penetrating cold from his index finger five times a day. Change to: RKA 4d6, Area Of Effect (13" Cone; +1) (120 Active Points); OAF (-1), Independent (-2), No Range (-½), 5 Charges (-¾). Total cost: 23 points.

2) Crown Of The Storm King: Similar to the Crown of the Firelord, the Crown of the Storm King is made of steel manufactured from meteoric iron, polished to a high sheen and set with diamonds and sapphires. Its wearer can fire a bolt of deadly lightning from his index finger five times a day. Change to: RKA 4d6, Area Of Effect (24" Line; +1) (120 Active Points); OAF (-1), Independent (-2), No Range (-½), 5 Charges (-¾). Total cost: 23 points.

Defensive Crowns

CROWN OF PROTECTION

Effect: Force Field (8 PD/8 ED/12 Mental Defense/12 Power Defense/8 Sight Group Flash Defense), Invisible to Sight Group
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 19 DEF

Description: This coveted corona is actually a stylish steel helm with a gold and silver crown attached to its brim. Practical for kings accompanying their armies to the battlefield, the Crown of Protection has defensive magic permanently woven into its noble-looking frame. It covers its wearer with an invisible field of arcane energy capable of stopping (or at least blunting) most forms of attack, including magical ones.

Game Information: *Force Field (8 PD/8 ED/12 Mental Defense/12 Power Defense/8 Sight Group Flash Defense), Invisible to Sight Group (+½), Reduced Endurance (0 END; +½) (96 Active Points); OIF (-½), Independent (-2). Total cost: 27 points.*

Movement Crowns

CROWN OF TELEPORTATION

Effect: Teleportation 50", Extra Time (always takes a Full Phase)
Target: Self
Duration: Instant
Range: Self
END Cost: 0
Defense: 30 DEF

Description: This ornate golden crown topped with amethysts grants its wearer the ability to teleport anywhere within his line of sight. He can do this as many times each day as he wishes.

Game Information: *Teleportation 50", Reduced Endurance (0 END; +½) (150 Active Points); OAF (-1), Extra Time (always takes a Full Phase to use power, regardless of how far character moves; -½), Independent (-2). Total cost: 33 points.*

Sensory Crowns

CROWN OF THE MAGISTER

Effect: N-Ray Perception; Nightvision; Infrared Perception; Ultraviolet Perception; +18 versus Range Modifier for Sight Group
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: Unbreakable

Description: This imposing crown of carved ebony expands its wearer's eyesight in just about every way known to wizardry. He can perceive the heat of a fire separate from its light, see in total darkness or the faintest light, and even look straight through walls. He can also see over long distances; some claim he can examine the patterns of a dragonfly's wings from a league away.

Game Information:

Cost Power

- 2 *See Through Walls:* N-Ray Perception (Sight Group) (blocked by metal) (10 Active Points); OAF (-1), Independent (-2)
- 1 *See In The Dark:* Nightvision (5 Active Points); OAF (-1), Independent (-2)
- 1 *See Heat:* Infrared Perception (Sight Group) (5 Active Points); OAF (-1), Independent (-2)
- 1 *See By Starlight:* Ultraviolet Perception (Sight Group) (5 Active Points); OAF (-1), Independent (-2)
- 7 *See For Leagues:* Telescopic (+18 versus Range Modifier) for Sight Group (27 Active Points); OAF (-1), Independent (-2)

Total cost: 12 points.



Miscellaneous Crowns

THE BURNING CROWNS OF THE ARCANE

Effect: Endurance Reserve (100 END, 20 REC) for spells of a particular arcana; +3 with all rolls pertaining to specific Arcana; Aid 4d6, any one spell/power from specific Arcana at a time

Target: Self

Duration: Persistent/Constant/Instant

Range: Self

END Cost: 0

Defense: Unbreakable

Description: Though it is unclear precisely who created them, it's thought the Burning Crowns of the Arcane were forged somewhere in southern Mitharia in the early Second Epoch (they have that look). There are 16 of them, one for each arcana of magic the Crown's creators knew to exist. Each looks as though it was crafted from writhing flames of a different substance (though, of course, the flames are harmless to the wearer), and each provides the same benefits for its appropriate mystical school.

Although they aren't as powerful as many other enchanted items, the Burning Crowns of the Arcane are highly desired by spellcasters due to their appearance. Liches, who are well-known for their peculiar fashion sensibilities, particularly covet these showy magical crowns; Varakes, one of Kal-Turak's lieutenants, is known to possess the Silverflame Crown, and is rumored to own several others.

In game terms, the Burning Crowns have three abilities. First, they provide magical power to fuel the wearer's spells from that Arcana. (In game terms, the wearer can freely choose whether to use the Endurance Reserve's END or his own personal END for a spell of the appropriate arcana, at no penalty.) Second, they enhance his skills, making it easier to cast those spells. Last but not least, four times a day they can boost the power of those spells.

The specific Crowns are:

The Greenflame Crown: This crown of Alchemy looks as though it's made of bubbling, iridescent emeralds.

The Chaos Crown: This bizarre-looking crown of Chaos Magic is constructed from swirling, multi-colored flame.

The Quartzflame Crown: This magical crown of Conjunction looks like it's constructed from blazing, transparent shards of quartz.

The Woodflame Crown: The mystic crown of Druidry seems to be constructed from ever-smoldering oaken branches.

The Platinumflame Crown: The crown of Air Magic is created from sparkling silver-grey flames.

The Ironflame Crown: This crown of Earth Magic is forged from glittering, rust-colored flames.

The Fiery Crown: This extraordinarily impressive-looking magical crown of Fire Magic seems to be made of pure flame.

The Seaflame Crown: The crown of Water Magic is composed of burning water.

The Blueflame Crown: This mystic crown of Enchantment looks like it's made from flickering blue flames.

The Black Burning Crown: The frightening crown of Necromancy is constructed from shadow-flames of absolute darkness.

The Rune-Crown: The crown of Rune Magic looks like a circle of flaming runes and symbols that hover around the wearer's head.

The Spirit Crown: This frightening crown of Shamanism is nothing more than the ghost of some other crown, swirling about the wearer's brow.

The Silverflame Crown: The crown of Sorcery looks like it's made out of flickering, silvery flames.

The Changeflame Crown: The crown of Thaumaturgy is crafted from ordinary flame... but flame which changes color every few seconds.

The Witchflame Crown: Similar in appearance to the Black Burning Crown, the crown of Witchcraft is constructed from black flames tinted with a hint of blood red.

The Goldflame Crown: This magical crown of Wizardry is crafted from golden fire.

Game Information:

Cost Power

- | | |
|---|--|
| 7 | <i>Magical Adepty:</i> Endurance Reserve (100 END, 20 REC) (30 Active Points); OAF (-1), Independent (-2), Only For Spells Of Specific Arcana (-0) |
| 4 | <i>Adepty:</i> +3 with all rolls pertaining to specific Arcana (<i>Power Skill Rolls</i> , <i>Attack Rolls</i> , <i>KS rolls</i> , and so forth) (15 Active Points); OAF (-1), Independent (-2) |
| 9 | <i>Mystic Augmentation:</i> Aid 4d6, any one spell/power from specific Arcana at a time (+¼) (50 Active Points); OAF (-1), Independent (-2), Self Only (-½), 4 Charges (-1) |

Total cost: 20 points.

CROWN OF KINGSHIP

Effect: +15 PRE; +4 COM; +3 with Royal Skills
Target: Self
Duration: Persistent/Persistent/Constant
Range: Self
END Cost: 0
Defense: 3 DEF

Description: This handsome golden crown grants its wearer the powers and appearance typically associated with a great monarch. He becomes more handsome, his hair turns grey, and he sprouts a kingly beard (or, if the character is a woman, a queenly continence). Additionally, he gains impressive bonuses to many relevant Skills. Finally, the character becomes even more regal in his bearing.

Game Information:**Cost Power**

- 4 *Bearing Of A King:* +15 PRE (15 Active Points); OAF (-1), Independent (-2)
- 1 *Handsome Of A King:* +4 COM (4 Active Points); OAF (-1), Independent (-2)
- 4 *Qualities Of A King:* +3 with Bureaucratics, High Society, Oratory, Persuasion, and Tactics (15 Active Points); OAF (-1), Independent (-2)

Total cost: 9 points.

Unique Crowns

CROWN OF THE TROLL KING

Effect: Multiform into troll; +10 PRE, Only Works Against Other Trolls; Mind Control 16d6, Only Works On Trolls
Target: Self/Self/One character
Duration: Persistent/Persistent/Uncontrolled
Range: Self/Self/LOS
END Cost: 0
Defense: 32 DEF

Description: It is believed that Surimay, one of the wizards who served the Spearlord, created this mighty crown of bronze, steel, and velandi for Varghl Hôntash, the lieutenant the Spearlord intended to place over all of Ambrethel's Trolls and Orcs. When the Spearlord was slain and his empire crumbled, the Crown of the Troll King vanished, resurfacing now and again in the hands of a humanoid would-be conqueror or petty king of Tharnrek. It is known to have been worn by the Troll-King Forbai during his sacking of Ossani in 4818 SE, and is rumored to be in the possession of the aggressive Troll-Prince Bronsar.

As befitting an artifact named for the race of Trolls, the Crown grants its wearer two simple but potent powers. Anyone placing it upon his brow is instantly transformed into a large and imposing Troll. If a large and imposing Troll places it upon his brow, he is instantly transformed into an *exceptionally* large and imposing Troll. The Crown then grants its wearer the ability to rule over all Trolls; literally, any Troll who looks upon the wearer of the Crown of the Troll King can be made to feel an overwhelming compulsion to follow and obey him. This compulsion can and has been resisted, but it's extraordinarily difficult for a Troll to do so.

Game Information:**Cost Power**

- var *Trollish Form:* Multiform (into 171-point Troll [see page 104 of *Monsters, Minions, And Marauders*] with the character's better Characteristics, Skills, and the like) (Active Point cost varies); OAF (-1), Independent (-2), Only Works On Non-Trolls (-0)
- 2 *Imposing Troll:* +10 PRE (10 Active Points); OAF (-1), Independent (-2), Only Works Against Other Trolls (-1)
- 24 *Trollish Command:* Mind Control 16d6, Reduced Endurance (0 END; +½) (120 Active Points); OAF (-1), Independent (-2), Only Works On Trolls (-1)

Total cost: 26 + Multiform cost.

CROWN OF THE LYCANTHROPE LORD

Effect: Multiform into any lycanthrope; +10 PRE, Only Works Against Other Lycanthropes; Mind Control 16d6, Only Works On Lycanthropes
Target: Self/Self/One character
Duration: Persistent/Persistent/Uncontrolled
Range: Self/Self/LOS
END Cost: 0
Defense: 32 DEF

Description: Like the Crown of the Troll King, this enchanted bronze, steel, and velandi crown was created by the Spearlord's minions for one of his lieutenants: in this case, the wererat Draxmire, who dreamed of creating an entire kingdom of Lycanthropes within the Spearlord's domain. This dream died along with the Lord of the Graven Spear's empire in 2853 FE, but the Crown still exists. It surfaces from time to time, usually in southern Vornakkia; its current whereabouts are unknown.

The wearer of the Crown Of The Lycanthrope Lord can transform himself into any of the shapes available to the six main species of lycanthrope: werebear, wereboar, wererat, wereshark, weretiger, and werewolf. This includes both animal and mixed human-animal forms. Additionally, the wearer of the Crown becomes lord over all lycanthropes; literally, any were-creature who looks upon the wearer of the Crown of the Lycanthrope Lord can be made to feel an overwhelming compulsion to obey him. This compulsion can and has been successfully resisted, but it is extraordinarily difficult for a lycanthrope to do so.

Game Information:**Cost Power**

- var *Lycanthropic Form:* Multiform (into any of the five lycanthropes described on pages 96-103 of *The HERO System Bestiary*, but with the character's better Characteristics, Skills, and the like) (Active Point cost varies); OAF (-1), Independent (-2), Only Works On Non-Lycanthropes (-0)
- 2 *Imposing Lycanthrope:* +10 PRE (10 Active Points); OAF (-1), Independent (-2), Only Works Against Other Lycanthropes (-1)
- 24 *Were-Command:* Mind Control 16d6, Reduced Endurance (0 END; +½) (120 Active Points); OAF (-1), Independent (-2), Only Works On Lycanthropes (-1)

Total cost: 26 + Multiform cost.

CROWN OF THE LICH KING

Effect: Summon up to 4,000 Skeletons built on 179 points, Slavishly Loyal; Force Field (10 PD/10 ED/10 Mental Defense/10 Power Defense); five Necromancy spells; Tactics 16-; Necromancy 24-; KS: Necromancy 18-
Target: Special/Self/varies/Self/Self/Self
Duration: Instant/Constant/varies/Persistent/Persistent/Persistent
Range: No Range/Self/varies/Self/Self/Self
END Cost: 0
Defense: Unbreakable

Description: It is not known whether this powerful enchanted item, forged by fire giants in the depths of Mount Vadithoomb, was stolen from the Lord of Gorgashtar, or whether he deliberately sends it out into the world from time to time to work its evil upon men's hearts. What is known is that his Crown, the Crown of the Lich King, is intelligent (disturbingly so), powerful, malignant, and that — for some reason — Varakes himself refuses to wear it.

The Crown speaks to its wearer in a soft, almost serpentine telepathic voice. It is intensely interested in, and extraordinarily knowledgeable about, the subjects of necromancy and military tactics, and constantly advises its wearer that the solution to all of his problems involves raising an army of the undead and attacking the nearest kingdom. The Crown of the Lich King then offers to help by raising an army of skeletons for him — it can create and control up to 4,000 of them — and subsequently provides brilliant suggestions for how to best use them in battle. Furthermore, the Crown protects its wearer with a magical shield that's equivalent to the finest plate mail but also guards against magical attacks. Finally, the Crown grants its wearer the *Power Skill Necromancy*, plus five powerful Necromancy spells (see *The Fantasy Hero Grimoire* [FHG] for more information).

Game Information:**Cost Power**

- 48 *Skeleton Army:* Summon up to 4,000 Skeletons built on 179 points (see *The HERO System Bestiary*, page 123), Slavishly Loyal (+1), Reduced Endurance (0 END; +½) (240 Active Points); OAF (-1), Independent (-2), Must Have The Bones Required (-1)
- 15 *Protection Of The Crown:* Force Field (10 PD/10 ED/10 Mental Defense/10 Power Defense), Reduced Endurance (0 END; +½) (60 Active Points); OAF (-1), Independent (-2)
- 14 *Spell: Death Touch* (FHG 145); OAF (-1), Independent (-2)
- 5 *Spell: Fekura's Spell Of The Undead Form* (FHG 156); OAF (-1), Independent (-2)
- 5 *Spell: Sa'aktiv's Premonitions Of The Grave* (FHG 148); OAF (-1), Independent (-2)
- 4 *Spell: Sa'aktiv's Soulripping* (FHG 149); OAF (-1), Independent (-2)
- 4 *Spell: Veltharex's Spell Of Torment* (FHG 153); OAF (-1), Independent (-2)

- 4 *Tactical Genius*: Tactics 16- (17 Active Points); OAF (-1), Independent (-2)
- 8 *Necromantic Genius*: Power: Necromancy 24- (33 Active Points); OAF (-1), Independent (-2)
- 2 *Necromantic Genius*: KS: Necromancy 18- (9 Active Points); OAF (-1), Independent (-2)

Total cost: 109 points.

EARRINGS

Any sort of jewelry worn on the ear is an earring. Earrings are either attached to the ear through a piercing in the earlobe or some other portion of the ear, or held on using a tiny clip that grasps the earlobe or a cuff that fits over the edge of the ear.

Earrings can be made of nearly any material, including metal, glass, precious stones, horn, bones, or wood. In Ambrethel, it's common for mercenaries, sailors, and others engaged in traveling professions to wear earrings of precious metal, since that's enough to cover emergency expenses on the road (or, in the worse case scenario, to pay for having their corpse returned home for burial).

Like buttons, earrings are a fairly inconspicuous item to add an enchantment to. They typically come in pairs, but it really depends on aesthetics. In any event, the owner only needs to retain control of one earring of a pair to use the magic in them.

Offensive Earrings

EARRINGS OF SEDUCTION

Effect: Mind Control 10d6
Target: One character
Duration: Instant
Range: LOS
END Cost: 0
Defense: 10 DEF

Description: These earrings, which are usually made of silver with a clear or milky crystal dangling from a tiny chain, grant the wearer the power to control the minds of others. He can issue any commands he desires, but as the name indicates the Earrings are often used for seductive purposes.

Game Information: *Mind Control 10d6, Reduced Endurance (0 END; +½) (75 Active Points); IAF (-½), Independent (-2). Total cost: 21 points.*

FIREBALL EARRINGS

Effect: RKA 2d6, Personal Immunity
Target: One Hex
Duration: Instant
Range: RBS
Charges: 2 Charges which Never Recover
Defense: 10 DEF

Description: These small golden ear-studs explode upon impact when plucked from the ear and hurled to the ground. They're a favorite "weapon of last resort" for upper class Westerlander women.

Game Information: *RKA 2d6, Area Of Effect (One Hex; +½), Personal Immunity (+¼) (52 Active Points); IAF (-½), Independent (-2), Range Based On Strength (-¼), 2 Charges which Never Recover (-3½). Total cost: 7 points.*

Defensive Earrings

EARRINGS OF SAFETY

Effect: Force Field (5 PD/5 ED/5 Power Defense), Fully Invisible
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 7 DEF

Description: These small diamond studs encase their wearer in an invisible field sufficient to protect him from most attacks, including some magical ones. A favorite "first line of defense" for many upper class women, they're often worn together with a pair of Fireball Earrings.

Game Information: *Force Field (5 PD/5 ED/5 Power Defense), Invisible Power Effects (Fully Invisible; +1), Reduced Endurance (0 END; +½) (37 Active Points); IAF (-½), Independent (-2). Total cost: 11 points.*

Movement Earrings

CELBARIAN DIAMOND SHADOWS	
Effect:	Teleportation 10", x1,000 Noncombat, Can Only Teleport To Fixed Locations
Target:	Self
Duration:	Instant
Range:	Self
END Cost:	0
Defense:	21 DEF

Description: Besides fine wine, the city-state of Celbaria is known for producing beautiful, sophisticated, and promiscuous women. To aid them in their many romantic intrigues, some women use special pairs of diamond earrings enchanted by the city's wizardesses. Known as Diamond Shadows, they allow their wearer to travel instantly to a designated location by stepping into shadows, thus enabling her to move from the home of her husband to that of her lover and back without around suspicion. The existence of Celbarian Diamond Shadows is a closely guarded secret, known only to a few dozen very powerful women.

Game Information: *Teleportation 10", x1,000 Noncombat, Reduced Endurance (0 END; +½) (97 Active Points); IAF (-½), Can Only Teleport To Fixed Locations (-½), Independent (-2) (total cost: 24 points) plus two Floating Fixed Locations (10 Active Points); IAF (-½), Independent (-2) (total cost: 3 points). Total cost: 27 points.*

Sensory Earrings

EARRINGS OF MYSTIC HEARING	
Effect:	+5 to PER Rolls with the Hearing Group
Target:	Self
Duration:	Persistent
Range:	Self
END Cost:	0
Defense:	2 DEF

Description: These small, delicate earrings made from conical seashells grant their wearer extraordinary hearing.

Game Information: *+5 to PER Rolls with the Hearing Group (10 Active Points); IAF (-½), Independent (-2). Total cost: 3 points.*

Miscellaneous Earrings

EARRING OF THE ROGUE	
Effect:	Concealment 12-, Shadowing 12-, Sleight Of Hand 12-, Stealth 12-, and Streetwise 12-
Target:	Self
Duration:	Persistent
Range:	Self
END Cost:	0
Defense:	3 DEF

Description: This single golden earring grants its wearer many of the abilities typical to a member of the roguish professions.

Game Information:

Cost	Power
3	Concealment 12- (9 Active Points); IAF (-½), Independent (-2)
3	Shadowing 12- (9 Active Points); IAF (-½), Independent (-2)
3	Sleight Of Hand 12- (9 Active Points); IAF (-½), Independent (-2)
3	Stealth 12- (9 Active Points); IAF (-½), Independent (-2)
3	Streetwise 12- (9 Active Points); IAF (-½), Independent (-2)

Total cost: 15 points.

EARRINGS OF ALLURE	
Effect:	+2 COM and +2 with Seduction
Target:	Self
Duration:	Persistent
Range:	Self
END Cost:	0
Defense:	3 DEF

Description: These tiny diamond studs enhance a character's attractiveness and general allure. Invented by the Celbarian enchantress Moone Sulfara, they're particularly common in Tornathia.

Game Information: *+2 COM (1 Active Point); IAF (-½), Independent (-2) (total cost: 1 point) plus +2 with Seduction (4 Active Points); IAF (-½), Independent (-2) (total cost: 1 point). Total cost: 2 points.*

GOLDEN HOOP OF THE CORSAIR

Effect: Climbing 12-, Navigation (Marine) 12-, PS: Pirate 12-, and Swimming +1"
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: This stylish golden hoop grants its wearer many of the abilities normally associated with the pirate profession.

Game Information:**Cost Power**

- 3 Climbing 12- (9 Active Points); IAF (-½), Independent (-2)
- 2 Navigation (Marine) 12- (8 Active Points); IAF (-½), Independent (-2)
- 1 PS: Pirate 12- (5 Active Points); IAF (-½), Independent (-2)
- 1 Swimming +1" (1 Active Point); IAF (-½), Independent (-2)

Total cost: 7 points.

GEMSTONES

A gemstone is a mineral or rock that can be cut or polished to make a jewel, such as a diamond, sapphire, ruby, or emerald. Beautiful, desirable, and valuable, they can be used as currency, an easy way to transport wealth over long distances, or as part of an item of jewelry. Generally speaking, the purer and more expertly cut a gemstone is, the greater its value. In Ambrethel, gemstones are considered particularly suitable for powerful magical enchantments, especially complex wizardries like Arcanomancy spells. Their value, longevity, and durability make them ideal for the creation of enchanted items designed to last hundreds — or even thousands — of years.

Offensive Gemstones

AMBERNAUD'S AMETHYST

Effect: Aid Magic 6d6, Dispel Magic 24d6
Target: One character
Duration: Instant
Range: No Range/450"
END Cost: 7/9
Defense: 18 DEF

Description: The famed First Epoch scholar-wizard Ambernaud created several of these runed magical amethysts as receptacles for his two favorite spells: Ambernaud's Augmentation and Ambernaud's Disruption (see page 6 of *The Fantasy Hero Grimoire II*). The first temporarily enhances the effectiveness of any spell or magical power; the second unravels and scatters arcane energies, making it difficult for another mage to maintain magical effects and spells.

Game Information:**Cost Power**

- 19 *Ambernaud's Amethyst*: Multipower, 90-point reserve; all OAF (-1), Independent (-2); 6 Charges for entire Multipower (-¾)
- 2u 1) *Ambernaud's Augmentation*: Aid Magic 6d6, any Magic spell or power one at a time (+¼); OAF (-1), Independent (-2)
- 2u 2) *Ambernaud's Disruption*: Dispel Magic 24d6, any Magic spell or power one at a time (+¼); OAF (-1), Independent (-2), Limited Range (200"; -¼)

Total cost: 23 points.

DRAGON’S EYE

Effect: Multiform (600-point Lesser Dragon form); Mind Control 20d6 (Draconic class of minds)
Target: Self/One dragon
Duration: Persistent/Instant
Range: Self/LOS
END Cost: 1 Charge/0
Defense: 24 DEF

Description: This extraordinarily rare and powerful magical bloodstone grants the possessor the power to transform himself into a Lesser Dragon. He can only do this once per day (including transforming back, should he wish). Additionally, the Dragon’s Eye gives its wearer the powerful ability to dominate the will of dragons and their kin, such as wyrms and wyverns. Any dragon or dragon-kin that gazes upon the wielder of a Dragon’s Eye feels an overwhelming compulsion to obey him. This compulsion can and has been successfully resisted, but it’s extraordinarily difficult for a dragon to do so.

Game Information:

Cost Power

- 20 *Dracoforn:* Multiform (600-point Lesser Dragon form; see *The HERO System Bestiary*, page 65) (120 Active Points); OAF (-1), Independent (-2), 1 Charge (-2)
- 37 *Control The Dragon’s Mind:* Mind Control 20d6 (Draconic class of minds), Reduced Endurance (0 END; +½) (150 Active Points); OAF (-1), Independent (-2)

Total cost: 57 points.

Options:

- 1) **Greater Dragon’s Eye:** Increase to Multiform (920-point Greater Dragon form). 184 Active Points; total cost 31 points; total cost of Eye 68 points.
- 2) **Wurm’s Eye:** Decrease to Multiform (520-point Wurm form). 104 Active Points; total cost 17 points; total cost of Eye 54 points.

DRAGONSHOART POMMELSTONE

Effect: Armor Piercing for any sword built on up to 200 Active Points
Target: One character
Duration: Constant
Range: Touch
END Cost: 4 Continuing Charges lasting 1 Turn each
Defense: 55 DEF

Description: When affixed to any sword, a Dragonsheart Pommelstone allows the wielder to cause the blade to become enveloped in dragonsflame for a period of twelve seconds. During that time the sword cuts through armor more easily, and thus inflicts deeper wounds.

Game Information: *Armor Piercing for any sword built on up to 200 Active Points, Continuous (+1), Trigger (thought command from wielder; +¼), Reduced Endurance (0 END; +½) (275 Active Points); OAF (-1), Independent (-2), 4 Continuing Charges lasting 1 Turn each (-½). Total cost: 61 points.*

FIERY OPAL

Effect: RKA 2d6 + Sight Group Flash 6d6, Personal Immunity
Target: 2” Radius
Duration: Instant
Range: No Range
Charges: 3 Charges
Defense: 12 DEF

Description: Rarely produced by Fire Mage enchanters, this beautiful semi-precious stone can emit a cloud of flame that both hurts and blinds anyone standing near the user.

Game Information: *RKA 2d6, Area Of Effect (One Hex Doubled; +¾), Personal Immunity (+¼) (60 Active Points); OAF (-1), Independent (-2), No Range (-½), 3 Charges (-1¼) (total cost: 10 points) plus Sight Group Flash 6d6, Area Of Effect (One Hex Doubled; +¾), Personal Immunity (+¼) (60 Active Points); OAF (-1), Independent (-2), Linked (-½), No Range (-½), 3 Charges (-1¼) (total cost: 9 points). Total cost: 19 points.*

Options:

- 1) **Meteor Opal:** Some versions of this item can be thrown at a nearby target. Change No Range (-½) to Range Based On STR (-¼). Total cost 10 + 9 = 19 points.

GLITTERGEM

Effect: Sight Group Flash 8d6, Explosion
Target: Explosion
Duration: Instant
Range: RBS
Charges: 1 Recoverable Charge
Defense: 12 DEF

Description: This gemstone — typically a semi-precious stone such as amethyst, but sometimes a diamond or ruby of great size — contains a powerful enchantment of Light. When thrown at a target, it emits a burst of brightness capable of blinding many people at once. The wielder must recover it to use it again.

Game Information: *Sight Group Flash 8d6, Explosion (+½) (60 Active Points); OAF (-1), Independent (-2), Range Based On STR (-¼), 1 Recoverable Charge (-1¼). Total cost: 11 points.*

KLEPTOMANTIC TOPAZ

Effect: Transfer 3d6 (from any magical spell or power to any magical spell or power)
Target: One character
Duration: Instant
Range: 450"
END Cost: 0
Defense: 24 DEF

Description: When a character holds this enchanted topaz and mentally commands it to function, a thin amber-colored beam shoots forth to strike the target. It siphons the mystic energies from any spell or magical power he chooses, then feeds him the stolen power to enhance the effectiveness of one of his own spells and powers.

Game Information: *Transfer 3d6 (magical spell or power to magical spell or power), from any Magic spell or power one at a time (+¼), to any Magic spell or power one at a time (+¼), Ranged (+½), Reduced Endurance (0 END; +½) (112 Active Points); OAF (-1), Independent (-2). Total cost: 28 points.*

OPHEL'S HOLY EYE

Effect: Sight Group Images, +4 to PER Rolls, Only To Create Light
Target: 4" Radius
Duration: Constant
Range: 1"
END Cost: 0
Defense: 13 DEF

Description: By grasping this large yellow spinel in his palm, a character can cause his entire body to glow with the bright light of the Golden Lord, that he may shine the radiance of the Blue Gods into dark places.

Game Information: *Images to Sight Group, +4 to PER Rolls, Increased Size (4" radius; +½), Mobile (+1), Reduced Endurance (0 END; +½) (66 Active Points); OAF (-1), Independent (-2), Must Stay Within 1" Of Character (-½), Only To Create Light (-1). Total cost: 12 points.*

PENTACLE STONE

Effect: Entangle 9d6, 9 DEF, Only Versus Demons
Target: One demon
Duration: Instant
Range: RBS
Charges: 1 Charge which Never Recovers
Defense: 18 DEF

Description: This enchanted stone (typically a piece of jasper, carnelian, or some other semi-precious red rock) is engraved with a small beruned pentacle, similar to ones that conjurors use to confine demons, devils, and other infernal beings. When thrown at such a being, it creates a field of arcane force that traps the demon. Once trapped, the demon is easily banished.

Game Information: *Entangle 9d6, 9 DEF (90 Active Points); OAF (-1), Independent (-2), Only Versus Demons And Other Infernal Beings (-1), 1 Charge which Never Recovers (-4). Total cost: 10 points.*

Options:

1) Conjuror's Safety Stone: Some forms of this item work against *any* conjured being, not just demons and their kin. Change Only Versus Demons And Other Infernal Beings (-1) to Only Versus Summoned Beings (-½). Total cost: 17 points.

STORMSTONE

Effect: RKA 2½d6, Personal Immunity
Target: 56" Radius
Duration: Instant
Range: No Range
Charges: 5 Charges
Defense: 26 DEF

Description: By holding this fist-sized cairngorm crystal above his head and shouting "Forth the storm!" in Ilurian, a character can blast the 56" radius area around himself with deadly thunderbolts. The Stone's power works up to five times each day.

Game Information: *RKA 2½d6, Area Of Effect (28" Radius; +1½), Personal Immunity (+¼), Reduced Endurance (0 END; +½) (130 Active Points); OAF (-1), Gestures (-¼), Incantations (-¼), Independent (-2), No Range (-½), 5 Charges (-¾). Total cost: 23 points.*

Options:

1) The Ongoing Storm: Some versions of the Stone can create a lasting storm. Add Continuous (+1) and change to 5 Continuing Charges lasting 1 Turn each (-¼). 170 Active Points; total cost 32 points.

2) The Distant Storm: A few types of Stormstones can create their storms away from the wielder. Remove No Range (-½). Total cost: 25 points.

3) The Storm From Above: Instead of creating a storm of lightning all around the character, this form of the Stone literally creates a stormcloud above him that rains down thunderbolts throughout the affected area. Add Indirect (always comes from the sky; +¼). 140 Active Points; total cost 24 points.

Defensive Gemstones

ARCANOMANTIC SHIELD-GEM	
Effect:	Force Field (8 PD/8 ED/8 Mental Defense/8 Power Defense), Only Works Against Limited Type Of Attack (magic spells/powers)
Target:	Self
Duration:	Constant
Range:	Self
END Cost:	0
Defense:	10 DEF

Description: By grasping this small square of jasper in his left hand, a character creates a field of arcanomantic dispersion that protects him by disrupting harmful magical spells and powers. It does not, however, protect him from enchanted weapons.

Game Information: *Force Field (8 PD/8 ED/8 Mental Defense/8 Power Defense), Reduced Endurance (0 END; +½) (48 Active Points; OAF (-1), Independent (-2), Only Works Against Limited Type Of Attack (magic spells/powers; -½). Total cost: 11 points.*

Sensory Gemstones

GEM OF PURE VISION	
Effect:	N-Ray Perception; Nightvision; Infrared Perception; Ultraviolet Perception; Telescopic (+12 versus Range Modifier) for Sight Group
Target:	Self
Duration:	Constant
Range:	Self
END Cost:	1 per power
Defense:	3 DEF

Description: By grasping this large ruby in one hand, a character gains the ability to see in nearly every way known to wizardry. He can perceive the heat of a fire separate from its light, see in total darkness or the faintest light, and even look straight through walls. He can also see over long distances. Unlike the Crown of the Magister (which has very similar powers), a Gem of Pure Vision is tiring to use.

Game Information:

Cost	Power
	All powers are OAF (-1), Independent (-2), Costs Endurance (-½)
2	<i>See Through Walls:</i> N-Ray Perception (Sight Group) (blocked by metal) (10 Active Points)
1	<i>See In The Dark:</i> Nightvision (5 Active Points)
1	<i>See Heat:</i> Infrared Perception (Sight Group) (5 Active Points)
1	<i>See By Starlight:</i> Ultraviolet Perception (Sight Group) (5 Active Points)
4	<i>See For Leagues:</i> Telescopic (+12 versus Range Modifier) for Sight Group (18 Active Points)

Total cost: 9 points.

SPIRIT SHARD	
Effect:	Detect Spirits (INT Roll +6)
Target:	Self
Duration:	Persistent
Range:	Self
END Cost:	0
Defense:	3 DEF

Description: This rough shard of amber has been specially enchanted with shamanic magic to allow its owner to perceive spirits. By holding it up to his eye and looking through it, he can see any spirits present in a location.

Game Information: *Detect Spirits (INT Roll +6) (Sight Group) (11 Active Points); OAF (-1), Gestures (throughout use; -½), Independent (-2). Total cost: 2 points.*

Miscellaneous Gemstones

STAR-STONES

Effect: +1 to various Characteristics
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: These tiny, pebble-sized gems come in many varieties, colors, and cuts — some are among the most beautifully-shaped and polished stones known, others rough-looking, as if they were just plucked from the ground; some are quite valuable, others merely semi-precious. But all have been enchanted to provide a small boost to a person's attributes (in game terms, one of his Characteristics). To activate a Star-Stone's magic, the user throws it into the air. It immediately begins orbiting his body, whirling around and around him endlessly until he tells it to stop (or someone stops it by Grabbing it, knocking it out of the air, or the like).

There's no limit to the number or type of Star-Stone a character can use at one time.

Game Information:

Cost Power

- 1 *Citrine:* +1 STR, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), No Figured Characteristics (-½)
- 1 *Topaz:* +1 DEX (3 Active Points); OAF (-1), Independent (-2), No Figured Characteristics (-½)
- 1 *Tourmaline:* +1 CON (2 Active Points); OAF (-1), Independent (-2), No Figured Characteristics (-½)
- 1 *Garnet:* +1 BODY (2 Active Points); OAF (-1), Independent (-2), No Figured Characteristics (-½)
- 1 *Carnelian:* +1 INT (1 Active Point); OAF (-1), Independent (-2)
- 1 *Onyx:* +1 EGO (2 Active Points); OAF (-1), Independent (-2)
- 1 *Spinel:* +1 PRE (1 Active Point); OAF (-1), Independent (-2)
- 1 *Opal:* +2 COM (1 Active Point); OAF (-1), Independent (-2)
- 1 *Bloodstone:* +1 PD (1 Active Point); OAF (-1), Independent (-2)
- 1 *Azurite:* +1 ED (1 Active Point); OAF (-1), Independent (-2)
- 2 *Jade:* +1 SPD (10 Active Points); OAF (-1), Independent (-2)
- 1 *Zircon:* +1 REC (2 Active Points); OAF (-1), Independent (-2)
- 1 *Cairngorm:* +2 END (1 Active Point); OAF (-1), Independent (-2)
- 1 *Peridot:* +1 STUN (1 Active Point); OAF (-1), Independent (-2)

PEARL OF GREAT FORTUNE

Effect: Luck 8d6
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 16 DEF

Description: This large, flawless pearl is often set into an item of jewelry (such as a necklace or tiara), or into a staff or other object the character can easily carry. But its power — to grant luck to its owner — outshines its beauty.

Game Information: *Luck 8d6 (40 Active Points); OAF (-1), Independent (-2). Total cost: 10 points.*

SORCERER'S STONE

Effect: Aid Sorcery 4d6, any two Sorcery spells simultaneously
Target: Self
Duration: Instant
Range: Self
Charges: 8 Charges
Defense: 10 DEF

Description: This item, a large purplish gemstone held in the hand, augments a sorcerer's spells.

Although this item only affects Sorcery, you can easily devise similar Stones (or different objects) to augment other schools of magic. Examples include a Necromancer's Skull, a Wizard's Stone, a Witch's Eye, a Druid's Wand, a Diviner's Stone, and a Conjuror's Stone.

Game Information: *Aid Sorcery 4d6, any Sorcery spell at a time (+¼) (50 Active Points); OAF (-1), Independent (-2), Self Only (-½), 8 Charges (-½). Total cost: 10 points.*

SPIRIT STONE

Effect: Summon one 471-point Stone Spirit
Target: Special
Duration: Instant
Range: No Range
Charges: 1 Charge
Defense: 19 DEF

Description: By gripping this light brown beryl in his palm, a character can summon a stone spirit for aid or information. Stone spirits tend to be slow and ponderous, taking ten minutes to say what a human would say in one, and are equally slow to consider requests for assistance unless convinced of the urgency of the matter. Some are quite stubborn to boot, or like to show off their strength by threatening the user of the stone.

Game Information: *Summon one 471-point Stone Spirit (see Monsters, Minions, And Marauders, pages 101-02) (94 Active Points); OAF (-1), Independent (-2), 1 Charge (-2). Total cost: 16 points.*

Unique Gemstones

THE EYE OF MORDAK

Effect: Variable Power Pool (Magic Pool), 200 base + 100 control cost
Target: Varies
Duration: Varies
Range: Varies
END Cost: Varies
Defense: Unbreakable

Description: So feared that its existence is only whispered about in the dusty hallways of places like Trisadion and Dorethan, the Eye Of Mordak is a black stone of unknown composition roughly the size and shape of an eyeball. Its dimensions are no mere accident, either — anyone touching the Eye is seized by an overwhelming desire to gouge out one of his own eyes and place the stone in the freshly emptied socket. The character is then utterly possessed by the spirit of the Lord of the Devils; his own will totally consumed, he becomes an avatar for the Black God. Needless to say, anywhere the Eye Of Mordak goes, suffering of an epic variety invariably follows in its wake.

The powers of the Eye of Mordak seem to vary depending on its host, but it gravitates to powerful wizards and kings. Often the Eye simply boosts or supplements the existing powers of a particularly black-hearted spellcaster, inspiring the creation of fiendish new black magics.

Game Information: *Variable Power Pool (Magic Pool), 200 base + 100 control cost, (300 Active Points); all slots OIF (-½), Only When Serving Mordak's Purposes (-½); Independent (-2), Side Effect (character goes insane, plucks out one of his eyes, replaces it with the Eye, and becomes a vessel for Mordak; -1). Total cost: 200 + 20 = 220 points.*

THE RIGHTEOUS ORB OF ES. KIRUIN

Effect: +5 DCV and Force Field (10 PD/10 ED/10 Mental Defense/10 Power Defense), both Only Against Evil Beings
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 12 DEF

Description: The legendary First Epoch holy warrior Kiruin personally blessed this helpful round little amethyst before he was esailed. When grasped in the palm, it protects a character against evil beings.

Game Information:

Cost Power

- 5 *Protection Against Evil:* +5 DCV (25 Active Points); OAF (-1), Independent (-2), Only Against Evil Beings (-1)
- 12 *Protection Against Evil:* Force Field (10 PD/10 ED/10 Mental Defense/10 Power Defense), Reduced Endurance (0 END; +½) (60 Active Points); OAF (-1), Independent (-2), Only Against Evil Beings (-1)

VASAK'S BATTLESTONE

Effect: Various Attack Powers
Target: Varies
Duration: Instant
Range: Varies
END Cost: 0
Defense: Unbreakable

Description: Vasak of the Seventeen Stones was a powerful wizard of the early Second Epoch; he died fifteen hundred years ago. His sobriquet comes from the fact that he possessed a large number of enchanted gemstones. Most (though not all) of these were fairly ordinary and have long since been lost to the mists of time, but one among them — the Battlestone — has achieved renown due to its great power and checkered history.

The Battlestone is a facetless red gem a little larger than a songbird's egg. It floats in the air about two inches in front of the center of the owner's forehead, maintaining its position no matter how the owner moves his head (though if forced to, it can move in until it touches the owner's forehead). It possesses several combat magic powers of great strength, any one of which the owner can effortlessly access (but the owner must be a wizard; the Battlestone doesn't respond to the commands of those who have not mastered the Arts Arcane). However, it's relatively easy to snatch the Battlestone away from its owner, or for the owner to lose it.

Upon Vasak's death in 3487 SE, the Battlestone passed to a series of his most favored apprentices. Each of them died under mysterious circumstances within a few years, leading some adventurers to believe the Battlestone carries a powerful curse of some sort. It then vanished from the annals of history until 3987 SE, when it's known to have been in the possession of the wizard Methren. When he

died in 4213 SE, he left it to his son, the warrior Gebaral, who gave it to his wizardess wife Vellissa as a wedding present. The two of them were lost during an adventure into the Sunless Realms in 4240 SE. The Battlestone surfaced again in the mid-4900s in the hands of the wizard Halvargen, a member of Zhargaron's Fist. During the chaos surrounding the Fist's fall, the Battlestone was lost; no one knows who (if anyone) possesses it now.

Game Information:

Cost Power

- 30 *Vasak's Battlestone*: Multipower, 120-point reserve; all OAF (-1), Independent (-2)
- 3u 1) *Arcane Blast I*: Energy Blast 12d6, Line Of Sight (+½), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)
- 3u 2) *Arcane Blast II*: RKA 4d6, Line Of Sight (+½), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)
- 3u 3) *Sorcerous Blast*: Ego Attack 8d6, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)
- 3u 4) *Sorcerous Chains*: Mind Control 12d6, Telepathic (+¼), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)
- 2u 5) *Wizard's Hand*: Telekinesis (30 STR), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)
- 3u 6) *Warrior's Weakness*: Drain STR, CON, END, and STUN 3d6, four Characteristics at once (+1), Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½), Ranged (+½), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)
- 2u 7) *Arcane Augmentation*: Aid Arcane Magic 4d6, all Arcane Magic spells and powers simultaneously (+2); OAF (-1), Independent (-2), Self Only (-½), 1 Charge (-2)

Total cost: 49 points.

HEADBANDS, FILLETS, AND RIBBONS

Magical headbands come in one of two varieties. The first are woven from threads spun from precious metals such as silver or gold and hold permanent enchantments. The second, more common type is typically constructed to hold enchantments that last only for a very brief period of time — a day at most. They can be made of any material (though silk is preferred), and are activated when they are tied around the head. Ribbons are single charge, Instant-duration magic items that are typically attached to clothing or tied around the arm or leg; the user activates them by untying, detaching, or breaking them. Fillets are ribbons tied around the brow. Usually they're enchanted to protect the wearer from some type of attack.

Headbands, ribbons, and fillets are particularly popular with Elves, bards, and people who dwell in hot climates, such as the Indusharans. A character can wear many ribbons simultaneously, but typically only one headband or fillet at a time. In game terms, all three are considered OAFs due to the relative ease with which they can be broken or removed.

Offensive Headbands

THE BLACK RIBBON

Effect:	RKA 6d6, NND, Does BODY, Only Works On Living Beings
Target:	One character
Duration:	Instant
Range:	50"
Charges:	1 Charge which Never Recovers
Defense:	54 DEF

Description: Tying this black ribbon around a character's arm or hand gives him the power to fire a beam of deadly energy at his foes (similar to the Necromancy spell Death Touch, but ranged). All he has to do is point his finger at the target and pronounce the command word. After he does so, the Black Ribbon crumbles into dust.

Game Information: RKA 6d6, NND (defense is Hargenzarian's Spell Of Lifeshielding; +1), Does BODY (+1) (270 Active Points); OAF (-1), Independent (-2), Limited Range (50"; -¼), Only Works On Living Beings (-¼), 1 Charge which Never Recovers (-4). Total cost: 32 points.

THE BLUE RIBBON

Effect: Ego Attack 12d6
Target: One character
Duration: Instant
Range: LOS
Charges: 1 Charge which Never Recovers
Defense: 24 DEF

Description: Tying this royal blue ribbon around a character's arm or hand gives him the power to attack another character's mind. All he has to do is point his finger at the target and pronounce the command word. After he does so, the Blue Ribbon crumbles into dust.

Game Information: *Ego Attack 12d6 (120 Active Points); OAF (-1), Independent (-2), 1 Charge which Never Recovers (-4). Total cost: 15 points.*

ELVEN HEADBAND OF THE ARCHER

Effect: Various archery bonuses
Target: Self
Duration: Constant
Range: Self
Charges: 1 Continuing Charge lasting 1 Hour which Never Recovers
Defense: 5 DEF

Description: When tied about the brow, this olive-colored silk headband boosts its wearer's skills with a bow to the heroic levels attributed to legendary Elven archers. The effect lasts for a period of one hour, at which point the headband crumbles to pieces and falls to the ground.

Game Information:

Cost Power

- 1 *Elven Archery Skills:* +4 OCV with Bows (8 Active Points); OAF (-1), Independent (-2), 1 Continuing Charge lasting 1 Hour which Never Recovers (-2¼)
- 2 *Elven Archery Range:* +4 versus Range Modifiers with Bows (12 Active Points); OAF (-1), Independent (-2), 1 Continuing Charge lasting 1 Hour which Never Recovers (-2¼)
- 3 *Combat Archery:* +5 OCV with Bows (25 Active Points); OAF (-1), Independent (-2), 1 Continuing Charge lasting 1 Hour which Never Recovers (-2¼), Only To Prevent Hitting Non-Enemies When Firing Into Melees (-2)
- 2 *Rapid Archery:* +2 with Rapid Fire for Bows (10 Active Points); OAF (-1), Independent (-2), 1 Continuing Charge lasting 1 Hour which Never Recovers (-2¼)

Total cost: 8 points.

HEADBAND OF THE DARK ELVES

Effect: +5 with HTH Combat; Nightvision; Stealth 14-
Target: Self
Duration: Constant/Persistent/Constant
Range: Self
Charges: 1 Continuing Charge lasting 1 Hour which Never Recovers
Defense: 5 DEF

Description: When tied about the brow, this jet-black silk headband grants its wearer many of the legendary abilities and skills attributed to Hwalurulasiolar (Dark Elf) warriors. The powers last for one hour, at which point the headband crumbles to dust.

Game Information:

Cost Powers

- 4 *Dark Elven Prowess:* +5 with HTH Combat (25 Active Points); OAF (-1), Independent (-2), 1 Continuing Charge lasting 1 Hour which Never Recovers (-2¼)
- 1 *Dark Elven Eyes:* Nightvision (5 Active Points); OAF (-1), Independent (-2), 1 Continuing Charge lasting 1 Hour which Never Recovers (-2¼)
- 2 *Dark Elven Stealth:* Stealth 14- (13 Active Points); OAF (-1), Independent (-2), 1 Continuing Charge lasting 1 Hour which Never Recovers (-2¼)

Total cost: 7 points.

THE RED RIBBON

Effect: RKA 3d6
Target: 5" Radius
Duration: Instant
Range: 450"
Charges: 1 Charge which Never Recovers
Defense: 18 DEF

Description: Tying this scarlet ribbon around a character's arm or hand gives him the power to project a mighty fireball. All he has to do is point his finger at the target and pronounce the command word. After he does so, the Red Ribbon crumbles into dust.

Game Information: *RKA 3d6, Area Of Effect (5" Radius; +1) (90 Active Points); OAF (-1), Independent (-2), 1 Charge which Never Recovers (-4). Total cost: 11 points.*

THE YELLOW RIBBON

Effect: RKA 3d6, AP, +2 Increased STUN Multiplier
Target: One character
Duration: Instant
Range: 450"
Charges: 1 Charge which Never Recovers
Defense: 18 DEF

Description: Tying this yellow ribbon around a character's arm or hand gives him the power to fire a bolt of lightning from his fingertip. All he has to do is point his finger at the target and pronounce the command word. After he does so, the Yellow Ribbon crumbles into dust.

Game Information: RKA 3d6, Armor Piercing (+½), +2 Increased STUN Multiplier (+½) (90 Active Points); OAF (-1), Independent (-2), 1 Charge which Never Recovers (-4). Total cost: 11 points.

Defensive Headbands

FILLET OF BREATH WEAPON PROTECTION

Effect: Armor (24 ED), Only Versus Breath Weapon Attacks
Target: One character
Duration: Persistent
Range: Self
END Cost: 0
Defense: 7 DEF versus Physical attacks; 24 DEF versus Energy attacks

Description: This magical red fillet protects its wearer from the deadly effects of nearly any breath weapon, including that of a Greater Dragon!

Game Information: Armor (24 ED) (36 Active Points); OAF (-1), Independent (-2), Only Versus Breath Weapon Attacks (-2). Total cost: 6 points.

FILLET OF DAMAGE ABSORPTION

Effect: Armor (20 PD), Hardened, Trigger
Target: Self
Duration: Instant
Range: Self
Charges: 1 Charge which Never Recovers
Defense: 20 DEF

Description: This enchanted blue fillet protects its wearer from a single, devastating physical blow. Once it has performed its function, it crumbles into dust.

Game Information: Armor (20 PD), Hardened (+¼), Trigger (when character mentally activates it; +¼) (45 Active Points); OAF (-1), Independent (-2), Nonpersistent (-¼), Instant (-½), 1 Charge which Never Recovers (-4). Total cost: 5 points.

FILLET OF MAGIC ABSORPTION

Effect: Force Field (20 PD/20 ED/20 Mental Defense/20 Power Defense), Hardened, Trigger, Only Versus Magical Attacks
Target: Self
Duration: Instant
Range: Self
Charges: 1 Charge which Never Recovers
Defense: 20 DEF

Description: This enchanted yellow fillet protects its wearer from a single, devastating magical attack. Once it has performed its function, it crumbles into dust.

Game Information: Force Field (20 PD/20 ED/20 Mental Defense/20 Power Defense), Hardened (+¼), Trigger (when character mentally activates it; +¼) (120 Active Points); OAF (-1), Independent (-2), Instant (-½), Only Versus Magical Attacks (-½), 1 Charge which Never Recovers (-4). Total cost: 13 points.

HEADBAND OF VADITHOOMB

Effect: Armor (24 ED), Only Versus Fire
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 7 DEF versus Physical attacks; 24 DEF versus Energy attacks

Description: Woven from threads of pure velandi, this headband grants its wearer total immunity to all forms of fire — he can withstand the blast of a wizard's Fireball or wade harmlessly through lava. The Headband's name comes from the fact that so many of them are made by the fire giant smiths who toil endlessly for Kal-Turak in the depths of Mount Vadithoomb.

Game Information: Armor (24 ED) (36 Active Points); OAF (-1), Independent (-2), Only Versus Limited Type Of Attack (fire/heat; -½). Total cost: 8 points.

PALADIN’S HEADBAND

Effect: Force Field (10 PD/10 ED/5 Mental Defense/5 Power Defense), Only Versus Evil Creatures, Only When Serving The Blue Gods’ Purposes
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 10 DEF

Description: Woven from intertwined silver and platinum threading, this headband protects its wearer against all attacks from evil creatures. The effect lasts as long as the Headband is worn, but if the character performs an evil action or an action against the wishes of the Blue Gods, its power stops working until he redeems himself in their eyes.

Game Information: *Force Field (10 PD/10 ED/5 Mental Defense/5 Power Defense), Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Independent (-2), Only Works Against Evil Creatures (-½), Only When Serving The Blue Gods’ Purposes (-½). Total cost: 9 points.*

Movement Headbands

HEADBAND OF TACTICAL AGILITY

Effect: Teleportation 10”, Can Only Use Power For One Hour
Target: Self
Duration: Instant
Range: Self
END Cost: 0
Defense: 7 DEF

Description: When tied about the brow, this russet silk headband allows its wearer to teleport effortless around a battlefield (or anywhere else). The wearer retains his power for one hour; at the end of that time the headband crumbles into dust.

Game Information: *Teleportation 10”, Position Shift, Reduced Endurance (0 END; +½) (37 Active Points); OAF (-1), Independent (-2), Can Only Use Power For One Hour (-1). Total cost: 7 points.*

THE WHITE RIBBON

Effect: Teleportation 50”
Target: Self
Duration: Instant
Range: Self
Charges: 1 Charge which Never Recovers
Defense: 20 DEF

Description: Tying this white ribbon around a character’s arm or hand gives him the power to teleport up to 325 feet. All he has to do is pronounce the command word. After he does so, the White Ribbon crumbles into dust.

Game Information: *Teleportation 50” (100 Active Points); OAF (-1), Independent (-2), 1 Charge which Never Recovers (-4). Total cost: 12 points.*

Sensory Headbands

HEADBAND OF ILLUSION DETECTION

Effect: +10 to PER Rolls with all Sense Groups, Only To Detect Illusions
Target: Self
Duration: Persistent
Range: Self
Charges: 1 Continuing Charge lasting 1 Hour which Never Recovers
Defense: 3 DEF

Description: When tied about the brow, this gold silk headband grants its wearer the power to see through (or hear through, smell through, and so on) illusions (in game terms, Images). He retains that power for one hour, after which the headband crumbles to dust.

Game Information: *+10 to PER Rolls with all Sense Groups (30 Active Points); OAF (-1), Independent (-2), Only To Perceive Illusions As Illusions (-1), 1 Continuing Charge lasting 1 Hour which Never Recovers (-2¼). Total cost: 4 points.*

HEADBAND OF PENETRATING VISION

Effect: N-Ray Perception (blocked by metal)
Target: Self
Duration: Persistent
Range: Self
Charges: 1 Continuing Charge lasting 1 Hour which Never Recovers
Defense: 3 DEF

Description: When tied about the brow, this brown silk headband grants its wearer the power to look through solid objects, such as walls. He retains that power for one hour, after which the headband crumbles to dust.

Game Information: *N-Ray Perception (Sight Group) (blocked by metal) (10 Active Points); OAF (-1), Independent (-2), 1 Continuing Charge lasting 1 Hour which Never Recovers (-2¼). Total cost: 2 points.*

Miscellaneous Headbands

HEADBAND OF STRENGTH

Effect: +5 STR
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: Woven from threads of pure gold, this headband grants its wearer greatly increased strength.

Game Information: +5 STR (5 Active Points); OAF (-1), Independent (-2), No Figured Characteristics (-½). Total cost: 1 point.

Options:

- 1) **Headband Of Wisdom:** This sapphire-adorned silver headband makes the wearer wiser and more intelligent. Change to +5 INT and +5 EGO. 5 + 10 = 15 Active Points; total cost 1 + 2 = 3 points.
- 2) **Ruby Headband:** This enchanted headband makes the wearer smarter and gives him perfect memory. Change to +5 INT and Eidetic Memory. 5 + 5 = 10 Active Points; total cost 1 + 1 = 2 points.
- 3) **Headband Of Charisma:** This silver and gold headband makes its wearer more impressive, brave, and persuasive. Change to +5 PRE. 5 Active Points; total cost 1 point.

NECKLACES

A Necklace is any article of jewelry worn about the neck (other than Torcs; see below). Typically, the Necklace consists of a metal chain from which valuable adornments such as locket, pendants, gems, or holy symbols hang. Magical necklaces are usually obviously special (based on their materials or appearance), but some look like ordinary items of jewelry.

If appropriate you can convert many of the necklaces described below (or the headbands described above) into a *torc* by changing their OAF (-1) Limitations to OIF (-½). Torcs are circular metal bands that open at the front and are worn around the neck. Unlike a necklace, which usually consists of multiple links or pieces put together to form a flexible strand, a torc consists of a single piece of metal and is rigid. Their ends are typically decorated with ornaments such as orbs, animal heads, or human figures. Torcs were particularly favored by Celtic and Gaelic peoples, and have been found in the tombs of Celtic princes. The Romans adopted the torc as a symbol of military distinction after Consul Titus Manlius took one from a Gaul chieftain he killed in single combat.

Offensive Necklaces

BEADS OF BLASTING

Effect: RKA 2d6
Target: 2" Radius
Duration: Instant
Range: RBS
Charges: 16 Charges
Defense: 10 DEF

Description: Sixteen amber beads adorn this necklace. The wearer can easily remove each bead from the necklace and throw them; as a bead travels it transforms into a fireball and strikes the target.

Game Information: RKA 2d6, Area Of Effect (One Hex Doubled; +¾) (52 Active Points); OAF (-1), Independent (-2), Range Based On STR (-¼), 16 Charges (-0). Total cost: 12 points.

Options:

- 1) **More Beads:** This form of the necklace has almost twice as many amber beads. Change to 16 Charges (-0) to 30 Charges (+¼). 60 Active Points; total cost 14 points.
- 2) **Disguised Necklace:** This form of Beads of Blasting isn't obviously magical. Change OAF (-1) to IAF (-½). Total cost: 14 points.

NECKLACE OF ARROWS

Effect: RKA 2d6
Target: 4" Radius
Duration: Instant
Range: No Range
Charges: 1 Charge which Never Recovers
Defense: 13 DEF

Description: This odd-looking necklace appears to be 24 miniature golden arrows suspended from a gold chain. When its wearer utters the command word the arrows shoot out all around him, growing instantly to full size as they do so. Everything in a 4" radius around the wearer gets impaled.

Game Information: RKA 2d6, Area Of Effect (4" Radius; +1), Personal Immunity (+¼) (67 Active Points); OAF (-1), Independent (-2), No Range (-½), 1 Charge which Never Recovers (-4). Total cost: 8 points.

NECKLACE OF BONES

Effect: Invisibility to Sight, Hearing, and Smell/Taste Groups, Only Versus The Undead
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 9 DEF

Description: This rather grim necklace is made of tiny bones carved from actual, larger bones — often human bones. When worn it renders the wearer invisible to the undead.

Game Information: Invisibility to Sight, Hearing, and Smell/Taste Groups, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Independent (-2), Only Versus The Undead (-1). Total cost: 9 points.

Defensive Necklaces

NECKLACE OF THE CONFOUNDED TROLL

Effect: Armor (8 PD); Only Protects Versus Troll HTH Attacks
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 8 DEF

Description: This elaborately-detailed silver necklace protects the wearer from hand-to-hand attacks made by Trolls (it offers no protection from ranged weapons or magical attacks, however). It's every bit as delicate and beautiful as a Troll is coarse and ugly. The first example was created by the adventuring priestess Thoraina, who purportedly loathed coming into physical contact with the large humanoids.

Game Information: Armor (8 PD) (12 Active Points); OAF (-1), Independent (-2), Only Versus Limited Types Of Attacks (trolls' HTH attacks; -1). Total cost: 2 points.

NECKLACE OF ELEMENTAL PROTECTION

Effect: Armor (10 PD/10 ED), Only Versus Limited Types Of Attacks (fire/heat, ice/frost, and lightning)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 10 DEF

Description: This necklace, a finely crafted gold chain with one ruby, one sapphire, one emerald, and one diamond set into it, offers protection against various forms of elemental attack.

Game Information: (Armor (10 PD/10 ED), Hardened (+¼) (37 Active Points); OAF (-1), Independent (-2), Only Versus Limited Types Of Attacks (fire/heat, ice/frost, and lightning; -¼). Total cost: 9 points.

Options:

- 1) Greater Necklace Of Elemental Protection:**
Increase to Armor (15 PD/15 ED). 56 Active Points; total cost 13 points.
- 2) Lesser Necklace Of Elemental Protection:**
Decrease to Armor (7 PD/7 ED). 26 Active Points; total cost 6 points.

NECKLACE OF ESS. ANIRA

Effect: Simplified Healing 8d6, Trigger (when character is reduced to 2 BODY or less)
Target: Self
Duration: Instant
Range: Self
Charges: 12 Charges which Never Recover
Defense: 32 DEF

Description: This coveted magic item, created by priests who particularly revere the patron-ess of adventurers, is a steel chain with a dozen small aquamarine stones suspended from it. Each time its wearer sustains injuries that bring him close to the brink of death, the necklace jolts his body with a burst of magical healing designed to bring him back to full health. Each time this is done, however, one of the stones turns black and becomes forever useless.

Game Information: Simplified Healing 8d6, Trigger (when character is reduced to 2 BODY or less, Trigger immediately automatically resets; +1) (160 Active Points); OAF (-1), Independent (-2), Self Only (-½), 12 Charges which Never Recover (-2¼). Total cost: 24 points.

NECKLACE OF VELTHUNE

Effect: Missile Deflection and Reflection, Only Versus Spells
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 10 DEF

Description: The wearer of this powerful but plain golden chain can instantly seize control of any ranged spell that has targeted him, and rework it so that it strikes the caster or some other person.

Game Information: *Missile Deflection and Reflection (any Ranged attack, Reflect at any target) (50 Active Points); OAF (-1), Independent (-2), Only Versus Limited Types Of Attacks (spells and related magical powers; -½). Total cost: 11 points.*

RUNED NECKLACE

Effect: Force Field (5 Mental Defense/5 Power Defense/5 Sight Group Flash Defense)
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 4 DEF

Description: This necklace consists of several heavy (for jewelry) silver chain links, each inscribed with a rune of protection. It protects the wearer against various types of malign magic.

Game Information: *Force Field (5 Mental Defense/5 Power Defense/5 Sight Group Flash Defense), Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), Independent (-2). Total cost: 5 points.*

Movement Necklaces

NECKLACE OF THE DEEPS

Effect: Swimming +4"; Aquatic Movement; Life Support (Expanded Breathing: Breathe Underwater; Safe Environments: High Pressure, Intense Cold)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 5 DEF

Description: This necklace, made from sharkskin, seashells, and coral, grants its wearer many of the abilities common to deep-sea creatures such as sharks. He can move effortlessly through water, swim with great speed, breathe underwater, and is immune to the deadly cold and pressures found in the ocean's depths.

Game Information:

Cost Power

- 1 *Fast Swimmer:* Swimming +4" (4 Active Points); OAF (-1), Independent (-2)
- 1 *Accustomed To The Water:* Environmental Movement: Aquatic Movement (3 Active Points); OAF (-1), Independent (-2)
- 2 *Thrives Underwater:* Life Support (Expanded Breathing: Breathe Underwater; Safe Environments: High Pressure, Intense Cold) (8 Active Points); OAF (-1), Independent (-2)

Total cost: 4 points.

FINGERBONE NECKLACE

Effect: Teleportation 12"
Target: Self
Duration: Instant
Range: Self
Charges: 12 Charges
Defense: 5 DEF

Description: This macabre necklace, made from 12 finger-bones taken from the skeletons of children who died in disasters or warfare, bestows upon its wearer the ability to walk as the spirits do. He can momentarily step into the Spirit Realm, traversing it almost instantaneously before emerging into the real world at his intended destination.

Game Information: *Teleportation 12" (24 Active Points); OAF (-1), Independent (-2), 12 Charges (-¼). Total cost: 6 points.*

NECKLACE OF RIDING ANIMALS

Effect: Summon one Riding Animal built on up to 202 Character Points
Target: Special
Duration: Instant
Range: No Range
END Cost: 0
Defense: 22 DEF

Description: This necklace consists of five brass figurines of riding animals attached to a steel chain: horse, camel, donkey, sotal, and griffon. When removed and tossed to the ground, a figurine grows into a full-sized, saddled animal that is utterly loyal to the necklace's wearer. It stays in its organic form for one day, then returns to its normal form and can be reattached to the necklace. If a Riding Animal is slain, or its master tugs upon the end of its tail, it immediately transforms back into figurine form and can be summoned again whenever its master wishes. A character can only use one figurine from a Necklace of Riding Animals at a time.

Game Information: *Summon one Riding Animal built on up to 202 Character Points, Expanded Class (see text; +¼), Slavishly Loyal (+1), Reduced Endurance (0 END; +½) (110 Active Points); OAF (-1), Independent (-2), Limited Power (animal returns to figurine form after 1 Day or when its tasks are used up; -¼), Lockout (only one animal in use at a time, see text; -¼). Total cost: 24 points.*

Options:

1) Necklace Of Familiars: Instead of riding beasts, this necklace features figurines of animals wizards commonly have as familiars: cat, owl, rat, toad, hawk, monkey, crow, snake, miniature dragon, and imp. Increase to one Familiar built on up to 240 Character Points. 132 Active Points; total cost 29 points.

Sensory Necklaces

NECKLACE OF THE BLOODY EYE

Effect: Clairsentience (Sight Group), Multiple Perception Point (12), Fixed Perception Points
Target: Self
Duration: Constant
Range: 1,200"
END Cost: 0
Defense: 15 DEF

Description: A favorite of Ulg-hroi shaman-spies, this disturbing and disgusting necklace consists a string of living sinew to which a dozen living eyeballs are attached. The wearer can detach the eyeballs and leave them in various places, allowing him to "look" through one whenever he's within approximately 1.5 miles of it. Later, he can retrieve an eyeball and reattach it to the necklace.

Game Information: *Clairsentience (Sight Group), x4 Range (1,200"), Multiple Perception Points (12), Reduced Endurance (0 END; +½) (75 Active Points); OAF (-1), Fixed Perception Points (see text; -½), Independent (-2). Total cost: 17 points.*

NECKLACE OF CHAOS SIGHT

Effect: Find Weakness 11- with All Attacks
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 6 DEF

Description: The wearer of this necklace, which is made of strands of woven wire from many different metals to give it a strange, multicolored appearance, becomes extremely sensitive to certain aspects of Order and Chaos. He can sense where flaws have occurred in crafted shapes and natural objects — and thus knows how best to exploit them!

Game Information: *Find Weakness 11- with All Attacks (30 Active Points); OAF (-1), Independent (-2). Total cost: 7 points.*

NECKLACE OF JUDGMENT

Effect: Detect Lie (INT Roll +6)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: The wearer of this nondescript golden chain gains the ability to tell truth from falsehood. When someone lies to him, he just knows it. He cannot discern the truth — just the fact that a lie is being told — but he can tell whether the lie is a minor or great one, and whether it involves shading the truth, omitting the truth, outright falsehood, or the like.

Game Information: *Detect Lie (INT Roll +6) (Hearing Group), Discriminatory (16 Active Points); IAF (-½), Independent (-2). Total cost: 5 points.*

Miscellaneous Necklaces

BAND OF PORTERAGE

Effect: Summon 12 porters built on 50 Character Points each
Target: Special
Duration: Instant
Range: No Range
END Cost: 0
Defense: 16 DEF

Description: This necklace is comprised of a metal string with a dozen small man-shaped figurines clinging to it. When the necklace is thrown to the ground, the figurines transform into full-sized, healthy Kumasian men with climbing gear. They have no martial skills, but are professional porters with a great knowledge of climbing, mountaineering, and the toting of heavy items. They're mute, but endeavor to help the necklace's wearer in every way possible (except for fighting) for one week, at which point they once more return to their necklace form for a "break." One full day of break time must be allowed to elapse before the porters can be summoned again. If even a single porter is killed, his fellows immediately decide to take a "vacation" and return to necklace form for a period of one week.

Game Information: *Summon 12 porters built on 50 Character Points each (see text), Slavishly Loyal (+1), Increased Tasks (x2 tasks; +¼), Reduced Endurance (0 END; +½) (82 Active Points); OAF (-1), Independent (-2), Limited Power (porters return to figurine form after 1 Week or when their tasks are used up; -¼), Limited Power (porters will only engage in certain types of tasks, see text; -½), Limited Power (necklace cannot be used for 1 Week if any porter is killed; -¼). Total cost: 16 points.*

THE BLACK PEARLS OF THE SEA LORD

Effect: Change Environment (calm storm), Long-Lasting
Target: 1 km Radius
Duration: Instant
Range: No Range
END Cost: 0
Defense: 9 DEF

Description: Priests beloved by the Lord of Ships enchanted this necklace of black pearls for the specific purpose of protecting the wearer from dangerous storms on the open sea. Should a storm come upon the wearer as he's sailing, he need only grasp the necklace and pray to Saaltus to make the storm abate harmlessly.

Game Information: *Change Environment 1" radius (calm storm), Long-Lasting, MegaScale (1" = 1 km wide, broad, and deep; +¼), Reduced Endurance (0 END; +½) (44 Active Points); OAF (-1), Independent (-2), Instant (-½), No Range (-½). Total cost: 9 points.*

ELOQUENCE STRAND

Effect: +4 with Interaction Skill Rolls
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 4 DEF

Description: This item looks like a well-crafted, expensive necklace (or sometimes a choker, a torc, or the collar of a vest or tunic). It makes the wearer a speaker of great eloquence, a glittering conversationalist, and a person whose charms are evident to all.

Game Information: *+4 with Interaction Skill Rolls (20 Active Points); OAF (-1), Independent (-2). Total cost: 5 points.*

Options:

1) **Torc Or Collar:** Change OAF (-1) to OIF (-½).
 Total cost: 6 points.

NECKLACE OF PASSION

Effect: +10 COM, Seduction 14-
Target: Self
Duration: Persistent/Constant
Range: Self
END Cost: 0
Defense: 3 DEF

Description: This magnificent necklace, made of gold or silver and set with many gems, is not half so beautiful as she who wears it. It enhances the wearer's beauty and allure, making her all but irresistible.

Game Information:

Cost Power

- 1 *Enhanced Beauty:* +10 COM (5 Active Points); OAF (-1), Independent (-2)
- 3 *Enhanced Allure:* Seduction 14- (13 Active Points); OAF (-1), Independent (-2)

Total cost: 4 points.

POTIONS, DUSTS, AND OINTMENTS



A potion, in *Fantasy Hero* parlance, is a liquid that, when drunk, provides certain powers or abilities to the person drinking it. Potions are the most common enchanted items in many *Fantasy Hero* campaigns. They go by many names, including Elixir, Philtre, Tonic, and Concoction. Examples of potions from fiction and mythology include Dr. Jekyll's potion from Robert Louis Stevenson's *Strange Case of Dr Jekyll and Mr Hyde*, the love potion from the medieval legend of Tristan and Iseult, and the sleeping potion from the classic fairytale *Snow White and the Seven Dwarves*.

Easy to spill and tricky to transport, Potions are Foci with the additional Limitation *Fragile*. They lack a specific "breakability," however, since the DEF of a potion depends on the type of container it's in (see accompanying text box). Potions are typically found in glass, ceramic, crystal, or metal vials; glass is by far the most commonly-used material. They are Universal Foci, meaning any character can use a potion simply by drinking it. (In campaigns where characters create lots of potions and pass them around an adventuring group frequently, the GM may require the creator to apply the *Usable By Other* Advantage instead of relying on the Universality of the Focus.) Unlike most enchanted items, potions do *not* take the *Independent* Limitation in most cases; if a character loses a potion, he can always brew more later.

A vial of potion typically contains enough fluid to provide one person with four doses that achieve the effects described for each Potion. In game terms these are Charges which Never Recover. In the case of effects meant to linger for a long time (as with a potion that boosts the drinker's STR), the Charges should be Continuing. (The creator may use Uncontrolled instead in appropriate circumstances). Opening and drinking ("quaffing") a potion typically requires a Half Phase Action (or longer, if the potion's built with Powers that inherently require more time).

In many cases, potions found during an adventure have no labels or other indications of what they do. A character can identify an unknown potion with a successful KS: Potions, Power: Alchemy, or PS: Alchemist roll, an appropriate spell of Divination, or a magic item such as Lavoisier's Useful Electuary (see below).

Potions are the stock-in-trade of alchemists, who often produce them for commercial purposes and sell them out of a shop or marketplace stall. In the world of Ambrethel, they're not only the most common, but in most places the *only* type of enchanted item characters can reliably purchase (though the more powerful varieties may be regulated or outlawed in some kingdoms).

See pages 281-82 of *Fantasy Hero* for more information about potions, particularly how they're created in *HERO System* terms.

CARRYING POTIONS

Potions (and related items) can be difficult to transport. For reasons that have as much to do with tradition as economics, alchemists typically sell their creations in fragile glass or clay vials stoppered with corks. These vials can be as small as a modern test tube or as large as a flask, depending on the number of Charges in the Potion. However, there's no *HERO System* rule that requires characters to carry potions in delicate containers. Experienced adventurers who rely upon potions often purchase vials manufactured from sturdier materials such as bone, ironwood, or steel, sometimes even storing them on specially-designed belts or bandoliers for easy access during combat. Dusts are typically transported in small leather pouches or sturdy parchment envelopes, while Ointments are carried in small tin containers.

The DEF and BODY for commonly used vials are as follows:

POTION CONTAINERS

Material/Type	DEF	BODY	Mass (kg)
Bone, Small	2	2	.4
Bone, Large	3	2	.8
Clay, Small	1	1	.4
Clay, Large	1	1	.8
Glass, Small	1	1	.4
Glass, Large	1	1	.8
Gourd	3	3	1.0
Ironwood, Small	4	2	.4
Ironwood, Large	4	3	.8
Leather Pouch	2	2	.3
Ointment Tin	2	1	.3
Pewter, Small	3	2	.8
Pewter, Large	3	2	1.6
Steel, Small	5	3	.8
Steel, Large	5	3	1.6
Waterskin	1	1	.04

OFFENSIVE POTIONS

BERSERKER'S BREW

Effect: Berserk Fury
Target: One character
Duration: Instant
Range: Self
Charges: 4 Charges which Never Recover

Description: This blood-red alcoholic concoction causes the drinker goes into a bloodthirsty rage, has increased strength, and feels less pain, but loses the ability to distinguish friend from foe. (See *Fantasy Hero*, page 104, for more information.)

Game Information: *Berserk Fury* (16 Active Points); *OAF Fragile* (-1¼), 4 Charges which Never Recover (-3). Total cost: 3 points.

Options:

1) **Single Dose:** Decrease to 1 Charge which Never Recovers. Total cost: 3 points.

INCENDIARY OIL

Effect: RKA 2d6
Target: 5" Radius
Duration: Instant
Range: RBS
Charges: 1 Charge which Never Recovers

Description: Unlike most potions, this oily, orange-yellow-colored liquid is not meant to be drunk. Instead, it's stored in small glass flasks for use as a throwing weapon. When the flask impacts a target and breaks, the oil creates a tremendous fireball-like explosion in a 5" radius.

Game Information: *RKA 2d6, Area Of Effect* (3" Radius; +1) (60 Active Points); *OAF Fragile* (-1¼), *Range Based On Strength* (-¼), 1 Charge which Never Recovers (-4). Total cost: 9 points.

Options:

1) **Strong Oil:** Increase to RKA 3d6. 90 Active Points; total cost 14 points.

2) **Weak Oil:** Decrease to RKA 1d6. 30 Active Points; total cost 5 points.

POTION OF FIRE BREATH

Effect: RKA 2d6
Target: One Hex
Duration: Instant
Range: 8"
Charges: 4 Charges which Never Recover

Description: This strong, bitter-tasting, dark amber-colored potion doesn't work like most potions do, by altering the imbibers' body in some way. Instead, immediately after drinking a dose, the character can breathe forth a gout of flame!

Game Information: *RKA 2d6, Area Of Effect* (One Hex; +½) (45 Active Points); *OAF Fragile* (-1¼), *Extra Time* (Full Phase to quaff potion and breathe fire; -½), *Limited Range* (8"; -¼), 4 Charges which Never Recover (-3). Total cost: 7 points.

Options:

1) **Strong Potion:** Increase to RKA 3d6. 67 Active Points; total cost 11 points.

2) **Weak Potion:** Decrease to RKA 1d6. 22 Active Points; total cost 4 points.

3) **Single Dose:** Decrease to 1 Charge which Never Recovers (-4). Total cost: 6 points.

POTION OF HYPNOSIS

Effect: Mind Control 10d6, Eye Contact Required
Target: One character
Duration: Constant
Range: 3"
Charges: 4 Charges which Never Recover

Description: After consuming this light blue liquid, the drinker can hypnotize a single character for a time. He must lock eyes with the victim to accomplish this. In game terms, this requires a Full Phase Action: one Half Phase to quaff the potion, and a second Half Phase to attack with Mind Control.

Game Information: *Mind Control 10d6* (50 Active Points); *OAF Fragile* (-1¼), *Eye Contact Required* (-½), *Extra Time* (Full Phase to quaff potion and hypnotize; -½), 4 Charges which Never Recover (-3). Total cost: 8 points.

Options:

1) **Strong Potion:** Increase to Mind Control 12d6. 60 Active Points; total cost 10 points.

2) **Weak Potion:** Decrease to Mind Control 8d6. 40 Active Points; total cost 6 points.

3) **Single Dose:** Decrease to 1 Charge which Never Recovers (-4). Total cost: 5 points.

THRONEK'S TONIC

Effect: +60 PRE, Only Versus Undead Beings
Target: One or more undead beings
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 5 Minutes each which Never Recover

Description: The famed First Epoch necromancer Thronex was of the firm (and logical) opinion that the only good vampire was a terrified vampire. He invented this jet-black concoction so he could instantly surround himself with an aura of power that both impresses and frightens undead creatures.

Game Information: +60 PRE (60 Active Points); *OAF Fragile* (-1¼), *Only Versus Undead Beings* (-1), 4 Continuing Charges lasting 5 Minutes each which Never Recover (-2). Total cost: 11 points.

Options:

1) **Strong Potion:** Increase to +70 PRE. 70 Active Points; total cost 13 points.

2) **Weak Potion:** Decrease to +50 PRE. 50 Active Points; total cost 9 points.

3) **Single Dose:** Decrease to 1 Continuing Charge lasting 5 Minutes which Never Recovers (-2¾). Total cost: 10 points.



DEFENSIVE POTIONS

IRONSKIN POTION

Effect: Armor (8 PD/8 ED)
 Target: Self
 Duration: Constant
 Range: Self
 Charges: 4 Continuing Charges lasting 5 Minutes each which Never Recover

Description: This potion isn't drunk, it's poured over the user's body. This transforms his skin, making it as protective as plate armor for a period of five minutes.

Game Information: *Armor (8 PD/8 ED) (24 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 5 Minutes each which Never Recover (-2). Total cost: 6 points.*

PHILTRE OF FIRE RESISTANCE

Effect: Armor (14 ED); Life Support (Safe Environment: Intense Heat)
 Target: Self
 Duration: Constant
 Range: Self
 Charges: 4 Continuing Charges lasting 1 Hour each which Never Recover

Description: Anyone who drinks this potion becomes largely immune to the deadly effects of fire for one hour. He can walk through forest fires, dance along the edges of volcanoes, and withstand the blast of a fireball.

Game Information:

Cost Power

- 5 *Fire Resistance:* Armor (14 ED) (21 Active Points); OAF Fragile (-1¼), Only Works Against Limited Type Of Attack (fire/heat; -½), 4 Continuing Charges lasting 1 Hour each which Never Recover (-1½)
- 1 *Fire Resistance:* Life Support (Safe Environment: Intense Heat) (2 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 1 Hour each which Never Recover (-2)

Total cost: 6 points.

POTION OF CLOUD FORM

Effect: Desolidification
Target: One character (usually self)
Duration: Constant (5 minutes)
Range: Self
Charges: 4 Continuing Charges lasting 5 Minutes each which Never Recover

Description: A character who drinks this potion transforms into a cloud of mist for five minutes. While in mist form, he cannot pass through solid objects, but can fit through the smallest cracks (under doors, between the bars of a jail cell, through the rocks of a cave-in). In mist form he can only be harmed by wind, heat, and chill.

Game Information: *Desolidification* (affected by heat, cold, or wind) (40 Active Points); OAF Fragile (-1¼), Cannot Pass Through Solid Objects (-½), 4 Continuing Charges lasting 5 Minutes each which Never Recover (-2). Total cost: 8 points.

Options:

1) Single Dose: Decrease to 1 Continuing Charge lasting 5 Minutes which Never Recovers (-2¾). Total cost: 7 points.

POTION OF ELEMENTAL RESILIENCE

Effect: Armor (6 PD/6 ED), Only Versus Fire/Heat And Ice/Cold Damage
Target: One character (usually self)
Duration: Constant (1 hour)
Range: Self
Charges: 4 Continuing Charges lasting 1 Hour each which Never Recover

Description: This potion heightens the character's resistance to damage caused by fire, ice, or related phenomena. It doesn't make him more comfortable in hot or cold conditions, but it protects him from burns and frostbite.

Game Information: *Armor* (6 PD/6 ED) (18 Active Points); OAF Fragile (-1¼), Only Works Against Limited Type Of Attack (fire/heat and ice/cold; -¼), 4 Continuing Charges lasting 5 Minutes each which Never Recover (-2). Total cost: 4 points.

Options:

1) Strong Potion: Increase to Armor (8 PD/8 ED). 24 Active Points; total cost 5 points.

2) Weak Potion: Decrease to Armor (4 PD/4 ED). 12 Active Points; total cost 3 points.

3) Single Dose: Decrease to 1 Continuing Charge lasting 1 Hour which Never Recovers (-2¼). Total cost: 2 points.

MOVEMENT POTIONS

ELIXIR OF LEVITATION

Effect: Flight 18", Levitation
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 5 Minutes which Never Recover

Description: A character who drinks this potion can levitate for a period of five minutes. The Elixir is particularly popular with wizards who like to fire off spells from the air while avoiding hand-to-hand combat.

Game Information: *Flight 18"* (36 Active Points); OAF Fragile (-1¼), *Levitation* (-½), 4 Continuing Charges lasting 5 Minutes which Never Recover (-2). Total cost: 8 points.

Options:

1) Strong Potion: Increase to Flight 24". 48 Active Points; total cost 10 points.

2) Weak Potion: Decrease to Flight 12". 24 Active Points; total cost 5 points.

3) Single Dose: Decrease to 1 Continuing Charge lasting 5 Minutes which Never Recovers (-2¾). Total cost: 6 points.

MEDICINE OF THE MOLE

Effect: Tunneling 6" through 6 DEF material
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 1 Hour which Never Recover

Description: For one hour after drinking this concoction, a character can tunnel through the ground like a giant mole, leaving a completed tunnel behind him. The magic of the potion is so strong that he can tunnel through solid rock, metal deposits, and the like.

Game Information: *Tunneling 6" through 6 DEF material* (30 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 1 Hour each which Never Recover (-1½). Total cost: 8 points.

PHILTRE OF FLYING

Effect: Flight 18"
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 5 Minutes which Never Recover

Description: A character that drinks this potion can fly for a period of five minutes.

Game Information: *Flight 18"* (36 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 5 Minutes each which Never Recover (-2). Total cost: 8 points.

Options:

- 1) **Strong Potion:** Increase to Flight 24". 48 Active Points; total cost 11 points.
- 2) **Weak Potion:** Decrease to Flight 12". 24 Active Points; total cost 6 points.
- 3) **Single Dose:** Decrease to 1 Continuing Charge lasting 5 Minutes which Never Recovers (-2¾). Total cost: 7 points.

POTION OF SPIDER CLIMBING

Effect: Clinging
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 5 Minutes which Never Recover.

Description: After consuming this potion, a character can walk along walls, ceilings, and other sheer surfaces as if they were level.

Game Information: *Clinging (normal STR)* (10 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 5 Minutes each which Never Recover (-2). Total cost: 2 points.

Options:

- 1) **Single Dose:** Decrease to 1 Continuing Charge lasting 5 Minutes which Never Recovers (-2¾). Total cost: 2 points.

POTION OF SWIFTNESS

Effect: +3 SPD
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 1 Minute which Never Recover

Description: A character who imbibes this potion finds his reactions and reflexes heightened to incredible degrees. For the next minute, he can act much more quickly than normal.

Game Information: +3 SPD (30 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 1 Minute which Never Recovers (-2¼). Total cost: 7 points.

Options:

- 1) **Strong Potion:** Increase to +4 SPD. 40 Active Points; total cost 9 points.
- 2) **Weak Potion:** Decrease to +2 SPD. 20 Active Points; total cost 4 points.
- 3) **Single Dose:** Decrease to 1 Continuing Charge lasting 1 Minute which Never Recovers (-3). Total cost: 6 points.

SENSORY POTIONS

CONCOCTION OF CLAIRAUDIENCE

Effect: Clairsentience (Hearing Group), MegaScale (anywhere in Ambrethel)
Target: Self
Duration: Constant
Range: Anywhere in Ambrethel
Charges: 4 Continuing Charges lasting 5 Minutes each which Never Recover

Description: A character that drinks this potion gains the ability to listen to any sound, conversation, or noise anywhere in Ambrethel! But of course, he has to know the location he wants to listen to, or else he can't "target" his ability with any degree of accuracy.

Game Information: *Clairsentience (Hearing Group), MegaScale (anywhere in Ambrethel; +1¼)* (45 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 5 Minutes each which Never Recover (-2). Total cost: 9 points.

Options:

- 1) **Concoction Of Clairvoyance:** This form of the potion is similar; it just lets the imbiber *see* things instead of hear them. The cost is the same.

ELIXIR OF THOUGHTREADING

Effect: Telepathy 12d6
Target: One character
Duration: Constant
Range: 300"
Charges: 4 Continuing Charges lasting 5 Minutes each which Never Recover

Description: This potion gives its drinker the ability to read or send thoughts for a period of five minutes.

Game Information: *Telepathy 12d6, Continuous (+1) (120 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 5 Minutes which Never Recover (-2). Total cost: 28 points*

Options:

1) Weak Potion: This more limited version of the Potion can only be used for communication. Add the Limitation *Communication Only* (-¼). Total cost: 27 points.

2) Single Dose: Decrease to 1 Continuing Charge lasting 5 Minutes which Never Recovers (-2¾). Total cost: 20 points.

MAGESIGHT POTION

Effect: Magesight
Target: One character
Duration: Constant
Range: Touch
Charges: 4 Continuing Charges lasting 5 Minutes each which Never Recover

Description: A character who drinks this potion gains a wizard's ability to perceive magical energies and patterns.

Game Information: *Magesight (5 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 5 Minutes each which Never Recover (-2). Total cost: 1 point.*

POTION OF WIZARD'S SIGHT

Effect: N-Ray Perception (Sight Group)
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 1 Hour each which Never Recover

Description: Under the influence of this potion, a character's eyes become magically charged, able to see through walls and other obstacles. Only magical barriers can block the character's sight.

Game Information: *N-Ray Perception (Sight Group) (stopped by magical barriers and fields) (10 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 1 Hour each which Never Recover (-1½). Total cost: 3 points*

TONIC OF TRACKING

Effect: Tracking 17-
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 6 Hours which Never Recover

Description: This potion gives its consumer the abilities of a master tracker for six hours. He becomes adept at following trails, hiding his own tracks, and reading information from tracks.

Game Information: *Tracking 17- (19 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 6 Hours which Never Recover (-1¼). Total cost: 5 points.*

Options:

1) Strong Potion: Increase to 4 Continuing Charges lasting 1 Day each which Never Recover (-1). Total cost: 6 points.

2) Single Dose: Decrease to 1 Continuing Charge lasting 6 Hours which Never Recovers (-2). Total cost: 4 points.

TONIC OF TRAP LOCATION

Effect: Detect Traps (INT Roll +6) (Sight Group), Discriminatory, Analyze
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 5 Minutes which Never Recover

Description: A character who drinks this potion gains the ability to detect concealed traps, including the power to precisely identify the type of trap and how it works.

Game Information: *Detect Traps (INT Roll +6) (Sight Group), Discriminatory, Analyze (21 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 5 Minutes each which Never Recover (-2). Total cost: 5 points.*

TONIC OF TREASURE FINDING

Effect: Detect Treasure (INT Roll +6) (Sight Group), Discriminatory, Analyze
Target: One character
Duration: Constant
Range: 105"
Charges: 4 Continuing Charges lasting 5 Minutes which Never Recover

Description: A character who drinks this potion gains the ability to detect non-magical treasure: precious metals, valuable gems, art objects, and the like. He can also identify and distinguish treasure with great precision, determining its value, place of origin, and so forth.

Game Information: *Detect Treasure 17- (INT Roll +6) (Sight Group), Discriminatory, Analyze (21 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 5 Minutes each which Never Recover (-2). Total cost: 5 points.*

MISCELLANEOUS POTIONS

ELIXIR OF ANIMAL FRIENDSHIP

Effect: Animal Friendship; Beast Speech
Target: Self
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 1 Day which Never Recover

Description: This bitter-tasting potion confers upon its drinker the power to speak with animals and gain their friendship for a period of one day.

Game Information:

Cost Power

- 6 *Friend To Animals:* Animal Friendship (20 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 1 Day each which Never Recover (-1)
 5 *Animal Speech:* Beast Speech (15 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 1 Day each which Never Recover (-1)

Total cost: 11 points.

LAVOISIER'S USEFUL ELECTUARY

Effect: Detect Potion (INT Roll +6) (Sight Group), Discriminatory
Target: Self
Duration: Instant
Range: No Range
Charges: 50 Charges which Never Recover

Description: Lavoisier of Londregos is an Elven alchemist/adventurer of a particularly practical bent. Alarmed by the growing number of fatalities resulting from the ill-informed consumption of found potions, he developed the Electuary as a method for properly identifying magical concoctions. It comes in a small glass vial with a combination eyedropper/cork and a small instruction manual. Adding a single drop of the Electuary to a potion causes that potion to change colors in a rapid — but specific — sequence, identifying it.

Game Information: *Detect Potion* (INT Roll +6) (Sight Group), *Discriminatory* (16 Active Points); OAF Fragile (-1¼), No Range (-½), 50 Continuing Charges lasting 5 Minutes each which Never Recover (-½). Total cost: 3 points.

OIL OF ESCAPE

Effect: Desolidification, Only To Protect Against Entangles, Grabs, and the like
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 1 Day each which Never Recover

Description: By rubbing this viscous lubricate on his body, a character gains the ability to slip out of any ropes, shackles, or other bonds for a period of one day. During that period he cannot be Entangled, Grabbed, tied up, or the like.

Game Information: *Desolidification* (affected by any attack) (40 Active Points); OAF Fragile (-1¼), Only To Protect Against Entangles, Grabs, and the like (-1), Does Not Protect Against Damage (-1), Cannot Pass Through Solid Objects (-½), 4 Continuing Charges lasting 1 Day each which Never Recover (-1). Total cost: 7 points.

POTION OF ELOQUENCE

Effect: +4 with Interaction Skills
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 1 Hour which Never Recover

Description: For one hour after he drinks this potion, the imbibor can speak with extreme eloquence. He always seems to choose the right words, and he expresses himself in a manner that's almost guaranteed to attract the attention of his desired audience.

Game Information: +4 with Interaction Skills (20 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 1 Hour which Never Recover (-1½). Total cost: 5 points.

POTION OF GIANT FORM

Effect: Growth
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 5 Minutes which Never Recover.

Description: After quaffing this potion, the imbibor grows to giant size — 8", or 16 meters tall — in the blink of an eye. Now much stronger and tougher than normal, he can wreak havoc among his enemies... but can also be hit more easily by them.

Game Information: *Growth* (+45 STR, +9 BODY, +9 STUN, -9" KB, 50,000 kg, -6 DCV, +6 PER Rolls to perceive character, 16 m tall, 8 m wide) (45 Active Points); OAF Fragile (-1¼), Extra Time (Full Phase to quaff potion and grow, -½), 4 Continuing Charges lasting 5 Minutes each which Never Recover (-2). Total cost: 9 points.

POTION OF GIANT'S STRENGTH

Effect: +40 STR
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 5 Minutes each which Never Recover

Description: Upon drinking this potion, a character becomes as strong as a giant! The effect only lasts for five minutes, but that's enough time to slay many enemies, smash down castle walls, or carry a heavy load over a swollen stream.

Game Information: +40 STR (40 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 5 Minutes each which Never Recover (-2). Total cost: 9 points.

Options:

- 1) **Strong Potion:** Increase to +60 STR. 60 Active Points; total cost 14 points.
- 2) **Weak Potion:** Decrease to +30 STR. 30 Active Points; total cost 7 points.
- 3) **Single Dose:** Decrease to 1 Continuing Charge lasting 5 Minutes which Never Recovers (-2¾). Total cost: 8 points.

POTION OF HEALING

Effect: Simplified Healing 4d6
Target: One character
Duration: Instant
Range: Self
Charges: 4 Charges which Never Recover.

Description: A favorite of adventurers everywhere, this delightful-tasting elixir heals wounds so the imbiber may live to fight another day.

In game terms, all Potions Of Healing count as one single type of Healing for purposes of the rules about how often Healing can be applied to a single character (or a single wound). The GM may choose to make exceptions for radically different curing-potions (such as the potions brewed by two different schools of Alchemy, or two different cultures), and may similarly choose to differentiate Potions Of Healing from the Salve Of Wound-Knitting (see below).

Game Information: Simplified Healing BODY 4d6 (40 Active Points); OAF Fragile (-1¼), 4 Charges which Never Recover (-3). Total cost: 8 points.

Options:

- 1) **Strong Potion:** Increase to Simplified Healing 6d6. 60 Active Points; total cost 11 points.
- 2) **Weak Potion:** Decrease to Simplified Healing 2d6. 20 Active Points; total cost 4 points.
- 3) **Single Dose:** Decrease to 1 Charge which Never Recovers (-4). Total cost: 6 points.

POTION OF INVISIBILITY

Effect: Invisibility to Sight Group, No Fringe
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 5 Minutes which Never Recover

Description: One dose of this potion and the character fades from sight completely for five minutes. Even someone standing right next to him cannot see him.

Game Information: Invisibility to Sight Group, No Fringe (30 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 5 Minutes which Never Recover (-2). Total cost: 7 points.

Options:

- 1) **Weak Potion:** This reduced version of the Potion leave a "fringe" around the character that is perceivable at distances of 1" or less. 20 Active Points; total cost 5 points.
- 2) **Single Dose:** Decrease to 1 Continuing Charge lasting 5 Minutes which Never Recovers (-2¾). Total cost: 6 points.

POTION OF LONGEVITY

Effect: Life Support (Longevity: +100 years to lifespan)
Target: One character
Duration: Persistent
Range: Self
Charges: 1 Charge which Never Recovers

Description: This potion extends the imbiber's lifespan by 100 years, with corresponding increases in the length of time before the effects of old age set in.

In game terms, every Potion Of Longevity a character drinks increases his lifespan by 100 years. This is a slight alteration of the normal rules, but it works better for potions than the standard version of Life Support (Longevity).

Alternately, the GM may prefer for characters to buy Longevity with Character Points, using the potion simply as a special effect for how they got it.

Game Information: Life Support (Longevity: +100 years to lifespan) (1 Active Point); OAF Fragile (-1¼), 1 Charge which Never Recovers (-4), Independent (-2). Total cost: 1 point.



POTION OF LOVE

Effect: Major Transform 7d6
Target: One character
Duration: Instant
Range: No Range
Charges: 1 Charge which Never Recovers

Description: When a character drinks this potent potion, he immediately falls deeply in love with the next person of the appropriate gender he sees (usually the person who gave him the potion).

For dramatic purposes, the GM may want to apply the Absolute Effects Rule to this potion.

Game Information: *Major Transform 7d6 (person into person with the Psychological Limitation Deeply In Love With [First Appropriate Person Seen After Drinking Potion (Common, Strong)]; heals back by drinking another love-potion) (standard effect: 21 BODY) (105 Active Points); OAF Fragile (-1¼), No Range (-½), Limited Target (humanoids; -½), 1 Charge which Never Recovers (-4). Total cost: 14 points.*

POTION OF THE OWL'S EYES

Effect: Nightvision
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 6 Hours each which Never Recover

Description: This potion grants a character the ability to see in the dark as easily as an owl. Even the tiniest light is enough to let the character see.

Game Information: *Nightvision (5 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 6 Hours each which Never Recover (-1¼). Total cost: 1 point.*

POTION OF SHAPECHANGING

Effect: Multiform (alternate form built on up to 600 Character Points)
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 1 Day each which Never Recover

Description: A character who consumes this potion can transform himself into nearly any monster, animal, or person for a period of one day. The alchemist who creates the potion defines what it can change the imbiber into (in game terms he's limited to forms built on a maximum of 600 Character Points; the GM may, if he wishes, recalculate the cost of this potion for forms built on more or fewer points). If appropriate, the imbiber retains his own intelligence, memories, and ability to think. The character remains in altered form for up to 1 Day; he can change back to his normal shape at will, but doing so cancels the potion's effects permanently.

Game Information: *Multiform (alternate form built on up to 600 Character Points) (120 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 1 Day each which Never Recover (-1). Total cost: 37 points.*

Options:

1) Potion Of Animal Form: Change to Multiform (any animal form built on up to 300 Character Points). 60 Active Points; total cost 18 points.



POTION OF STAMINA

Effect: +40 END
Target: One character
Duration: See text
Range: Self
Charges: 4 Continuing Charges lasting 1 Day each which Never Recover

Description: This potion overcomes fatigue and gives a character an added boost of energy. It provides +40 END. The END lasts until used or until the character goes to sleep (this does not include being Knocked Out).

Game Information: +40 END (20 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 1 Day each which Never Recover (ends when imbiber uses up all the END or goes to sleep; -1). Total cost: 6 points.

Options:

1) Single Dose: Decrease to 1 Continuing Charge lasting 1 Day each which Never Recovers (-1¼). Total cost: 5 points.

POTION OF SYLPHEN AGILITY

Effect: +10 DEX
Target: One character
Duration: Constant (1 minute)
Range: Self
Charges: 4 Continuing Charges lasting 1 Minute each which Never Recover

Description: A character who imbibes this potion suddenly has the grace and agility of a sylph. For the next minute, he can move more deftly, strike more accurately, and dodge more easily.

Game Information: +10 DEX (30 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 1 Minute each which Never Recover (-2¼). Total cost: 7 points.

Options:

1) Strong Potion: Increase to +15 DEX. 45 Active Points; total cost 10 points.

2) Weak Potion: Decrease to +5 DEX. 15 Active Points; total cost 3 points.

3) Single Dose: Decrease to 1 Continuing Charge lasting 1 Minute which Never Recovers (-3). Total cost: 6 points.

POTION OF TINY FORM

Effect: Shrinking
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 5 Minutes each which Never Recover

Description: After quaffing this potion, the imbiber shrinks to become a mere four inches tall. Not only does this make it easy for him to slip into or through places he ordinarily could not fit, it also makes him harder to hit and to see.

Game Information: *Shrinking* (0.125 m tall, 0.0244 kg mass, -8 PER Rolls to perceive character, +8 DCV, takes +12" KB) (40 Active Points); OAF Fragile (-1¼), Extra Time (Full Phase to quaff potion and shrink, -½), 4 Continuing Charges lasting 5 Minutes each which Never Recover (-2). Total cost: 8 points.

POTION OF UNDERWATER COMFORT

Effect: Life Support (Expanded Breathing: Breathe Underwater)
Target: One character
Duration: Constant (6 hours)
Range: Self
Charges: 4

Description: Quaffing this potion grants a character the ability to breathe underwater for a period of six hours.

Game Information: *Life Support (Expanded Breathing)* (5 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 6 Hours each which Never Recover (-1¼). Total cost: 1 point.

THURLOND'S TONIC OF TRANSFORMATION

Effect: Shape Shift (Sight, Hearing and Touch Groups, any humanoid shape), Imitation
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 1 Hour each which Never Recover

Description: The renowned thaumaturge Thurlond Fiveforms wasn't above working as a spy and assassin now and again. He devised this potion to help him slip past guards, blend in with crowds, disguise himself as a victim's loved one, and the like. Under the influence of this potion, a character can turn into any other humanoid being — and imitate the features of others with great accuracy.

Game Information: *Shape Shift (Sight, Hearing and Touch Groups, any humanoid shape), Imitation* (36 Active Points); OAF Fragile (-1¼), 4 Continuing Charges lasting 1 Hour each which Never Recover (-1½). Total cost: 10 points.

DUSTS AND POWDERS

Dusts are small packets, flasks, or jars of enchanted powder. The character typically throws them at the target. If the Powder is in a container that shatters upon impact, it has a normal Range based on the character's STR; if the powder is loose and the character has to throw or blow handfuls of it, it has a maximum range of 3". (In either case the *Range Based On STR* (-¼) Limitation covers this.) Like potions, dusts are normally produced in batches of four doses.

Offensive Dusts

DUST OF ILLUSION

Effect: Images to Sight Group, -3 to PER Rolls
Target: 4" Radius
Duration: Constant
Range: RBS
Charges: 4 Continuing Charges lasting 1 Turn each which Never Recover

Description: When thrown or sprinkled over an area, this dust creates a visual illusion of the user's choice. Since the illusion is only visual, scenes or events that require sound or odor are quickly revealed as false.

Game Information: *Sight Group Images*, -3 to PER Rolls, Increased Size (4" radius; +½) (28 Active Points); OAF Fragile (-1¼), Range Based On Strength (-¼), 4 Continuing Charges lasting 1 Turn each which Never Recover (-2½). Total cost: 6 points.

DUST OF IMPRISONMENT

Effect: Entangle 5d6, 5 DEF, Takes No Damage From Attacks
Target: One character
Duration: Instant
Range: RBS
Charges: 4 Charges which Never Recover

Description: When thrown at a person or creature, this dust surrounds and paralyzes him. Only the strongest victims break free before being slain by their attackers.

Game Information: *Entangle 5d6, 5 DEF, Takes No Damage From Physical Attacks* (+¼) (62 Active Points); OAF Fragile (-1¼), 4 Charges which Never Recover (-3), Range Based On Strength (-¼). Total cost: 11 points.

Options:

- 1) Strong Dust:** Increase to Entangle 6d6, 6 DEF. 75 Active Points; total cost 14 points.
- 2) Weak Dust:** Decrease to Entangle 4d6, 4 DEF. 50 Active Points; total cost 9 points.
- 3) Single Dose:** Decrease to 1 Charge which Never Recovers (-4). Total cost: 9 points.

DUST OF OBSCUREMENT

Effect: Change Environment, -4 to Sight Group PER Rolls
Target: 8" Radius
Duration: Constant (1 Turn)
Range: RBS
Charges: 4 Continuing Charges lasting 1 Turn each which Never Recover

Description: When thrown, this dust turns into a thick, cloying cloud that's almost impossible to see into or through.

Game Information: *Change Environment* 8" radius, -4 to Sight Group PER Rolls (29 Active Points); OAF Fragile (-1¼), Range Based On Strength (-¼), 4 Continuing Charges lasting 1 Turn each which Never Recover (-2½). Total cost: 6 points.

Options:

- 1) **Strong Dust:** Increase to -6 to Sight Group PER Rolls. 35 Active Points; total cost 7 points.
- 2) **Weak Dust:** Decrease to -2 to Sight Group PER Rolls. 23 Active Points; total cost 5 points.
- 3) **Single Dose:** Decrease to 1 Charge lasting 1 Turn each which Never Recovers (-3¼). Total cost: 4 points.

DUST OF REVELATION

Effect: Dispel 12d6, Area Of Effect (4" Radius)
Target: 4" Radius
Duration: Instant
Range: RBS
Charges: 4 Charges which Never Recover

Description: When hurled or blown, this silvery powder clings to any creature within a 25-foot radius area, instantly revealing invisible creatures.

Game Information: *Dispel Invisibility* 12d6, Area Of Effect (4" Radius; +1) (72 Active Points); OAF Fragile (-1¼), Range Based On Strength (-¼), 4 Charges which Never Recover (-3). Total cost: 13 points.

MORPHEAN DUST

Effect: Energy Blast 8d6, NND
Target: One character
Duration: Instant
Range: RBS
Charges: 4 Charges which Never Recovers

Description: When someone breathes this potent dust, the silken grasp of the gods of sleep takes hold of him and casts him gently down to slumber. The victim's enemies often take steps to ensure he never wakes up.

Game Information: *Energy Blast* 8d6, No Normal Defense (defense is Life Support [Self-Contained Breathing]; +1) (80 Active Points); OAF Fragile (-1¼), Range Based On Strength (-¼), 4 Charges which Never Recover (-3). Total cost: 14 points.

**Options:**

- 1) **Strong Dust:** Increase to Energy Blast 10d6. 100 Active Points; total cost 18 points.
- 2) **Weak Dust:** Decrease to Energy Blast 6d6. 60 Active Points; total cost 11 points.
- 3) **Single Dose:** Decrease to 1 Charge which Never Recovers (-4). Total cost: 12 points.

Defensive Dusts**BONE POWDER OF UNDEAD PROTECTION**

Effect: Armor (8 PD/8 ED), Only Versus Undead
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 1 Day each which Never Recover

Description: When dusted about the body, this fine powder made from the bones of animated skeletons provides a character with protection equal to that of plate armor — but only against the undead. The protection lasts for as long as the powder clings to the body; generally, about one day.

Game Information: *Armor* (8 PD/8 ED) (24 Active Points); OAF Fragile (-1¼), Only Versus Undead (-½), 4 Continuing Charges lasting 1 Day each which Never Recover (-1). Total cost: 6 points.

Options:

- 1) **Strong Powder:** Increase to Armor (10 PD/10 ED). 30 Active Points; total cost 8 points.
- 2) **Weak Powder:** Decrease to Armor (4 PD/4 ED). 12 Active Points; total cost 3 points.
- 3) **Single Dose:** Decrease to 1 Continuing Charge lasting 1 Day which Never Recovers (-1¼). Total cost: 5 points.

Miscellaneous Dusts

DUST OF TRAIL DIFFUSION

Effect: Change Environment, -14 to Tracking rolls
Target: 16" long and 2" wide Line
Duration: Constant (Long-Lasting)
Range: No Range
Charges: 4 Charges which Never Recover

Description: This enchanted sand can be sprinkled along behind a character as he walks, obscuring all traces of his passage and making him impossible to track. There's enough dust in each dose to obscure a trail 32 meters long and 4 meters wide.

Game Information: *Change Environment* 8" radius (16" long and 2" wide Line; +¼), -14 to Tracking Rolls, Long-Lasting (99 Active Points); OAF Fragile (-1¼), No Range (-½), 4 Charges which Never Recover (-3). Total cost: 17 points.

OINTMENTS, SALVES, AND UNGUENTS

Salves, ointments, and the like function similar to potions, but usually must be rubbed on the user instead of imbibed, which takes time (generally one minute; the GM may, in his discretion, decrease or increase this time for smaller or taller beings). It takes one minute to apply the Salve to a human-sized person.

Offensive Ointments

SHAMAN'S SALVE

Effect: +40 PRE
Target: One spirit
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 1 Day each which Never Recover

Description: This foul-smelling salve is made from bear fat. It enhances a shaman's prestige and power in the eyes of the Spirit World, allowing him to more easily persuade or intimidate spirit-folk. It wears off after about one day.

Game Information: +40 PRE (40 Active Points); OAF Fragile (-1¼), Only To Make Presence Attacks (-1), Extra Time (1 Minute to apply salve; -1½), Only Against Spirits (-1), Side Effects (+3 to Smell PER Rolls to perceive character; -¼), 4 Continuing Charges lasting 1 Day each which Never Recover (-1). Total cost: 6 points.

Defensive Ointments

OINTMENT OF ARMOR ENHANCEMENT

Effect: Armor (+3 PD/+3 ED), Only Adds To Armor
Target: One suit of armor
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 1 Hour each which Never Recover

Description: When applied to a suit of any type of armor, this ointment makes that armor tougher and sturdier, thus increasing its ability to protect the wearer. If applied directly to a character's skin, or to an object other than armor, it has no effect.

Game Information: *Armor* (3 PD/3 ED) (9 Active Points); OAF Fragile (-1¼), Extra Time (1 Minute to apply to armor; -1½), Only Applies To Armor (-½), 4 Continuing Charges lasting 1 Hour each which Never Recover (-1½). Total cost: 2 points.

Options:

1) **Strong Ointment:** Increase to Armor (+5 PD/+5 ED). 15 Active Points; total cost 3 points.

2) **Weak Ointment:** Decrease to Armor (+1 PD/+1 ED). 3 Active Points; total cost 1 point.

OINTMENT OF EVASIVENESS

Effect: Evasive
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 1 Hour each which Never Recover

Description: When this ointment is rubbed upon the body, it gives its user a special knack for dodging blows, deadly traps, and even spells.

Game Information: *Evasive* (18 Active Points); OAF Fragile (-1¼), Extra Time (1 Minute to apply ointment; -1½), 4 Continuing Charges lasting 1 Hour each which Never Recover (-1½). Total cost: 3 points.

STONYSKIN SALVE

Effect: Armor (5 PD/3 ED)
Target: One character
Duration: Constant (1 hour)
Range: Self
Charges: 4 Continuing Charges lasting 1 Hour each which Never Recover

Description: When rubbed into a character's skin (it has no effect on nonliving beings or objects), this salve makes the skin stony hard, allowing him to resist damage easily. It provides slightly more protection against physical attacks than fire or other forms of energy.

Game Information: *Armor* (5 PD/3 ED) (12 Active Points); OAF Fragile (-1¼), Extra Time (1 Minute to apply salve; -1½), Only Works On Living Skin (-½), 4 Continuing Charges lasting 1 Hour each which Never Recover (-1½). Total cost: 2 points.

UNGUENT OF INVULNERABILITY

Effect: Armor (25 PD/25 ED)
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 5 Minutes each which Never Recover

Description: When rubbed into the skin, this powerful unguent provides its user with so much protective magic that he becomes practically invulnerable for a brief period of time.

Game Information: *Armor (25 PD/25 ED) (75 Active Points); OAF Fragile (-1¼), Extra Time (1 Minute to apply unguent, -1½), 4 Continuing Charges lasting 5 Minutes each which Never Recover (-2). Total cost: 13 points.*

Options:

1) **Alternative Unguent:** Change to Physical and Energy Damage Reduction, Resistant, 50%. 60 Active Points; total cost 10 points.

2) **Single Dose:** Decrease to 1 Continuing Charge lasting 5 Minutes which Never Recovers (-2¾). Total cost: 11 points.

Movement Ointments

OINTMENT OF SWIFT MOVEMENT

Effect: Running +10"
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 1 Hour each which Never Recover

Description: When rubbed into a character's skin, this emollient gives him the ability to run with magical swiftness for one hour.

Game Information: *Running +10" (20 Active Points); OAF Fragile (-1¼), Extra Time (1 Minute to apply to character, -1½), 4 Continuing Charges lasting 1 Hour each which Never Recover (-1½). Total cost: 4 points.*

Sensory Ointments

UNGUENT OF ALERTNESS

Effect: Life Support (Diminished Sleeping: no need to sleep)
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 1 Day each which Never Recover

Description: A character who rubs this unguent into his skin does not need to sleep for a period of one day.

Game Information: *Life Support (Diminished Sleeping: no need to sleep) (3 Active Points); OAF Fragile (-1¼), Extra Time (1 Minute to apply unguent, -1½), 4 Continuing Charges lasting 1 Day each which Never Recover (-1). Total cost: 1 point.*

Miscellaneous Ointments

ALZAMAR'S UNGUENT OF INVISIBILITY

Effect: Invisibility to Sight Group
Target: One character
Duration: Constant
Range: Self
Charges: 4 Continuing Charges lasting 1 Day each which Never Recover

Description: The skilled First Epoch sorcerer Alzamar was a master at creating spells and enchanted items that rendered their user invisible, including this salve. When it's rubbed into the skin it makes the user unseeable for up to one hour.

Game Information: *Invisibility to Sight Group, No Fringe (30 Active Points); OAF Fragile (-1¼), Extra Time (1 Minute to apply salve; -1½), 4 Continuing Charges lasting 1 Day each which Never Recover (-1). Total cost: 6 points.*

SALVE OF WOUND-KNITTING

Effect: Simplified Healing 6d6
Target: One character
Duration: Instant
Range: Self
Charges: 4

Description: Similar to a Potion Of Healing, but more efficacious, this sweet-smelling salve instantly knits together wounds and restores injured persons to good health.

Game Information: *Simplified Healing 6d6 (60 Active Points); OAF Fragile (-1¼), Extra Time (1 Minute to apply to character, -1½), 4 Charges which Never Recover (-3). Total cost: 9 points.*

Options:

1) **Strong Salve:** Increase to Simplified Healing 8d6. 80 Active Points; total cost 12 points.

2) **Weak Salve:** Decrease to Simplified Healing 4d6. 40 Active Points; total cost 6 points.



Besides magical weapons, rings are among the most common of enchanted items. After all, they're small, inconspicuous, and — perhaps most importantly — never out of reach! Renowned wizards like Ambernaud of Amardan and Oldrusan Magisterios are said to have worn so many magical rings at once that they had problems casting simple spells. This led to the development of the Ring of Ring Wearing (see below). (In game terms, any character who wears more than four enchanted rings has to make a DEX Roll to use any spell or power requiring Gestures. He suffers a cumulative -1 penalty to the roll for each ring more than four that he wears. For example, wearing rings on all ten fingers means a -6 penalty.)

Unless otherwise stated, enchanted rings resize themselves to fit their wearer's finger.

OFFENSIVE RINGS

GIANT'S RING

Effect: +15 STR, Side Effects (-2 DCV and +2 to others' PER Rolls to perceive wearer)
Target: Self
Duration: Constant
Range: Self
Charges: 2 Continuing Charges lasting 30 Seconds each
Defense: 3 DEF

Description: When its command word is spoken, this magical golden ring makes the wearer enormously tall and strong for 30 seconds up to twice a day. The command word (usually "giant" in Khellician) is inscribed on the band's inner surface.

Game Information: +15 STR (15 Active Points); OIF (-½), Independent (-2), Side Effects (-2 DCV and +2 to others' PER Rolls to perceive wearer; -½), 2 Continuing Charges lasting 30 Seconds each (-¾). Total cost: 3 points.

MESMERIC RING

Effect: Mind Control 12d6
Target: One character
Duration: Instant
Range: No Range
Charges: 9 Charges
Defense: 12 DEF

Description: This ring is usually made of gold, with small opals or virgalai set all around it in a sort of spiral pattern. To use it, the wearer holds up his hand (usually palm first) in front of the target's eyes. The ring then allows him to take control of the victim's mind, but he must speak aloud the commands he wishes the victim to follow. The ring only has enough mystic energy to be used nine times per day.

Game Information: *Mind Control 12d6 (60 Active Points); OIF (-½), Independent (-2), No Range (-½), 9 Charges (-¾). Total cost: 14 points.*

Options:

- 1) **Strong Ring:** Increase to Mind Control 14d6. 70 Active Points; total cost 16 points.
- 2) **Weak Ring:** Decrease to Mind Control 10d6. 50 Active Points; total cost 12 points.

RING OF THE DEADLY TOUCH

Effect: Various Attack Powers
Target: One character
Duration: Instant
Range: Touch
Charges: 8 Charges
Defense: 13 DEF

Description: This ring, usually made of dark metal set with complementary-colored stones, possesses four offensive powers. To use any of them, the wearer must touch the target and mentally command the item. He can only use the ring eight times per day.

Game Information:

Cost Power

- 15 *Ring Of The Deadly Touch:* Multipower, 60-point reserve; all OIF (-½), Independent (-2), 8 Charges for entire reserve (-½)
- 1u 1) *Lightning Touch:* RKA 2½d6, Armor Piercing (+½); OIF (-½), Independent (-2), No Range (-½)
- 2u 2) *Morphean Touch:* Drain STUN 6d6; OIF (-½), Independent (-2)
- 1u 3) *Paralysis Touch:* Entangle 4d6, 4 DEF, Takes No Damage From Attacks (+½); OIF (-½), Independent (-2), No Range (-½)

- 2u 4) *Weakness Touch*: Drain STR 6d6; OIF (-½), Independent (-2)

Total cost: 21 points

Options:

1) **Strong Ring**: Add *Clumsiness Touch*: Drain DEX 6d6; OIF (-½), Independent (-2). Total cost: 23 points.

2) **Weak Ring**: Remove *Lightning Touch*. Total cost: 20 points.

RING OF BATTLE MAGIC

Effect: Sight Group Flash 8d6; RKA 2½d6; RKA 2½d6; Energy Blast 6d6
Target: Various Area Effects
Duration: Instant
Range: 600"/ 800"/ 600"/ 635"
END Cost: 24/32/18/26
Defense: 38 DEF

Description: This plain gold band inscribed with glowing runes gives its wielder command over four terrible spells of Battle Magic: Army Of The Blind, Field Of Fire, Lightning Storm, and War Hurricane. To summon the power of the ring, the wielder need only raise his arms into the air and scream out the name of the spell he wishes to use. He who would wield the might of the Ring Of Battle Magic should beware, however; it will consume his strength at an alarming rate.

Game Information:

Cost Power

- 35 *Ring Of Battle Magic*: Multipower, 160-point reserve; all slots OIF (-½), Independent (-2), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x2 END; -½)
- 3u 1) *Army Of The Blind*: Sight Group Flash 8d6, Area Of Effect (64" Radius; +2); common Limitations described above
- 3u 2) *Field Of Fire*: RKA 2½d6, Area Of Effect (14" Radius; +1), Mobile (+1), Continuous (+1); common Limitations described above
- 3u 3) *Lightning Storm*: RKA 2½d6, Area Of Effect (64" Radius; +2); common Limitations described above
- 3u 4) *War Hurricane*: Energy Blast 6d6, Area Of Effect (42" Cone; +1¼), Continuous (+1), Does Knockback (+¼), Double Knockback (+¾) (127 Active Points); common Limitations described above

Total cost: 47 points

Options:

1) **Strong Ring**: Remove the Common Modifier *Increased Endurance Cost* (-½). Total cost: 53 points.

2) **Weak Ring**: Remove *Lightning Storm*. Total cost: 44 points.

3) **Chaos Battle Ring**: According to rumors, a certain number of Rings Of Battle Magic have been tempered in pure Chaos, making their targeting dangerously unpredictable. In game terms, this version of this ring lands its powerful spells where the GM, not the character, wishes! Add No Conscious Control (character controls activation of ring but not its effects; -1) to the reserve and each slot. Total cost: 38 points.

RING OF ILLUMINATION

Effect: Images to Sight Group, Sight Group Flash 6d6
Target: 4" Radius/One character
Duration: Constant/Instant
Range: No Range/150"
Charges: 2 Continuing Fuel Charges lasting 1 Hour each/8
Defense: 14 DEF

Description: This ring, typically made of gold and set with diamonds or fire opals, has two mystical powers. First, it can generate bright light for up to two hours per day. Second, it can emit a blinding flash of light eight times per day.

Game Information:

Cost Power

- 8 *Illumination*: Images to Sight Group, +4 to PER Rolls, Increased Size (4" radius; +½), 2 Continuing Fuel Charges (last 1 Hour each, refuel every dawn; +¼) (38 Active Points); OIF (-½), Independent (-2), No Range (-½), Only To Create Light (-1)
- 7 *Blinding Illumination*: Sight Group Flash 6d6 (30 Active Points); OIF (-½), Independent (-2), 8 Charges (-½)

Total cost: 15 points

Options:

1) **Strong Ring**: Replace 2 Continuing Fuel Charges with Reduced Endurance (0 END; +½). The ring now generates light whenever its wearer wishes. 44 Active Points; total cost 9 points; total cost of ring 16 points.

RING OF ELEMENTAL POWERS

Effect: RKA 2d6, Armor Piercing; Swimming +6"; Flight 8"; Armor (6 PD/6 ED)
Target: One Target/Self
Duration: Instant/ 5 Minutes
Range: 225"/Self
Charges: 1 Charge per slot per Day
Defense: Unbreakable

Description: This platinum ring has a set of four different gems mounted onto its surface: a red ruby, a blue sapphire, a white opal, and brown quartz. Each gem grants the ring's wearer a power derived from one of the four Elements: a fiery blast, the ability to swim at great speeds, the power of flight, and the ability to make his skin become as hard as rock. Each power can be used once per day.

Game Information:

Cost Power

- 13 *Ring Of Elemental Powers:* Multipower, 45-point reserve; all slots OIF (-½), Independent (-2)
- 1u 1) *Red Ruby:* RKA 2d6, Armor Piercing (+½); 1 Charge (-2), OIF (-½), Independent (-2)
- 1u 2) *Blue Sapphire:* Swimming +6" (8" total); OIF (-½), Independent (-2), 1 Continuing Charge lasting 5 Minutes (-¾)
- 1u 3) *White Opal:* Flight 8"; OIF (-½); Independent (-2), 1 Continuing Charge lasting 5 Minutes (-¾)
- 1u 4) *Brown Quartz:* Armor (6 PD/6 ED); Independent (-2), 1 Continuing Charge lasting 5 Minutes (-¾), OIF (-½)

Total cost: 17 points

RING OF MYSTIC DARTS

Effect: RKA 2d6, Autofire (3)
Target: One character
Duration: Instant
Range: LOS
Charges: 12
Defense: 10 DEF

Description: This plain copper ring can fire up to a dozen Mystic Darts each day, up to three at a time.

Game Information: RKA 2d6, Autofire (3 shots; +¼), Line Of Sight (+½) (52 Active Points); OIF (-½), Independent (-2), Each Use Counts As 3 Charges No Matter How Many Darts Are Fired (-¼), 12 Charges (-¼). Total cost: 13 points.

Options:

- 1) **Strong Ring:** Increase to 32 Charges (+¼). 60 Active Points; total cost 16 points.
- 2) **Weak Ring:** Decrease to 6 Charges (-¾). Total cost: 11 points.

RING OF THE THUNDERBOLT SPHERE

Effect: RKA 3d6
Target: 16" Radius
Duration: Instant
Range: No Range
Charges: 6 Charges which Never Recover
Defense: 27 DEF

Description: This ring, made of silver and set with blue stones, emits a blast of lightning all around the user that travels outward from him to strike anyone nearby when he holds his fist above his head and speaks the command word. Typically a Thunderbolt-Sphere Ring can be used six times (once for each stone set in it) before it crumbles to dust, forever destroyed.

Game Information: RKA 3d6, Area Of Effect (16" Radius; +1½), +1 Increased STUN Multiplier (+¼), Personal Immunity (+¼) (135 Active Points); OIF (-½), Incantations (-¼), Independent (-2), No Range (-½), 6 Charges which Never Recover (-¾). Total cost: 19 points.

Options:

- 1) **Strong Ring:** Change to 6 Charges (-¾). Total cost: 27 points.

RING OF THE WIZARDS' HANDS

Effect: Telekinesis (12 STR)
Target: One character
Duration: Constant
Range: 135"
END Cost: 0
Defense: 5 DEF

Description: This bronze ring formed in the shape of clasping hands endows its wearer with the ability to lift, carry, and strike at a distance with the strength of a healthy adult man. All he needs do is make the appropriate gesture with his hands, and the ring carries out those gestures at a distance.

Game Information: Telekinesis (12 STR), Reduced Endurance (0 END; +½) (27 Active Points); OIF (-½), Independent (-2). Total cost: 8 points.

Options:

- 1) **Strong Ring:** This improved version of the Ring allows the user to do fine work. Add Fine Manipulation. 42 Active Points; total cost 12 points.
- 2) **Weak Ring:** This less powerful version of the ring only grants its wearer Telekinesis (6 STR). 13 Active Points; total cost 4 points.

STAR SAPPHIRE RING

Effect: RKA 3d6, Penetrating
Target: One character
Duration: Instant
Range: 335"
Charges: 8 Charges which Never Recover
Defense: 13 DEF

Description: Set with eight small star sapphires, this silver ring contains a potent attack spell: it fires bolts of deadly starfire. Each sapphire contains the magic of one bolt; after it fires its bolt, it darkens. After the wearer uses all eight bolts, the ring is just a piece of silver jewelry set with eight poor-color sapphires.

Game Information: RKA 3d6, Penetrating (+½) (67 Active Points); OIF (-½), Independent (-2), Limited Range (30"; -¼), 8 Charges which Never Recover (-2½). Total cost: 11 points.

Options:

1) **Strong Ring:** Increase to RKA 3½d6. 82 Active Points; total cost 13 points.

2) **Weak Ring:** Decrease to RKA 2d6. 45 Active Points; total cost 7 points.

STORMTOUCH

Effect: Energy Blast 4d6, NND
Target: One character
Duration: Instant
Range: Touch
Charges: 100 Recoverable Charges
Defense: 11 DEF

Description: Made of purest star-steel, this ring gives off a powerful electrical shock when its wielder strikes a target with his hand. It contains 100 charges and can be recharged by a skilled enchanter.

Game Information: Energy Blast 4d6, No Normal Defense (defense is thick leather clothing or similar insulation; +1), 100 Charges (recoverable under limited circumstances; +¾) (55 Active Points); OIF (-½), Independent (-2), No Range (-½). Total cost: 14 points.



DEFENSIVE RINGS

MAIL RING

Effect: Armor (6 PD/6 ED)
Target: One Person
Duration: Persistent
Range: Self
END Cost: 0
Defense: Unbreakable

Description: This ring protects the wearer as if he were wearing chainmail — with the added bonus that it weighs nothing and cannot be destroyed! However, unlike some enchanted items it does not work in conjunction with actual worn armor.

Game Information: *Armor (6 PD/6 ED) (18 Active Points); OIF (-½), Independent (-2), Does Not Add To Worn Armor (-½). Total cost: 4 points.*

Options:

- 1) **Plate Ring:** Increase to Armor (8 PD/8 ED). 24 Active Points; total cost 6 points.
- 2) **Scale Ring:** Decrease to Armor (4 PD/4 ED). 12 Active Points; total cost 3 points.
- 3) **Leathern Ring:** Decrease to Armor (3 PD/3 ED). 9 Active Points; total cost 2 points.

RING OF FLAMEWARDING

Effect: Armor (14 ED), Only Versus Fire; Life Support (Safe Environment: Intense Heat)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 5 DEF

Description: This golden ring studded with red garnets confers on the wearer a high degree of protection from fire, both environmental heat and fire attacks.

Game Information:

Cost Power

- 5 *Fire Protection:* Armor (14 ED) (21 Active Points); OIF (-½), Independent (-2), Only Works Against Limited Type Of Attack (fire/heat; -½)
- 1 *Fire Protection:* Life Support (Safe Environment: Intense Heat) (2 Active Points); OIF (-½), Independent (-2)

Total cost: 6 points.

RING OF SAFETY

Effect: Force Field (6 PD/6 ED/9 Mental Defense/9 Power Defense)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 8 DEF

Description: A character wearing this ring need not fear most mundane and magical attacks.

Game Information: *Force Field (6 PD/6 ED/9 Mental Defense/9 Power Defense), Reduced Endurance (0 END; +½) (45 Active Points); OIF (-½), Independent (-2). Total cost: 13 points.*

Options:

- 1) **Strong Ring:** Add Protect Carried Items. 60 Active Points; total cost 17 points.
- 2) **Weak Ring:** Reduce to Force Field (6 PD/6 ED/5 Mental Defense/5 Power Defense). 33 Active Points; total cost 9 points.

RING OF THE WARRIOR'S SKILL

Effect: Combat Luck (3 PD/3 ED)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: A character wearing this ring, which is usually made of silver and engraved with scenes of battle, has a much better chance to avoid blows and other attacks than he normally would.

Game Information: *Combat Luck (3 PD/3 ED) (6 Active Points); OIF (-½), Independent (-2). Total cost: 2 points.*

SHIELDING RING

Effect: Armor (6 PD/ 6 ED)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 1 DEF

Description: This ring surrounds the wearer with an invisible and usually intangible field that protects him as well as a suit of magical chainmail. Unfortunately, the field covers the wearer's hands like a pair of mittens, preventing fine manipulation.

Game Information: *Armor (6 PD/6 ED) (18 Active Points); OIF (-½), Independent (-2), Side Effects (interferes with fine manipulation, -4 to appropriate DEX Rolls; -¼). Total cost: 5 points.*

STEELHAND RING

Effect: Force Wall (30 PD/30 ED), Hardened, Only Protects The Hand On Which It's Worn
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: Unbreakable

Description: This is a thick steel ring, almost more suited for use as a hair-ring or the like. While the character wears it, the hand it's on (including the wrist and the three inches of the forearm closest to the hand) are virtually immune to injury. The character can stick his hand into a blazing fire and pull out a red-hot ember without burning himself, or grasp a razor-sharp swordblade without suffering a cut. An elephant could stomp on his hand and not cause so much as a scratch.

Game Information: *Force Wall (30 PD/30 ED), Hardened (+¼), Reduced Endurance (0 END; +½), Persistent (+½) (337 Active Points); OIF (-½), Independent (-2), No Range (-½), Self Only (-½), Only Protects The Hand On Which It's Worn (-2). Total cost: 52 points.*

TROLLSBLOOD RING

Effect: Healing BODY 2d6, Regeneration, Can Heal Limbs
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 11 BODY

Description: This carved ironwood ring, also known as a Ring of Regeneration, acts quickly to heal its wearer whenever he's injured. It can even grow back severed limbs (assuming the ring isn't on one of them)!

Game Information: *Healing BODY 2d6 (Regeneration: 2 BODY per Turn), Can Heal Limbs, Reduced Endurance (0 END; +½), Persistent (+½) (50 Active Points); OIF (-½), Extra Time (1 Turn [Post-Segment 12]; -1¼), Independent (-2), Self Only (-½). Total cost: 9 points.*

VELTHUNE'S RING OF SPELL REFLECTION

Effect: Missile Deflection (any magical Ranged attack)
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 4 DEF

Description: Originally created by the famed arcanomancer Velthune for his adventuring companions, this thin silver ring decorated with First Epoch runes deflects ranged attack spells away from its wearer.

Game Information: *Missile Deflection (any Ranged attack) (20 Active Points); OIF (-½), Independent (-2), Only Works Against Magic Spells And Powers (-½). Total cost: 5 points.*

WINTER RING

Effect: Life Support (Safe Environment: Intense Cold)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 1 DEF

Description: This minor (but extremely useful) magical ring is carved from the tusk of a walrus slain in the Endless Ice north of Turakia. It gives its wearer the ability to bear extremely cold temperatures without the benefit of protective clothing.

Game Information: *Life Support (Safe Environment: Intense Cold) (2 Active Points); OIF (-½), Independent (-2). Total cost: 1 point.*

Options:

1) Strong Ring: This more powerful version of the Winter Ring also protects its wearer from cold based magical attacks. Add Armor (14 ED) that Only Works Against Limited Type Of Attack (ice/cold; -¼). 21 Active Points; total cost 6 points; total cost of ring 7 points.

MOVEMENT RINGS

CRIMSON RING

Effect: Teleportation 20", MegaScale
Target: Self
Duration: Instant
Range: Self
Charges: 4 Charges
Defense: Unbreakable

Description: This ring appears to be made out of some strange, red metal. It allows the wearer to teleport over vast distances, similar to the Second Spell of the Crimson Ring (FHG page 233). The ring can be used up to four times a day.

Game Information: *Teleportation 20", MegaScale (1" = 100 km, can be scaled down to 1" = 1km; +1) (80 Active Points); OIF (-½), Independent (-2), 4 Charges (-1). Total cost: 18 points.*

Options:

1) Strong Ring: Increase to Teleportation 30". 120 Active Points; total cost 27 points.

2) Weak Ring: Decrease to Teleportation 15". 60 Active Points; total cost 13 points.

RING OF GOLDEN BIRDS

Effect: Flight 15"
Target: Self
Duration: Constant/Instant
Range: Self
Charges: 1 Continuing Fuel Charge lasting 1 Hour
Defense: 6 DEF

Description: The wearer of this ring, which is formed to look like a circle of birds, can fly for an hour each day.

Game Information: *Flight 15"* (30 Active Points); *OIF* (-½), *Independent* (-2), *1 Continuing Fuel Charge lasting 1 Hour* (recharges at dawn; -0). *Total cost: 9 points.*

Options:

- 1) **Ring Of Golden Falcons:** Increase to Flight 20". 40 Active Points; total cost 11 points.
- 2) **Ring Of Golden Sparrows:** Decrease to Flight 10". 20 Active Points; total cost 6 points.

RING OF LEVITATION

Effect: Flight 10", Levitation
Target: Self
Duration: Constant/Instant
Range: Self
Charges: 6 Continuing Charges lasting 1 Minute each
Defense: 4 DEF

Description: Need to reach something on the top shelf? This ring helps you do just that by letting you levitate upward and then return to the ground. It only works a six times per day, for no more than a minute, so use it with care.

Game Information: *Flight 10"* (20 Active Points); *OIF* (-½), *Levitation* (-½), *Independent* (-2), *6 Continuing Charges lasting 1 Minute each* (-0). *Total cost: 5 points.*

RING OF MAGESTEPPING

Effect: Teleportation 12", Cannot Be Used In Consecutive Phases
Target: Self
Duration: Instant
Range: Self
END Cost: 0
Defense: 7 DEF

Description: This ring allows the wearer to Teleport for short distances. It doesn't have Charges, but requires several seconds to "recharge" between uses.

Game Information: *Teleportation 12"*, *Reduced Endurance* (0 END; +½) (36 Active Points); *OIF* (-½), *Independent* (-2), *No Noncombat Movement* (-¼), *Cannot Be Used In Consecutive Phases* (-½). *Total cost: 8 points.*

Options:

- 1) **Strong Ring:** Increase to Teleportation 18". 54 Active Points; total cost 13 points.
- 2) **Weak Ring:** Decrease to Teleportation 6". 18 Active Points; total cost 4 points.

RING OF SAFE LANDINGS

Effect: Leaping +60", Only To Prevent Damage From Falls
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 18 DEF

Description: The wearer of this ring needn't fear long falls or jumping from rooftops, since its enchantment allows him to land quickly and safely.

Game Information: *Leaping +60"*, *Reduced Endurance* (0 END; -½) (90 Active Points); *OIF* (-½), *Independent* (-2), *Only To Prevent Damage From Falls* (-1). *Total cost: 20 points.*

RING OF SNOW STRIDING

Effect: Flight 10", Only On Snow
Target: Self
Duration: Continuous
Range: Self
END Cost: 2
Defense: 4 DEF

Description: A person wearing this ring can walk on even the softest snow and not only not fall through, but also not leave tracks.

Game Description: *Flight 10"* (20 Active Points); *OIF* (-½), *Independent* (-2), *Only On Snow* (-½), *Wearer May Only Use Inches Of Flight Up To His Combat Movement With Running* (-0). *Total cost: 5 points.*

RING OF TELEPORTATION

Effect: Teleportation 30"
Target: Self
Duration: Instant
Range: Self
Charges: 9 Charges
Defense: 12 DEF

Description: This ring allows its wearer to teleport up to about 200 feet nine times each day.

Game Information: *Teleportation 30"* (60 Active Points); *OIF* (-½), *Independent* (-2), *9 Charges* (-¼). *Total cost: 16 points.*

Options:

- 1) **Strong Ring:** Increase to 16 Charges (-0). Total cost: 17 points
- 2) **Weak Ring:** Decrease to 4 Charges (-1). Total cost: 13 points.

SENSORY RINGS

RING OF FARSEEING

Effect: Clairsentience (Sight Group)
Target: Self
Duration: Constant
Range: 1,000"/250 km
END Cost: 4/5
Defense: 10 DEF

Description: A person who wears and gazes into this ring can see distant scenes depicted in its blue stone. He cannot hear what's going on at the places he views, and he cannot view the future. The wearer must use his own stamina to power it, so viewing distant scenes for too long may prove tiring.

Game Information:

Cost Power

- 11 *Ring Of Farseeing:* Multipower, 50-point reserve; all OIF (-½), Independent (-2), Concentration (0 DCV throughout; -1)
- 1u 1) *Close-Range Viewing:* Clairsentience (Sight Group), Mobile Perception Point, x8 Range (1,000"); OIF (-½), Concentration (0 DCV throughout; -1), Independent (-2)
- 1u 2) *Far-Range Viewing:* Clairsentience (Sight Group), Mobile Perception Point, MegaScale (1" = 100 km, can scale down to 1" = 1 km; +1); OIF (-½), Concentration (0 DCV throughout; -1), Independent (-2)

Total cost: 13 points

Options:

1) **Strong Ring:** The improved version of the Ring requires no END to power it. Increase the Multipower reserve to 62 points and add Reduced Endurance (0 END; +½) to both slots. Total cost: 16 points.

RING OF PENETRATING SIGHT

Effect: N-Ray Perception
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 2 DEF

Description: This ring is usually made of silver or platinum and engraved with eyes around the outside, with the pupil of each eye being a tiny chip of some sort of precious stone. It grants the wearer a limited ability to see through walls and other solid objects. To use it, the wearer must take it off, place it against the object he wants to see through, and then put his eye up to the ring as if looking through a peephole.

Game Information: *N-Ray Perception (Sight Group; cannot perceive through magical wards) (10 Active Points); OIF (-½), Extra Time (Full Phase; -½), Independent (-2), Nonpersistent (-¼), No Range (see text; -½). Total cost: 2 points.*

Options:

1) **Strong Ring:** This more powerful version of the Ring allows its wearer to see through solid objects instantly without removing the ring. Remove Extra Time (-½) and No Range (-½). Total cost: 3 points.

2) **Weak Ring:** This more limited version of the Ring requires its user to constantly chant a mystical phrase engraved inside of its band while using it, increasing the chances he will be discovered in situations where he is trying to be discrete. Add Incantations (requires Incantations throughout; -½). Total cost: 2 points.

RING OF PERSPICACITY

Effect: Danger Sense
Target: Self
Duration: Persistent
Range: RBS
END Cost: 0
Defense: 7 DEF

Description: This enchanted ring grants the wearer unusual insight and shrewdness when it comes to threats and perils.

Game Information: *Danger Sense (PER Roll +3) (general area, out of combat) (33 Active Points); OIF (-½), Independent (-2). Total cost: 9 points.*

Options:

1) **Strong Ring:** Add Sense. 35 Active Points; total cost 10 points.

2) **Weak Ring:** Change from "general area" to "immediate vicinity." 28 Active Points; total cost 8 points.

3) **Silver Branch Ring:** Wizards loyal to the Silver Branch of Taralshand, considered by many to be the most deadly assassins' guild in the world, craft this special version of the Ring. Spread widely around Southern Vornakkia, it works exactly like a normal Ring Of Perspicacity save for one crucial difference: it doesn't warn the wearer when an agent of the Silver Branch is nearby! Add the Limitation Cannot Perceive Silver Branch-Caused Dangers (-¼). Total cost: 9 points.

RING OF THE TRAVELER'S CONFIDENCE

Effect: Bump Of Direction, Detect Exit
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 5 DEF

Description: This ring helps keep a character from getting lost. It has two powers. When worn, it provides a character with an innate knowledge of which direction is which, and where he is in relation to local ground level.

But the ring's most impressive power only works when it's *not* worn. If the character finds himself lost in a maze, dense forest, or the like, he can take the ring off, utter the command word, and throw it on the ground. The ring then begins rolling at a rate of 3" per Phase (treat it as having SPD 2) toward the nearest way out of the area in question (while rolling, it could be snatched up by another character). If the ring encounters an obstacle it cannot get around (such as a caved-in underground tunnel), it stops moving until the obstacle is cleared away. The ring can only find the nearest way "out"; it cannot lead a character to any other thing, or even to one specific exit out of several. The GM determines what constitutes being "out" of a given area, based on common sense and other factors; sometimes the exit to an area may simply lead to greater danger....

Game Information:**Cost Power**

- 1 *Knowing North:* Bump Of Direction (3 Active Points); OIF (-½), Independent (-2)
 5 *Find The Way Out:* Detect Exit (see text) 17- (no Sense Group, or Mystic Sense Group if it exists in the campaign setting), Range, Sense (20 Active Points); OAF (-1), Independent (-2)

Total cost: 6 points.

RING OF WAND IDENTIFICATION

Effect: Detect Powers Of Wand (INT Roll +6), Discriminatory, Analyze
Target: Self
Duration: Instant
Range: Self
END Cost: 0
Defense: 4 DEF

Description: This ring fits snugly on the finger when worn, but if taken off can, at the user's command, expand in size to fit over any wand, staff, rod, or similar enchanted item. When the wand passes through the ring, the caster learns everything there is to know about it — what types of powers it has, how strong they are, the number of Charges it has remaining, and so forth. (It does not, however, tell him the wand's command word, history, or the like.)

Game Information: *Detect Powers Of Wand* (INT Roll +6) (no Sense Group, or Mystic Sense Group if it exists in the campaign setting), *Discriminatory, Analyze* (21 Active Points); OIF (-½), Independent (-2), Instant (-½), Nonpersistent (-¼).
Total cost: 5 points.

MISCELLANEOUS RINGS

BLAITHELOCK'S RING OF ELEMENTS

Effect: Summon elementals, Life Support (Safe Environments; Self-Contained Breathing)
Target: Special/Self
Duration: Instant/Persistent
Range: No Range/Self
Charges: 1 Charge per slot/0
Defense: Unbreakable

Description: Wyndara Blaitheblock, the student and lover of the conjurer Vashtori, created this diamond-encrusted ring as a powerful aid for an adventuring career that spanned hundreds of years and dozens of dimensions. Since the manufacture of the original ring, however, several others have been forged by other elemental mages (though there are probably no more than four or five in all of Ambrethel). By gesturing with his hands, the wearer can summon an elemental of each of the four primary types — Air, Earth, Fire, and Water — once per day. The Ring also grants him various environmental movements and protections.

See pages 70-75 of *The HERO System Bestiary* for character sheets for elementals.

Game Information:**Cost Power**

- 121 *Blaitheblock's Ring Of Elements:* Multipower, 485-point reserve; all slots OIF (-½), Gestures (both hands; -½), Independent (-2)
 3u 1) *Air Elemental:* Summon one 473-point Air Elemental, Slavishly Devoted (+1); OIF (-½), Independent (-2), Gestures (both hands; -½), 1 Charge (-2)
 2u 2) *Earth Elemental:* Summon one 377-point Earth Elemental, Slavishly Devoted (+1); OIF (-½), Independent (-2), Gestures (both hands; -½), 1 Charge (-2)
 3u 3) *Fire Elemental:* Summon one 485-point Fire Elemental, Slavishly Devoted (+1); OIF (-½), Independent (-2), Gestures (both hands; -½), 1 Charge (-2)
 3u 4) *Water Elemental:* Summon one 445-point Water Elemental, Slavishly Devoted (+1); OIF (-½), Independent (-2), Gestures (both hands; -½), 1 Charge (-2)
 5 *Elemental Plane Protections:* Life Support (Safe Environments: High Pressure, Intense Cold, Intense Heat, Low Pressure/Vacuum, Self-Contained Breathing) (17 Active Points); OIF (-½), Independent (-2)

Total cost: 137 points.

BRIDGING-RING

Effect: Force Wall (6 PD, up to 20" long and 2" wide), Restricted Shape (horizontal "bridge")
Target: Up to 20" long and 2" wide
Duration: Constant
Range: No Range
END Cost: 0
Defense: 22 DEF

Description: This looks like a relatively ordinary steel ring, though some versions have fancy engraving. When the wearer comes to an obstacle such as a river or chasm, he can take off the ring, speak the command word (which is often hidden among the engraving) and "roll" it over that obstacle. As it rolls it grows and "unfolds," forming a bridge for himself and others to walk across. Just like any bridge, it collapses if too much weight is put on it at once (typically anything above 1,600 kg starts to stress it). When the bridge is no longer needed, the character speaks the command word again and the bridge rolls back up into ring form.

Game Information: Force Wall (6 PD, up to 20" long and 2" wide), Transparent (energy damage; +½), Reduced Endurance (0 END; +½) (110 Active Points); OIF (-½), Cannot Englobe (-¼), Independent (-2), No Range (-½), Restricted Shape (horizontal "bridge"; -¼). Total cost: 24 points.

GHOSTSTONE RING

Effect: Desolidification, Does Not Protect Against Damage
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 12 DEF

Description: This ring, which is usually made of silver and set with strange, ghostly-pale versions of known gems, lets the wearer walk through walls and barriers effortlessly, though its intangible state offers no protection from attacks.

Game Information: Desolidification (affected by any attack), Reduced Endurance (0 END; +½) (60 Active Points); OIF (-½), Independent (-2), Does Not Protect Against Damage (-1). Total cost: 13 points.

RING OF DRUIDRY

Effect: Animal Friendship
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 4 DEF

Description: This unadorned copper band confers upon its wearer the amity of all beasts of field and forest.

Game Information: Animal Friendship (20 Active Points); OIF (-½), Independent (-2). Total cost: 6 points.

RING OF DJINN SUMMONING

Effect: Summon Djinn
Target: Special
Duration: Instant
Range: No Range
Charges: 1 Charge
Defense: Unbreakable

Description: This platinum ring contains a powerful djinn (see page 27 of *Monsters, Minions, And Marauders*) within its single, large ruby. Although bound by magic to serve the ring's wearer, the djinn is essentially a prisoner of the ring and will do almost anything within its power to get free (though it isn't necessarily hostile). The wearer must speak the djinn's name to release it from — and incarcerate it back into — the ring... though whether the djinn will let the wearer re-imprison him may be a different matter! In many cases, the creature's name is engraved on the inside of the ring. The djinn can be summoned but once per day.

Game Information: Summon one 1,334-point Djinn (267 Active Points); OIF (-½), Independent (-2), Incantations (-¼), 1 Charge (-2). Total cost: 46 points.



RING OF INVISIBILITY

Effect: Invisibility to Sight Group, No Fringe
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 8 DEF

Description: One of the most common types of enchanted rings known, this ring allows a character to move and fight unseen (it's an Inobvious Focus since the Invisibility it provides covers it as well). Some versions even make the wearer move silently as well.

Game Information: *Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½) (45 Active Points); IIF (-¼), Independent (-2). Total cost: 14 points.*

Options:

- 1) **Ring Of Silence:** Instead of making the wearer unseeable, this form of the Ring makes him silent. Change to Invisibility to Hearing Group. 30 Active Points; total cost 9 points.
- 2) **Ring Of Invisibility And Silence:** This improved Ring also makes its wearer impossible to see or hear. Add Hearing Group. 52 Active Points; total cost 16 points.
- 3) **Lesser Ring Of Invisibility:** This version of the ring is less effective at hiding its wearer. Remove No Fringe. 30 Active Points; total cost 9 points.

RING OF NOURISHMENT

Effect: Life Support (Diminished Eating: no need to eat)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 1 DEF

Description: This thick, unadorned copper ring magically supplies all of its wearer's nutritional needs. As long as he wears it, he cannot suffer from starvation or dehydration.

Game Information: *Life Support (Diminished Eating: no need to eat) (3 Active Points); OIF (-½), Independent (-2). Total cost: 1 point.*

RING OF RING WEARING

Effect: +6 with Agility Skills, Only To Counteract Penalty For Wearing More Than Four Enchanted Rings
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 6 DEF

Description: This minor (but extremely useful) enchanted item was created by the First Epoch wizard Ambernaud to counteract the effects of excessive magical ring wearing.

Game Information: *+6 with Agility Skills (30 Active Points); OIF (-½), Independent (-2), Only To Counteract Penalty For Wearing More Than Four Enchanted Rings (-¼). Total cost: 8 points.*

RING OF TRUTH

Effect: Detect Spoken Falsehoods (INT Roll +6)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 3 DEF

Description: The wearer of this ring can perceive when a falsehood is spoken in his presence. The Ring only reveals direct lies: it doesn't reveal partial truths or shades of the truth. The wearer doesn't know what the truth is, or why the person who lied did so, but he knows that a lie was spoken.

Game Information: *Detect Spoken Falsehoods (INT Roll +6) (Hearing Group) (11 Active Points); OIF (-½), Independent (-2). Total cost: 3 points*

RING OF THE TWIN BIRDS

Effect: +2 to Faith rolls, +2 with Divine Magic Spells
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 3 DEF

Description: Given by the Hargeshite Church to its most devoted and favored servants, a Ring of the Twin Birds enhances a priest's spellcasting power and accuracy. Each Ring is specially made for its wearer and won't work for anyone else. As the name indicates, these rings are patterned after the Twin Bird symbol of the Hargeshite faith.

Game Information: *+2 with Faith rolls (4 Active Points); OIF (-½), Independent (-2) (total cost: 1 point) **plus** +2 with Divine Magic Spells (6 Active Points); OIF (-½), Independent (-2) (total cost: 2 points). Total cost: 3 points*

RING OF TWO WISHES

Effect: Extra-Dimensional Movement (subject “travels” to the “dimension” where things are as he wishes for them to be)
Target: One character
Duration: Persistent
Range: No Range
Charges: 2 Charges that never recover
Defense: 8 DEF

Description: This extraordinarily rare magical ring consists of two high quality diamonds set into a platinum gold band. The ring grants its wearer two wishes — essentially, anything he wants — and then crumbles to dust. Since the creation of this ring permanently ages its creator by a decade, only elves are known to produce them... and that very, very rarely.

Because of its potential effects upon game balance, this is a dangerous enchanted item to allow into a *Fantasy Hero* campaign. Thus, the GM should season the effects of the Ring with a large dose of common sense.

Game Information: *Extra-Dimensional Movement* (subject “travels” to the “dimension” where things are as he wishes for them to be), *Reduced Endurance* (0 END; +½) (30 Active Points); *OIF* (-½), *Independent* (-2), 2 Charges which *Never Recover* (-3½). Total cost: 4 points.

Options:

1) **The Ring Of Three Wishes:** Only one Ring Of Three Wishes is known to have been created, and that was back during the First Epoch. It probably doesn't exist anymore. Increase to 3 Charges which *Never Recover* (-3¼). Total cost: 4 points.

2) **Wish-Ring:** Rings of One Wish are a bit more common; at least six of them are known to have been created in the history of the Westerlands. Change to 1 Charge which *Never Recovers* (-4). Total cost: 4 points.

RING OF WATERY COMFORT

Effect: Life Support (Expanded Breathing: Breathe Underwater) *plus* Aquatic Movement
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: Unbreakable

Description: The wearer of this blue steel ring can breathe and move in water as if it were air.

Game Information:**Cost Power**

- 1 Life Support: Expanded Breathing (Expanded Breathing: Breathe Underwater) (5 Active Points); *OIF* (-½), *Independent* (-2),
- 1 Environmental Movement: Aquatic Movement (2 Active Points); *OIF* (-½), *Independent* (-2),

Total cost: 2 points.

THE SORCERER'S SEAL

Effect: +5 EGO; Cosmetic Transform 4d6
Target: Self/One nonliving object
Duration: Persistent/Instant
Range: Self/No Range
END Cost: 0
Defense: 8 DEF

Description: This ring, which looks like some sort of mystic signet, enhances the wearer's willpower. Also allows him to place his Wizard's Sigil — a mark, rune, or signature — upon any inanimate object. The Sigil is invisible to normal perception; only those who can perceive magic can detect it. It's generally used to “trademark” enchanted items created by the wearer. All Sorcerer's Seals are crafted for an individual owner, and are thus unusable by anyone else.

Game Information:**Cost Power**

- 3 *The Sorcerer's Seal:* +5 EGO (10 Active Points); *OIF* (-½), *Independent* (-2)
- 7 *The Sorcerer's Seal:* Cosmetic Transform 4d6 (non-living object into object with Wizard's Sigil on it, heals back through Dispel Magic or another application of this power), *Reduced Endurance* (0 END; +½) (30 Active Points); *OIF* (-½), *Independent* (-2), *Limited Target* (nonliving creatures; -¼), *No Range* (-½)

Total cost: 10 points

SPELLVAULT RING

Effect: Trigger for any spell built on up to 300 Active Points
Target: Varies
Duration: Varies
Range: Varies
END Cost: Varies
Defense: 90 DEF

Description: Once per day a wizard can cast one of his spells “into” this ring. The ring stores that spell and can instantly release it at any time on his mental command.

Game Information: *Trigger* (mental command, activating Trigger takes no time, Trigger immediately automatically resets; +1) for any spell built on up to 300 Active Points, *Reduced Endurance* (0 END; +½) (450 Active Points); *OIF* (-½), *Independent* (-2), *Character Must Choose Which Spell Trigger Applies To In Advance* (-0), 1 Charge (-2). Total cost: 82 points.

Options:

1) **Threespell Vaulting:** The more powerful version of the Spellvault Ring stores up to three spells per day. Change to *Character Must Choose Which Three Spells Trigger Applies To In Advance* (-0) and 3 Charges (-1¼). Total cost: 95 points.



THOUSAND-FACET RING

Effect: Shape Shift to Sight, Hearing and Touch Groups
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 6 DEF

Description: This ring, which is made of copper crafted and shaped to have dozens of facets, allows the wearer to assume the appearance of nearly any humanoid being. He can even mimic others' features exactly.

Game Information: *Shape Shift (Sight, Hearing and Touch Groups), Imitation, Instant Change (31 Active Points); OIF (-½), Independent (-2). Total cost: 9 points.*

VARIDON'S RESERVE

Effect: Endurance Reserve (100 END), Only For Enchanted Ring Powers plus Endurance Reserve (100 REC), Slow Recovery (once per Day)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 20 DEF

Description: Several powerful magic rings — the Ring Of The Battle Mage, for example — drain their wearer's END at an alarming rate. This band of white gold, emblazoned with the symbols of Varidon god of magic, contains additional arcane energy to power such items. The wearer needs only slide Varidon's Reserve onto his finger next to the ring to tap its power. But he had best beware, since the ring only provides so much arcane energy per day.

Game Information: *Endurance Reserve (100 END) (10 Active Points); OIF (-½), Independent (-2), Only Provides END For Enchanted Ring Powers (-¼) (total cost: 3 points) plus Endurance Reserve (100 REC) (100 Active Points); OIF (-½), Independent (-2), Slow Recovery (once per Day, at dawn; -3) (total cost: 15 points). Total cost: 18 points.*

WRAITHFORM RING

Effect: Desolidification (Affected By Enchanted Weapons), 0 END
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 12 DEF

Description: This cloudy quartz ring allows the wearer to assume a ghostly form so that he can sink into the ground to hide, walk through walls, and the like.

Game Information: *Desolidification (affected by enchanted weapons), Reduced Endurance (0 END; +½) (60 Active Points); OIF (-½), Independent (-2). Total cost: 17 points.*

Options:

1) Weak Ring: The wearer must power this version of the Ring using his own life energy. Remove Reduced Endurance (0 END; +½). 40 Active Points; total cost 11 points.

UNIQUE RINGS

THE ADEPT'S CARNELIAN

Effect: Aid 10d6, all Magic spells and powers simultaneously; +30 PRE, Only With Wizard's Power Spell

Target: Self

Duration: Instant/Persistent

Range: Self

END Cost: 0

Defense: Unbreakable

Description: Carved from a single piece of carnelian, this ring is said to have been made by Varidon, god of magic, himself. According to legend, the Master of Magic bound the spirits and wisdom of five dead archmages into it, creating a talisman that vastly augments the power of any spellcaster.

Since its first known appearance in 2890 SE on the finger of Blackthond the Demonologist, the Adept's Carnelian has spread both power and strife throughout the world of wizardry. Coveted by virtually every magician in Ambrethel, it has changed hands more times than most people can count — as soon as it's learned that a wizard possesses it, he becomes a target for every one of his brethren unscrupulous or evil enough to steal it or kill for it. On at least five occasions Duels Arcane have been fought over it, resulting in the deaths of five great mages. The most spectacular of these took place less than two centuries ago, in 4816 SE, when Uthacar Kallastrion was challenged and destroyed by Hallag Halforcen in a Duel that destroyed much of the eastern Merchant's District of Aarn (though many wizards believe Hallag cheated to win the battle). Hallag himself was found butchered a mere five days later, his heart literally torn from his chest by mystic forces unknown... and the Carnelian was gone. Its whereabouts (and current owner, if any) remain unknown.

Game Information:

Cost Power

- 75 *Adept's Puissance:* Aid 10d6, all Magic spells and powers simultaneously (+2) (300 Active Points); OIF (-½), Independent (-2), Self Only (-½)
- 7 *Adept's Power:* +30 PRE (30 Active Points); OIF (-½), Independent (-2), Only Works With Wizard's Power Spell (-½), Only For Fear-/Intimidation-Based Presence Attacks (-½)

Total cost: 82 points.

THE ELDER RING

Effect: Force Field (20 PD/20 ED/20 Mental Defense/20 Power Defense), Only Versus Thûnese magic.

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Defense: Unbreakable

Description: Purportedly one of the five magical artifacts used to chain the strange and dark gods of Thûn under the earth, this evil-looking band of intertwined bone and metal is inscribed with the runes of some forgotten language. As far as anyone knows, its only power is to protect those who wear it from Thûnese magic... but the wearer cannot rid himself of the feeling that someone, or something, is watching him....

Game Information: *Force Field (20 PD/20 ED/20 Mental Defense/20 Power Defense), Reduced Endurance (0 END; +½) (120 Active Points); OIF (-½), Independent (-2), Only Versus Thûnese Magic (-½). Total cost: 30 points.*

ZADROG'S KNUCKLEBONE

Effect: Mind Control 16d6, 0 END; Only Works On Undead

Target: One undead creature

Duration: Constant

Range: LOS

END Cost: 0

Defense: Unbreakable

Description: Carved from one of the fingerbones of the powerful necromancer Zadrog, this ring exerts a powerful control over the undead. It's been the property of one evil Westerlands spellcaster after another and, although its powers are somewhat narrow compared to other unique rings, it never fails to spread destruction and suffering wherever it goes. The malevolent witch Melsara Gildenhand, a member of the Baragon Coven, currently owns Zadrog's Knucklebone — though rumor has it that the powerful lich Varakes will do almost anything to possess it.

Game Information: *Mind Control 16d6, Reduced Endurance (0 END; +½) (120 Active Points); OIF (-½), Independent (-2), Only Works On The Undead (-1). Total cost: 27 points.*

SHIELDS



A shield is a large piece of wood or metal worn by a fighter on his off arm (typically his left one) that's used to block attacks and generally protect the person carrying it. Most shields are shaped like disks, rectangles, or kites, although more eccentric profiles are certainly possible (and in some Fantasy settings, practically inevitable). On real-world Earth, shields were an extremely common tool of warfare, utilized by nearly every culture; both Scottish clansmen and Zulu warriors carried shields right into the nineteenth century!

Enchanted shields tend to be extremely light, difficult to break, and manufactured out of magically-infused materials so they require little or no maintenance. In the Westerlands portion of Ambrethel, both standard and enchanted shields are often decorated with heraldic symbols.

See page 198 of *Fantasy Hero* for information on how shields are built and used in *HERO System* terms. Enchanted shields ignore some of that information (for example, virtually none of them have the *Real Armor* Limitation), but for the most part they apply.

BARD'S BUCKLER

Effect: +1 DCV; HA +2d6; HKA 1d6; Change Environment (magical musical effects)
Target: Varies
Duration: Varies
Range: Varies
END Cost: 0
Defense: Unbreakable

Description: This rare and desirable enchanted shield appears to be a normal, though finely crafted, buckler made of silver inlaid with velandi or gold. Just by thinking a command, however, its wielder can transform the buckler into a magical rapier or any stringed instrument! In its musical form, characters with PS: Bard (or any equivalent Professional Skill) can play the Buckler to create powerful magical effects. This can include lowering or raising temperatures, causing winds to blow, magically lifting small objects, and even doing small amounts of damage (though many other effects are also possible).

Only the most powerful and skilled of Bards can manufacture a Bard's Buckler, though they can only do so when they reach the final stages of their lives, for a Buckler contains the soul of its creator, who dies in the process of forging it. All of the Bard's knowledge of the legends, tales, and songs of Ambrethel becomes contained within the Buckler's magical metal skin. It also holds much of his personality; which can be a plus or minus depending

on how annoying or arrogant he was in life (Bard's Bucklers have a reputation for being difficult). Usually a Buckler's primary goal is to educate, instruct, and assist adventuring Bards. The Buckler can communicate telepathically with anyone touching it, is able to "see" and "hear" in a 360-degree radius about itself, and can understand any language. When asked, it can function as a translator for its wielder or assist him in learning new songs.

In game terms, the Buckler's *Enchanted Musical Instrument* ability is a Change Environment with Varying Combat Effects and the *Varying Effect* Advantage at the +1 level. (But note that it hasn't bought more Combat Effects or the *Multiple Combat Effects* Adder.) This gives it a wide range of Change Environment abilities with the special effect of "things the character playing it can describe in song or poem." Thus he could raise or lower the temperature by one level, cause minor problems with other characters' Skill Rolls, and so on — but not achieve any really powerful effects. The GM has the final say on what can and cannot be done with this power. The shield's personality is built as an AI with enough SPD to keep pace with the average rogue character. Its Psychological Limitations represent typical examples of a Buckler's personality; individual versions of the shield can have different personalities.

Game Information:

Cost Power

- 15 *Bard's Buckler*: Multipower, 62-point reserve; all OAF (-1), Independent (-2)
- 1u 1) *Defense*: +1 DCV; OAF (-1), Independent (-2)
- 1u 2) *Shield Bash*: HA +2d6; OAF (-1), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½), Independent (-2)
- 1u 3) *Rapier*: HKA 1d6 (plus STR); OAF (-1), Independent (-2), STR Minimum (10; -½) **plus** +1 OCV with HKA; OAF (-1), Independent (-2)
- 1u 4) *Enchanted Musical Instrument*: Change Environment 4" radius, Varying Combat Effects, Varying Effect (+1), Reduced Endurance (0 END; +½); OAF (-1), Gestures, Requires Gestures throughout, (Requires both hands; complex; -1½), Requires A PS: Bard Roll (-¼), Independent (-2)
- 7 *Personality*: Computer (see below) (28 Active Points); OAF (-1), Independent (-2)

Total cost: 26 points

BARD'S BUCKER (AI)

Val	Char	Cost	Roll	Notes
10	DEX	0	11-	OCV: 3 DCV: 3
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
4	SPD	20		Phases: 3, 6, 9, 12
Total Characteristic Cost: 25				

Cost Ability

11	Telepathy 5d6; Skin Contact Required (-1), Communication Only (-¼)
25	Vision: Normal Sight
5	Vision: Nightvision
10	Vision: Increased Arc Of Perception (360 Degrees) for Sight Group
20	Hearing: Normal Hearing
3	Hearing: Ultrasonic Perception (Hearing Group)
10	Hearing: Increased Arc Of Perception (360 Degrees) for Hearing Group

Talents

3	Perfect Pitch
20	Universal Translator 12-

Skills

9	Conversation 12-
9	High Society 12-
3	KS: Legends And Lore 12-
5	KS: Musical Instruments 14-
3	KS: Tales And Stories 12-
3	KS: Songs And Poems 12-
5	PS: Bard 14-

Total Abilities Cost: 144**Total Computer Cost: 169****Value Disadvantages**

15	Psychological Limitation: Talkative And Opinionated (Common, Strong)
15	Psychological Limitation: Obsessed With The Bard Profession (Common, Strong)

Total Disadvantage Points: 30**Total Cost: 139/5 = 28****Options:**

1) Strong Buckler: The Buckler can telepathically communicate with anyone in range. Remove Skin Contact Required (-1) from Telepathy. This does not change the final cost of the Computer or the shield.

2) Weak Buckler: The Buckler has no personality. Remove the Computer. Total cost: 19 points.

BATWING SHIELD

Effect:	Darkness to Sight Group 3" radius
Target:	Self/ 3" radius
Duration:	Instant/Constant
Range:	3" radius/ Self
END Cost:	1/0
Defense:	15 DEF

Description: The sinister batwing shape and ominous aura of this medium metal shield make it clear that it was crafted for an Evil hand — perhaps a demon warrior, or the paladin of some dark and wicked god. In addition to its protective powers, twice per day it can create a field of darkness around its wielder that only blinds the wielder's enemies; the field moves with the wielder if he moves.

Game Information:**Cost Power**

9	<i>Batwing Shield:</i> Multipower, 37-point reserve; all OAF (-1), Independent (-2)
1u	1) <i>Defense:</i> +2 DCV; OAF (-1), Real Armor (-¼), Mass (Half Mass; -½), STR Minimum (10; -½), Independent (-2)
1u	2) <i>Shield Bash:</i> HA +2d6; OAF (-1), Hand-To-Hand Attack (-½), Real Weapon (-¼), STR Minimum (10; -½), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½), Independent (-2)
1u	3) <i>Dark Heart:</i> Darkness to Sight Group 3" radius, Personal Immunity (+¼); OAF (-1), No Range (-½), 2 Continuing Charges lasting 1 Turn each (-1), Independent (-2)

Total cost: 12 points.**Options:**

1) Strong Shield: Increase to 6 Continuing Charges lasting 1 Turn each (-¾). Total cost: 12 points.

2) Weak Shield: Decrease to 1 Continuing Charge lasting 1 Turn each (-1¼). Total cost: 12 points

BONE SHIELD

Effect: Power Defense (20 points)
 Target: Self
 Duration: Constant
 Range: Self
 END Cost: 0
 Defense: Unbreakable

Description: This alarming-looking circular shield is constructed by magically flattening a decapitated lich's skull. Hargenzarian Tomb-Lord, a famed necromancer-adventurer and explorer of the late First Epoch, created the first one to protect his warrior comrade Ugaine Ghoulstriker from the attacks of undead creatures such as wraiths and liches. The shield proved so popular that other Bone Shields have been created, their demand only limited by the ready supply of lich's skulls (which is to say, very limited indeed).

Game Information:**Cost Power**

- 2 *Bone Shield:* Multipower, 10-point reserve; all OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 1) *Defense:* +2 DCV (10 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 2) *Shield Bash:* HA +2d6 (10 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (10; -½), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
- 4 *Bone Shield:* Power Defense (20 points) (20 Active Points); OAF (-1), STR Minimum (10; -½), Only Versus Necromancy/Undead Powers (-1), Independent (-2)

Total cost: 8 points

BUCKLER OF ACCURACY

Effect: +1 with Bows; +2 RSLs with Bows
 Target: Self
 Duration: Constant
 Range: Self
 END Cost: 0
 Defense: 9 DEF

Description: This small wooden shield is a common enchanted item among Elves, rangers, and the like. Besides providing its wearer with the protection of a normal wooden buckler, the Buckler of Accuracy allows its user to take longer, more accurate shots without suffering any penalties from wearing a shield.

Game Information:**Cost Power**

- 1 *Buckler:* Multipower, 5-point reserve; all OAF (-1), Independent (-2), STR Minimum (3; -¼)
- 1u 1) *Defense:* +1 DCV (5 Active Points); OAF (-1), Independent (-2), STR Minimum (3; -¼)
- 1u 2) *Shield Bash:* HA +1d6 (5 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (3; -¼), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
- 1 *Accuracy:* +1 with Bows (5 Active Points); OAF (-1), Independent (-2), STR Minimum (3; -¼)
- 1 *Accuracy:* +2 versus Range Modifier with Bows (6 Active Points); OAF (-1), Independent (-2), STR Minimum (3; -¼)

Total cost: 5 points

DRAGONSKIN SHIELD

Effect: Force Field (24 ED), Only Works Against Dragon Breath
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 9 DEF

Description: This enormous tower shield is constructed by stretching the skin of a dragon over a frame of sturdy ironwood. While not precisely an enchanted item (there's at best minimal magic involved in its construction), it does require an enormous amount of skill to manufacture a Dragonskin Shield... not to mention an extraordinarily rare piece of dragon's hide! If the user can keep the Shield between himself and the dragon, it protects him from dragons' terrible fiery breath.

Game Information:

Cost Power

- 8 *Dragonskin Shield:* Multipower, 42-point reserve; all OAF (-1), Independent (-2), STR Minimum (20; -1)
- 1u 1) *Defense:* +4 DCV (20 Active Points); OAF (-1), Independent (-2), STR Minimum (20; -1)
- 1u 2) *Shield Bash:* HA +4d6 (20 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (20; -1), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
- 1u 3) *Breath Weapon Protection:* Force Field (24 ED), Hardened (+¼), Reduced Endurance (0 END; +½); OAF (-1), Activation Roll 14- (-½), Independent (-2), Only Works Against Dragon Breath (-1), STR Minimum (20; -1)

Total cost: 11 points

DRAGONSKULL SHIELD

Effect: +4 DCV; HA +4d6
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: Unbreakable

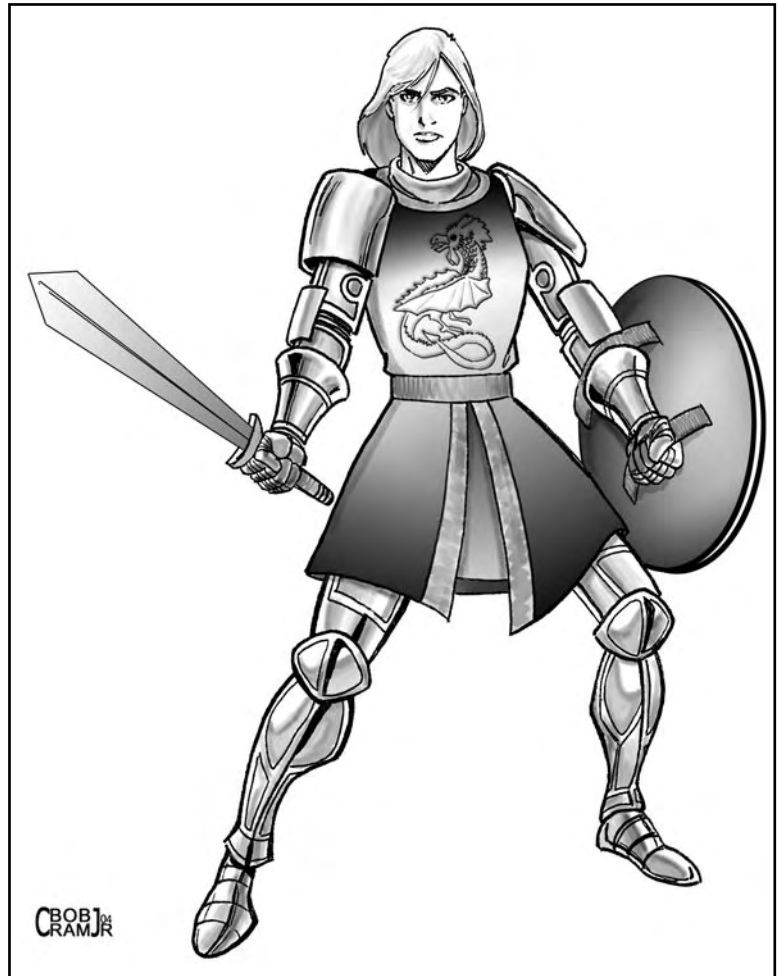
Description: Magically constructed from the skull of a Lesser Dragon, this large shield gives its wielder all of the protection of a tower shield, while at the same time gifting him with the ability to perform powerful shield bashes. Additionally, the Dragonskull Shield is indestructible and nearly weightless. On the downside, few dragons take kindly to seeing one of their kin's skulls used as a shield....

Game Information:

Cost Power

- 5 *Dragonskull Shield:* Multipower, 20-point reserve; all OAF (-1), Independent (-2)
- 1u 1) *Defense:* +4 DCV (20 Active Points); OAF (-1), Independent (-2)
- 1u 2) *Shield Bash:* HA +4d6 (20 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)

Total cost: 7 points



DWARVEN BATTLE SHIELD

Effect: Running +2"
 Target: Self
 Duration: Constant
 Range: Self
 END Cost: 0/1
 Defense: Unbreakable

Description: Forged in the depths of the Maha Torend by the secretive Dwarves of Garaktora, the Dwarven Battle Shield is a circular iron and wood shield designed specifically for those with dwarven blood in their veins. When worn by a Dwarf or Gnome, the shield conveys certain magical enhancements that make him faster, more accurate in battle, and better protected. A non-Dwarf can still use one of these shields without any sort of penalty — he simply can't use any of the enhancements.

Game Information:

Cost Power

- 2 *Dwarven Battle Shield:* Multipower, 10-point reserve; all OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 1) *Defense:* +2 DCV; OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 2) *Shield Bash:* HA +2d6; OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (10; -½), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
- 1 *Dwarven Enhancement:* Running +2" (4 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½), Only Works For Dwarves (see text; -1) 1
- 1 *Dwarven Enhancement:* +1 with HTH Combat (5 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½), Only Works For Dwarves (see text; -1)
- 1 *Dwarven Enhancement:* +1 DCV (5 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½), Only Works For Dwarves (see text; -1)
- 5 *Dwarven Enhancement:* Force Field (5 PD/5 ED/5 Mental Defense/5 Power Defense), Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½), Only Works For Dwarves (see text; -1)

Total cost: 12 points.

ELEMENTAL BULWARK

Effect: Armor (2 PD/2 ED); Armor (4 PD/4 ED) and Power Defense (10 points) both versus Elemental Magic
 Target: Self
 Duration: Persistent
 Range: Self
 END Cost: 0
 Defense: 9 DEF

Description: Made of stout oak planks studded with small circles of onyx, this enchanted shield protects its wearer from Elemental Magics.

Game Information:

Cost Power

- 3 *Elemental Bulwark:* Multipower, 15-point reserve; all OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 1) *Defense:* +3 DCV (15 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 2) *Shield Bash:* HA +3d6 (13 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (10; -½), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
- 1 *Elemental Bulwark:* Armor (2 PD/2 ED) (6 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 2 *Elemental Bulwark:* Armor (4 PD/4 ED) (12 Active Points); OAF (-1), Independent (-2), Only Versus Elemental Magic (-1), STR Minimum (10; -½)
- 2 *Elemental Bulwark:* Power Defense (10 points); OAF (-1), Independent (-2), Only Versus Elemental Magic (-1), STR Minimum (10; -½)

Total cost: 10 points

ELVEN ROTELLA

Effect: +3 to Block; Combat Luck (6 PD/6 ED); Evasive
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: Unbreakable

Description: The Elven Rotella is a small, circular shield slightly larger than a buckler. Made from the purest velandi and engraved with woodland scenes, they're commonly carried by members the wanderlust-struck Fendirililiqwan clan. Like magical swords, Rotellas often have long histories and are handed down from father to son (or, upon occasion, mother to daughter), though they're usually not given names. A gift of a Rotella to a non-Elf is a sign of great favor and respect.

A Rotella provides better protection than its small size suggests. It's also extraordinarily light and nearly indestructible, allowing it to serve a family for dozens of generations. It typically has several other minor enchantments placed upon it during the course of its lifetime. These can vary considerably; the example given below is just one possibility.

Game Information:**Cost Power**

- 2 *Elven Rotella:* Multipower, 10-point reserve; all OAF (-1), Independent (-2)
- 1u 1) *Defense:* +2 DCV (10 Active Points); OAF (-1), Independent (-2)
- 1u 2) *Shield Bash:* HA +2d6 (10 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
- 4 *Elven Enchantment:* +3 OCV with Block (15 Active Points); OAF (-1), Independent (-2)
- 4 *Elven Enchantment:* Armor (6 PD/6 ED) (18 Active Points); OAF (-1), Independent (-2)
- 4 *Elven Enchantment:* Evasive (18 Active Points); OAF (-1), Independent (-2)

Total cost: 16 points

ELVEN TARG

Effect: Missile Deflection (arrows and sling-stones); Lightning Reflexes (+2 DEX); Evasive; Force Field (5 PD/5 ED/5 Mental Defense/5 Power Defense)
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: Unbreakable

Description: The Elven Targ is tool of war. A large rectangular shield made from thin layers of velandi with a sinerialoristic wood backing, the Targa is carried by warrior clans such as the Idensasoreni, Nedranagorani, and Urindarohesarin; members of less warlike or noble clans never have cause to own one. The Targ has rounded corners and circular indentations halfway down on either side that allow its wielder to stab outward with a shield or sword without leaving the shield's protection. It is emblazoned with the warrior's clan symbol: a silver arrow, hawk, or red antlers on a gold field, respectively.

The Targ is heavily ensorcelled with the most powerful magics Elven craft can devise. It reflects arrows and sling bolts, empowers its wielder with lightning reflexes, helps him dodge blows, provides him with additional armor, and even assists him in moving through the rubble of a battlefield more quickly.

Game Information:**Cost Power**

- 5 *Elven Targ:* Multipower, 20-point reserve; all OAF (-1), Independent (-2)
- 1u 1) *Defense:* +4 DCV (20 Active Points); OAF (-1), Independent (-2)
- 1u 2) *Shield Bash:* HA +4d6 (20 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
- 2 *Elven Enchantment:* Missile Deflection (arrows and sling-stones); OAF (-1), Independent (-2)
- 1 *Elven Enchantment:* Lightning Reflexes: +2 DEX to act first with All Actions; OAF (-1), Independent (-2)
- 4 *Elven Enchantment:* Evasive (18 Active Points); OAF (-1), Independent (-2)
- 7 *Elven Enchantment:* Force Field (5 PD/5 ED/5 Mental Defense/5 Power Defense), Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), Independent (-2)

Total cost: 21 points

GLADIATOR'S SPIKED BUCKLER

Effect: HKA ½d6; Armor (10 PD/ 10 ED), Ablative; Acting: Acrobatics; Breakfall
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 9 DEF

Description: Several of the realms of Ambrethel — most notably Vashkhor, Thùn, Vùran, and Talarshand — stage gladiatorial fights for the entertainment of their populations. Since the vast majority of these “gladiators” are inexpensive, “disposable” slaves with little fighting skill, several specialized enchanted items have been created to help untrained gladiators put on entertaining fights. The Gladiator's Spiked Buckler is tiny, inexpensive looking wooden shield with a wicked looking spike protruding from its center. When donned, it endows its wearer with acting and acrobatic abilities, while also affording him a great deal of protection. Unfortunately, this protection is short lived: the Buckler's armor is ablative and wears down quickly with use. And that's exactly what the Buckler's creators intended — they want the gladiator to last longer, but not too long!

Game Information:**Cost Power**

- 2 *Buckler:* Multipower, 10-point reserve; all OAF (-1), Independent (-2), STR Minimum (5; -¼)
- 1u 1) *Defense:* +1 DCV (5 Active Points); OAF (-1), Independent (-2), STR Minimum (5; -¼), Real Armor (-¼), Mass (Normal Mass; -1)
- 1u 2) *Shield Bash:* HA +1d6 (5 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (5; -¼), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½), Real Weapon (-¼)
- 1u 3) *Spike:* HKA ½d6 (10 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (5; -¼), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½), Real Weapon (-¼)
- 5 *Enchanted Protection:* Armor (10 PD/10 ED) (30 Active Points); OAF (-1), Independent (-2), Ablative (BODY or STUN damage; -1), Normal Mass (-1), Real Armor (-¼)
- 2 Acrobatics 11- (7 Active Points); OAF (-1), Independent (-2)
- 2 Acting 11- (7 Active Points); OAF (-1), Independent (-2)
- 2 Breakfall 11- (7 Active Points); OAF (-1), Independent (-2)

Total cost: 13 points

HELLREAPER'S HEATER

Effect: +50 PRE versus Infernal Beings; +3 DCV versus Evil Beings; Force Field (5 PD/5 ED/5 Mental Defense/5 Power Defense) versus Evil Beings
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 15 DEF

Description: This large, badge-shaped shield is used by the Hellreaver order of Paladins, particularly for their assaults into the Netherworld. Studded with carved plaques of consecrated bone hewn from the corpses of slain devils, demons, and Demon-handed, the Heater provokes hysterical fear from all minions of the Black God that gaze upon it, causing them to flee in terror! It also gives its bearer powerful protections from evil beings.

Game Information:**Cost Power**

- 3 *Hellreaver's Heater:* Multipower, 15-point reserve; all OAF (-1), Independent (-2), STR Minimum (18; -1)
- 1u 1) *Defense:* +3 DCV (15 Active Points); OAF (-1), Independent (-2), STR Minimum (18; -1)
- 1u 2) *Shield Bash:* HA +3d6 (13 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (18; -1), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
- 10 *Holy Terror:* +50 PRE (50 Active Points); OAF (-1), Independent (-2), Only For Making Presence Attacks Against Infernal Beings (-1)
- 3 *Shield Of The Faithful:* +3 DCV (15 Active Points); OAF (-1), Independent (-2), STR Minimum (18; -1), Only Versus Evil Beings (-½)
- 6 *Shield Of The Faithful:* Force Field (5 PD/5 ED/5 Mental Defense/5 Power Defense), Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), Activation Roll 14- (-½), Independent (-2), Only Versus The Attacks Of Infernal Beings (-½)

Total cost: 24 points

HORNBREK'S HOLY BULWARK

Effect: +4 DCV, Only When Serving Hornbrek's Purposes
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: Unbreakable

Description: This large rectangular shield is emblazoned with crossed lightning bolt symbol of Hornbrek the Stormlord. A favorite enchanted items of knights going into combat against evil foes, the shield provides massive protection — as long as its bearer lives up to the standards and ideals of the Tempest-Master!

Game Information:**Cost Power**

- 3 *Hornbrek's Holy Bulwark:* Multipower, 15-point reserve; all OAF (-1), Independent (-2), STR Minimum (18; -1)
- 1u 1) *Defense:* +3 DCV (15 Active Points); OAF (-1), Independent (-2), STR Minimum (18; -1)
- 1u 2) *Shield Bash:* HA +3d6 (13 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (18; -1), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
- 4 *Enchanted Defense:* +4 DCV (20 Active Points); OAF (-1), Independent (-2), STR Minimum (18; -1), Only When Serving Hornbrek's Purposes (-½)

Total cost: 9 points.

Options:

1) **The Black God's Bulwark:** The evil warrior's version of this shield functions exactly like Hornbrek's version, except in reverse: it's emblazoned with the symbol of a skull and benefits those whose actions serve the purposes of Mordak the Black God (or, in some cases, Asvalak the Slaughter-Lord). Total cost: 9 points.

IRONWOOD SHIELD

Effect: Survival (Marshlands) 14-; Swimming +2"
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: Unbreakable

Description: This round, wooden shield is made from a single cross-section of ironwood trunk with attached leather handles. Extremely tough and long-lasting, it's especially useful in places where metal shields quickly rust. Additionally, most Ironwood Shields are enchanted by Seshurma shamans to provide those who travel through Ambrethel's marshlands with some useful abilities to keep them alive.

Seshurma shamans sometimes manufacture versions of this shield from substances other than ironwood, such as turtle or giant crayfish shells.

Game Information:**Cost Power**

- 2 *Ironwood Shield:* Multipower, 10-point reserve; all OAF (-1), Independent (-2), STR Minimum (13; -½)
- 1u 1) *Defense:* +2 DCV (10 Active Points); OAF (-1), Independent (-2), STR Minimum (13; -½)
- 1u 2) *Shield Bash:* HA +2d6 (10 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½), STR Minimum (13; -½)
- 3 *Seshurma Lore:* Survival (Marshlands) 14- (12 Active Points); OAF (-1), Independent (-2)
- 1 *Seshurma Swimming:* +2 Swimming" (2 Active Points); OAF (-1), Independent (-2)

Total cost: 8 points



PALADIN'S SHIELD

Effect: Azure Courage; Disperse Dark Magics; Shield Of The Faithful
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: Unbreakable

Description: This enormous tower shield is enchanted by priests of the High Church for Ambrethel's paladins. Permanently woven into its steel surface are three of the most popular paladin powers: Azure Courage, Disperse Dark Magics, and Shield Of The Faithful. These protect the wearer from evil fear magics, allow him to disrupt Necromancy, Witchcraft, and Black Magic spells, and give him added protection from evil creatures, respectively. The Paladin's Shield is also unbreakable and extremely light.

Game Information:**Cost Power**

- 5 *Paladin's Shield:* Multipower, 20-point reserve; all OAF (-1), Independent (-2)
 1u 1) *Defense:* +4 DCV (20 Active Points); OAF (-1), Independent (-2)
 1u 2) *Shield Bash:* HA +4d6 (20 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
 7 *Azure Courage:* Power Defense (20 points) (20 Active Points); OAF (-1), Independent (-2), Only To Protect Against Fear-Based Presence Drains And Like Attacks (-2) (total cost: 3 points) **plus** Usable Simultaneously (up to eight people at once; +1) for Power Defense (20 Active Points); OAF (-1), Independent (-2), Persons Affected Must Remain Within 4" Of Character Or Power Stops Working For Them (-½) (total cost: 4 points)
 15 *Disperse Dark Magics:* Dispel Magic 15d6, any one Magic spell or power at a time (+¼), Reduced Endurance (0 END; +½) (79 Active Points); OAF (-1), Independent (-2), Only Versus Evil Magic (-1), Limited Range (50"; -¼)
 3 *Shield Of The Faithful:* +3 DCV (15 Active Points); OAF (-1), Independent (-2), Only Versus Evil Beings (-½)

Total cost: 32 points

Options:

- 1) **Strong Shield:** Add *Skyfather's Eyes:* Detect Evil (INT Roll) (no Sense Group), Discriminatory, Ranged (20 Active Points); OAF (-1), Independent (-2). Total cost 5 points; total cost of shield 37 points.
 2) **Weak Shield:** Remove Disperse Dark Magic. Total cost: 17 points.
 3) **Dark Warrior's Shield:** The evil warrior's version of this shield functions exactly like good version, except in reverse: Black Courage protects undead creatures from being turned; Disperse Holy Magic disrupts Holy Magic; and Shield Of The Corrupted protects the wearer from servants of the Blue Gods. Total cost: 32 points.

SHIELD OF ARROW-BLOCKING

Effect: Missile Deflection (all non-gunpowder physical projectiles)
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 15 DEF

Description: This medium sized steel shield can be any shape. Its pitted, scarred surface is enchanted to reflect arrows, javelins, sling bullets, and the like.

Cost Power

- 2 *Medium Shield:* Multipower, 10-point reserve; all OAF (-1), Independent (-2), STR Minimum (10; -½)
 1u 1) *Defense:* +2 DCV (10 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½)
 1u 2) *Shield Bash:* HA +2d6 (10 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (10; -½), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
 2 *Arrow-Blocking:* Missile Deflection (all non-gunpowder physical projectiles) (10 Active Points); OAF (-1), Independent (-2)

Total cost: 6 points

SHIELD OF THE ESTOILE

Effect: Shield Against Evil; Shield Of Faith; Shield Of The Soul
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 15 DEF

Description: The Shield Of The Estoile is a large, metal kite shield emblazoned with the symbol of the Order of the Estoile: a four pointed silver star on a red background. Priests of the High Church create them for knights of the Order, who protect the High Faith. The Shield is ensorcelled with three particularly useful Divine Magic spells: Shield Against Evil, Shield Of Faith, and Shield Of The Soul. These protect the knight from infernal and undead creatures, mundane attacks, and certain necromantic magics, respectively.

Game Information:**Cost Power**

- 2 *Shield Of The Estoile:* Multipower, 10-point reserve; all OAF (-1), Independent (-2), STR Minimum (13; -½)
 1u 1) *Defense:* +2 DCV (10 Active Points); OAF (-1), Independent (-2), STR Minimum (13; -½)
 1u 2) *Shield Bash:* HA +2d6 (10 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½), STR Minimum (13; -½)

- 16 *Shield Against Evil*: Force Wall (7 PD/7 ED/6 Power Defense, 6" long and 2" tall), Reduced Endurance (0 END; +½) (93 Active Points); OAF (-1), Independent (-2), No Range (0-½), Only When Serving The Gods' Purposes (-½), Only Versus Infernal And Undead Beings (-1), Restricted Shape (circle around caster; -¼)
- 4 *Shield Of Faith*: Force Field (6 PD/6 ED) Reduced Endurance (0 END; +½) (18 Active Points); OAF (-1), Independent (-2), Only When Serving The Gods' Purposes (-½)
- 3 *Shield Of The Soul*: Power Defense (15 points) (15 Active Points); OAF (-1), Independent (-2), Only When Serving The Gods' Purposes (-½), Only Versus Infernal And Undead Beings (-1)

Total cost: 27 points

Options:

1) **Shield Of The Darkling Star**: The evil warrior's version of this shield functions exactly like good version, except in reverse: Shield Against Good protects the wearer from angelic and holy beings, Shield Of Corruption only works when it serves Mordak's purposes, and so forth. Total cost: 27 points.

SHIELD OF FLOATING

Effect: Swimming +2" and Life Support (Expanded Breathing: Breathe Underwater)

Target: Self

Duration: Constant/Persistent

Range: Self

END Cost: 1/0

Defense: 15 DEF

Description: One of the greatest perils faced by armored warriors is drowning — the weight of armor, shield, and weapons can easily pull them to the bottom if they fall off a ship or into a river. But a fighter with this enchanted shield need not worry; it enhances his ability to swim, and allows him to breathe underwater even if he does sink.

Game Information:

Cost Power

- 2 *Medium Shield*: Multipower, 10-point reserve; all OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 1) *Defense*: +2 DCV (10 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 2) *Shield Bash*: HA +2d6 (10 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (10; -½), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
- 1 *Enhanced Swimming*: Swimming +2" (2 Active Points); OAF (-1), Independent (-2)
- 1 *Breath Of The Fish*: Life Support (Expanded Breathing: Breathe Underwater) (5 Active Points); OAF (-1), Independent (-2)

Total cost: 6 points.

SHIELD OF GRASPING

Effect: +2 DCV; HA +2d6; Telekinesis (24 STR), Only To Grab/Hold Weapons

Target: Self/Self/One character

Duration: Constant

Range: Self/No Range

END Cost: 0

Defense: 15 DEF

Description: This shield is carved with the head of a monster or beast of some sort. In addition to the protection a shield normally provides, when an opponent strikes the shield (*i.e.*, attacks the character and misses by 1-2), the character can instantly activate the shield's other power: the head on the shield comes to life and grasps the weapon that struck it in its jaws. The grasping power remains in effect as long as the user wills, or until he falls unconscious.

Game Information:

Cost Power

- 2 *Shield Of Grasping*: Multipower, 10-point reserve; all OAF (-1), Independent (-2)
- 1u 1) *Defense*: +2 DCV; OAF (-1), Real Armor (-¼), Mass (Half Mass; -½), STR Minimum (10; -½), Independent (-2)
- 1u 2) *Shield Bash*: HA +2d6; OAF (-1), Hand-To-Hand Attack (-½), Real Weapon (-¼), STR Minimum (10; -½), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½), Independent (-2)
- 16 *Grasping Jaws*: Telekinesis (24 STR), Trigger (mental command word, Trigger immediately automatically resets; +1), Reduced Endurance (0 END; +½) (90 Active Points); OAF (-1), Independent (-2), Only To Grab/Hold Weapons (-1), Only Affects Weapons That Miss Target Due To Shield's DCV Bonus (-½)

Total cost: 20 points.

Options:

1) **Shield Of Grasping Jaws**: After grabbing a weapon, this form of the shield can break attacking weapons in its jaws! Add RKA 3d6, Trigger (mental command word, Trigger immediately automatically resets; +1), Reduced Endurance (0 END; +½) (112 Active Points); OAF (-1), Independent (-2), No Range (-½), Only Works On Weapons The Shield Has Grabbed (-½). Total cost 22 points; total cost of shield 42 points.

2) **Weak Shield**: Reduce to Telekinesis (16 STR). 60 Active Points; total cost 11 points; total cost of shield 15 points.

SHIELD OF MANY USES

Effect: Summon 32-Point Hut; Summon 1-Point Rowboat; Summon 4-Point Sled
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: Unbreakable

Description: The Shield Of Many Uses is a convex disk of brass-colored metal with a radius of about one meter. Unbreakable and nearly weightless, it's held on the wearer's arm by two metal loops that tighten themselves automatically. But when the owner speaks the proper command words, the Shield Of Many Uses transforms itself into a small hut, a rowboat, or a snow sled, all made of the same brass-colored metal. The command words are (sensibly enough) "hut," "rowboat," and "sled" in Sirrenic. To change it back to a shield, one need merely say the word "shield." In most cases, complete instructions are inscribed on the back of the shield in Sirrenic.

Game Information:

Cost Power

- 4 *Shield Of Many Uses:* Multipower, 15-point reserve; all OAF (-1), Independent (-2)
- 1u 1) *Defense:* +3 DCV (15 Active Points); OAF (-1), Independent (-2), STR Minimum (18; -1)
- 1u 2) *Shield Bash:* HA +3d6 (13 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (18; -1), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
- 1u 3) *Hut:* Summon 32-point hut, Slavishly Loyal (+1), Reduced Endurance (0 END; +½) (15 Active Points); OAF (-1), Independent (-2), Incantations (-¼)
- 1u 4) *Rowboat:* Summon 1-point rowboat, Slavishly Loyal (+1), Reduced Endurance (0 END; +½) (2 Active Points); OAF (-1), Independent (-2), Incantations (-¼)
- 1u 5) *Sled:* Summon 4-point sled, Slavishly Loyal (+1), Reduced Endurance (0 END; +½) (15 Active Points); OAF (-1), Independent (-2), Incantations (-¼)

Total cost: 9 points.

SHIELD OF THE SELESTINES

Effect: Turn Undead
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: Unbreakable

Description: Like the Paladin's Shield, the Shield Of The Selestines is manufactured by priests of the High Church for use by holy soldiers, specifically the women-warriors of the Sisterhood of Salea. It's a medium kite shield constructed from enchanted silver. Members of the Sisterhood who distinguish themselves through bravery and virtue are awarded a Shield Of The Selestines by the order's Mother-Marshall; owning one is considered a great symbol of status amongst them. The Shield gives its bearer the ability to automatically Turn Undead by raising it in one hand and her weapon in the other. Weaker necromantic creatures like skeletons and zombies may even be slain simply by gazing upon it!

Game Information:

Cost Power

- 2 *Selestine Shield:* Multipower, 10-point reserve; all OAF (-1), Independent (-2), STR Minimum (13; -½)
- 1u 1) *Defense:* +2 DCV (10 Active Points); OAF (-1), Independent (-2), STR Minimum (13; -½)
- 1u 2) *Shield Bash:* HA +2d6 (10 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½), STR Minimum (13; -½)
- 10 *Turn Undead:* +70 PRE (70 Active Points); OAF (-1), Extra Time (Full Phase; -½), Independent (-2), Only To Make Presence Attacks (-1), Only Works Against Undead Creatures (-1), Only When Serving Salea's Purpose (-½)

Total cost: 14 points

Options:

1) Shield Of The Obscur'd Moon: The sinister opposite of the Shield Of The Selestines is the Shield of Mordak, a barrier of blackest opal that causes paladins to cringe in terror! Change Only Works Against Undead (-1) to Only Works Against Paladins (-1). Total cost of shield: 14 points.

SHIELD OF STONY DOOM

Effect: Major Transform 8d6 (living being to stone)
Target: One character
Duration: Instant
Range: No Range
Charges: 2
Defense:

Description: This enchanted shield usually has a gorgon, cockatrice, or basilisk as its device, since it has the same ability those mystical creatures do: it turns its wielder's enemies into stone. Twice per day, the wielder can activate the shield's power against a foe he's facing in HTH Combat and petrify him.

Game Information:**Cost Power**

- 2 *Medium Shield:* Multipower, 10-point reserve; all OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 1) *Defense:* +2 DCV (10 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 2) *Shield Bash:* HA +2d6 (10 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (10; -½), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
- 19 *Petrification:* Major Transform 8d6 (living being to stone, heals back through another application of this spell or a like spell) (120 Active Points); OAF (-1), Independent (-2), Limited Target (living beings; -¼), No Range (-½), 2 Charges (-1½)

Total cost: 23 points.

SHIELD OF SWIFT DEFENSE

Effect: +1 SPD
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 15 DEF

Description: This enchanted shield not only protects the user, it makes him swifter in battle.

Game Information:**Cost Power**

- 2 *Medium Shield:* Multipower, 10-point reserve; all OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 1) *Defense:* +2 DCV (10 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 2) *Shield Bash:* HA +2d6 (10 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (10; -½), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
- 2 *Swiftness:* +1 SPD (10 Active Points); OAF (-1), Independent (-2)

Total cost: 6 points

Options:

- 1) **Strong Shield:** Increase to +2 SPD. 20 Active Points; total cost 5 points; total cost of shield 9 points.

SHIELD OF WITHERING

Effect: Drain BODY 2d6, Damage Shield
Target: One character
Duration: Instant
Range: Touch
END Cost: 5
Defense: 10 DEF

Description: This shield contains a potent Necromantic enchantment. In addition to the protection a shield normally provides, the user can activate a withering power that affects anyone who touches the shield (*i.e.*, who attacks the character and misses by 1-2, or who touches the shield in some other way). The withering power remains in effect as long as the user can maintain it (*i.e.*, pays END).

Game Information:**Cost Power**

- 2 *Shield Of Withering:* Multipower, 10-point reserve; all OAF (-1), Independent (-2)
- 1u 1) *Defense:* +2 DCV; OAF (-1), Real Armor (-¼), Mass (Half Mass; -½), STR Minimum (10; -½), Independent (-2)
- 1u 2) *Shield Bash:* HA +2d6; OAF (-1), Hand-To-Hand Attack (-½), Real Weapon (-¼), STR Minimum (10; -½), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½), Independent (-2)
- 11 *Withering:* Drain BODY 2d6, Continuous (+1), Damage Shield (+½) (50 Active Points); OAF (-1), Independent (-2), Only Affects Persons Who Miss Target Due To Shield's DCV Bonus Or Otherwise Touch Shield (-½)

Total cost: 15 points.

SHIELD OF WEAPON-BREAKING

Effect: RKA 3d6, Only Versus Weapons
Target: One weapon
Duration: Instant
Range: No Range
END Cost: 3
Defense: 15 DEF

Description: Weapons sometimes break during normal combat, but they're particularly likely to do so when they strike this shield. Three times per day the wielder of the shield can mentally activate the shield's enchantment, which inflicts damage on weapons. A weapon that isn't destroyed outright usually ends up cracked, pitted, scarred, or otherwise weakened.

Game Information:**Cost Power**

- 2 *Medium Shield:* Multipower, 10-point reserve; all OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 1) *Defense:* +2 DCV (10 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 2) *Shield Bash:* HA +2d6 (10 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (10; -½), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
- 16 *Weapon-Breaking:* RKA 3d6, Trigger (mental command, Trigger immediately automatically resets; +1) (90 Active Points); OAF (-1), Independent (-2), No Range (-½), 3 Charges (-1¼)

Total cost: 20 points

SILVERSPIKE SHIELD

Effect: HKA 1½d6
Target: Self/ One Character
Duration: Constant
Range: Self
END Cost: 0
Defense: Unbreakable

Description: This round shield looks ordinary most of the time, but on command can sprout several spikes (a large central one surrounded by two rings of smaller ones). This makes shield bashes performed with the shield deadly.

Game Information:**Cost Power**

- 5 *Silverspike Shield:* Multipower, 25-point reserve; all OAF (-1), Independent (-2), STR Minimum (18; -½)
- 1u 1) *Defense:* +3 DCV (15 Active Points); OAF (-1), Independent (-2), STR Minimum (18; -1)
- 1u 2) *Shield Bash:* HA +5d6 (25 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (18; -1), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
- 1u 3) *Spiked Shield Bash:* HKA 1½d6 (25 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (18; -1), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½), No STR Bonus (-½)

Total cost: 7 points.

SOARING SHIELD

Effect: Force Field (10 PD/10 ED); + 4 with DCV
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 15 DEF

Description: When the command word is spoken, this enormous tower shield hovers about the character, protecting him like a normal shield, but also allowing him to use both of his hands. In game terms, this enchanted shield is built as a Force Field with an Activation Roll, rather than as a Multipower. The Shield Bash combat maneuver isn't possible with the Soaring Shield — it has no handles, and thus cannot be used as a normal shield in any case.

Game Information: *Force Field* (10 PD/10 ED), *Reduced Endurance* (0 END; +½) (30 Active Points); OAF (-1), Independent (-2), Activation Roll 14- (-½), Incantations (-¼) (total cost: 6 points) **plus** + 4 with DCV (20 Active Points); OAF (-1), Independent (-2), Activation Roll 14- (-½), Incantations (-¼), Linked (Force Field; -¼) (total cost: 4 points). Total cost: 10 points.

Options:

- 1) **Weak Shield:** Reduce to Force Field (5 PD/5 ED). 15 + 20 = 35 Active Points; total cost 3 + 4 = 7 points.

SUN GOD'S AEGIS

Effect: Sight Group Flash 8d6
Target: Self/One Character
Duration: Constant
Range: Self
END Cost: 0
Defense: 15 DEF

Description: This large metal shield, forged by the priests of the sun god Ophel and engraved with his likeness and sacred symbols, can emit a bright pulse of light to blind its wielder's enemies. However, this power draws upon the wielder's own strength and may tire him out if used too often.

Game Information:**Cost Power**

- 10 *Sun God's Aegis:* Multipower, 40-point reserve; all OAF (-1), Independent (-2)
- 1u 1) *Defense:* +3 DCV; OAF (-1), Real Armor (-¼), Mass (Half Mass; -½), STR Minimum (15; -¾), Independent (-2)
- 1u 2) *Shield Bash:* HA +3d6; OAF (-1), Hand-To-Hand Attack (-½), Real Weapon (-¼), STR Minimum (15; -¾), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½), Independent (-2)
- 1u 3) *Sun God's Hand:* Sight Group Flash 8d6; OAF (-1), Independent (-2), No Range (-½)

Total cost: 13 points.

Options:

- 1) **Strong Shield:** Add Sight Group Flash Defense (10 points) (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points). Total cost: 15 points.
- 2) **Weak Shield:** Add Increased Endurance Cost (x2 END; -½) to the Flash. Total cost of shield: 13 points.

TROLLSHIELD OF HAVNAR

Effect: Force Field (12 PD/12 ED); Flight 6"
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: Unbreakable

Description: The famed troll-smith Havnar of Tharnrek makes these large, unbreakable shields for select, wealthy clients. The bearer of a Trollshield can cast Wizard's Shield once per day and slowly levitate above the battlefield at will — usually so he can cast single-handed ranged weapons such as javelins at his foes.

Game Information:**Cost Power**

- 4 *Trollshield:* Multipower, 20-point reserve; all OAF (-1), Independent (-2), STR Minimum (20; -1)
- 1u 1) *Defense:* +4 DCV (20 Active Points); OAF (-1), Independent (-2), STR Minimum (20; -1)
- 1u 2) *Shield Bash:* HA +4d6 (20 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (20; -1), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½),
- 5 *Wizard's Shield:* Force Field (12 PD/12 ED) (24 Active Points); OAF (-1), Independent (-2), 1 Continuing Charge lasting 1 Minute (-1)
- 4 *Levitation:* Flight 6", Reduced Endurance (0 END; +½) (18 Active Points); OAF (-1), Independent (-2), Levitation (-½)

Total cost: 15 points.

YIINASHC SHIELD

Effect: Entangle 5d6
Target: Self/ One Creature
Duration: Constant
Range: Self
END Cost: 0
Defense: Unbreakable

Description: This Thūnese enchanted item appears to be a small shield made out of some sort of black metal. When its command word is spoken, however, a disturbing tentacle of non-Euclidian matter extrudes from its surface, entangling a target within 30" of the shield. It can imprison anything, including vampires in mist form and ghosts.

Game Information:**Cost Power**

- 1 *Buckler:* Multipower, 5-point reserve; all OAF (-1), Independent (-2), STR Minimum (3; -¼)
- 1u 1) *Defense:* +1 DCV (5 Active Points); OAF (-1), Independent (-2), STR Minimum (3; -¼)
- 1u 2) *Shield Bash:* HA +1d6 (5 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (3; -¼), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
- 21 *Yiinashic Chain:* Entangle 5d6, 5 DEF, Affects Desolidified (+½), Reduced Endurance (0 END; +½) (100 Active Points); OAF (-1), Independent (-2), Lockout (can only be used on a single target at a time; -½), Reduced By Range (30"; -¼)

Total cost: 24 points.

Options:

1) **Yiinashc Shield Of Many Tentacles:** This much rarer form of the Shield can emit multiple tentacles. Remove Lockout (-½). Total cost of Entangle 23 points; total cost of shield 26 points.

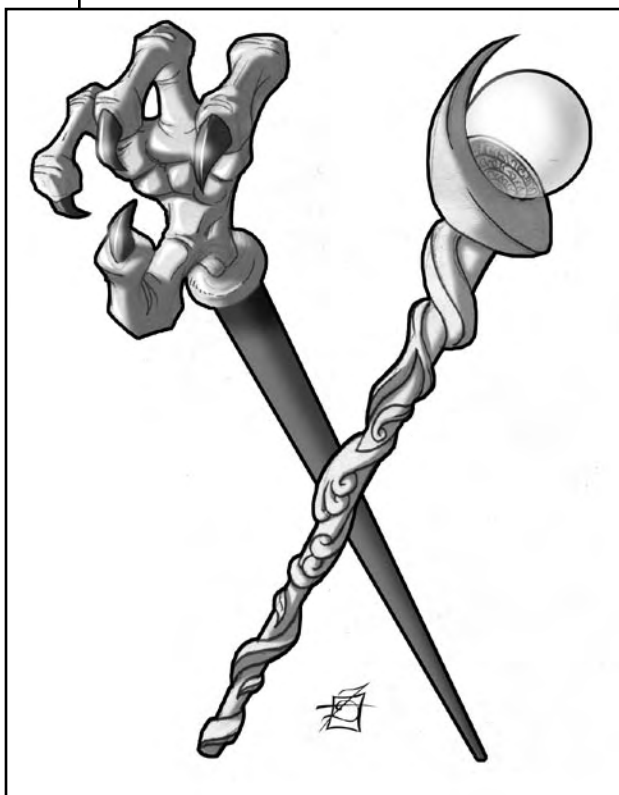
2) **Weak Shield:** Remove Affects Desolidified (+½) from the Entangle, making it 75 Active Points, total cost 16 points. Total cost of Shield: 19 points.

STAFFS



Staffs are large sticks intended to help with walking and standing; usually they're about five to six feet tall and one to two inches in diameter. Most of them are made from wood, such as ash, oak, hazel, hawthorn, or ironwood; they may have metal "caps" and "shoes" on the top and bottom, usually made from iron, steel, bronze, or copper. For enchanted staffs, more exotic substances such as *sinerialoristicar* and dragon bones are occasionally used. Sometimes staffs' shafts are plain, at other times elaborately carved or runed; their caps may be elaborate headpieces featuring wings, monsters' heads, or other designs.

In Ambrethel (and other Fantasy worlds), staffs are associated with spellcasters such as wizards, priests, and druids. As traditional tool of the elderly and infirm, staffs often connote wisdom and the status which advanced age brings in many communities, and that has carried over to the wizards of folklore and Fantasy. Staffs can also be used as weapons, either by those who cannot afford (or are not allowed to own) metal arms, or by warriors who wish to avoid causing fatal injuries to their opponents (though a staff can be deadly in the hands of a trained and determined fighter). These might include city guards and devout fighters who do not wish to shed blood.



OFFENSIVE STAFFS

ARSENAL STAFF

Effect: Various weapons (see below)
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 16 DEF

Description: Designed for wandering warriors, this metal staff can transform into seven useful weapons: a quarterstaff, flail, lance, longsword, pike, poleaxe, trident, or spear. The wielder simply decides which form he would like for the Staff to take, and it immediately shifts to that form.

Game Information:

Cost Power

- 20 *Arsenal Staff*: Multipower, 80-point reserve; all slots OAF (-1), Independent (-2)
- 1u 1) *Quarterstaff*: HA +4d6, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), Hand-To-Hand Attack (-½), STR Minimum (10; -½), Two-Handed (-½)
- 1u 2) *Flail*: HKA 2d6, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), STR Minimum (18; -1)
- 1u 3) *Lance*: HKA 1½d6, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), STR Minimum (13; -½), Only On Horseback (-½), One-And-A-Half-Handed (-¼)
- 1u 4) *Longsword*: HKA 1d6+1, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), STR Minimum (12; -½)
- 1u 5) *Pole Axe*: HKA 2d6, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), STR Minimum (13; -½), Two-Handed (-½)
- 1u 6) *Trident*: HKA 2d6, Range Based On STR (+¼), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), STR Minimum (13; -½), Reduced Penetration (-¼)
- 1u 7) *Spear*: HKA 1½d6, Range Based On STR (+¼), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 3 *Weapon Length*: Stretching up to 2" (depends on weapon's defined length), Reduced Endurance (0 END; +½) (15 Active Points); OAF (-1), Independent (-2), Only To Cause Damage (-½)

Total cost: 30 points

THE BANESTAFF

Effect: HA +6d6; Sight Group Images to create light; Absorption 6d6, Magic Only; various attack spells
Target: Varies
Duration: Varies
Range: Varies
END Cost: 0
Defense: 9 DEF

Description: This powerful enchanted staff acts as a battery for mystical energy, absorbs mystical energies directed at the wielder, and has several other powers. These include an Icebolt, Mystic Bonds, Lightning Bolt, and a Weakness Spell. (In game terms, the owner can freely choose whether to use the Endurance Reserve's END or his own personal END for a spell, at no penalty.)

Banestaffs are carved from the forearms of Greater Dragons and inscribed with various mystic runes that help focus and contain the arcane powers within. The creation process is long, difficult, and expensive, so Banestaffs are quite rare, and a mark of power and skill within the mystic community.

Game Information:**Cost Powers**

- 12 *Staff Strike:* HA +6d6, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Independent (-2), Hand-To-Hand Attack (-½) (total cost: 10 points) **plus** +2 OCV with HA (10 Active Points); OAF (-1), Independent (-2), Linked (-½) (total cost: 2 points)
- 4 *Illumination:* Sight Group Images 1" radius, Reduced Endurance (0 END; +½) (15 Active Points); OAF (-1), Independent (-2), Only To Create Light (-1)
- 7 *Spell Absorption:* Absorption 6d6 (energy, goes to STUN) (30 Active Points); OAF (-1), Independent (-2), Magic Only (-¼)
- 9 *Mystic Power:* Endurance Reserve (160 END, 20 REC) (36 Active Points); OAF (-1), Independent (-2)
- 15 *Attack Spells:* Multipower, 60-point reserve; all slots OAF (-1), Independent (-2)
- 1u 1) *Icebolt:* Energy Blast 8d6, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)
- 1u 2) *Mystic Bonds:* Entangle 4d6, 4 DEF, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)
- 1u 3) *Lightning Bolt:* RKA 2½d6, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)
- 1u 4) *Weakness Spell:* Drain CON 3d6, Ranged (+½), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)

Total cost: 71

BATTLEIMAGE STAFF

Effect: Various Attack Powers
Target: Varies
Duration: Instant
Range: Varies
Charges: 60 Charges which Never Recover
Defense: 16 DEF

Description: While most wizards want to avoid combat, a few relish their ability to lay their foes low with spells. This staff, designed for just such mages, makes them puissant fighters with a variety of attack powers at their fingertips. The staff also protects the wielder from harm, and that magic lasts even when the Staff's Charges are used up.

Game Information:**Cost Power**

- 14 *Battlemage Staff:* Multipower, 80-point reserve; all OAF (-1), Independent (-2), 60 Charges for entire reserve which Never Recover (-1½)
- 1u 1) *Shattering Blow:* HA +8d6; OAF (-1), Independent (-2), Hand-To-Hand Attack (-½)
- 2u 2) *Spinning Blow:* Energy Blast 8d6, Area Of Effect (One Hex Doubled; +¾), Personal Immunity (+¼); OAF (-1), Independent (-2), No Range (-½)
- 1u 3) *Fire Arrows:* RKA 2d6, Armor Piercing (+½), +2 Increased STUN Multiplier (+½); OAF (-1), Independent (-2), Requires 3 Charges Per Use (-½)
- 2u 4) *Sleep-Spell:* Drain STUN 4d6, Ranged (+½), Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½); OAF (-1), Independent (-2), Requires 2 Charges Per Use (-¼)
- 1u 5) *Blindfoe:* Sight Group Flash 12d6; OAF (-1), Independent (-2)
- 2 *Shielding:* +2 DCV (10 Active Points); OAF (-1), Independent (-2)

Total cost: 23 points.

DEMON'S-HEAD STAFF

Effect: Various demon-related powers
Target: Varies
Duration: Varies
Range: Varies
Charges: 60 Charges which Never Recover
Defense: 13 DEF

Description: Taking its name from the leering demon's head that tops it, a Demon's-Head Staff possesses a variety of powers associated with the infernal. Some say the very first one was actually made by a demon prince who gave it to one of his most faithful human worshippers along with the secret of how to make more of them. When the Demon's-Head Staff uses its final Charge, it crumbles to dust.

Game Information:**Cost Power**

- 12 *Demon's-Head Staff:* Multipower, 67-point reserve; all OAF (-1), Independent (-2), 60 Charges which Never Recover (-1½) for entire reserve
- 1u 1) *Hellfire Blast:* RKA 3d6, Penetrating (+½); OAF (-1), Independent (-2), Requires Three Charges Per Use (-½), Spell (-½)
- 1u 2) *Writhing Hellfire:* RKA 1d6, Continuous (+1), NND (defense is Power Defense; +1), Does BODY (+1); OAF (-1), Independent (-2), Requires Three Charges Per Use (-½), Spell (-½)
- 1u 3) *Demon's Path:* Teleportation 30"; OAF (-1), Independent (-2)
- 1u 4) *Demonic Possession:* Mind Control 10d6, Telepathic (+¼); OAF (-1), Independent (-2), Requires Two Charges Per Use (-¼), Spell (-½)

Total cost: 16 points

OAKENHEART STAFF

Effect: HA +4d6 with +1 OCV; +2 with Druidry Spells; various druidic attack spells
Target: Varies
Duration: Varies
Range: Varies
END Cost: 0
Defense: 16 DEF

Description: Carved from the heartwood of an ancient oak laid low by lightning, this staff possesses several druidic powers. It can project a devastating thunderbolt, create soft light, shoot forth a deadly cone of thorns, and allows its bearer to fly. Furthermore, the Oakenheart Staff boosts its user's Druidry powers.

Game Information:**Cost Power**

- 8 *Oakenheart Staff:* HA +4d6, Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), Independent (-2), Hand-To-Hand Attack (-½) (total cost: 7 points) **plus** +1 OCV (5 Active Points); OAF (-1), Independent (-2), Linked (-½) (total cost: 1 point)
- 2 *Friend To The Forest:* +2 with Druidry Spells (10 Active Points); OAF (-1), Independent (-2)
- 20 *Druidic Powers:* Multipower, 80-point reserve; all slots OAF (-1), Independent (-2)
- 2u 1) *Thunderbolt:* RKA 2½d6, +2 Increased STUN Multiplier (+½), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)
- 1u 2) *Moonglow:* Sight Group Images 1" radius, +2 to PER Rolls, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), Only To Create Light (-1)
- 1u 3) *Thornspray:* RKA 1d6, Area Of Effect (5" Cone; +1), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), No Range (-½)
- 1u 4) *Windwalking:* Flight 6", Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)

Total cost: 35 points.



SERPENT STAFF

Effect: Summon one venomous serpent built on up to 100 Character Points, Slavishly Devoted
Target: Special
Duration: Instant
Range: RBS
END Cost: 0
Defense: 9 DEF

Description: This walking stick has been carved to resemble a snake, with the animal's "head" serving as a convenient handle. When the Serpent Staff is thrown at an opponent, however, it turns into an extremely poisonous constrictor capable of entangling or biting him. Typically, the serpent first entangles its victim, then bites him, and finally waits for its toxic venom to finish him off before crawling back to its master. The Staff's owner need only say the command word ("serpent" in Talarshandi) to transform the viper back into a walking stick.

See page 178 of *The HERO System Bestiary* for many different venomous serpents.

Game Information: *Summon one venomous serpent built on up to 100 Character Points, Slavishly Devoted (+1), Range Based On STR (+¼) (45 Active Points); OAF (-1), Independent (-2), 1 Recoverable Charge (-1¼). Total cost: 9 points.*

SILVER-CROWNED STAFF

Effect: Energy Blast 6d6, NND; Teleportation 40"; Force Field (12 PD/12 ED); RKA 3d6
Target: One character/Self//SelfOne Hex Doubled
Duration: Instant/Instant//Constant/Instant
Range: 300"/Self/Self/No Range
Charges: 12/4/2 Continuing Charges lasting 1 Turn each/2
Defense: 19 DEF

Description: This beautifully crafted staff, made of ebony and capped with an elaborately-filagreeed silver headpiece, has several wizardly powers of general utility. Its wielder can cast a Sleep Spell, teleport, create an Arcane Shield, and cast Arcane Storm a limited number of times each day.

Game Information:**Cost Powers**

- 14 *Sleep Spell:* Energy Blast 6d6, No Normal Defense (defense is Life Support [Diminished Sleeping]; +1) (60 Active Points); OAF (-1), Independent (-2), 12 Charges (-¼)
- 19 *Crimson Flare:* Teleportation 40", x16 Non-combat (95 Active Points); OAF (-1), Independent (-2), 4 Charges (-1)
- 5 *Arcane Shield:* Force Field (12 PD/12 ED) (24 Active Points); OAF (-1), Independent (-2), 2 Continuing Charges lasting 1 Turn each (-1)
- 15 *Arcane Storm:* RKA 3d6, Area Of Effect (One Hex Doubled; +¾), Personal Immunity (+¼) (90 Active Points); OAF (-1), Independent (-2), No Range (-½), 2 Charges (-1½)

Total cost: 53 points.

STAFF OF BOLD STRIKING

Effect: HA +6d6
Target: One character
Duration: Instant
Range: Self
END Cost: 0
Defense: Unbreakable

Description: Designed for actual combat rather than mystical power, this ironwood staff allows the wielder to deliver fierce, bone-breaking blows with great accuracy.

Game Information: *HA +6d6, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Independent (-2), Hand-To-Hand Attack (-½) (total cost: 10 points) **plus** +1 OCV with HA (5 Active Points); Independent (-2), OAF (-1) (total cost: 1 point). Total cost: 11 points.*

Options:

- 1) **Strong Staff:** Increase to HA +8d6. 60 +5 = 65 Active Points; total cost 13 + 1 = 14 points.
- 2) **Weak Staff:** Decrease to HA+4d6. 30 +5 = 65 Active Points; total cost 7 + 1 = 8 points.
- 3) **Accurate Staff:** Increase to +2 OCV. 45 + 10 = 55 Active Points; total cost 10 + 2 = 12 points.

STAFF OF COMMAND

Effect: Mind Control 14d6; +50 PRE
Target: Varies
Duration: Instant/Constant
Range: LOS/Varies
END Cost: 0
Defense: 31 DEF

Description: This staff confers upon the one who wields it an aura of authority and a bearing of command. When he gives orders, those who receive them hasten to obey; when he speaks to persuade or intimidate, his voice has great power.

Game Information:**Cost Power**

- 26 *Power Of Command:* Mind Control 14d6, Reduced Endurance (0 END; +½) (105 Active Points); OAF (-1), Independent (-2)
- 12 *Power Of Authority:* +50 PRE (50 Active Points); OAF (-1), Independent (-2), Nonpersistent (-¼)

Total cost: 38 points.

STAFF OF FIRE-ARROWS

Effect: RKA 1d6+1, Autofire (3 shots)
Target: One character
Duration: Instant
Range: 275"
Charges: 400 charges that never recover
Defense: 11 DEF

Description: This marvelous iron-shod staff can project a rapid stream of magical fire-arrows. All its wielder needs to do is grasp the Staff with both hands, point the head at his target, and speak the command word ("Fire!" in Umbrian). The Staff contains 400 charges; once these are expended, it crumbles to dust.

Game Information: RKA 1d6+1, Autofire (3 shots; +¼), Line Of Sight (+½) (35 Active Points); OAF (-1), Independent (-2), Two-Handed (-½), 400 Charges which Never Recover (-¾). Total cost: 7 points

Options:

- 1) **Strong Staff:** Increase to RKA 1½d6. 44 Active Points; total cost 8 points.
- 2) **Weak Staff:** Decrease to RKA 1d6. 26 Active Points; total cost 5 points.
- 3) **Faster Staff:** Increase to Autofire (5 shots; +½). 40 Active Points; total cost 8 points.
- 4) **Slower Staff:** Decrease to Autofire (2 shots). 35 Active Points; total cost 7 points.
- 5) **Intense Fire-Arrows:** Some versions of the staff fire white-hot arrows that can pierce armor with ease. Add Armor Piercing (+½). 45 Active Points; total cost 9 points.

STAFF OF THE FIRELORDS

Effect: Various Fire powers
Target: Varies
Duration: Varies
Range: Varies
Charges: 60 which Never Recover
Defense: 20 DEF

Description: Legend tells that, back in the days when the Lord of the Graven Spear was rising to power and evil things flocked to his banner from the deep and shadowy places of the world, a group of fire mages banded together to protect themselves and others from the growing darkness. They called themselves the Firelords, and to enhance their magic they crafted enchanted staffs of great power. Although all of the Firelords are thousands of years dead, and much of their lore is now lost, sometimes one of their staffs surfaces in the hands of a lucky adventurer or scholar.

Game Information:**Cost Power**

- 14 *Staff Of The Firelords:* Multipower, 75-point reserve; OAF (-1), Independent (-2), 60 Charges which Never Recover (-1½) for entire reserve
- 1u 1) *Fireball:* RKA 3d6, Explosion (+½); OAF (-1), Independent (-2), Requires 3 Charges Per Use (-½), Spell (-½)
- 1u 2) *Magefire Blast:* RKA 1d6+1, NND (defense is Power Defense or the Protection From Fire spell; +1), Does BODY (+1); OAF (-1), Independent (-2), Requires 3 Charges Per Use (-½), Spell (-½)
- 2u 3) *Banishment Of Fire:* Dispel Fire Powers 20d6, any one Fire power one at a time (+¼); OAF (-1), Independent (-2), Spell (-½)
- 1u 4) *Web Of Fire:* RKA 2d6, Area Of Effect (4" Radius; +1), Personal Immunity (+¼); OAF (-1), Independent (-2), No Range (-½), Requires Two Charges Per Use (-¼), Spell (-½)
- 1u 5) *Fire Orbs:* RKA 1½d6, Armor Piercing (+½), Autofire (5 shots; +½); OAF (-1), Independent (-2), Spell (-½)
- 6 *Flammifer:* RKA 1 point, Area Of Effect (4" Radius, +1), Selective (+¼), Area Of Effect (One Hex Accurate; +½), Continuous (+1), Penetrating (+½), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (spell ends when it runs out of fuel or oxygen, or someone extinguishes the flames; +½) (27 Active Points); OAF (-1), Independent (-2), Limited Range (30"; -¼), Spell (-½)

Total cost: 26 points

STAFF OF THE FOUR WINDS

Effect: Energy Blast 8d6, Variable Advantage (+1 Advantages)
Target: One character
Duration: Instant
Range: 550"
Charges: 40 Charges which Never Recover
Defense: 22 DEF

Description: This staff can invoke, and blast the wielder's enemy with, any one of four winds: the chill North Wind (NND, defense is Life Support [Safe Environment: Intense Cold]); the strong East Wind (Does Knockback, Double Knockback); the unstoping West Wind (Continuous); and the gale-like South Wind (Area Of Effect [4" Radius]).

Game Information: Energy Blast 8d6, Variable Advantage (+1 Advantages, but limited to the four specific Advantages described in the text; +1¼) (110 Active Points); OAF (-1), Independent (-2), 40 Charges which Never Recover (-1½). Total cost: 20 points.

STAFF OF SCINTILLATION

Effect: Various Attack Powers
Target: Varies
Duration: Instant
Range: Varies
Charges: 60 Charges which Never Recover
Defense: 10 DEF

Description: This staff, usually made of some dark-colored wood, has motes of brilliant color appearing, disappearing, and moving around it (unless the user stops the effect with a mental command). When activated it creates bright patterns of colored light for various effects, such as blinding someone, taking control of a person's mind, or inflicting pain.

Game Information:

Cost Power

- 9 *Staff Of Scintillation:* Multipower, 50-point reserve; all OAF (-1), Independent (-2), 60 Charges for entire reserve which Never Recover (-1½)
- 1u 1) *Patterns Of Scintillation:* Sight Group Images, -5 to PER Rolls, Increased Size (16" radius; +1); OAF (-1), Independent (-2)
- 1u 2) *Blinding Scintillations:* Sight Group Flash 10d6; OAF (-1), Independent (-2)
- 1u 3) *Stunning Scintillations:* Energy Blast 4d6, AVLD (defense is Power Defense; +1½); OAF (-1), Independent (-2)
- 1u 4) *Mesmeric Scintillations:* Mind Control 10d6; OAF (-1), Independent (-2), Limited Normal Range (10"; -½)

Total cost: 13 points.

STAFF OF WITHERING HUMOURS

Effect: Drain 4d6, various
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 8 DEF

Description: Merely touching a victim with this staff of blackened, twisted wood drains one of his four vital humours, leaving him weakened and vulnerable for many months. The wielder must specify out loud which humour he wishes to drain before he attacks.

Game Information: Drain 4d6, either STR (Yellow Bile), DEX (Black Bile), CON (Phlegm), or BODY (Blood) one at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Month; +2), Reduced Endurance (0 END; +½) (150 Active Points); OAF (-1), Independent (-2), Incantations (-¼) (total cost: 35 points) **plus** +4 OCV with Drain (20 Active Points); OAF (-1), Independent (-2) (total cost: 5 points). Total cost: 40 points.

STAFF OF WIZARDLY MIGHT

Effect: Various Attack Powers
Target: Varies
Duration: Varies
Range: Varies
Charges: Varies
Defense: 18 DEF

Description: This powerful staff carries several different enchantments. Some of the powers have a limited number of uses, others always function (even after the Charges on other slots run out).

Game Information:

Cost Power

- 22 *Staff Of Wizardly Might:* Multipower, 90-point reserve; all OAF (-1), Independent (-2)
- 1u 1) *Fireball:* RKA 3d6, Explosion (-1 DC/2"; +¾); OAF (-1), Independent (-2), 20 Charges which Never Recover (-1¾)
- 1u 2) *Lightning Bolt:* RKA 4d6, Armor Piercing (+½); OAF (-1), Independent (-2), 20 Charges which Never Recover (-1¾), Limited Range (30"; -¼)
- 1u 3) *Paralysis Spell:* Entangle 6d6, 6 DEF, Takes No Damage From Attacks (+½); OAF (-1), Independent (-2), Cannot Form Barriers (-¼), 20 Charges which Never Recover (-1¾), Limited Range (30"; -¼)
- 1u 4) *Spell Of Enervation:* Drain STUN 7d6, Limited Range (+¼); OAF (-1), Independent (-2), 20 Charges which Never Recover (-1¾)
- 1u 5) *Spell Of Protection:* Force Field (8 PD/8 ED/6 Mental Defense/6 Power Defense/6 Sight Group Flash Defense/6 Hearing Group Flash Defense); OAF (-1), Independent (-2)
- 1u 6) *Arcane Wall Spell:* Force Wall (8 PD/8 ED, 3" long); OAF (-1), Independent (-2), Extra Time (Full Phase; -½)
- 1u 7) *Flight Spell:* Flight 20", Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)

Total cost: 29 points.

SWARMSTAFF

Effect: RKA 1 point, NND, Does BODY; Darkness to Sight and Hearing Groups
Target: 2" Radius
Duration: Constant
Range: 30"
END Cost: 0
Defense: 12 DEF

Description: This odd-looking, two meter-long staff is really a hive of magical flying insects clinging together in staff form. When verbally commanded, they form a swarm that can bite opponents, or blind and deafen them.

Game Information:**Cost Power**

- 15 *Swarmstaff:* Multipower, 62-point reserve; (112 Active Points); all slots OAF (-1), Independent (-2), Incantations (-¼)
- 1u 1) *Stinging Swarm:* RKA 1 point, Area Of Effect (One Hex Doubled; +¾), No Normal Defense ([defense is airtight rPD surrounding target's body]; +1), Does BODY (+1), Continuous (+1), Mobile (+1), Reduced Endurance (0 END; +½); OAF (-1), Incantations (-¼), Independent (-2), Limited Range (30"; -¼)
- 1u 2) *Blinding Swarm:* Darkness to Sight and Hearing Groups 2" radius, Mobile (+1), Reduced Endurance (0 END; +½); OAF (-1), Incantations (-¼), Independent (-2), Limited Range (30"; -¼)

Total cost: 17 points.

WINTERWILD STAFF

Effect: Various ice-based Attack Powers
Target: Varies
Duration: Instant
Range: Varies
Charges: 50 Charges which Never Recover
Defense: 12 DEF

Description: Made of silver and ivory, this staff contains several powers relating to ice and cold. The stronger powers use up more of the staff's magical energy.

Game Information:**Cost Power**

- 11 *Winterwild Staff:* Multipower, 60-point reserve; all OAF (-1), Independent (-2), 50 Charges which Never Recover for entire Multipower (-1½)
- 1u 1) *Ice Blast I:* Energy Blast 12d6; OAF (-1), Independent (-2)
- 1u 2) *Ice Blast II:* Energy Blast 6d6, Area Of Effect (7" Cone; +1); OAF (-1), Independent (-2), Requires 2 Charges Per Use (-¼)
- 1u 3) *Blizzard:* Change Environment 32" radius, -3 Temperature Levels and -3 Sight Group PER Rolls, Multiple Combat Effects; OAF (-1), Independent (-2), Requires 2 Charges Per Use (-¼)
- 1u 4) *Icy Sheet:* Change Environment (create ice sheet) 32" radius, -4 to DEX Rolls to move on the sheet, Personal Immunity (+¼); OAF (-1), Independent (-2), Only Affects Characters Who Are Moving On The Ground (-¼), Requires 2 Charges Per Use (-¼)
- 1u 5) *Hailstorm:* Energy Blast 5d6 (physical), Area Of Effect (3" Radius; +1), Indirect (always from above; +¼) OAF (-1), Independent (-2), Requires 3 Charges Per Use (-½)

Total cost: 16 points.

WIZARD'S STAFF

Effect: Various utility and attack powers
Target: Varies
Duration: Varies
Range: Varies
END Cost: 0
Defense: 10 DEF

Description: This magical weapon has several powers, making it coveted among spellcasters. First, it can transform into a magic sword, should the wielder wish to enter melee combat. Second, it augments the wizard's understanding of the Arts Arcane, making him a better mage (and in battle a more accurate one). Third, it can generate a host of mystical effects, including light, a floating eye that transmits what it sees back to the wizard, and a blast of arcane force.

Game Information:**Cost Power**

- 10 *Magic Sword:* HKA 1½d6, Reduced Endurance (0 END; +½) (37 Active Points); OAF (-1), Independent (-2), STR Minimum (8; -¼) (total cost: 8 points) **plus** +2 OCV with Sword (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points)
- 2 *Enhanced Understanding:* +2 with all magic-related Power Skills and Knowledge Skills (10 Active Points); OAF (-1), Independent (-2)
- 2 *Magical Breathing:* Life Support: Self-Contained Breathing (10 Active Points); OAF (-1), Independent (-2)
- 19 *Mystical Effects:* Multipower, 75-point reserve; all slots OAF (-1), Independent (-2)
- 2u 1) *Arcane Blast:* Energy Blast 10d6, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)
- 1u 2) *Create Light:* Sight Group Images 1" radius, +4 to PER Rolls, Mobile (+1), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), Only To Create Light (-1)
- 1u 3) *Eye Of Farseeing:* Clairsentience (Sight Group), Mobile Perception Point (can move up to 6" per Phase), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), Limited Range (100"; -¼), Visible Perception Point (-¼)
- 2u 4) *Mindshard:* Ego Attack 5d6, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)

Total cost: 39 points.

DEFENSIVE STAFFS

STAFF OF ARROW BLOCKING

Effect: Missile Deflection (all non-gunpowder projectiles)
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 2 DEF

Description: The wielder of this staff can deflect missiles such as arrows, sling stones, and spears by rotating it in the air before him. The spinning staff forms a "shield" that knocks such weapons harmlessly aside.

Game Information: *Missile Deflection (all non-gunpowder projectiles) (10 Active Points); OAF (-1), Independent (-2), Gestures (both hands throughout; -1), Limited Coverage (only deflects missiles in front of character; -½) Total cost: 2 points.*

STAFF OF DEFENSE

Effect: Force Wall (12 PD/12 ED/6 Mental Defense/6 Power Defense)
Target: Hex
Duration: Constant
Range: No Range
Charges: 4 Continuing Charges lasting 1 Turn each
Defense: 20 DEF

Description: When the wielder strikes the foot of this ashen staff against the ground, it forms an impenetrable barrier of arcane force around him, protecting him from almost every sort of harm. He can do this only four times each day for 12 seconds.

Game Information: *Force Wall (12 PD/12 ED/6 Mental Defense/6 Power Defense; 6" long and 2" tall) (102 Active Points); OAF (-1), Gestures (-¼), Independent (-2), No Range (-½), 4 Continuing Charges lasting 1 Turn each (-½). Total cost: 19 points.*

Options:

- 1) **Strong Staff:** Increase to Force Wall (18 PD/18 ED/12 Mental Defense/12 Power Defense). 162 Active Points; total cost 31 points.
- 2) **Weak Staff:** Decrease to Force Wall (6 PD/6 ED/3 Mental Defense/3 Power Defense). 57 Active Points; total cost 11 points.
- 3) **Variable Staff:** Add Variable Advantage (+½ Advantages; +1). Now the wielder can give his Force Wall Backlash, Difficult To Dispel, Hardened, or any other Advantage that can be purchased for +½ or less. 204 Active Points; total cost 39 points.
- 4) **Ranged Staff:** Remove the Limitation No Range (-½). 102 Active Points; total cost 21 points.
- 5) **Limitless Staff:** This version of the Staff can be used as many times, and for as long, as its wielder wishes. Remove 4 Continuing Charges lasting 1 Turn each and replace with Reduced Endurance (0 END; +½). 153 Active Points; total cost 32 points.

STAFF OF REPULSION

Effect: Force Field (10 PD/10 ED/10 Power Defense), Knockback Resistance -5"
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 11 DEF

Description: This staff takes its name from the fact that it repels attacks directed at the wielder. While it's not absolute proof against injury, it often repulses an attack so well that it misses or fails to hurt the wielder.

Game Information:**Cost Power**

- 11 *Defended:* Force Field (10 PD/10 ED/10 Power Defense), Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Independent (-2)
 2 *Steadfast:* Knockback Resistance -5" (10 Active Points); OAF (-1), Independent (-2), Nonpersistent (-¼)

Total cost: 13 points.

Options:

- 1) **Strong Staff:** Increase to Force Field (15 PD/15 ED/15 Power Defense). 67 Active Points, total cost 17 points, total cost of staff 19 points.
 2) **Weak Staff:** Decrease to Force Field (5 PD/5 ED/5 Power Defense). 22 Active Points, total cost 5 points, total cost of staff 7 points.

SENSORY STAFFS

STAFF OF CAUTION

Effect: Clairsentience (Sight Group); Infrared Perception; Ultraviolet Perception
Target: Self
Duration: Constant
Range: No Range (see text)
END Cost: 0
Defense: 8 DEF

Description: This wooden staff has a large crystal eyeball in the cap. By holding the staff away from his body, wielder can use this "eye" to look around corners, over the tops of walls, under doors, and so forth. Additionally, the Staff's eye lets him see in ways ordinary men cannot.

Game Information:**Cost Power**

- 7 *Eye On The End Of The Staff:* Clairsentience (Sight Group), Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), Independent (-2), No Range (cannot extend beyond 1" from character, see text; -¼)
 1 *Sense Heat:* Infrared Perception (Sight Group) (5 Active Points); OAF (-1), Independent (-2)
 1 *See By Starlight:* Ultraviolet Perception (Sight Group) (5 Active Points); OAF (-1), Independent (-2)

Total cost: 9 points.

STAFF OF SEEING

Effect: Sight Group Images 1" radius, +4 to PER Rolls, Only To Create Light; Infrared Perception; Nightvision; Ultraviolet Perception; Detect Invisible Creatures
Target: 1" Radius/Self
Duration: Constant for Images, all others Persistent
Range: 275" for Images; Self for all others
END Cost: 0
Defense: 11 DEF

Description: This slender staff of pale pinewood provides its owner with a variety of powers directly related to vision. He can create floating balls of light, see in most forms of darkness, and even perceive invisible creatures (but not other invisible things).

Game Information:**Cost Total**

- 14 *Staff Of Seeing:* Multipower, 55-point reserve; all slots OAF (-1), Independent (-2)
 1u 1) *Floating Illumination:* Sight Group Images 1" radius, +4 to PER Rolls, Mobile (+1), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), Only To Create Light (-1)
 1u 2) *Infrared Vision:* Infrared Perception (Sight Group) (5 Active Points); OAF (-1), Independent (-2)
 1u 3) *Nightvision:* Nightvision (5 Active Points); OAF (-1), Independent (-2)
 1u 4) *Ultraviolet Vision:* Ultraviolet Perception (Sight Group) (5 Active Points); OAF (-1), Independent (-2)
 1u 5) *See Invisible:* Detect Invisible Creatures (INT +6) (Sight Group); OAF (-1), Independent (-2)

Total cost: 19 points.

MOVEMENT STAFFS

STAFF OF BALANCE

Effect: Acrobatics 17-; Breakfall 17-; Supreme Balance; +3 DEX; HA +4d6
Target: One character for HA; all others Self
Duration: Instant for HA; all others Persistent
Range: Touch for HA; all others Self
END Cost: 0
Defense: 4 DEF

Description: This long and slender stave of ash-wood grants its user a variety of abilities common to acrobats. It's also an effective fighting weapon.

Game Information:

Cost Power

- 5 *Skilled Acrobat:* Acrobatics 17- (19 Active Points); OAF (-1), Independent (-2)
- 5 *Skilled Acrobat:* Breakfall 17- (19 Active Points); OAF (-1), Independent (-2)
- 1 *Unshakeable Balance:* Environmental Movement: Supreme Balance (3 Active Points); OAF (-1), Independent (-2)
- 2 *Agility:* +3 DEX (9 Active Points); OAF (-1), Independent (-2)
- 6 *Fighting Staff:* HA +4d6 (20 Active Points); OAF (-1), Independent (-2), Hand-To-Hand Attack (-½) (total cost: 4 points) **plus** +2 OCV with HA (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points)

Total cost: 19 points.

STAFF OF THE FOUR WORLDS

Effect: Extra-Dimensional Movement
Target: Self
Duration: Instant
Range: Self
END Cost: 0
Defense: 18 DEF

Description: This staff of glowing enchanted dragon bone is one of only a half-dozen made by some unknown wizard. When tapped lightly against the ground, the Staff of the Four Worlds causes a "sundering" of the veil that separates Ambrethel from the Astral Plane, Yetzirah, Elysium, the Netherworld, and other dimensions too numerous to mention. The owner of the staff and up to seven other people are then instantly transported to whatever location in time, space, and dimensional-ity he chooses.

Rumors in the Mystic World claim that if a Staff of the Four Worlds is broken, anyone near it when that happens will be thrown into a randomly-determined dimension, where he may very well remain stranded for the rest of his life. No one's ever been brave enough to test whether this rumor is true.

Game Information: *Extra-Dimensional Movement (any physical location in any dimension), x8 Increased Mass, Reduced Endurance (0 END; +½) (90 Active Points); OAF (-1), Independent (-2). Total cost: 22 points.*

STAFF OF WIZARDWALKING

Effect: Teleportation 40", Teleportation 20", MegaScale
Target: Self
Duration: Instant
Range: Self
Charges: 60 Charges which Never Recover
Defense: 16 DEF

Description: This staff, usually carved of a light-colored wood and set with dark stones (such as jet) or ebony-wood inlay, allows a wizard to vanish and, in the blink of an eye, re-appear elsewhere — up to 200 km away!

Game Information:

Cost Power

- 14 *Staff Of Wizardwalking:* Multipower, 80-point reserve; all OAF (-1), Independent (-2), 60 Charges for entire reserve which Never Recover (-1½)
- 2u 1) *Short-Range Wizardwalking:* Teleportation 40"; OAF (-1), Independent (-2)
- 1u 2) *Long-Range Wizardwalking:* Teleportation 20", MegaScale (1" = 10 km, can scale down to 1" = 1 km; +¾); OAF (-1), Independent (-2), Requires 4 Charges Per Use (-½)

Total cost: 17 points.

TRAVELER'S STAFF

Effect: Flight 6", Only In Contact With The Ground; Life Support (Diminished Eating, Diminished Sleeping, Safe Environments: Intense Cold, Intense Heat); +20 PRE, Only For Fear-/Intimidation-Based Presence Attacks Versus Wild Animals
Target: Self
Duration: Constant/Persistent/Persistent
Range: Self
END Cost: 0
Defense: 4 DEF

Description: This sturdy-looking hazel staff makes traveling easier. It allows its wielder to walk at his normal pace without tiring (and, typically, regardless of obstacles that would thwart most travelers), reduces his need for food, water, and sleep; can ignore the discomforts of cold and heat; and also makes it easier for him to frighten away wild animals.

Game Information:

Cost Power

- 4 *Easy Stride:* Flight 6", Reduced Endurance (0 END; +½) (18 Active Points); OAF (-1), Independent (-2), Only In Contact With The Ground (-¼)
- 1 *Traveling Light:* Life Support (Diminished Eating: character only has to eat once per week; Diminished Sleeping: character only has to sleep 8 hours per week; Safe Environments: Intense Cold, Intense Heat) (6 Active Points); OAF (-1), Independent (-2)
- 3 *Terror Of Beasts:* +20 PRE (20 Active Points); OAF (-1), Independent (-2), Only For Fear-/Intimidation-Based Presence Attacks Versus Wild Animals (-2)

Total cost: 8 points.



WINGED STAFF

Effect: HA +4d6 with +2 OCV; Flight 15"
Target: One character/Self
Duration: Persistent/Constant
Range: Self
END Cost: 0
Defense: 16 DEF

Description: This staff allows the wielder to fly, and to attack with greater accuracy. It's typically made of highly-polished blonde wood and shod and capped with iron; the headpiece always features a wing motif of some sort (and often a bird's head or the like as well).

Game Information:

Cost Power

- 6 *Winged Staff:* HA +4d6 (20 Active Points); OAF (-1), Independent (-2), Hand-To-Hand Attack (-½) (total cost: 4 points) **plus** +2 OCV with HA (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points)
 13 *Winged Staff:* Flight 15", x4 Noncombat, Reduced Endurance (0 END; +½) (52 Active Points); OAF (-1), Independent (-2)

Total cost: 19 points.

Options:

- 1) **Strong Staff:** Increase to HA +6d6. 30 + 10 + 52 = 82 Active Points; total cost 7 + 2 + 13 = 22 points.
- 2) **Weak Staff:** Decrease to HA +2d6. 10 + 10 + 52 = 82 Active Points; total cost 2 + 2 + 13 = 17 points.
- 3) **Fast Staff:** Increase to x8 Noncombat. 20 + 10 + 60 = 90 Active Points; total cost 4 + 2 + 15 = 21 points.

MISCELLANEOUS STAFFS

GNARLWOOD STAFF

Effect: +60 END, Only Usable For Shaman Spells; +2 with Ulg-hroi Shamanism rolls; +2 with Spells
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 10 DEF

Description: Carved with an ornate devil's head on top, this staff augments the many powers of an Ulg-hroi shaman (or any shaman, if one from another tribe were willing to use it). It gives him increased control over the spirits he commands, and boosts his ability to cast spells.

Game Information:

Cost Power

- 6 *Shamanic Power:* +60 END (30 Active Points); OAF (-1), Independent (-2), Only Usable For Shaman Spells (-1)
 2 *Shamanic Skill:* +2 with all Shamanism-related Power Skills and Knowledge Skills (10 Active Points); OAF (-1), Independent (-2)

Total cost: 8 points.

STAFF OF THE LAERINITES

Effect: Various healing powers
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: Unbreakable

Description: Enchanted by those who revere Hospin, god of healing, this powerful staff of pale white wood grants is bearer a wide variety of curative powers. These include the ability to treat most forms of disease, mend wounds, remove curses, and reverse transformations wrought by Thaumaturgy. Once per month, it can even return a recently slain person from the dead! The Staff of the Laerinites must be touched to a character's forehead for its curative magics to take effect.

Game Information:**Cost Power**

- 24 *Staff Of The Laerinites*: Multipower, 97-point reserve; all slots OAF (-1), Independent (-2)
- 2u 1) *Hospin's Healing Touch*: Simplified Healing 6d6, Can Heal Limbs, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)
- 2u 2) *Transformative Healing*: Healing Transform Damage 6d6, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)
- 1u 3) *Resurrection*: Healing BODY 7d6, Resurrection; OAF (-1), Independent (-2), Resurrection Only (-½), 1 Charge which Recovers every Month (-3)
- 2u 4) *Cure Disease*: Major Transform 4d6 (sick person into well person, heals back through any normal means that would cause character to contract the same disease), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)
- 2u 5) *Hospin's Curse Smasher*: Dispel Magical Curses 18d6, Expanded Effect (any curse; +¼), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)

Total cost: 33 points

STAFF OF NAMES

Effect: Variable Power Pool (Onomancy Pool)
Target: Varies
Duration: Varies
Range: Varies
Charges: 200 charges which Never Recover
Defense: 22 DEF

Description: This staff has hundreds of tiny names carved into its surface in an ancient, unknown language that only the staff's owner understands. By reading one of these names aloud, he can use Onomancy (Naming Magic) to achieve various effects. (See pages 74-79 of *The Fantasy Hero Grimoire II* for examples of Naming spells.) Each time he reads a word, it vanishes from the staff's surface... and when the last name is gone, the staff crumbles into dust.

Game Information: *Variable Power Pool (Onomancy Pool)*, 160 base + 80 control cost (240 Active Points); all slots OAF (-1), Incantations (-¼), Independent (-2); 200 Charges which Never Recover (-1). Total cost: 160 + 15 = 175 points.

STAFF OF SHADOWS

Effect: HA +4d6; Endurance Reserve (200 END, 20 REC) for staff's powers; various Shadow Magic powers
Target: Varies
Duration: Varies
Range: Varies
END Cost: 0/2/7 for Multipower powers
Defense: 35 DEF

Description: This powerful staff, crafted for Shadow-Priests and shadow-mages by enchanter loyal to the Scarlet Gods, enhances the power of Shadow Magic.

Game Information:**Cost Power**

- 10 *Shadow Power*: Endurance Reserve (200 END, 20 REC) (40 Active Points); OAF (-1), Independent (-2), Only For Staff's Powers (-0)
- 6 *Staff Of Shadows*: HA +4d6 (20 Active Points); OAF (-1), Independent (-2), Hand-To-Hand Attack (-½) (total cost: 4 points) **plus** +2 OCV with HA (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points)
- 19 *Staff Of Shadows*: Multipower, 75-point reserve; all slots OAF (-1), Independent (-2)
- 2u 1) *Shadow Friend*: Aid Shadow Magic 5d6, any one Shadow spell at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Minute; +¼); OAF (-1), Costs Endurance (-½), Independent (-2)
- 2u 2) *Light Foe*: Drain Light Magic 4d6, any one Light spell at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Limited Range (30"; +¼); OAF (-1), Independent (-2)
- 1u 3) *Shadow Bolt*: RKA 2d6, +2 Increased STUN Multiplier (+½); OAF (-1), Independent (-2)
- 2u 4) *Weakening Shadows*: Drain CON and STUN 3d6, Delayed Return Rate (points return at the rate of 5 per Minute; +¼), two Characteristics simultaneously (+½), Ranged (+½); OAF (-1), Independent (-2)

Total cost: 42 points.

STAFF OF SHAMANISM

Effect: Various
 Target: Various
 Duration: Various
 Range: Self
 END Cost: 0
 Defense: 41 DEF

Description: A shaman angry about the fact that no High Staff of Wizardry (see below) was crafted for his discipline created this highly decorated oaken staff, which functions very much like a less powerful version of one of those legendary staffs.

Game Information:**Cost Power**

- 6 *Shamanic Strike:* HA +4d6 (20 Active Points); OAF (-1), Independent (-2), Hand-To-Hand Attack (-½) (total cost: 4 points) **plus** +2 OCV with HA (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points)
- 20 *Shamanistic Boost:* Aid Shamanism 6d6, any one Shamanism spell at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Minute; +¼); OAF (-1), Independent (-2), Self Only (-½)
- 2 *Shamanic Skill:* +2 with all Shamanism-related Power Skills and Knowledge Skills (10 Active Points); OAF (-1), Independent (-2)
- 12 *Lesser Spirit Ward:* Force Field (10 PD/10 ED/10 Mental Defense/10 Power Defense), Reduced Endurance (0 END; +½) (60 Active Points); OAF (-1), Independent (-2), Only Versus Spirits And Their Attacks (-1)

Total cost: 50 points.

STAFF OF THE TREEMAN

Effect: Summon 297-point Treeman
 Target: N/A
 Duration: Instant
 Range: No Range
 Charges: 1 Recoverable Charge
 Defense: 24 DEF

Description: When stuck into the ground, this wooden staff becomes a 297-point Treeman (see *The HERO System Bestiary*, page 119) that's totally loyal to the staff's wielder. To turn the Treeman back into a staff, the wielder simply grabs him around the waist (or wherever he can reach).

Game Information: *Summon 297-point Treeman, Slavishly Devoted* (+1) (118 Active Points); OAF (-1), Independent (-2), 1 Recoverable Charge (-1¼). **Total cost: 22 points.**

UNIQUE STAFFS

HEXRENDER

Effect: Dispel Magic 25d6; Force Field (30 PD/30 ED/15 Mental Defense/15 Power Defense/10 Sight Group Flash Defense); Teleportation 30"; RKA 4d6, +2 Increased STUN Multiplier; RKA 4d6

Target: One character/Self/Self/One character/Explosion

Duration: Instant/Constant/Instant/Instant/Instant

Range: 655"/Self/Self/600"/600"

END Cost: 0

Defense: Unbreakable

Description: This distinctive staff appears to be constructed from intertwined vines of velandi, iron-wood, platinum, oak, and gold — an astounding accomplishment in and of itself, until one discovers that Hexrender was created to be the personal weapon of the legendary First Epoch wizard Runcifer! Considered by many to be the greatest wizard who ever lived, Runcifer created many spells and enchanted items. His personal staff contains five potent magics: it can dispel practically any magical effect, protects its wielder from nearly any attack, teleports him effortlessly about in battle, unleashes deadly lightning bolts, and hurls exploding magical fireballs of particularly epic (and dangerous) power.

Although Hexrender is not powerful as some other artifact-level enchanted staffs in some respects, it's specifically tailored to the needs of a wandering battlemage and reflects Runcifer's oft-stated belief that a spellcaster shouldn't tie up too much of his power in "fun trinkets." Like the great wizard himself, the fate of Hexrender is something of a mystery. It's turned up in Arduna several times in the last few hundred years — most recently in northern Mhorecia, where an adventuring party that attempted to slay the dragon Skarm included a wizard using a staff that matches Hexrender's description. Since the adventurers haven't been seen since, it's reasonable to assume that Hexrender currently resides at the bottom of a dragon's horde in the Skyclaw Mountains.

Game Information:**Cost Power**

- 37 *Hexrender:* Multipower, 150-point reserve; all slots OAF (-1), Independent (-2)
- 3u 1) *Spellrending:* Dispel Magic 25d6, any magical power one at a time (+¼), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)
- 4u 2) *Arcane Shield:* Force Field (30 PD/30 ED/15 Mental Defense/15 Power Defense/10 Sight Group Flash Defense), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)
- 3u 3) *Magepath:* Teleportation 30", x2 Increased Mass, Position Shift, Safe Blind Teleport (+¼), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)
- 3u 4) *Arcane Lightning:* RKA 4d6, +2 Increased STUN Multiplier (+½), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)

- 3u 5) *Fire Sphere*: RKA 4d6, Explosion (+½), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)

Total cost: 53 points

HIGH STAFFS OF WIZARDRY

Effect: HA +6d6; Aid (Appropriate Arcana) 8d6; +4 with that Arcana's Skills; various unique powers
Target: One character/Self/Self/varies
Duration: Instant/Instant/Self/varies
Range: Touch/Self/Self/varies
END Cost: 0
Defense: Unbreakable

Description: Somewhere in Ambrethel, wielded by men for good or ill, there exist 12 powerful staffs — one for each of the respected major arcana of magic. Each High Staff was crafted from a different material during the First Epoch, probably by the famed enchanter Correg.

For the most part the High Staffs are similar, though each is made of a different material and possesses one or more unique powers in addition to the standard powers (see below). Each of them can augment the spells of its arcana and the mystical skills of its wielder, and serve as a powerful weapon. Beyond its raw power, a High Staff also boosts its owner's prestige and profile within the Mystic World... and in some cases, makes him a target for rivals and thieves.

Game Information:

Cost Power

- 9 *Staff Strike*: HA +6d6 (30 Active Points); OAF (-1), Independent (-2), Hand-To-Hand Attack (-½) (total cost: 7 points) **plus** +2 OCV with HA (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points)
 27 *Arcane Augmentation*: Aid (Appropriate Arcana) 8d6, any one spell of defined Arcana at a time (+¼), Delayed Return Rate (points fade at the rate of 5 per Minute; +¼) (100 Active Points); OAF (-1), Independent (-2), Self Only (-½)
 5 *Mystic Skill*: +4 with all Power Skills and Knowledge Skills related to the staff's arcana (20 Active Points); OAF (-1), Independent (-2)

Total cost: 41 points plus points for unique ability(ies)

High Alchemist's Staff (plain ashwood): The wielder of this High Staff can carry more Alchemy potions and creations at once than he could ordinarily. (+20 INT (20 Active Points); OAF (-1), Independent (-2), Only To Determine Number Of Available Potions (-1) (total cost: 4 points).) Total cost of High Staff: 45 points.

High Conjurer's Staff (ornately engraved hazel): The wielder of this High Staff can cast *To My Hand* once per day. (Teleportation 10", Ranged (+½), MegaScale (1" = 100 km; +¾), Usable As Attack (+1), Reduced Endurance (0 END; +½) (75 Active Points); OAF (-1), Independent (-2), Only Works On Hand-Held Objects (-½), 1 Charge (-2) (total cost: 11 points) **plus** one Floating Fixed "Location"

(5 Active Points); OAF (-1), Independent (-2) (total cost: 1 point) (total cost: 12 points).) Total cost of High Staff: 53 points.

High Diviner's Staff (studded cherrywood): The wielder of this High Staff can cast *Premonition* once per day. (Danger Sense (any danger, general area) (INT Roll +5) (40 Active Points); OAF (-1), Independent (-2), 1 Charge (-2) (total cost: 7 points).) Total cost of High Staff: 48 points.

High Aeromancer's Staff (blued steel): The wielder of this High Staff can cast *Wall of Cloud* once per day. (Force Wall (6 PD/4 ED; 10" long and 4" tall), Opaque (Sight Group) (59 Active Points); OAF (-1), Independent (-2), 1 Continuing Charge lasting 1 Minute (-1) (total cost: 12 points).) Total cost of High Staff: 53 points.

High Geomancer's Staff (petrified wood): The wielder of this High Staff can cast *Hands Of Stone* once per day. (Entangle 8d6, 5 DEF (65 Active Points); OAF (-1), Independent (-2), Only Affects Targets On The Ground (-¼), 1 Charge (-2) (total cost: 10 points).) Total cost of High Staff: 51 points.

High Pyromancer's Staff (darkly stained ironwood): The wielder of this High Staff can cast a powerful *Firestorm* spell around himself once per day. (RKA 2d6, Area Of Effect (14" Radius; +1¼), Armor Piercing (+½), Continuous (+1), Personal Immunity (+¼) (120 Active Points); OAF (-1), Independent (-2), 1 Continuing Charge lasting 1 Turn (-1¼) (total cost: 23 points).) Total cost of High Staff: 64 points.

High Aquamancer's Staff (carved meerschaum): The wielder of this High Staff can cast *Fist Of The Waters* once per day. (Energy Blast 8d6, Indirect (+¾) (70 Active Points); OAF (-1), Independent (-2), Limited Range (50"; -¼), Requires Nearby Water (at least a barrelful within 50"; -1), 1 Charge (-2) (total cost: 10 points).) Total cost of High Staff: 51 points.

High Enchanter's Staff (glowing oak-heart): This High Staff can Transform itself into *Narvez's Magnificent Mansion* (and back) once per day. (Summon one 200-point Base, Slavishly Loyal (+1) (80 Active Points); OAF (-1), Independent (-2), Lockout (can't use any of High Staff's other powers while Staff remains in Mansion form; -½), 1 Charge (-2) (total cost: 12 points).) Total cost of High Staff: 53 points.

High Necromancer's Staff (human bone): The wielder of this High Staff can cast *Vampiric Touch* once per day. (Transfer BODY and STUN 2d6, take two Characteristics at once from target (+½), grant two Characteristics at once to caster (+½) (60 Active Points); OAF (-1), Independent (-2), 1 Charge (-2) (total cost: 10 points).) Total cost of High Staff: 51 points.

High Sorcerer's Staff (magically-strengthened glass): The wielder of this High Staff can cast *The Spell of the Clear Mind* once per day. (Aid INT and EGO 3d6, two Characteristics simultaneously (+½), Delayed Return Rate (points fade at the rate of 5 per 5 minutes; +½) (60 Active Points); OAF (-1), Independent (-2), Self Only (-½), 1 Charge (-2) (total cost: 9 points).) Total cost of High Staff: 50 points.

High Thaumaturge's Staff (shifts from one metal or wood to another every 1d6 Turns): The wielder of this High Staff can cast *Thaumaturgic Harness* once per day. (Transfer 2d6 (magical power to magical power), from any Magic power one at a time (+¼), to any Magic power one at a time (+¼), Ranged (+½) (60 Active Points); OAF (-1), Independent (-2), 1 Charge (-2) (total cost: 10 points).) Total cost of High Staff: 51 points.

High Wizard's Staff (carved dragon bone): The wielder of this High Staff can cast *Mystic Bolt* once per day. (RKA 2d6, Area Of Effect (24" Line; +1¼) (67 Active Points); OAF (-1), Independent (-2), 1 Charge (-2) (total cost: 11 points).) Total cost of High Staff: 52 points.



THE LICHSTAFF

Effect: Summon 2,000 Skeletons, Slavishly Loyal; +60 PRE, Only Works Against Undead Creatures; RKA 6d6, NND, Does BODY
Target: Special/One or more undead beings/One character
Duration: Instant/Persistent/Instant
Range: No Range/Self/No Range
END Cost: 0
Defense: Unbreakable

Description: The origins of this terrifying enchanted item are obscure. The journals of the adventuring warlock Vorgath of Shaar, who lived in the 4300s, claim it was crafted by the First Epoch lich Ka'abra, who used it an attempt to conquer the Westerlands that was foiled by the paladin Galadan Burnshore, though Vorgath gives no source for this information. The diviner Justarian claims to have had dreams in which Vabanak himself created the staff. Druathek the Maleficent, who has sought the Lichstaff on several occasions, has said that he believes it to be the work of Gormghast Bonehand, an obscure but powerful lich who ruled part of the Sunless Realms during the early Second Epoch.

Only three things can be said for certain about the Lichstaff. First, despite arguments about its origin, descriptions of it generally agree. It appears to be made out of dark steel (though it weighs no more than a light wooden staff); some say the metal comes from melted-down coffin nails. Formed into the staff are numerous skulls, which over time slowly change expression as if undergoing some profound torment. The staff is shod with silver and capped with three symmetrical tines with a greenish-purple eternal flame burning in the center of them. Second, the staff is immensely powerful, giving its wielder the ability to raise an entire army of the undead as well as various other necromantic powers. And third, because of its power it's sought by dozens of spellcasters. Besides Druathek, other wizards known to covet it include S'aakiv the Red Necromancer, Varakes the Lich, and according to some rumors even Kal-Turak himself!

Game Information:

Cost Power

- 35 *Army Of The Undead:* Summon 2,000 Skeletons built on 179 Character Points each, Slavishly Loyal (+1), Reduced Endurance (0 END; +½) (227 Active Points); OAF (-1), Extra Time (1 Minute; -1½), Independent (-2), Must Have Body Or Bones (-1)
- 11 *Aura Of Necromantic Power:* +60 PRE (60 Active Points); OAF (-1), Independent (-2), Only Works Against Undead Creatures (-1), Spell (-½)
- 63 *Death Touch:* RKA 6d6, NND (defense is Hargenzarian's Spell Of Lifeshielding; +1), Does BODY (+1), Reduced Endurance (0 END; +½) (315 Active Points); OAF (-1), Independent (-2), No Range (-½), Spell (-½)

Total cost: 109 points.

THE SCREAMING STAFF OF MADWYL

Effect: Various powers
Target: Varies
Duration: Varies
Range: Varies
END Cost: 0
Defense: Unbreakable

Description: This item looks like an ordinary wizard's staff that's been badly warped and twisted by powerful arcane forces. On the very top is carved a strange head resembling something like a cross between a malevolent demon and a ribald jester. The Staff's powers are many and varied, and seem to involve some sort of Chaos magic or strange Thaumaturgy unlike no other in Ambrethel. The Staff's name comes from its Screaming power, which causes it to emit an eerie, almost maddening keening when the user "awakens" it.

Oddest of all, no one knows who "Madwyl" is, though the name is associated with the Staff from its very first mention in the chronicles of wizardry. Some scholars believe he is a reclusive, long-forgotten wizard, while others think him some sort of demon; a few believe the name isn't that of a being at all, but a corruption of the term "mad will," referring to what's required to control the Staff.

The Screaming Staff has existed since the earliest days; Runcifer, Sothuz, and Oldrusân Magisterios all described it in detail in their workbooks, implying that they had the time and leisure to examine it at length. A wizard named Xaragon wielded it during the Drakine Wars, after which it became lost for a time. The thief T'allissa Darkveil claimed in her memoirs to have stolen it from the treasure-vault of a Basidrunian nobleman in 3212 SE. She supposedly sold it to a Khirkovy mage for a princely sum, but no other account verifies her words. The Staff surfaced again in 4355 SE, when the elven adventurer-mage Melcathrianorion carried it for several decades. It was lost when he and his companions failed to return from an expedition into the Ulimar Jungle, and has not been heard of since.

Game Information:

Cost Power

- 37 *The Screaming:* Hearing Group Flash 15d6, Area Of Effect (12" Radius; +1), Continuous (+1), Personal Immunity (+¼), Reduced Endurance (0 END; +½) (169 Active Points); OAF (-1), Independent (-2), No Range (-½)
- 10 *Fortune Favors The Madwyl:* Luck 8d6 (40 Active Points); OAF (-1), Independent (-2)
- 7 *Twisting Of The Mind:* Mental Defense (30 points + EGO/5); OAF (-1), Independent (-2)
- 47 *Madwyl's Maladies:* Multipower, 187-point reserve; all OAF (-1), Independent (-2)
- 4u 1) *Caprice Of Form:* Major Transform 5d6 (anything to anything; heals back by being touched with the Staff while the wielder utters a specific nonsense rhyme), Improved Results Group (anything; +1), Reduced Endurance (0 END; +½) (187 Active Points); OAF (-1), Independent (-2), Limited Range (50"; -¼), 9 Charges (-¼)
- 4u 2) *Madwyl's Whisperings:* Drain INT and EGO 8d6, two Characteristics simultaneously (+½), Limited Range (50"; +¼), Reduced Endurance (0 END; +½) (180 Active Points); OAF (-1), Independent (-2)
- 4u 3) *Madwyl's Dance:* Entangle 7d6, 7 DEF, Based On Ego Combat Value (Mental Defense applies; +1), Takes No Damage From Physical Attacks (+¼), Works Against EGO, Not STR (+¼) (175 Active Points); OAF (-1), Independent (-2), Cannot Form Barriers (-¼), Mental Defense Adds To EGO (-½)

Total cost: 113 points.



THE STAFF OF VASHTORI

Effect: Summon VPP; Mind Control 12d6, Only Versus Summoned Beings; Force Field (12 PD/12 ED/12 Mental Defense/12 Power Defense), Only Versus Summoned Beings

Target: Varies

Duration: Instant/Instant/Constant

Range: No Range/LOS/Self

END Cost: Varies

Defense: Unbreakable

Description: The name of the wizard Vashtori instantly evokes thoughts of the arcana of Conjunction, to which he devoted so much of his life and work. As part of that work, he crafted this Staff, which carries powerful Conjunction magics.

First, the Staff has the power to Summon virtually any type of creature, being, or object. In game terms, this is a Variable Power Pool that can only be used for powers built with Summon; the user changes the VPP with his *Conjunction* Skill. Second, the staff can quickly and easily place a powerful *Conjurer's Chains* spell upon any Summoned being (including ones not Summoned by the Staff). Third, it provides powerful arcane protections against attacks made by Summoned beings (again, including those Summoned by means other than the Staff).

Made of ebony wood set with conjuror's runes in red gold, and capped and shod with matching gold, the Staff passed to Wyndara Blaitheclon upon Vashtori's death at the hands of the Lord of the Graven Spear. She carried it for several centuries, but took it with her when she and her companions went to fight the dragon Methvegar in 3346 SE... a battle from which none of them ever returned. However, when the warrior Ullshazzar and his adventuring companions slew Methvegar in his Skyclaw lair in 4156 SE, the Staff was nowhere to be found.

Game Information:

Cost Power

- | | |
|-----|---|
| 110 | <i>Powers Of Conjunction:</i> Variable Power Pool, 100 base + 50 control cost; OAF (-1), Independent (-2), Only For Summon (-1) |
| 23 | <i>Conjurer's Chains:</i> Mind Control 15d6 (Summoned Beings class of minds), Reduced Endurance (½ END; +¼) (94 Active Points); OAF (-1), Independent (-2) |
| 14 | <i>Conjurer's Shield:</i> Force Field (12 PD/12 ED/12 Mental Defense/12 Power Defense), Reduced Endurance (½ END; +¼) (60 Active Points); OAF (-1), Independent (-2), Only Works Against Limited Type Of Attack (the attacks and powers of Summoned beings; -¼) |

Total cost: 147 points.

SWORDS AND DAGGERS



The sword is the most important weapon in most *Fantasy Hero* campaigns. It's associated in nearly every human military tradition with prowess, honor, and nobility. The various cultures in the world of Ambrethel, both human and otherwise, are just the same. The sword is the preferred weapon of skilled warriors from the frozen wastes of Turakia to the jungles of Thûn... and the enchanted sword, doubly so.

Although the number of variations on the basic sword — a long metal blade with one or two edges for cutting, a point for thrusting, and a hilt for gripping — is practically countless, for general purposes this type of weapon is organized into four categories:

■ The *knife*, also known as a dagger or by many other names, is a bladed weapon shorter than 26 cm. Knives are carried by nearly everyone in Ambrethel as everyday tools. As weapons, they're popular with people who want to conceal the fact that they're carrying a weapon (such as most rogues) and with the shorter races (Dwarves, Halflings, Goblins, and the like). See below for more information.

■ The *short sword* has a blade between 27 and 50 cm in length. Like knives, short swords are most popular with people who want easily-concealed weapons or blades suited to their short stature; some races of Men, such as the Kumasians, also favor the short sword.

■ The *longsword* has a blade between 50 and 75 cm in length. It's what most people envision when they hear the term "sword." It can be broad or thin, curved or straight, single-edged or double-edged, highly decorated or plain and practical. Human, Elven, and Drakine warriors often favor the longsword over all other weapons.

■ The *greatsword* has a blade longer than 75 cm and is meant to be wielded with two hands. It's usually straight-bladed and double-edged, though the lower third of the blade near the hilt (the *ricasso*) is often left dull so the wielder can hold it for additional leverage. Larger, stronger races, such as some Men and Orcs, Trolls, and Giants often prefer the greatsword, which is both powerful and versatile.

Since swords are such popular weapons, it's no surprise that they're often enchanted. Since swordmaking is a learned craft all its own, an enchanter usually works with a swordsmith to craft a magical blade. Most swordsmiths capable of doing work of the quality required for an enchanted sword are Dwarves or Trolls, but some Men and Elves have the skill as well. Some magical swords are so distinctive, or so powerful, that they're given names of their own!

Most of the swords described below can easily be changed to other types of weapons if you prefer. You may need to tweak the STR Minima or other Power Modifiers to suit.

SWORDS

Common Enchanted Swords

These enchanted blades, while not common-place, are "common" in that enchanters have made them multiple times over the years, unlike the unique "named" magic swords described later in this chapter.

BLACKBLADE SWORD

Effect: HKA 2d6, +1 Increased Stun Multiplier; +2 OCV
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 12 DEF
STR Min.: 12

Description: This powerful enchanted longsword has a jet-black blade that seems to eat the light, with a gold hilt and furniture. When it strikes a victim it causes intense pain in addition to a normal wound. Evil characters typically wield Blackblades, for no virtuous man willingly associates himself with such excessive cruelty.

Game Information: HKA 2d6, +1 Increased STUN Multiplier (+¼), Reduced Endurance (0 END; +½) (52 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½) (total cost: 11 points) **plus** +2 OCV (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points). Total cost: 13 points.

Options:

1) **Greatsword:** Increase to HKA 2½d6 and add Two-Handed (-½). 70 + 10 = 80 Active Points; total cost 14 + 2 = 16 points.

2) **Short Sword:** Decrease to HKA 1½d6. 44 + 10 = 54 Active Points; total cost 10 + 2 = 12 points.

BLOODBLADE

Effect: HKA 1½d6, Penetrating plus HKA 1 point, Trigger
Target: One character
Duration: Instant/Uncontrolled
Range: Touch
END Cost: 0
Defense: 14 DEF
STR Min.: 12

Description: This feared longsword possesses a wickedly serrated blade capable of inflicting wounds that do not heal. Once a creature has been injured by with a Bloodblade, he continues to bleed either until curative magics are applied to heal the wound, someone makes a Healing (Paramedics) roll at -6 to bandage the wound properly, or he dies.

Bloodblades are evil things with fell reputations. Good men destroy Bloodblades wherever they find them and, in many realms owning one is punishable by death.

Game Information:**Cost Power**

- 11 *The Blade:* HKA 1½d6, Penetrating (+½), Reduced Endurance (0 END; +½) (50 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½)
 4 *The Bleeding:* HKA 1 point, Trigger (when base HKA 1½d6 does BODY, Trigger immediately automatically resets; +1), Continuous (+1), Reduced Endurance (0 END; +½), Uncontrolled (can only be stopped as described in the text; +½) (20 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½)

Total cost: 15 points.

Options:

- 1) **Bastard Bloodsword:** Increase to HKA 2d6 and add One-And-A-Half-Handed (-¼). 60 + 20 = 80 Active Points; total cost 13 points; total cost of sword 17 points.
 2) **Great Bloodsword:** Increase to HKA 2d6+1 and add Two-Handed (-½). 70 + 20 = 90 Active Points; total cost 14 points; total cost of sword 18 points.
 3) **Short Bloodsword:** Decrease to HKA 1d6+1. 40 + 20 = 60 Active Points; total cost 9 points; total cost of sword 13 points.
 3) **Accurate Sword:** Add +1 OCV. 5 Active Points; total cost 1 point; total cost of sword 16 points.

BLOODSTONE SWORD

Effect: HKA 2d6; +2 OCV
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 9 DEF
STR Min.: 12

Description: A weapon fit for lords and princes, this blade is easily identified by the large bloodstones set into its ricasso and pommel, and the smaller ones inset up the center of the blade. It's enchanted to strike harder and more accurately than a typical blade of its type.

Game Information: HKA 2d6, *Reduced Endurance* (0 END; +½) (45 Active Points); OAF (-1), *Independent* (-2), STR Minimum (12; -½) (total cost: 10 points) **plus** +2 OCV (10 Active Points); OAF (-1), *Independent* (-2) (total cost: 2 points). Total cost: 12 points.

Options:

- 1) **Greatsword:** Increase to HKA 2½d6 and add Two-Handed (-½). Total cost: 60 + 10 = 80 Active Points; total cost 12 + 2 = 14 points.
 2) **Short Sword:** Decrease to HKA 1½d6. 37 + 10 = 47 Active Points; total cost 8 + 2 = 10 points.

BONESWORD OF NECROMANCY

Effect: HKA 1½d6; Ego Attack 4d6; Drain CON 3d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: Unbreakable
STR Min.: 11

Description: This evil weapon is crafted from the leg bone of a female elf no less than 1,000 years of age. Its long, serrated blade constantly drips malevolent black energy; characters within 10' of the Bonesword can actually feel in their minds when it's been drawn from its scabbard. Besides being an inordinately sharp and deadly blade, once per day the Bonesword can send forth with its evil power to strike a victim with pain so intense that it causes actual physical harm. The effects are as hideous as they are instantaneous: sores erupt from his flesh, blood pours from his eyes, and black puss drips from his mouth. Furthermore, at will the Bonesword can take Blood Vengeance on someone, seriously weakening that person... at the terrible price of injuring the sword's wielder!

Game Information:

Cost Power

- 15 *Bonesword of Necromancy*: Multipower, 60-point reserve; all slots OAF (-1), Independent (-2)
- 1u 1) *Bone Blade*: HKA 1½d6, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), STR Minimum (11; -½)
- 1u 2) *Black Agony*: Ego Attack 3d6, Does BODY (+1); OAF (-1), Independent (-2), 1 Charge (-2)
- 1u 3) *Blood Vengeance*: Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), Side Effects (wielder loses 2 BODY; -½)

Total cost: 18 points.

CAT-LADY'S CLAW

Effect: HKA 1½d6, Armor Piercing; HKA 1d6+1, Penetrating; HA +4d6

Target: One character

Duration: Instant

Range: Touch

END Cost: 0

Defense: 10 DEF

STR Min.: 10

Description: Warriors from the city-state of Devyl-dra use a unique weapon known as the *ashurana* (see *The Turakian Age*, pages 112 and 204). Priests of the city's patron Ulinoor, the cat-goddess, create enchanted versions for the city's nobles... and sometimes for others who are willing to pay their asking-price. Known as the Cat-Lady's Claws, these enchanted ashurana are sharper, tougher, and rust resistant, as well as being considerably more ornate.

Game Information:

Cost Power

- 11 *Cat-Lady's Claw*: Multipower, 50-point reserve; all slots OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 1) *Cutting Edge*: HKA 1½d6, Armor Piercing (+½), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 2) *Stabbing Point*: HKA 1d6+1, Penetrating (+½), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 3) *Back Edge*: HA +4d6; OAF (-1), Independent (-2), Hand-To-Hand Attack (-½); STR Minimum (10; -½)

Total cost: 14 points.

CLEAVING-SWORD

Effect: HKA 2d6, Armor Piercing; +1 OCV

Target: One character

Duration: Instant

Range: Touch

END Cost: 0

Defense: 12 DEF

STR Min.: 13

Description: This enchanted longsword with an unusual, cleaver-like blade cuts through both armor and flesh with ease.

Game Information: HKA 2d6, Armor Piercing (+½), Reduced Endurance (0 END; +½) (60 Active Points); OAF (-1), Independent (-2), STR Minimum (13; -½) (total cost: 13 points) **plus** +1 OCV (5 Active Points); OAF (-1), Independent (-2) (total cost: 1 point). Total cost: 14 points.

Options:

- 1) **Bastard Sword Of Cleaving:** Increase to HKA 2½d6 and add One-And-A-Half-Handed (-¼). 80 + 5 = 85 Active Points; total cost 17 + 1 = 18 points.
- 2) **Short Sword Of Cleaving:** Decrease to HKA 1½d6. 50 + 5 = 55 Active Points; total cost 11 + 1 = 12 points.

CUTLASS OF FAR LEAPING

Effect: HKA 1½d6; +1 OCV; Teleportation 15"

Target: One character

Duration: Instant

Range: Touch/ Teleportation 15"

END Cost: 0

Defense: 9 DEF

STR Min.: 10

Description: By pointing this weapon at a nearby location and speaking a command word, the wielder can leap to that location with great grace, almost as if he were floating through the air.

Game Information:

Cost Powers

- 9 *Cutlass*: HKA 1½d6, Reduced Endurance (0 END; +½) (37 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½) (total cost: 8 points) **plus** +1 OCV (5 Active Points); OAF (-1), Independent (-2) (total cost: 1 point) (total cost: 1 point)
- 9 *Far Leaping*: Teleportation 15", Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Gestures (-¼), Incantations (-¼), Independent (-2), Must Pass Through Intervening Space (-¼)

Total cost: 18 points.



DAHGANIR SCIMITAR

Effect: HKA 1d6+1; Detect Water; Danger Sense; +5 PRE
Target: One character
Duration: Instant/ Persistent
Range: Touch/ 120 km/ 180"
END Cost: 0
Defense: 7 DEF
STR Min.: 11

Description: This curved blade is created by shamen of the Dahganir people who dwell in the trackless wastes of the Hargeshite Devastation. A Scimitar can locate water over extraordinarily long distances, warn its wielder of approaching danger, and is so light that it strikes with great swiftness. Each Dahganir Scimitar is a uniquely crafted weapon, with its own ornamentation, history, and often a name engraved into its pommel. The Dahganir consider owning one a sign of great prestige and the favor of the gods.

Game Information:

- 7 *Scimitar Blade:* HKA 1d6+1, Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), Independent (-2), STR Minimum (11; -½)
- 7 *Locate Water:* Detect Water (INT Roll +8) (no Sense Group), Increased Arc Of Perception (360 Degrees), Range, Telescopic (+12 versus Range Modifier) (27 Active Points); OAF (-1), Independent (-2)
- 9 *Danger Warning:* Danger Sense (general area, out of combat) (INT Roll +6) (36 Active Points); OAF (-1), Independent (-2)
- 1 *Swift Striking:* Lightning Reflexes: +3 DEX to act first with Scimitar (3 Active Points); OAF (-1), Independent (-2)
- 1 *Noble Appearance:* +5 PRE (5 Active Points); OAF (-1), Independent (-2), Only For Making Presence Attacks While The Weapon Is Drawn (-1½)

Total cost: 22 points.

ENCHANTED SHORTSWORD

Effect: HKA 1½d6; +2 OCV
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 7 DEF
STR Min.: 9

Description: This finely crafted blade cuts more deeply and accurately than other short-swords. Gnomish craftsmen create most Enchanted Short-swords from the finest materials available, weaving subtle magics into their blades so that they remain sharp, clean, and practically unbreakable.

Game Information: HKA 1½d6, Reduced Endurance (0 END; +½) (37 Active Points); OAF (-1), Independent (-2), STR Minimum (9; -½) (total cost: 8 points) **plus** +2 OCV (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points). Total cost: 10 points.

Options:

- 1) **Enchanted Longsword:** Increase to HKA 2d6. 45 + 10 = 55 Active Points; total cost 10 + 2 = 12 points.
- 2) **Enchanted Bastard Sword:** Increase to HKA 2½d6 and STR Minimum (12; -½), and add One-And-A-Half-Handed (-¼). 60 + 10 = 70 Active Points; total cost 13 + 2 = 15 points.
- 3) **Enchanted Greatsword:** Increase to HKA 3d6 and STR Minimum (15; -¾), and add Two-Handed (-½). 67 + 10 = 77 Active Points; total cost 13 + 2 = 15 points.
- 4) **Accurate Sword:** Increase to +3 OCV. 37 + 15 = 60 Active Points; total cost 8 + 4 = 12 points.

FELLBLADE

Effect: HKA 1½d6, +1d6 versus Good creatures
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 7 DEF
STR Min.: 12

Description: Infused with demonic energy, this blade is a powerful weapon in the arsenals of the dark and cruel beings of Ambrethel. Its potent magics make it particularly effective against those who serve Good, including priests and paladins of the Blue Gods.

Game Information:**Cost Power**

- 8 *Fellblade:* HKA 1½d6, Reduced Endurance (0 END; +½) (37 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½)
 4 *Bane Of Good:* HKA +1d6, Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), Independent (-2), Only Versus Good Creatures (see text; -1), STR Minimum (12; -½)

Total cost: 12 points.

Options:

1) **Treacherous Fellblade:** Some Fellblades are semi-intelligent and have the power to “disguise” their true natures, making it appear as if they are bright, shiny, and intended to destroy evil. Slowly but surely they persuade their wielder towards selfish and callous deeds, and in time to true evil. Add Images to Sight and Mystic Group, -6 to PER Rolls, Reduced Endurance (0 END; +½) (49 Active Points); IAF (-½), Independent (-2), No Range (-½), Set Effect (only to make self look and seem like a Good sword; -1). Total cost 10 points; total cost of sword 22 points.

FIERY SWORD

Effect: HKA 2d6, Armor Piercing, +1 Increased STUN Multiplier; +1 OCV
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: Unbreakable
STR Min.: 10

Description: This wickedly sharp sword (often a scimitar or short sword) has mystic flames licking along the edge. When used in combat, it inflicts terrible injuries upon its wielder's opponents.

Game Information: HKA 2d6, Armor Piercing (+½), +1 Increased STUN Multiplier (+¼), Reduced Endurance (0 END; +½) (67 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½) (total cost: 15 points) **plus** +1 OCV (5 Active Points); OAF (-1), Independent (-2) (total cost: 1 point). Total cost: 16 points.

FROSTBLADE

Effect: HKA 1d6+1, +1d6 versus Fire creatures; Entangle 6d6, 6 DEF; Life Support (Safe in Intense Cold)
Target: One character/19" Cone/Self
Duration: Instant/Instant/Persistent
Range: Touch/No Range/Self
END Cost: 0/1 Charge
Defense: Unbreakable
STR Min.: 12

Description: This magical blade is carved from ice harvested from the furthest reaches of the Endless Ice. Enchanted so that it can never melt and always remains razor-sharp, the sword grants its wielder protection from (non-magical) cold. The Frostblade also does attritional damage to fire creatures (primarily fire elementals and their kin). Once per day, the sword can project a deadly cone of cold outward from its blade, freezing all creatures within range for a period of time.

Game Information:**Cost Power**

- 7 *Frostblade:* HKA 1d6+1, Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½)
 4 *Bane Of Fire:* HKA +1d6, Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), Independent (-2), Only Versus Fire Creatures (see text; -1), STR Minimum (12; -½)
 25 *Frigid Cone:* Entangle 6d6, 6 DEF, Area Of Effect (19" Cone; +1), Takes No Damage From Attacks (except fire/heat; +½) (150 Active Points); OAF (-1), Independent (-2), 1 Charge (-2)
 1 *Protection From Cold:* Life Support (Safe Environment: Intense Cold) (2 Active Points); OAF (-1), Independent (-2)

Total cost: 37 points.

GHOSTSLAYER

Effect: HKA 1½d6, Affects Desolidified; +1 OCV
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 10 DEF
STR Min.: 10

Description: This enchanted longsword is so sharp that it can even cut intangible beings like ghosts and wraiths.

Game Information: HKA 1½d6, Affects Desolidified (+½), Reduced Endurance (0 END; +½) (50 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½) (total cost: 11 points) **plus** +1 OCV (5 Active Points); OAF (-1), Independent (-2) (total cost: 1 point). Total cost: 12 points.

Options:

- 1) **Strong Sword:** Increase to HKA 2d6. 60 + 5 = 65 Active Points; total cost 13 + 1 = 14 points.
 2) **Weak Sword:** Decrease to HKA 1d6+1. 40 + 5 = 45 Active Points; total cost 9 + 1 = 10 points.
 3) **Accurate Sword:** Increase to +2 OCV. 50 + 10 = 60 Active Points; total cost 11 + 2 = 13 points.

GLASSBLADE

Effect: HKA 1d6+1; Detect Invisible Creatures
Target: One character
Duration: Instant/Persistent
Range: Touch/Self
END Cost: 0
Defense: Unbreakable
STR Min.: 12

Description: Created using a rare version of the spell Strongglass (see FHG 83), this unbreakable longsword of crystal doesn't rust, needs no maintenance, and enables its wielder to see invisible creatures wherever they lurk.

Game Information: HKA 1d6+1, Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½) (total cost: 7 points) **plus** Detect Invisible Creatures (INT Roll +6) (Sight Group) (11 Active Points); OAF (-1), Independent (-2) (total cost: 3 points). Total cost: 10 points.

Options:

1) **Strong Sword:** Increase to HKA 1½d6. 37 + 11 = 48 Active Points; total cost 8 + 3 = 11 points.

2) **Accurate Sword:** Add +1 OCV. 5 Active Points; total cost 1 point; total cost of sword 11 points.

GOBLINSLAYER

Effect: HKA 1d6, +1d6 against goblins
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: Unbreakable
STR Min.: 12

Description: Created by the mysterious sorcerers of Shar, Goblinlayers are specially designed to slay goblins and their greenskinned kin, such as Orcs and even Ogres. (Its magic does not work against Trolls or Giants, though.)

Rumor claims that the Masked Lords of Shar possess seven special intelligent Goblinlayers, which each one passes to his successor when he retires or died. The seven are named Borak, Coryt, Inthra, Murk, Quollu, Umar, and Vardak. Each is said to have an intimate knowledge both of goblin-kind and Vornakkian politics, and to speak several languages. As intelligent beings, each one also has its own personality that its owner must contend with: Borak is patient and cunning; Inthra is long-winded; Umar is bloodthirsty; and so forth.

Game Information:**Cost Power**

- 7 *Goblinlayer:* HKA 1d6+1, Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½)
 4 *Bane Of Goblins:* HKA +1d6, Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), Independent (-2), Only Versus Goblins (-1), STR Minimum (12; -½)
 1 *Accuracy:* +1 OCV (5 Active Points); OAF (-1), Independent (-2)

Total cost: 12 points.

IRRESISTIBLE BLADE

Effect: HKA 1½d6, Armor Piercing, Penetrating; +6 versus Hit Location penalties
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 15 DEF
STR Min.: 13

Description: This magically sharp broadsword can cut through nearly any armor, even magical armors — and it can strike at vulnerable points like the head or vitals with ease!

Game Information: HKA 1½d6, Armor Piercing (x2; +1), Penetrating (+½), Reduced Endurance (0 END; +½) (75 Active Points); OAF (-1), Independent (-2), STR Minimum (13; -½) (total cost: 17 points) **plus** +6 versus Hit Location penalties (18 Active Points); OAF (-1), Independent (-2) (total cost: 4 points). Total cost: 21 points.

Options:

1) **Strong Sword:** Increase to HKA 2d6. 90 + 18 = 108 Active Points; total cost 20 + 4 = 24 points.

2) **Accurate Sword:** Add +1 OCV. 5 Active Points; total cost 1 point; total cost of sword 22 points.

LUCKRAZOR

Effect: HKA 1½d6; +1 OCV; Luck 3d6
Target: One character
Duration: Instant/Persistent
Range: Touch
END Cost: 0
Defense: 7 DEF
STR Min.: 10

Description: This bastard sword is imbued with twin enchantments of accuracy and good fortune.

Game Information: HKA 1½d6, Reduced Endurance (0 END; +½) (37 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½), One-And-A-Half-Handed (-¼) (total cost: 8 points) **plus** +1 OCV (5 Active Points); OAF (-1), Independent (-2) (total cost: 1 point) (total cost: 1 point) **plus** Luck 3d6 (15 Active Points); OAF (-1), Independent (-2) (total cost: 4 points). Total cost: 13 points.

NIGHTSCALE BLADE

Effect: HKA 1½d6; +1 OCV; Luck 1d6
Target: One character/Self/Self
Duration: Instant/Constant/Persistent
Range: Touch/Self/Self
END Cost: 0
Defense: 7 DEF
STR Min.: 10

Description: Specially crafted by Drakine wizard-smiths, this broadsword confers on its wielder the luck thought to be possessed by a Night-scale Drakine. Its steel is treated with special chemicals to be dark brown (which the Drakine consider an auspicious color), and its pommel is inscribed with the holy symbols of Dargon-Seth, god of buried treasure.

Game Information: HKA 1½d6, *Reduced Endurance* (0 END; +½) (37 Active Points); OAF (-1), *Independent* (-2), STR Minimum (10; -½), *One-And-A-Half-Handed* (-¼) (total cost: 8 points) **plus** +1 OCV (5 Active Points); OAF (-1), *Independent* (-2) (total cost: 1 point) **plus** Luck 1d6 (5 Active Points); OAF (-1), *Independent* (-2) (total cost: 1 point). Total cost: 10 points.

Options:

- 1) **Strong Sword:** Increase to HKA 2d6. 45 + 5 + 5 = 55 Active Points; total cost 9 + 1 + 1 = 11 points.
 2) **Accurate Sword:** Increase to +2 OCV. 37 + 10 + 5 = 52 Active Points; total cost 8 + 2 + 1 = 11 points.

OPHEL BLADE

Effect: HKA 1½d6, Variable Special Effects; +1, +4 OCV (Versus Evil, Undead); +10 PRE; Sight Group Images Increased Size, Only To Create Light
Target: One character/Self/Se/f8" Radius
Duration: Instant/Constant/Persistent/Constant
Range: Touch/Self/Self/No Range
END Cost: 0
Defense: 10 DEF
STR Min.: 10

Description: Created by the Ophelite Brotherhood — powerful priests of the High Church — for righteous warriors who do not use axes, this auspicious glowing golden blade weighs almost nothing and is unusually easy to wield. A powerful weapon in the fight against iniquity, it grants its wielder greater accuracy against evil creatures in general and the undead in particular. Intended for use by any holy fighter regardless of stature, the Ophel Blade automatically resizes itself to match the desire of the wielder — it can be by as small as a knife and as large as a greatsword (though its damage remains the same). Additionally, at will the wielder of an Ophel Blade can summon the light of the Golden Lord, making the darkest dungeon as bright as a summer's day.

Game Information:**Cost Power**

- 10 *Ophel Blade:* HKA 1½d6, Variable Special Effects (can change into any size sword; +¼), *Reduced Endurance* (0 END; +½) (44 Active Points); OAF (-1), *Independent* (-2), STR Minimum (10; -½)
 1 *Accuracy:* +1 OCV (5 Active Points); OAF (-1), *Independent* (-2)
 4 *Bane Of The Undead:* +4 OCV (20 Active Points); OAF (-1), *Independent* (-2), Only Versus Undead (-½)
 2 *Noble Weapon:* +10 PRE (10 Active Points); OAF (-1), *Independent* (-2), Only For Making Presence Attacks While Sword Is Drawn (-1½)
 14 *Light Of The Golden Lord:* Sight Group Images, +4 to PER Rolls, Increased Size (8" radius; +¾), Mobile (+1), *Reduced Endurance* (0 END; +½) (71 Active Points); OAF (-1), *Independent* (-2), Only To Create Light (-1)

Total cost: 31 points.

PALADIN'S SACRED SWORD

Effect: HKA 2d6, Armor Piercing; HKA +1d6, Armor Piercing, Only Versus Evil Beings; HKA 1½d6, Armor Piercing, Damage Shield, Only Versus Evil Beings
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: DEF
STR Min.: 17

Description: This greatsword is an example of a type of powerful enchanted blade crafted for a paladin, crusading priest, or other warrior in the cause of Good. Not only does it strike deadly blows against Evil with great accuracy, but it burns the hands of any Evil person or being who touches it (the being takes damage from the Damage Shield or its Susceptibility [if it has one], whichever is greater).

Cost Power

- 11 *Paladin's Sacred Sword:* HKA 2d6, Armor Piercing (+½), Reduced Endurance (0 END; +½) (60 Active Points); OAF (-1), Independent (-2), STR Minimum (17; -¾), Two-Handed (-½)
 5 *Bane Of Evil:* HKA +1d6, Armor Piercing (+½), Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), Independent (-2), STR Minimum (17; -¾), Two-Handed (-½), Only Versus Evil Beings (-½)
 18 *Burning The Hand Of Evil:* HKA 1½d6, Armor Piercing (+½), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Persistent (+½) (100 Active Points); OAF (-1), Independent (-2), Always On (-½), Only Versus Evil Beings Who Handle/Pick Up Sword (-1)

Total cost: 34 points.

Options:

- 1) **Strong Sword:** Increase to HKA 2½d6. 80 + 30 + 100 = 210 Active Points; total cost 15 + 5 + 18 = 38 points.
 2) **Accurate Sword:** Add +2 OCV. 10 Active Points; total cost 2 points; total cost of sword 36 points.
 3) **Accuracy Against Evil:** Add +2 OCV, Only Versus Evil Beings (-½). 10 Active Points; total cost 2 points; total cost of sword 36 points.

PLATEBREAKER

Effect: HKA 2d6; RKA 6d6, Only Versus Armor
Target: One character/one suit of Armor
Duration: Instant
Range: Touch
END Cost: 0
Defense: 27 DEF
STR Min.: 17

Description: When it strikes, this enchanted greatsword not only injures the target, it does enormous damage to his armor, causing it to break and shatter. Many a warrior has stared in horror as a Platebreaker turned his armor into so many scraps of shattered metal clinging ineffectually to his vulnerable body.

Game Information: HKA 2d6, Armor Piercing (+½), Reduced Endurance (0 END; +½) (60 Active Points); OAF (-1), Independent (-2), STR Minimum (17; -¾), Two-Handed (-½) (total cost: 11 points) **plus** RKA 6d6, Reduced Endurance (0 END; +½) (135 Active Points); OAF (-1), Independent (-2), Only Versus Armor (-1), Linked (-¼), No Range (-½) (total cost: 23 points). Total cost: 34 points.

RUNEBLADE

Effect: HKA 2d6; other powers vary
Target: One character
Duration: Instant
Range: Touch/Varies
END Cost: 0/Varies
Defense: 15 DEF
STR Min.: 12

Description: Generally regarded as evil and dangerous, Runeblades are powerful enchanted swords with arcane runes engraved on the blade. Each rune grants a specific power to the wielder. Most are usable only a few times a day, but some apply at all times. The rune-powers listed in the examples below are just three possible set of runes; some wizards choose to enchant blades with others.

Game Information:**Cost Power**

- 10 *Runeblade:* HKA 2d6, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½)
 19 *Runes:* Multipower, 75-point reserve; all OAF (-1), Independent (-2)
 1u 1) *Rune Of Agony:* Drain STUN 5d6, Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½); OAF (-1), Independent (-2), Linked (to blade's HKA; -¼), 4 Charges (-1)
 1u 2) *Rune Of Blindness:* Sight Group Flash 12d6; OAF (-1), Independent (-2), Linked (to blade's HKA; -¼), No Range (-½), 4 Charges (-1)
 2u 3) *Rune Of Command:* Mind Control 12d6, Telepathic (+¼); OAF (-1), Independent (-2), 12 Charges (-¼)
 1u 4) *Rune Of The Fiery Blade:* HKA +1d6 (adds to Runeblade HKA); OAF (-1), Independent (-2)

- 1u 5) *Rune Of Soul-Leeching*: Drain BODY 7d6; OAF (-1), Independent (-2), Linked (to blade's HKA; -¼), 1 Charge (-2)
- 1u 6) *Rune Of Vigor*: Aid STR and CON 5d6, two Characteristics simultaneously (+½); OAF (-1), Independent (-2), 4 Charges (-1)

Total cost: 36 points.

Cost Power

- 10 *Shadow Runeblade*: HKA 2d6, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½)
- 19 *Witch-Runes*: Multipower, 75-point reserve; all OAF (-1), Independent (-2)
- 1u 1) *Rune Of Dark Imprecations*: Drain INT 5d6, Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½); OAF (-1), Independent (-2), Linked (to blade's HKA; -¼), 4 Charges (-1)
- 2u 2) *Rune Of Shadows*: Darkness to Sight Group 3" radius, Mobile (+1), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); OAF (-1), Independent (-2)
- 1u 3) *Rune Of Blood*: RKA 1d6, Continuous (+1), Penetrating (+½), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), Linked (to blade's HKA; -¼), No Range (-½)
- 1u 4) *Rune Of Fear*: Drain PRE 5d6, Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½); OAF (-1), Independent (-2), Linked (to blade's HKA; -¼), 4 Charges (-1)

Total cost: 34 points.

Cost Power

- 10 *Golden Runeblade*: HKA 2d6, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½)
- 19 *Runes*: Multipower, 75-point reserve; all OAF (-1), Independent (-2)
- 1u 1) *Rune Of Vigor*: Aid STR and CON 5d6, two Characteristics simultaneously (+½); OAF (-1), Independent (-2), 4 Charges (-1)
- 1u 2) *Rune Of The Sun*: Sight Group Images, +4 to PER Rolls, Increased Size (8" radius; +¾), Mobile (+1), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), Only To Create Light (-1)
- 1u 3) *Rune Of Fair Striking*: +4 OCV with Runeblade and its powers; OAF (-1), Costs Endurance (-½), Independent (-2)
- 2u 4) *Rune Of Command*: Mind Control 12d6, Telepathic (+¼); OAF (-1), Independent (-2), 12 Charges (-¼)

Total cost: 34 points.

SHADOWBLADE

Effect: HKA 1d6; Drain BODY 3d6; +2 OCV
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: Unbreakable
STR Min.: 10

Description: This thin, black rapier is forged from shadow-stuff using rare Elemental and Black Magics. It's an obviously evil weapon that thirsts for the life force of its victims; when the Shadowblade strikes, it drinks some of the victim's life essence in addition to wounding him.

Game Information:

Cost Power

- 5 *The Shadowblade*: HKA 1d6, Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 30 *Drinking Life Essence*: Drain BODY 3d6, Delayed Return Rate (points return at the rate of 5 per Year; +2½), Reduced Endurance (0 END; +½) (120 Active Points); OAF (-1), Independent (-2)
- 2 *Accurate Blade*: +2 OCV (10 Active Points); OAF (-1), Independent (-2)

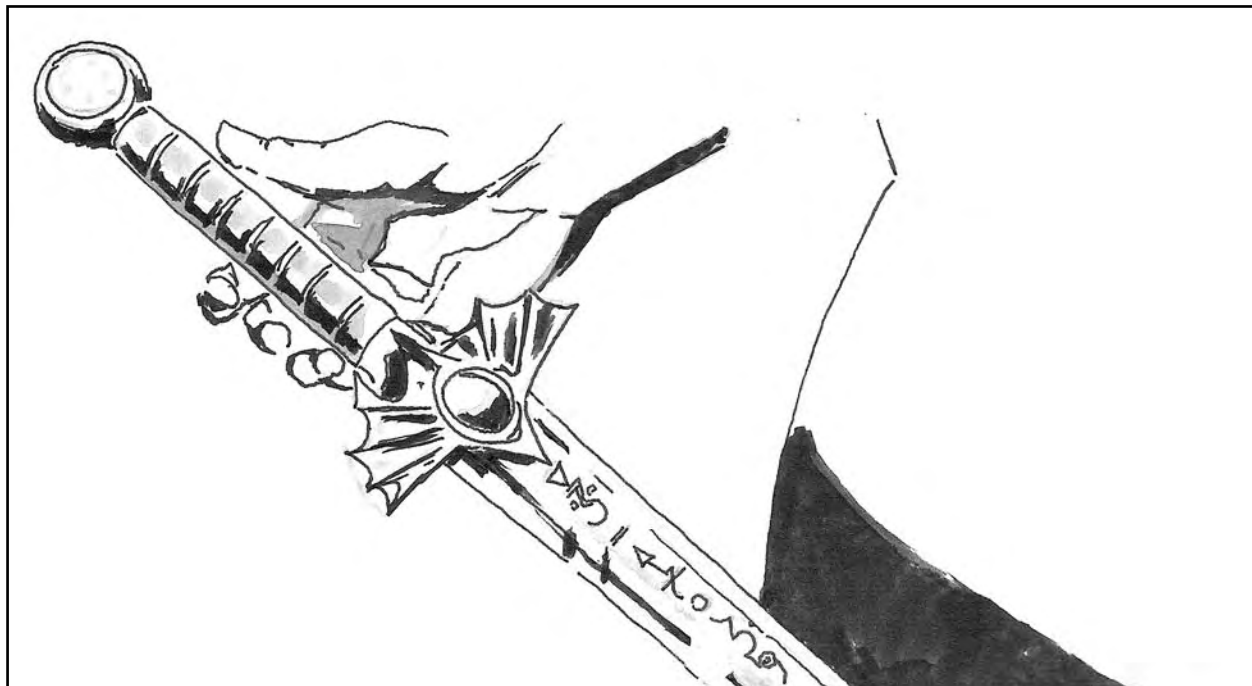
Total cost: 37 points.

SINGING SWORD

Effect: HKA 2d6, Side Effects (-4 to Stealth rolls and +4 to others' PER Rolls to hear character); +2 OCV
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 9 DEF
STR Min.: 10

Description: This beautiful sword is so finely made and well-polished that it seems to be made out of silver rather than steel; many Singing Swords are also adorned with gold, gems, and/or engraving. And its power matches its beauty; it cuts more finely than even most enchanted longswords, much less mundane blades. The sword's name comes from the fact that as long as it's drawn, it sings or hums beautiful, haunting melodies. Sometimes its songs have words, but more often they do not. If the wielder sings as well, the sword will change tune to match him, creating a wondrous harmony. But all that noise makes being stealthy difficult at best.

Game Information: HKA 2d6, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Independent (-2), Side Effects (-4 to Stealth rolls and +4 to others' PER Rolls to hear character when drawn, always occurs; -½), STR Minimum (10; -½) (total cost: 9 points) **plus** +2 OCV (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points).
Total cost: 11 points.



SOULRIPPER

Effect: HKA ½d6; RKA 6d6, NND, Does BODY; Suppress Healing 10d6, Only Versus Resurrection Healing

Target: One character

Duration: Instant/Instant/Uncontrolled

Range: Touch

END Cost: 0

Defense: Unbreakable

STR Min.: 4

Description: This wicked looking two-bladed knife is able to literally tear the soul out of a person's body, killing him instantly. All that's required is for its wielder to successfully strike his victim; the Soulripper then tears away, and consumes, the victim's soul so that he can neither be resurrected nor go to the afterlife. (Soulless beings such as demons, the undead, constructs, and elementals are immune to this attack.) Needless to say, this is an extremely evil weapon, the mere possession of a Soulripper is punishable by death in most parts of Ambrethel.

Game Information:**Cost Power**

- 3 *Blade:* HKA ½d6, Reduced Endurance (0 END; +½) (15 Active Points); OAF (-1), Independent (-2), STR Minimum (4; -¼)
- 57 *Soulripping:* RKA 6d6, NND (defense is not having a soul or Hargenzarian's Spell of Life-Shielding; +1), Does BODY (+1) (270 Active Points); OAF (-1), Independent (-2), No Range (-½), Linked (HKA; -¼)
- 18 *Soulripping:* Suppress Healing 10d6, Reduced Endurance (0 END; +½), Uncontrolled (can be stopped through rare necromantic counter-magics; +½) (100 Active Points); OAF (-1), Independent (-2), Only Versus Resurrection Healing (-1), Linked (RKA; -½)

Total cost: 78 points.

STENTORIAN SWORD

Effect: HKA 1½d6; Hearing Group Images 1" radius (amplify voice)

Target: One character/1 km radius

Duration: Instant/Constant

Range: Touch/No Range

END Cost: 0

Defense: 7 DEF

STR Min.: 12

Description: Originally constructed for the Singing Warriors of Hrastarin, but later made by many enchanters for many different people, a Stentorian Sword is a blue-tinted broadsword of obviously fine craftsmanship. It never rusts and makes a pleasing sound when drawn from its scabbard — but its main power is that it allows its wielder to amplify his voice so others can hear him a kilometer away!

Game Information:**Cost Power**

- 8 *Blade:* HKA 1½d6, Reduced Endurance (0 END; +½) (37 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 5 *Voice Projection:* Hearing Group Images 1" radius, +4 to PER Rolls, MegaScale (1" = 1 km wide, broad, and deep; +¼), Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), Independent (-2), No Range (-½), Set Effect (amplifies wielder's voice only; -1)

Total cost: 13 points.

SWIFT SWORD

Effect: HKA 1d6+1; +1 OCV; Lightning Reflexes (+4 DEX)
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 6 DEF
STR Min.: 5

Description: This magical sword, which usually comes in short sword or scimitar form and is also known as a Swift-Slashing Sword, moves with the speed of the wind, allowing the wielder to hit more quickly.

Game Information: HKA 1d6+1, Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), Independent (-2), STR Minimum (5; -¼) (total cost: 7 points) **plus** +1 OCV (5 Active Points); OAF (-1), Independent (-2) (total cost: 1 point) (total cost: 1 point) **plus** Lightning Reflexes: +4 DEX to act first with Sword (4 Active Points); OAF (-1), Independent (-2) (total cost: 1 point). Total cost: 9 points.

Options:

1) Cutting Swift Sword: Some Swift Swords also cut through armor more easily than normal. Add Armor Piercing (+½). 40 + 5 + 4 = 49 Active Points; total cost 9 + 1 + 1 = 11 points.

2) Accurate Swift Sword: Increase to +3 OCV. 30 + 15 + 4 = 49 Active Points; total cost 7 + 4 + 1 = 12 points.

3) Swift Longsword: Increase to HKA 1½d6 and STR Minimum (10; -½). 50 + 5 + 4 = 59 Active Points; total cost 8 + 1 + 1 = 10 points.

4) Swift Bastard Sword: Increase to HKA 2d6 and STR Minimum (12; -½) and add One-And-A-Half-Handed (-¼). 60 + 5 + 4 = 69 Active Points; total cost 9 + 1 + 1 = 11 points.

5) Swift Greatsword: Increase to HKA 2½d6 and STR Minimum (15; -¾) and add Two-Handed (-½). 80 + 5 + 4 = 89 Active Points; total cost 11 + 1 + 1 = 13 points.

SWORD OF DEEP WOUNDS

Effect: HKA 1d6+1 plus HKA +1d6, Triggered (when first d6 does BODY); +2 OCV
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 7 DEF
STR Min.: 10

Description: This enchanted blade is no more likely to penetrate a target's defenses than a mundane longsword... but when it does, the wounds it inflicts are magically more severe than those an ordinary sword delivers. (In game terms, the extra +1d6 of damage is rolled only when the base HKA 1d6+1 does BODY damage to the target; since the target's defenses have already been bypassed, he doesn't get to subtract them from the extra +1d6 at all.)

Game Information: HKA 1d6+1, Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½) (total cost: 7 points) **plus** HKA +1d6, Trigger (when base HKA 1d6+1 does BODY, Trigger immediately automatically resets; +1), Reduced Endurance (0 END; +½) (37 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½) (total cost: 8 points) **plus** +2 OCV (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points). Total cost: 17 points.

SWORD OF DEFENDING

Effect: HKA 1d6+1; +4 with Block, Bind, Disarm, and Takeaway
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: Unbreakable
STR Min.: 12

Description: This enchanted broadsword is extraordinarily good at, and receives an extra +4 OCV for, performing maneuvers with the Bind, Block, Disarm, and Takeaway (Grab Weapon) maneuver elements.

Game Information: HKA 1d6+1, Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½) (total cost: 7 points) **plus** +4 with Block, Bind, Disarm, and Takeaway (20 Active Points); OAF (-1), Independent (-2) (total cost: 5 points) Total cost: 12 points.

Options:

1) Accurate Sword: Add +1 OCV (with all HTH Combat). 5 Active Points; total cost 2 points; total cost of sword 14 points.

SWORD OF THE DOUBLE STRIKE

Effect: HKA 1½d6, Autofire (2 shots)
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 9 DEF
STR Min.: 13

Description: This magical blade is enchanted to have a sort of demi-life of its own. When its wielder successfully strikes a target, the blade twists in his hand, forcing itself around to strike another blow against the same target instantly.

Game Information: HKA 1½d6, Autofire (2 shots; +¼), Reduced Endurance (0 END; +1) (52 Active Points); OAF (-1), Independent (-2), STR Minimum (13; -½). Total cost: 12 points.

Options:

- 1) **Strong Sword:** Increase to HKA 2d6. 67 Active Points; total cost 16 points.
- 2) **Short Sword Of The Double Strike:** Decrease to HKA 1d6+1. 45 Active Points; total cost 10 points.
- 3) **Bastard Sword Of The Double Strike:** Increase to HKA 2d6 and add One-And-A-Half-Handed (-¼). 67 Active Points; total cost 14 points.
- 4) **Greatsword Of The Double Strike:** Increase to HKA 2½d6 and add Two-Handed (-½). 40 Active Points; total cost 14 points.
- 5) **Accurate Sword:** Add +2 OCV. 10 Active Points; total cost 2 points; total cost of sword 14 points.

SWORD OF ELEMENTAL FURY

Effect: HKA 1½d6, Armor Piercing; HKA 1½d6, Penetrating; HKA 2d6+1; HKA 1½d6, +1 Increased STUN Multiplier
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 10 DEF
STR Min.: 10

Description: This enchanted longsword has four manifestations, each based on one of the four Elements: a sharp steel blade (Earth); a blade of lightning (Air); a blade of Fire; and a blade of ice (Water). The wielder can shift the sword between these forms at will.

Game Information:

Cost Power

- 17 *Sword Of Elemental Fury:* Multipower, 52-point reserve, all slots Reduced Endurance (0 END; +½) (78 Active Points); all slots OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 1) *Earth:* HKA 1½d6, Reduced Endurance (0 END; +½), Armor Piercing (+½); Points); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 2) *Air:* HKA 1½d6, Reduced Endurance (0 END; +½), Penetrating (+½); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 3) *Fire:* HKA 2d6+1, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 4) *Water:* HKA 1½d6, +1 Increased STUN Multiplier (+¼), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 2 +2 OCV (10 Active Points); OAF (-1), Independent (-2)

Total cost: 23 points.

SWORD OF SHARP CUTTING

Effect: HKA 1d6+1, Armor Piercing
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 8 DEF
STR Min.: 13

Description: This enchanted longsword's magically sharp edge can cut through even the heaviest armors with ease.

Game Information: *HKA 1d6+1, Armor Piercing (+½), Reduced Endurance (0 END; +½) (40 Active Points); OAF (-1), Independent (-2), STR Minimum (13; -½). Total cost: 9 points.*

Options:

- 1) **Strong Sword:** Increase to HKA 1½d6. 50 Active Points; total cost 11 points.
- 2) **Weak Sword:** Decrease to HKA 1d6. 30 Active Points; total cost 7 points.
- 3) **Accurate Sword:** Add +1 OCV. 5 Active Points; total cost 1 point; total cost of sword 10 points.

SWORD OF THE SUN AND MOON

Effect: HKA 2½d6, Armor Piercing; +2 OCV; Nightvision; Sight Group Flash 6d6; Healing BODY 3d6; Teleportation 15"
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 26 DEF
STR Min.: 10

Description: Named for the elaborately engraved sun and moon on its blade, and the pommel that shows a matching sun and moon on opposite sides, this blade possesses several powers in addition to great cutting strength and accuracy. It grants its wielder the ability to see at night and, six times per day, cause blinding flashes, heal wounds, or teleport short distances.

Game Information:**Cost Power**

- 18 *Blade:* HKA 2½d6, Reduced Endurance (0 END; +½), Armor Piercing (+½) (80 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 2 *Accuracy:* +2 OCV (10 Active Points); OAF (-1), Independent (-2)
- 1 *The Moon:* Nightvision (5 Active Points); OAF (-1), Independent (-2)
- 6 *The Sun:* Multipower, 30-point reserve; all slots OAF (-1), Independent (-2); 6 Charges (-¾) for entire Multipower
- 1u 1) *Blinding Light:* Sight Group Flash 6d6; OAF (-1), Independent (-2), No Range (-½)
- 1u 2) *Healing Light:* Healing BODY 3d6; OAF (-1), Independent (-2)
- 1u 3) *Instantaneous Travel:* Teleportation 15"; OAF (-1), Independent (-2)

Total cost: 30 points.

SWORD OF USEFUL FUNCTIONS

Effect: Various (see below)
Target: One Character/Self
Duration: Instant/Constant
Range: Various (see below)
END Cost: 0
Defense: 17 DEF
STR Min.: 10

Description: This enchanted golden sword possesses the miraculous ability to transform itself into a variety of useful items. When the proper command word is spoken, it immediately becomes a shovel, crowbar, spyglass, walking stick, or some other useful item. The command word is simply the name of that object in Vestrian. For example, to turn the Sword into a ladder, the wielder need only say "ladder." All of the objects are gold-colored and strongly radiate magic

Game Information:**Cost Power**

- 12 *Sword Of Useful Functions:* Multipower, 50-point reserve; all slots OAF (-1), Independent (-2)
- 1u 1) *Sword:* HKA 1½d6, Armor Piercing (+½), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 2) *Crowbar:* +20 STR; OAF (-1), Independent (-2), No Figured Characteristics (-½), Only To Pry Objects Open/Apart (-½)
- 1u 3) *Gardening Sheers:* Cosmetic Transform 4d6 (poorly groomed hedges into very nice ones, heals back normally); OAF (-1), Extra Time (1 Minute or more, depending on size of hedge; -1½), Independent (-2)
- 1u 4) *One-Man Kayak:* Swimming +4"; OAF (-1), Independent (-2), Surface Only (-1)
- 1u 5) *Ladder:* Flight 10"; OAF (-1), Independent (-2), Can Only Go 10" Maximum (-1), Levitation (-½), Restricted Path (-1)
- 1u 6) *Shovel:* Tunneling 1" through 2 DEF material; OAF (-1), Extra Time (1 Minute; -1½), Independent (-2)
- 1u 7) *One-Man Sled:* Flight 10" (20 Active Points); OAF (-1), Independent (-2), Only On Appropriate Terrain Only (snow and ice; -1), Only In Contact With A Surface (-¼)
- 1u 8) *Spy Glass:* Telescopic (+8 versus Range Modifier) for Sight Group; OAF (-1), Independent (-2)
- 1u 9) *Axe:* HKA 1d6; OAF (-1), Independent (-2)

Total cost: 21 points.

SWORD OF VITALITY LEECHING

Effect: HKA 1½d6; Suppress STR 2d6, Personal Immunity; +1 OCV
Target: One character/2" Radius
Duration: Instant/Constant
Range: Touch/No Range
END Cost: 1
Defense: 7 DEF
STR Min.: 10

Description: When drawn, this sword weakens everyone around the wielder, but not the wielder himself... except that he has to use his own energy (i.e., END) to maintain the effect. When he stops using it, the victims' strength immediately returns.

Game Information:**Cost Power**

- 8 *Blade:* HKA 1½d6, Reduced Endurance (0 END; +½) (37 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½)
 5 *Vitality Leeching:* Suppress STR 2d6, Area Of Effect (2" Radius; +1¼), Personal Immunity (+¼) (25 Active Points); OAF (-1), Independent (-2), No Range (-½)
 1 *Accuracy:* +1 OCV (5 Active Points); OAF (-1), Independent (-2)

Total cost: 14 points.

Options:

- 1) **Strong Sword:** Increase to HKA 2d6. 45 + 25 + 5 = 75 Active Points; total cost 10 + 5 + 1 = 16 points.
 2) **Weak Sword:** Decrease to HKA 1d6+1. 30 + 25 + 5 = 60 Active Points; total cost 7 + 5 + 1 = 13 points.
 3) **Sword Of Greater Vitality Leeching:** Increase to Suppress 4d6. 37 + 45 + 5 = 87 Active Points; total cost 8 + 10 + 1 = 19 points.

SWORD OF THE WARLORD

Effect: HKA 2d6+1, AP, Penetrating; +40 PRE; Aid STR 3d6; Drain BODY and DEF 2d6, Only Applies To Walls/Structures
Target: One character/Self/Self/One wall or structure
Duration: Instant/Persistent/Instant/Instant
Range: Touch/Self/Self/150"
END Cost: 0/0/0/1 Charge
Defense: Unbreakable
STR Min.: 19

Description: This wicked looking bastard sword has a hilt of blackened human skin and a slightly curved blade with a serrated edge along its spine. It's the prized possession for any power-hungry king or chieftain determined to conquer Arduna through strength of arms. Scholars are uncertain who created these weapons — or even precisely how many of them there are — but one thing is certain: wherever a Sword of the Warlord goes, an ocean of carnage and suffering follows in its wake.

A Warlord's Sword requires not just great physical strength to wield, but great willpower as well. The blade possesses a strange quasi-sentience that only responds to wielders whose willpower exceeds its own, and often "fights" for control of itself if it feels its wielder isn't "worthy" to use it. It seems far less likely to fight wielders bent on conquest, destruction, and evil. (In game terms, if the GM believes the wielder's goals and actions are in accord with the Sword's cruel desires, he can provide a substantial bonus to the required EGO Roll, or waive it altogether.) But on those who can master it a Sword of the Warlord confers great power. Besides cutting through armor with ease to inflict deadly wounds, when drawn and held by the wielder it makes his voice deeper and more inspiring, thus rousing courage from his minions and fear from his enemies. Upon command it can boost his strength, or shatter a castle's walls.

Game Information:**Cost Power**

- 14 *Warlord's Blade:* HKA 2d6+1, Armor Piercing (+½), Penetrating (+½), Reduced Endurance (0 END; +½) (87 Active Points); OAF (-1), Independent (-2), STR Minimum (19; -1), Requires An EGO Roll (assumes an EGO Roll of 12- or 13-; -¾), One-And-A-Half-Handed (-¼)
 6 *Warlord's Presence:* +40 PRE (40 Active Points); OAF (-1), Independent (-2), Requires An EGO Roll (assumes an EGO Roll of 12- or 13-; -¾), Only For Making Presence Attacks While The Weapon Is Drawn (-1½)
 5 *Warlord's Strength:* Aid STR 3d6 (30 Active Points); OAF (-1), Independent (-2), Requires An EGO Roll (assumes an EGO Roll of 12- or 13-; -¾), Only While The Weapon Is Drawn (-½), Self Only (-½)
 5 *Siegeblade:* Drain BODY and DEF 2d6, Ranged (+½), two Characteristics simultaneously (+½) (40 Active Points); OAF (-1) Independent (-2), Only Applies To Walls/Structures (-1), Requires An EGO Roll (assumes an EGO Roll of 12- or 13-; -¾), 1 Charge (-2)

Total cost: 30 points.

SWORD OF WOUNDING

Effect: HKA 1d6+1, Armor Piercing, Penetrating (x2)
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 14 DEF
STR Min.: 10

Description: This mystically sharpened sword can pierce even the heaviest armor to inflict a wound... and since it's often poisoned, that may very well spell the target's doom.

Game Information: HKA 1d6+1, Reduced Endurance (0 END; +½), Armor Piercing (+½), Penetrating (x2; +1) (60 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½) (total cost: 13 points) **plus** +2 OCV (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points), Linked (-½) (total cost: 2 points) Total cost: 15 points.

Options:

- 1) **Strong Sword:** Increase to HKA 1½d6. 85 Active Points; total cost 19 points.
- 2) **Weak Sword:** Decrease to HKA 1d6. 55 Active Points; total cost 12 points.
- 3) **Accurate Sword:** Increase to +3 OCV. 75 Active Points; total cost 16 points.

VERSE-SWORD

Effect: HKA 1½d6/Varies
Target: One character/Varies
Duration: Instant/Varies
Range: Touch/Varies
END Cost: 0/Varies
Defense: 7 DEF
STR Min.: 12

Description: A Verse-Sword is a type of blade often carried by priests and paladins of the High Church. Engraved on the blade is a verse from the *Benethar Sacur* which refers or relates to the power conferred by the blade. They're normally made by priest-smiths and considered to be divinely inspired, so they're greatly desired even though they're not necessarily as powerful as some magical weapons.

Described below are several Verse-Swords, each assumed to be a longsword. In addition to the blade, pick one of the verse-powers (or, in rare cases, two).

Game Information:**Cost Power**

- 8 *Verse-Sword's Blade:* HKA 1½d6, Reduced Endurance (0 END; +½) (37 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½)

Verse-Powers

- 2 *No Evil Can Escape The Sight Of The Righteous:* +2 with Sight Group PER Rolls and Nightvision (9 Active Points); OAF (-1), Independent (-2), Only Works When Sword Is Drawn (-½)
- 5 *The Skyfather's Hand Shields Those Who Place Themselves In Evil's Path:* Force Field (3 PD/3 ED/8 Power Defense), Reduced Endurance (0 END; +½) (21 Active Points); OAF (-1), Independent (-2), Only Works When Sword Is Drawn (-½)
- 5 *And Then He Smote Him With A Fierce Blow:* Increase sword's damage to HKA 2d6, +2 Increased STUN Multiplier
- 11 *And She Reached Forth Her Hand, And All Things Grew And Throve:* Simplified Healing 6d6 (60 Active Points); OAF (-1), Independent (-2), Only Works When Sword Is Drawn (-½), 4 Charges (-1)
- 14 *The Light Of The Skyfather Shall Banish The Shadows From Dark Places:* Sight Group Images, +4 to PER Rolls, Increased Size (8" radius; +¾), Mobile (+1), Reduced Endurance (0 END; +½) (71 Active Points); OAF (-1), Independent (-2), Only To Create Light (-1)

WEREBLADE

Effect: HKA 1d6+1; Suppress Multiform 10d6, Persistent; HKA 1½d6, Armor Piercing, Only Versus Lycanthropes; +4 OCV, Only Versus Lycanthropes
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 40 DEF
STR Min.: 12

Description: This silvered longsword is greatly feared by werewolves, wererats, and their kin. Not only can it inflict wounds that their protective powers are not proof against, it has the power to freeze them in their current forms, depriving them of the ability to change shape!

Game Information:

Cost Power

- 8 *Wereblade:* HKA 1½d6, Reduced Endurance (0 END; +½) (37 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½)
- 7 *Lycanthrope's Bane:* HKA +1½d6, Reduced Endurance (0 END; +½) (37 Active Points); OAF (-1), Independent (-2), Only Versus Lycanthropes (-1), STR Minimum (12; -½)
- 40 *Banning The Change:* Suppress Multiform 20d6, Reduced Endurance (0 END; +½), Uncontrolled (can only be shut off with Stelrane's Spell of Dispersion or similar counter-magics; +½) (200 Active Points); OAF (-1), Independent (-2), Only Versus Lycanthropic Multiform Powers (-1)
- 1 *Accurate:* +1 OCV (5 Active Points); OAF (-1), Independent (-2)
- 3 *Lycanthrope's Bane:* +3 OCV (15 Active Points); OAF (-1), Independent (-2), Only Versus Lycanthropes (-1)

Total cost: 59 points.

Named Enchanted Swords

"Named" enchanted swords are individual, unique weapons, often of legendary aspect. Some are amongst the most potent of all magical weapons, others less so, but all are prized by kings and great warriors for both the power they command and the prestige associated with wielding one. While the most famous of them have played pivotal roles in history and are mentioned in countless songs and stories, all Named Swords have tales forged into their steel (even if only a few scholars know them).

The creation of a Named Sword is the ultimate achievement for any master wizard-smith, many of whom have died attempting to forge so great a masterwork. In a few rare cases, a Named Sword's creator has *become* the sword by using powerful magics to transpose his very soul into the weapon's blade (and, thus, into the weave of Ambrethel's long history).

AZGANOG'S BANE

Effect: HKA 2d6; HKA +4d6, Only Versus Dragons; +60 PRE, Only For Presence Attacks Against Dragons; +3 OCV
Target: One character/One Dragon/Self/Self
Duration: Instant/Instant/Constant/Constant
Range: Touch/Touch/Self/Self
END Cost: 0
Defense: Unbreakable
STR Min.: 12

Description: Azganog's Bane was once a more or less ordinary longsword belonging to a warrior named Theskar Torhand. In 3583 SE, when the terrible dragon Azganog, known both as Bluescale for the color of his skin and Fellflame for the power of his fiery breath, was ravaging northern Mitharia, Theskar and his adventuring companions determined to end the wyrm's menace once and for all. After a long and arduous struggle they brought Azganog to bay in a valley of the Trollscarp Mountains. The fight quickly turned against the adventurers, with Azganog slaying two of them almost immediately. With another two at death's door, Theskar made a desperate charge. He was badly burned by the dragon's breath but kept going, narrowly avoiding Azganog's talons and then plunging his longsword deep into the wyrm's heart! Azganog's death-throes were terrible indeed, and Theskar did not survive them, but his two companions who did brought the tale to a grateful people... and brought his sword along as proof.

But it was an ordinary blade no longer. Most swords would be scarred and ruined from exposure to a dragon's heart's-blood, but Theskar's valiance and heroism, combined with Azganog's might, had somehow imbued the blade with great magical power — almost as if its mundanity were annealed out of it by Azganog's black blood. Now the blade, called Azganog's Bane (or sometimes Theskar's Fist), was a potent weapon against dragonkind. The sight of it alone was enough to frighten most dragons, and even the least blow from it was likely to inflict a great wound on most wyrms.

After being wielded by several adventurers during the 3000s and early 4000s, Azganog's Bane was lost in central Mitharia in 4579 SE when the Khirkovian warrior Borsald Vulting was slain by Orcs. Rumors persist that the blade has been hidden by a group of dragons who'll do anything to keep it from falling into the hands of Men once more.

Game Information:

Cost Power

- 10 *The Blade*: HKA 2d6, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½)
- 16 *Dragons' Bane*: HKA +4d6, Reduced Endurance (0 END; +½) (90 Active Points); OAF (-1), Independent (-2), Only Versus Dragons And Their Kin (-1), STR Minimum (12; -½)
- 10 *Terror Of Dragons*: +60 PRE (60 Active Points); OAF (-1), Independent (-2), Only For Making Fear-/Intimidation-Based Presence Attacks Against Dragons While The Weapon Is Drawn (-2)
- 4 *Accuracy*: +3 OCV (15 Active Points); OAF (-1), Independent (-2)

Total cost: 40 points.

HALTECLERE	
Effect:	HKA 1d6+1; +1 OCV; +3 DEX; +1 SPD; AI
Target:	One character
Duration:	Instant
Range:	Touch
END Cost:	0
Defense:	Unbreakable
STR Min.:	8

Description: This long, slender rapier was once the personal blade of Retana Volicarno, whom some say was the greatest duelist in the history of Temirec. Forged of a browned steel, it has an odd, glowing, purplish crystal embedded in its golden hilt. It's intelligent, with its "soul" residing in the crystal, though few people are aware of its sentience.

Halteclere's enchantments are subtle, as befits the blade of a Temirese duelist. It strikes hard, but not overwhelmingly so; it makes its wielder faster, but not so much faster that the outcome of a duel is a foregone conclusion; and it's more accurate than a normal rapier. It's perfectly balanced, wickedly sharp, and practically indestructible.

Although only a little is known about the origins of Halteclere, sages believe the sword's name is a corruption of Halterno Claeronet, a legendary duelist-mage who slew one of the Spearlord's demons singlehandedly in 2853 FE. The histories are unclear about the fate of Claeronet, but one tale suggests that he bound his soul to his weapon so he could remain eternally ready to serve Temirec in its times of need. Though Halteclere itself has never been willing to explain its origins, the enchanted rapier does seem to know a great deal about weaponsmithing, enchanting, and the history of Temirec, suggesting that there may be some truth to the legend.

Although some chronicles describe a blade that could be Halteclere prior to Volicarno's life in the 4300s (and in fact it must have existed, assuming Claeronet forged it and inhabits it still), its existence only becomes a proveable fact after Volicarno acquired it as a young (and obviously quite talented) duelist. He never told anyone how or where he got it, and after his death by poisoning in 4357,

Game Information

Cost Power

- 11 *Halteclere*: HKA 1½d6, Armor Piercing (+½), Reduced Endurance (0 END; +½) (50 Active Points); OAF (-1), Independent (-2), STR Minimum (8; -½)
- 2 *Temirese Deftness*: +3 DEX (9 Active Points); OAF (-1), Independent (-2)
- 2 *Temirese Swiftess*: +1 SPD (10 Active Points); OAF (-1), Independent (-2)
- 2 *Temirese Accuracy*: +2 OCV (10 Active Points); OAF (-1), Independent (-2)
- 7 *Personality*: Computer (see below) (27 Active Points); OAF (-1), Independent (-2)

Total cost: 24 points.

HALTECLERE (AI)

Val	Char	Cost	Roll	Notes
17	DEX	21	12-	OCV: 6 DCV: 6
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
4	SPD	13		Phases: 3, 6, 9, 12
Total Characteristic Cost: 39				

Cost Ability

Basic Abilities

- 11 *Telepathy* 5d6; Skin Contact Required (-1), Communication Only (-¼)
- 25 *Vision*: Normal Sight
- 5 *Vision*: Nightvision
- 10 *Vision*: Increased Arc Of Perception (360 Degrees) for Sight Group
- 20 *Hearing*: Normal Hearing
- 3 *Hearing*: Ultrasonic Perception (Hearing Group)
- 10 *Hearing*: Increased Arc Of Perception (360 Degrees) for Hearing Group

Skills

- 5 AK: Southern Mhorecia 14-
- 5 AK: Temirec 14-
- 5 KS: Temirese History And Politics 14-
- 5 KS: Temirese Honor 14-
- 3 Language: Temirese (fluent conversation; literate)
- 3 Language: Velkaran (fluent conversation; literate)

Total Abilities Cost: 110

Total Computer Cost: 149

Value Disadvantages

- 15 *Psychological Limitation*: Loyal To Temirec (Common, Strong)

Total Disadvantage Points: 15

Total Cost: 134/5 = 27

KRITZTOVAR

Effect: HKA 1½d6, +2 Increased STUN Multiplier, Does Knockback, Double Knockback; HKA +2d6 versus Hargeshites; +3 OCV; +2 OCV versus Hargeshites; Detect Hargeshites (INT +6)
Target: One character/Self
Duration: Instant/Constant
Range: Touch/Self
END Cost: 0
Defense: Unbreakable
STR Min.: 12

Description: This enchanted longsword was forged for the “Fox” Dukes of House Sorrab of the Sirrenic Empire for generations, and was passed from father to son for generations until being lost in battle in 4689 SE; it has not reappeared since, but almost certainly remains somewhere in Mhorecia or Khoria.

Kritztovar’s blade contains the essence of a crusading High Church *archoth* of the same name, whose thirst for the blood of Hargeshite heretics was so great that he sacrificed his soul so he could strike at them for all eternity (though the weapon is not intelligent). The sword can (and gleefully does) detect followers of the Hargeshite heresy for its wielder, but its main purpose is to be wielded in war against them. Kritztovar is an awesome sight in battle, where its wielder is literally able to send the bodies of half dozen lifeless heretical warriors flying through the air with each blow.

Game Information:**Cost Power**

- 17 *Blade Of Kritztovar:* HKA 1½d6, +2 Increased STUN Multiplier (+½), Does Knockback (+¼), Double Knockback (+¾), Reduced Endurance (0 END; +½) (75 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½)
 16 *Hammer Of Heresy:* HKA +2d6, +2 Increased STUN Multiplier (+½), Does Knockback (+¼), Double Knockback (+¾), Reduced Endurance (0 END; +½) (90 Active Points); OAF (-1), Independent (-2), Only Versus Hargeshites (-1), STR Minimum (12; -½)
 4 *Accuracy:* +3 OCV (15 Active Points); OAF (-1), Independent (-2)
 2 *Hammer Of Heresy:* +2 OCV (10 Active Points); OAF (-1), Independent (-2), Only Versus Hargeshites (-1)
 9 *Inquisitor:* Detect Hargeshites (INT +6) (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting (38 Active Points); OAF (-1), Independent (-2)

Total cost: 48 points.

THE THREE BROTHERS

Effect: HKA 3d6, +2 Increased STUN Multiplier, Armor Piercing; Various (see below)
Target: One character; varies (see below)
Duration: Instant; varies (see below)
Range: Touch; varies (see below)
END Cost: 0
Defense: Unbreakable
STR Min.: 12

Description: These three modest-looking swords, curved bronze blades with wooden handles, are said to be the weapons with which the first three Men — Ordon, Khor, and Sirrenos — fought the Drakine before the dawn of the First Epoch. Priceless and mighty beyond measure, each of the Three Brothers (as the swords are known) has a different subset of powers that match the primary substance the gods made its owner from (clay, water, and fire, respectively).

Although the exact whereabouts of these weapons are unknown, diviners who have sought them claim each is hidden in an inaccessible or remote portion of the land its original wielder settled in: Ordon’s Sword is somewhere beneath the Valley Of Sixteen Stones in Skeld, perhaps the Sunless Realms in that area of the world; Khor’s Sword was somehow hidden in an enchanted land beneath the waves of the Tosar River in Vashkhor; and the Sword Of Sirrenos was placed inside a volcano in the Sirrenic Mountains. Though none can say for certain, the pages of the *Benethar Sacur* claim the Three Brothers are destined for the hands of righteous men in Ambrethel’s darkest hour.

Ordon’s Sword: Whenever he wishes, the wielder of this Sword can imprison a foe in bonds of stone — hands made of rock literally spring forth from the ground to grab and hold him.

Khor’s Sword: Whenever he wishes, the wielder of this Sword can call forth loyal devoted water elementals.

Sword of Sirrenos: Whenever he wishes, the wielder of this Sword can project an exploding ball of fire hot enough to destroy nearly any foe.

Game Information:**Cost Power**

- 22 *Brother’s Blade:* HKA 2½d6, Armor Piercing (+½), +2 Increased STUN Multiplier (+½), Reduced Endurance (0 END; +½) (100 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½)
 5 *Brother’s Blade:* +4 OCV (20 Active Points); OAF (-1), Independent (-2)
 15 *Ordon’s Sword:* Entangle 8d6, 5 DEF (65 Active Points); OAF (-1), Independent (-2), Only Affects Targets On The Ground (-¼)
 62 *Khor’s Sword:* Summon up to four 445-point Water Elementals, Reduced Endurance (0 END; +½), Slavishly Devoted (+1) (247 Active Points); OAF (-1), Independent (-2)
 28 *Sword Of Sirrenos:* RKA 3d6, Explosion (+½), +2 Increased STUN Multiplier (+½), Reduced Endurance (0 END; +½) (112 Active Points); OAF (-1), Independent (-2)

Total cost: 42 for Ordon’s Sword; 89 for Khor’s Sword; 55 for Sword of Sirrenos

SPELLBREAKER

Effect: HKA 1d6+1; HKA 4d6, Armor Piercing (x4), Only To Destroy enchanted items
Target: One character/One Weapon
Duration: Instant
Range: Touch
END Cost: 0
Defense: Unbreakable
STR Min.: 12

Description: This feared and despised magical weapon appears to be a normal longsword tastefully inscribed with Elven script. When wielded against magical armor, weapons, or any other enchanted item, however, the sword's true nature becomes known: unless the item is Unbreakable, Spellbreaker can shatter it. The weapon's magic allows it to punch through nearly any defense, quickly turning the sharpest enchanted blade or sturdiest magical armor into so much useless scrap. It can also dispel other magical effects simply by touching them.

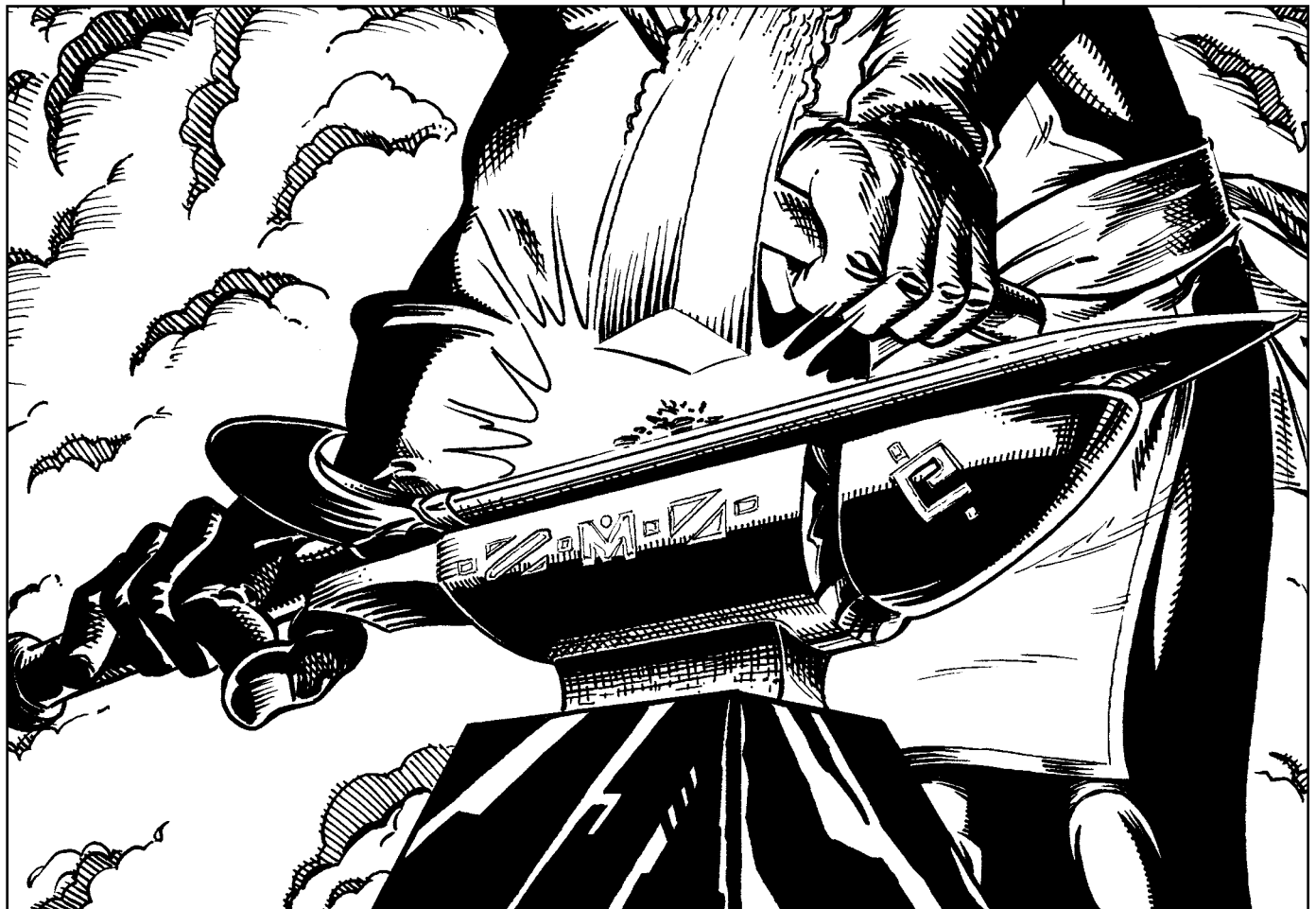
Although the origins of Spellbreaker remain somewhat obscure, it's believed to have been forged in Elvenholme sometime near the end of the First Epoch as a weapon to be wielded against champions of the Spearlord, almost all of who came equipped with powerful magical weapons. The somewhat whimsical proverb engraved upon its blade — "Sunlight can grow, but also burns"

— seems to support this idea: magic can be beneficial, but it can also be destructive. Certainly the creator of the sword wanted to cut down on the number of enchanted items in Ambrethel, which is a not-uncommon Elven sentiment. Several famed Elven warriors have wielded the blade over the years, but it was lost when its last owner, the ranger Lintiriashariandar, never returned from an expedition into the Sunless Realms.

Game Information:

Cost Power

- 9 *Spellbreaker Blade:* HKA 2d6-1, Reduced Endurance (0 END; +½) (40 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½)
- 52 *Spellbreaking:* Multipower, 210-point reserve; all OAF (-1), Independent (-2)
- 4u 1) *Shatter Enchanted Items:* HKA 4d6, Armor Piercing (x2; +1), Penetrating (x2; +1), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), Only To Destroy Enchanted Items (-1), STR Minimum (12; -½)
- 5u 2) *Shatter Magics:* Dispel Magic 40d6, any one Magic spell or power at a time (+¼), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), Does Not Work On Enchanted Items (-¼)



Total cost: 70 points.

SOULDRINKER

Effect: HKA 4d6, AP, +2 Increased STUN Multiplier; Major Transform 8d6 (humanoid into soulless zombie); Suppress Healing 20d6, Only Versus Resurrection Healing; +4 OCV

Target: One character/Self

Duration: Instant/Self

Range: Touch/Self

END Cost: 0

Defense: Unbreakable

STR Min.: 12

Description: This sinister sword is forged from dark iron mined in the Netherworld; the very feel of it is disturbing to most people, and even on the warmest days it remains icy cold. Its blade is longer than normal for a longsword, but it's not heavy enough to qualify as a bastard sword (much less a greatsword) and can easily be wielded to full effect in one hand. The hilt and ricasso guards are shaped in ways that simultaneously seem to suggest flames, claws, and batwings, and engraved along the length of the blade are runes no one can read or interpret.

Soulrinker inspires great terror in all who face it, for if it slays a humanoid target — a likely occurrence, given the malign and deadly magics infused within its metal — it can “drink” that person's soul, absorbing it into itself and transforming the hapless victim into a zombie under the wielder's control! Furthermore, the wielder of the sword can access the memories of the souls stored within to a limited degree, calling upon the knowledge they accumulated in life to inform and guide his actions. It's said that certain rituals known to the High Church and a few Good wizards can reverse this process, retrieving a soul and restoring it to the body it was taken from to allow for normal resurrection or death, but no one's ever tested this.

No one, not even the most skilled diviner, can say for certain who crafted Soulrinker or where it comes from. Some say it was created by the demon-god Krim; others claim it's a manifestation of Krim, an intrusion of that malign being directly into Ambrethel to work his evil on Men and their kin. Others credit various evil wizards and liches, particularly those with some skill at Conjuration or connection with demons.

Game Information:

Cost Power

- 33 *Soulrinker's Blade:* HKA 4d6, Armor Piercing (+½), +2 Increased STUN Multiplier (+½), Reduced Endurance (0 END; +½) (150 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½)
- 126 *Drinking The Soul:* Major Transform 8d6 (humanoid into humanoid zombie, heals back through rare rituals, see text), Reduced Endurance (0 END; +½) (180 Active Points); OAF (-1), All Or Nothing (-½), Independent (-2), Limited Target (humanoids; -½), No Range (-½) (total cost: 33 points) **plus** Major Transform 8d6 (humanoid zombie is totally loyal to Soulrinker's wielder, heals back through rare rituals, see text), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), Reduced Endurance (0 END; +½) (330 Active Points); OAF (-1), All Or Nothing (-½), Independent (-2), Limited Target (humanoids; -½), No Range (-½) (total cost: 60 points) **plus** Major Transform 8d6 (humanoid zombie no longer has any sort of soul, heals back through rare rituals, see text), Reduced Endurance (0 END; +½) (180 Active Points); OAF (-1), All Or Nothing (-½), Independent (-2), Limited Target (humanoids; -½), No Range (-½) (total cost: 33 points)
- 36 *Drinking The Soul:* Suppress Healing 20d6, Reduced Endurance (0 END; +½), Uncontrolled (can be stopped through rare rituals, see text; +½) (200 Active Points); OAF (-1), Independent (-2), Only Versus Resurrection Healing (-1), Linked (Transform; -½)
- 5 *Accuracy:* +4 OCV (20 Active Points); OAF (-1), Independent (-2)

Total cost: 200 points.

DAGGERS

The dagger is a small, usually double-edged blade used for eating, farm work, murder, and as a weapon of last resort. It's relatively easy to make, simple to hide, and straightforward to use. It's one of the most common — but least utilized — weapons in most *Fantasy Hero* settings. Almost everyone owns a dagger, but very few PCs want to get close enough to an opponent to fight with one. In combat, warriors invariably prefer weapons that put more distance between their opponents and themselves: bows, spears, swords, axes, and the like. Thus, in spite of its ubiquitous nature, the dagger enjoys a symbolically “double-edged” reputation: its concealable size makes it a symbol of assassination, but its status as weapon of last resort symbolizes a courageous man's willingness to grapple closely with his enemy.

The dagger is also a tool of magic, required for many spells and ceremonies, and is correspondingly often carried by wizards. Thus enchanted daggers are surprisingly common in many places, since a sorcerer's first inclination is to enchant those items he himself uses.

Common Enchanted Daggers

BACKBITER

Effect: HKA or RKA 1d6-1; HKA or RKA +1d6, AP, Only For Surprise Attacks; +2 OCV, Only For Surprise Attacks

Target: One character

Duration: Instant

Range: Touch/RBS

END Cost: 0

Defense: 10 DEF

STR Min.: 4

Description: This broad dagger of forged steel is prized by those who strike from hidden places: assassins, thieves, bandits, and their ilk. A fine weapon under normal circumstances, it excels at delivering strikes delivered unexpectedly, such as in backstabs, sneak attacks, and ambushes. The Backbiter is also well balanced and can be thrown accurately.

Game Information:

Cost Power

- 11 *Backbiter:* Multipower, 48-point reserve; all OAF (-1), Independent (-2), STR Minimum (4; -¼)
- 1u 1) *Hand-To-Hand:* HKA 1d6-1, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), STR Minimum (4; -¼) **plus** HKA 1d6, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), Linked (-¼), Only For Surprise Attacks (-½), STR Minimum (4; -¼)
- 1u 2) *Thrown:* RKA 1d6-1, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), Range Based On Strength (-¼), STR Minimum (4; -¼) **plus** RKA 1d6, Reduced Endurance (0 END; +½), Armor Piercing (+½); OAF (-1), Independent (-2), Linked

(-¼), Only For Surprise Attacks (-½), STR Minimum (4; -¼), Lockout (can't use Slot #1 until Charge is recovered; -½), 1 Recoverable Charge (-¼)

- 2 *Surprise Bonus:* +2 OCV (10 Active Points); OAF (-1), Independent (-2), Only For Surprise Attacks (-½)

Total cost: 15 points.

Options:

- 1) *Knife:* Decrease the Multipower reserve to 45 points and both slots to KA ½d6. Total cost: 15 points.

ASSASSIN'S DAGGER

Effect: HKA 1d6 plus RKA 3d6, NND, Does BODY

Target: One character

Duration: Instant

Range: Touch/RBS

END Cost: 0

Defense: 5 DEF

STR Min.: 6

Description: This dark-bladed weapon is magically coated with a lethal poison that never runs out or dries up. In some places, some varieties of this blade are known as Oozing Daggers because they constantly ooze poison.

Game Information: HKA 1d6, Range Based On STR (+¼), Reduced Endurance (0 END; +½) (26 Active Points); OAF (-1), Independent (-2), STR Minimum (6; -½) (total cost: 6 points) **plus** RKA 3d6, NND (defense is appropriate Life Support [Immunity]; +1), Does BODY (+1), Reduced Endurance (0 END; +½) (157 Active Points); OAF (-1), Independent (-2), HKA Must Do BODY (-½), Linked (-¼), No Range (-½) (total cost: 30 points). Total cost: 36 points.

BLACKHAND DAGGER

Effect: HKA 1d6+1 plus HKA 1 point, Trigger; +2 OCV

Target: One character

Duration: Instant/Uncontrolled

Range: Touch/RBS

END Cost: 0

Defense: 7 DEF

STR Min.: 6

Description: These lethal knives, whose blades are jet-black, inflict grievous wounds that bleed profusely.

Game Information: HKA 1d6+1, Range Based On STR (+¼), Reduced Endurance (0 END; +½) (35 Active Points); OAF (-1), Independent (-2), STR Minimum (6; -½) (total cost: 8 points) **plus** HKA 1 point, Trigger (when base HKA 1d6+1 does BODY, Trigger immediately automatically resets; +1), Continuous (+1), Reduced Endurance (0 END; +½), Uncontrolled (can only be stopped with healing magics or a Healing (Paramedics) roll at -4; +½) (20 Active Points); OAF (-1), Independent (-2), STR Minimum (6; -½) (total cost: 4 points) **plus** +2 OCV (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points). Total cost: 14 points.

DAGGER OF ACCURACY

Effect: HKA 1d6; +2 OCV
Target: One character
Duration: Instant
Range: Touch/RBS
END Cost: 0
Defense: 5 DEF
STR Min.: 6

Description: These daggers are more or less ordinary weapons, but enchanted for greater accuracy whether wielded in HTH or Ranged Combat.

Game Information: HKA 1d6, Range Based On STR (+¼), Reduced Endurance (0 END; +½) (26 Active Points); OAF (-1), Independent (-2), STR Minimum (6; -½) (total cost: 6 points) **plus** +2 OCV (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points). Total cost: 8 points.

DAGGER OF DEFENSE

Effect: HKA 1d6; +4 with Bind, Block, and Takeaway
Target: One character
Duration: Instant
Range: Touch/RBS
END Cost: 0
Defense: 5 DEF
STR Min.: 6

Description: A character using this enchanted dagger (which is often in the form of a main gauche) finds it unusually easy to bind, block, or even take away his opponent's weapon.

Game Information: HKA 1d6, Range Based On STR (+¼), Reduced Endurance (0 END; +½) (26 Active Points); OAF (-1), Independent (-2), STR Minimum (6; -½) (total cost: 6 points) **plus** +4 with Bind, Block, and Takeaway (20 Active Points); OAF (-1), Independent (-2) (total cost: 5 points). Total cost: 11 points.

DAGGER OF INVISIBILITY

Effect: HKA 1d6; Invisibility to Sight Group
Target: Self One character
Duration: Instant/Constant
Range: Touch/RBS/Self
END Cost: 0/4 Continuing Charges lasting 1 Turn each
Defense: 5 DEF
STR Min.: 6

Description: This otherwise ordinary dagger allows the wielder to become invisible for up to twelve seconds four times a day.

Game Information: HKA 1d6, Range Based On STR (+¼), Reduced Endurance (0 END; +½) (26 Active Points); OAF (-1), Independent (-2), Lockout (if dagger is thrown, cannot use Invisibility until it's recovered; -¼), STR Minimum (6; -½) (total cost: 5 points) **plus** Invisibility to Sight Group (20 Active Points); OAF (-1), Independent (-2), 4 Continuing Charges lasting 1 Turn each (-½) (total cost: 4 points). Total cost: 9 points.

Options:

1) Dagger Of Sneaky Maneuvering: Instead of making the wielder invisible, this dagger allows him to move with utter silence. Change to Invisibility to Hearing Group. 26 + 10 = 36 Active Points; total cost 6 + 2 = 8 points.

DAGGER OF SLICING

Effect: HKA 1d6, Armor Piercing, +1 Increased STUN Multiplier; +1 OCV
Target: One character
Duration: Instant
Range: Touch/RBS
END Cost: 0
Defense: 7 DEF
STR Min.: 6

Description: These enchanted daggers cut through armor more easily than ordinary blades and inflict more painful wounds.

Game Information: HKA 1d6, Armor Piercing (+½), +1 Increased STUN Multiplier (+¼), Range Based On STR (+¼), Reduced Endurance (0 END; +½) (37 Active Points); OAF (-1), Independent (-2), STR Minimum (6; -½) (total cost: 8 points) **plus** +1 OCV (5 Active Points); OAF (-1), Independent (-2) (total cost: 1 point). Total cost: 9 points.

EVERSHARP DAGGER

Effect: HKA 1d6, AP(x2), Penetrating
Target: One character
Duration: Instant
Range: Touch/RBS
END Cost: 0
Defense: 10 DEF
STR Min.: 6

Description: Thanks to potent enchantments, this dagger is so sharp it can cut through nearly anything.

Game Information: HKA 1d6, Armor Piercing (x2; +1), Penetrating (+½), Range Based On STR (+¼), Reduced Endurance (0 END; +½) (49 Active Points); OAF (-1), Independent (-2), STR Minimum (6; -½). Total cost: 11 points.

FALCONBLADE

Effect: HKA 1d6; +1 OCV; +4 OCV versus Range Modifier
Target: One character
Duration: Instant
Range: Touch/RBS
END Cost: 0
Defense: 10 DEF
STR Min.: 6

Description: Engraved with a stooping falcon on the blade, this dagger is extraordinarily accurate when thrown.

Game Information: HKA 1d6, Range Based On STR (+¼), Reduced Endurance (0 END; +½) (26 Active Points); OAF (-1), Independent (-2), STR Minimum (6; -½) (total cost: 6 points) **plus** +1 OCV (5 Active Points); OAF (-1), Independent (-2) (total cost: 1 point) **plus** +4 OCV versus the Range Modifier (12 Active Points); OAF (-1), Independent (-2) (total cost: 3 points). Total cost: 10 points.

THE FINGER OF ASVALAK

Effect: HKA 2d6; +2 OCV
Target: One character
Duration: Instant
Range: Touch/RBS
END Cost: 0
Defense: 10 DEF
STR Min.: 6

Description: Crafted by priests of the Slaughter-God, this dagger inflicts deep, vicious wounds.

Game Information: HKA 2d6, Range Based On STR (+¼), Reduced Endurance (0 END; +½) (52 Active Points); OAF (-1), Independent (-2), STR Minimum (6; -½) (total cost: 11 points) **plus** +2 OCV (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points). Total cost: 13 points.

RETURNING DAGGER

Effect: HKA 1d6; +1 OCV; +1 OCV versus Range Modifier
Target: One character
Duration: Instant
Range: Touch/RBS
END Cost: 0
Defense: 5 DEF
STR Min.: 6

Description: When thrown, or if taken away from the owner against his will, this dagger automatically returns to his hand. Keeping it away from him for 12 seconds temporarily breaks this enchantment, requiring him to regain it normally.

Game Information: HKA 1d6, Range Based On STR (+¼), Reduced Endurance (0 END; +½) (26 Active Points); OIF (-½), Independent (-2), STR Minimum (6; -½) (total cost: 6 points) **plus** +1 OCV (5 Active Points); OIF (-½), Independent (-2) (total cost: 1 point) **plus** +1 OCV versus the Range Modifier (3 Active Points); OIF (-½), Independent (-2) (total cost: 1 point). Total cost: 8 points.

SORCERER'S DAGGER

Effect: HKA 1d6; +1 OCV; Aid Magic 4d6
Target: One character
Duration: Instant
Range: Touch/RBS
END Cost: 0
Defense: 10 DEF
STR Min.: 6

Description: This dagger not only functions as a weapon, it enhances a sorcerer's powers once per day.

Game Information: HKA 1d6, Range Based On STR (+¼), Reduced Endurance (0 END; +½) (26 Active Points); OAF (-1), Independent (-2), STR Minimum (6; -½) (total cost: 6 points) **plus** +1 OCV (5 Active Points); OAF (-1), Independent (-2) (total cost: 1 point) **plus** Aid Magic 4d6, any Magic spell or power at once (+¼) (50 Active Points); OAF (-1), Independent (-2), 1 Charge (-2) (total cost: 8 points). Total cost: 15 points.

TRIPLE DAGGER

Effect: RKA 1d6, Autofire (3 shots)
Target: One character
Duration: Instant
Range: RBS
END Cost: 0
Defense: 5 DEF

Description: This item looks like an ordinary, if very well made, dagger designed solely for throwing. But when thrown, it separates into three deadly blades! Even better, once it strikes the foe, the three blades fly back to the owner's hand, reforming into one as they come. Only an appropriate Dispel or like power can stop the Triple Dagger from returning to its owner. (In game terms, the Dagger is not bought as a Focus, so it can't be Grabbed or otherwise taken away from the character in combat.)

Game Information: RKA 1d6, Autofire (3 shots; +¼), Reduced Endurance (0 END; +1) (34 Active Points); Independent (-2), All Autofire Shots Must Be Used Against Same Target (-0), Range Based On STR (-¼). Total cost: 10 points.

Named Enchanted Daggers

THIEFRIEND	
Effect:	HKA 2d6, Armor Piercing; +6 OCV; Major Transform 6d6 (air into small thieves' tools)
Target:	One character/Self/Air
Duration:	Instant/Constant/Instant
Range:	Touch/Self/No Range
END Cost:	0
Defense:	Unbreakable
STR Min.:	6

Description: Some say that this intriguing weapon is really Tarloc, the personal dagger of Forgil god of thieves, set loose upon the face of Ambrethel to further his nefarious aims. Others believe it was crafted by a Thurganian wizard-thief during the war with Verlichten in 3511 SE. Though nobody knows for certain where it came from, Thiefriend first appeared in Umbr in 3481 SE, when an Alieren prince used it to put an end to the quixotic sorcerer Algashar, who had secretly taken over the minds of Umbr's royal family. In then showed up in Aarn in 4138 SE, when the Shadow-Brother Barrat used it to assassinate Agoston the Usurper. (Barrat's now considered something of a national hero; there is still a statue of both him and his dagger in the Saf-fron Moon Square.) Later, Thiefriend was used to slay Nelhaan, the Gorthunda ruler of Khirkovy, in 4702 SE, returning that land to the rightful ruler-ship of the Tyrasti family.

Despite the connotations of its name, Thie-friend is an *assassin's* weapons of a curious variety: it only strikes down tyrants, usurpers, and invaders. It's quite intelligent, and will speak with nearly anyone it finds interesting (a mouth rather disturb-ingly opens in the pommel). It's very fond of the Central Westerlands, which it considers home, and views its mission in "life" to maintain the proper sorts of people in power. It's *amazingly* accurate and deadly when it wants to be, easily slipping between armor plates to deliver a killing blow, but instantly becomes dull and ineffective if used for what it considers to be the wrong reasons. Rather bizarrely, Thiefriend also has the ability to "spit" small thief's tools such as lock picks out of its mouth, and will do so when asked by someone it likes. The dagger is also rather fond of brandy, though it never really seems to get drunk off of it.

Game Information

Cost	Power
13	<i>Thiefriend:</i> HKA 2d6, Armor Piercing (+½), Reduced Endurance (0 END; +½) (60 Active Points); OAF (-1), Independent (-2), STR Minimum (6; -½)
7	<i>Thiefriend Accuracy:</i> +6 OCV (30 Active Points); OAF (-1), Independent (-2)
30	<i>Create Thieves' Tools:</i> Major Transform 6d6 (air into small thieves' tools, heals back by any means that destroys the tools), Reduced Endurance (0 END; +½) (135 Active Points); OAF (-1), Independent (-2), No Range (-½)
5	<i>Personality:</i> Computer (see below) (21 Active Points); OAF (-1), Independent (-2)

Total cost: 55 points.

THIEFRIEND (AI)

Val	Char	Cost	Roll	Notes
18	DEX	24	12-	OCV: 6 DCV: 6
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
4	SPD	12		Phases: 3, 6, 9, 12
Total Characteristic Cost: 41				

Cost Ability

Basic Abilities	
25	<i>Vision:</i> Normal Sight
5	<i>Vision:</i> Nightvision
10	<i>Vision:</i> Increased Arc Of Perception (360 Degrees) for Sight Group
20	<i>Hearing:</i> Normal Hearing
3	<i>Hearing:</i> Ultrasonic Perception (Hearing Group)
10	<i>Hearing:</i> Increased Arc Of Perception (360 Degrees) for Hearing Group
3	<i>Tolerance:</i> Life Support (Immunity: alcohol)

Skills

10	AK: Westerlands 19-
5	KS: Westerlands History And Politics 14-
3	Language: Ilurian (fluent conversation; literate)
3	Language: Umbrian (fluent conversation; literate)
3	Language: Trade-Tongue (fluent conversa-tion; literate)
3	Language: Vestrian (fluent conversation; literate)

Total Abilities Cost: 103
Total Computer Cost: 144

Value Disadvantages

15	Psychological Limitation: Fondness For The Westlands (Common, Strong)
15	Psychological Limitation: Hatred Of Tyrants, Usurpers, And Invaders (Common, Strong)
10	Psychological Limitation: Fondness For Brandy (Common, Moderate)

Total Disadvantage Points: 40
Total Cost: 104/5 = 21

WANDS AND RODS



A wand is an enchanted item created from a short length of wood, ivory, bone, metal, or similar material (often an exotic or high-quality material). Typically one end of the wand either tapers or has a cap made of gold, crystal, or some other notable material. They're slender, easily held in one hand, and often rather delicate, so their owners often keep them in special cases for protection. In Ambrethel, wands usually have a finite amount of magical energy built into them, and once that's used up they crumble into dust. (In game terms, they have Charges which Never Recover, though in some cases the GM may permit a character to "recharge" an almost-spent wand.) To use a wand, the owner has to wave it or point it in a manner that makes it obvious what he's doing.

A rod is similar to a wand, but longer and sturdier — it can be up to a meter long, making it a sort of halfway point between a wand and a staff. It's usually constructed of a durable material such as metal, hardwood, ivory, or bone. Unlike a wand it doesn't taper, but it may have a cap and shoe of precious metal or other materials, a crystal or figurine mounted on top, and other adornments. Some rods, like wands, have a specific amount of magical energy; others are more akin to staffs and contain permanent enchantments.

Typically only spellcasters use wands and rods, and many are restricted to wizards alone. This isn't a Limitation or the like, simply the way the "ground rules" of the campaign define the nature of the setting and its magic.

WANDS

Offensive Wands

BANEFUL WAND OF CHARGE DEPLETION

Effect: Major Transform 10d6 (enchanted item with Charges into enchanted item depleted of all but 1d6 Charges)
Target: One enchanted item
Duration: Instant
Range: LOS
Charges: 60 Charges which Never Recover
Defense: 1 DEF

Description: This slender wand of black ivory possesses the unique ability to drain nearly all of the arcane energy from other enchanted items.

Game Information: Major Transform 10d6 (enchanted item with Charges into enchanted item depleted of all but 1d6 Charges, heals back with rare countermagics or being re-enchanted), Line Of Sight (+½) (225 Active Points); OAF Fragile (-1¼), All Or Nothing (-½), Gestures (-¼), Independent (-2), 60 Charges which Never Recover (-1½). Total cost: 35 points.

Options:

- 1) **Strong Wand:** Increase to Major Transform 12d6. 270 Active Points; total cost 41 points.
- 2) **Weak Wand:** Increase to Major Transform 8d6. 180 Active Points; total cost 28 points.
- 3) **Boosted Wand:** Increase to 125 Charges which Never Recover (-1¼). Total cost: 36 points.
- 4) **Reduced Wand:** Decrease to 32 Charges which Never Recover (-1¼). Total cost: 33 points.

IRON SERPENT WAND

Effect: Entangle 8d6, 8 DEF
Target: One character
Duration: Instant
Range: RBS
Charges: 1 Recoverable
Defense: 16 DEF

Description: This wand is made of iron and shaped to look like a serpent. To use it, the wielder throws it at a target while uttering the command word. If it hits, the wand instantly transforms into a large iron serpent that wraps around the target and keeps him from moving. If the target wriggles or breaks free, the serpent transforms back into a wand and falls to the ground for the character to recover.

Game Information: *Entangle 8d6, 8 DEF (80 Active Points); OAF (-1), Independent (-2), Range Based On STR (-¼), 1 Recoverable Charge (-1¼). Total cost: 14 points.*

Options:

- 1) **Strong Wand:** Increase to Entangle 10d6. 100 Active Points; total cost 18 points.
- 2) **Weak Wand:** Increase to Entangle 6d6. 60 Active Points; total cost 11 points.

SINGING SILVER WAND

Effect: RKA 4d6, +1 Increased STUN Multiplier
Target: One character
Duration: Instant
Range: 485"
Charges: 30 Charges which Never Recover
Defense: 15 DEF

Description: This wand emits an eerie music and fires bolts of silvery flame. The best-known example of a Singing Silver Wand belongs to Nedana, one of the Seven Sorcerers of Vûran, who purportedly believes it whispers secret wisdoms to her. Of course, Nedana is quite insane and, since no other wizard has ever reported this type of Wand speaking to him, her stories can be ignored.

Game Information: *RKA 4d6, +1 Increased STUN Multiplier (+¼) (75 Active Points); OAF (-1), Independent (-2), 30 Charges which Never Recover (-1¼). Total cost: 13 points.*

Options:

- 1) **Strong Wand:** Increase to RKA 5d6. 94 Active Points; total cost 16 points.
- 2) **Weak Wand:** Decrease to RKA 3d6. 56 Active Points; total cost 10 points.
- 3) **Boosted Wand:** Increase to 60 Charges which Never Recover (-1½). Total cost: 14 points.
- 4) **Reduced Wand:** Decrease to 16 Charges which Never Recover (-2). Total cost: 12 points.

WAND OF AIR MASTERY

Effect: Energy Blast 6d6, Double Knockback; Energy Blast 3d6, NND; Telekinesis (30 STR); Suppress Air Magic 6d6
Target: One character
Duration: Instant/Constant
Range: LOS
Charges: 60 Charges which Never Recover
Defense: 1 DEF

Description: This wand contains several powerful Air Magic enchantments, including a devastating gust of air that drives opponents to their knees, a vacuum attack that pulls the air from their lungs, a controlled wind that can lift objects, and the ability to restrain other wizards' Air Magic powers.

Game Information:**Cost Power**

- 12 *Wand Of Air Mastery:* Multipower, 75-point reserve; all slots OAF Fragile (-1¼), Gestures (-¼), Independent (-2); 60 Charges which Never Recover for entire Multipower (-1½)
- 2u 1) *Gust Of Air:* Energy Blast 6d6, Does Knockback (+¼), Double Knockback (+¼), Line Of Sight (+½) (75 Active Points); OAF Fragile (-1¼), Independent (-2), Gestures (-¼)
- 2u 2) *Vacuum Attack:* Energy Blast 6d6, No Normal Defense (defense is Life Support [Self-Contained Breathing]; +1), Line Of Sight (+½) (75 Active Points); OAF Fragile (-1¼), Independent (-2), Gestures (-¼)
- 1u 3) *Controlled Wind:* Telekinesis (30 STR) (45 Active Points); OAF Fragile (-1¼), Affects Whole Object (-¼), Independent (-2), Gestures (-¼)
- 1u 4) *Restrain Air Magics:* Suppress Air Magic 8d6, any one Air Magic power at a time (+¼), Line Of Sight (+½) (70 Active Points); OAF Fragile (-1¼), Independent (-2), Gestures (-¼)

Total cost: 18 points.

Options:

- 1) **Boosted Wand:** Increase to 125 Charges which Never Recover (-1¼). Total cost: 19 points.
- 2) **Reduced Wand:** Decrease to 32 Charges which Never Recover (-1¾). Total cost: 18 points.

WAND OF ENERVATION

Effect: Drain STR 4d6, Ranged
Target: One character
Duration: Instant
Range: LOS
Charges: 30 Charges which Never Recover
Defense: 1 DEF

Description: This feared wand was created specifically to help neutralize the physical advantage warriors have over wizards. All the Wand's wielder need do is wave it at his target to reduce him to a quivering mass incapable of lifting his sword or bearing the weight of his armor!

Game Information: *Drain STR 4d6, Ranged (+½), Line Of Sight (+½), Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½) (100 Active Points); OAF Fragile (-1¼), Gestures (-¼), Independent (-2), 30 Charges which Never Recover (-1¼). Total cost: 16 points.*

Options:

- 1) **Strong Wand:** Increase to Drain STR 5d6. 125 Active Points; total cost 20 points.
- 2) **Weak Wand:** Decrease to Drain STR 3d6. 75 Active Points; total cost 12 points.
- 3) **Boosted Wand:** Increase to 64 Charges which Never Recover (-1½). Total cost: 17 points.
- 4) **Reduced Wand:** Decrease to 16 Charges which Never Recover (-2). Total cost: 15 points.
- 5) **Battle Wand:** This version of the Wand Of Devitalization is made for the battlefield, and thus affects a number of opponents rather than just one — but the user must take care not to affect friend as well as foe! Area Of Effect (10" Radius; +1). 140 Active Points; total cost 22 points.
- 6) **Other Weakening Wands:** You can use this writ-up to simulate any similar wand based on a Drain. Some examples:

Wand of Clumsiness: Drain DEX

Wand of Confusion: Drain INT

Wand of Cowardice: Drain PRE

Wand of Devitalization: Drain BODY

Wand of Exhaustion: Drain END

Wand of Fragility: Drain DEF

Wand of Limping: Drain Running

Wand of Slowness: Drain SPD

Wand of Staggering: Drain STUN

Wand of Wilbreakingl: Drain EGO

Wand of Weakening: Drain CON

WAND OF FASCINATION

Effect: Mind Control 16d6
Target: One character
Duration: Instant
Range: 30" LOS
Charges: 60 Charges which Never Recover
Defense: 16 DEF

Description: This wand allows the user to take control of another person's will, provided that person is within 30" and Line Of Sight.

Game Information: *Mind Control 16d6 (80 Active Points); OAF (-1), Independent (-2), Extra Time (Full Phase; -½), Limited Normal Range (30"; -½), 60 Charges which Never Recover (-1½). Total cost: 12 points.*

Options:

- 1) **Strong Wand:** Increase to Mind Control 20d6. 100 Active Points; total cost 15 points.
- 2) **Weak Wand:** Decrease to Mind Control 12d6. 60 Active Points; total cost 9 points.
- 3) **Boosted Wand:** Increase to 125 Charges which Never Recover (-1¼). Total cost: 13 points.
- 4) **Reduced Wand:** Decrease to 32 Charges which Never Recover (-1¾). Total cost: 12 points.

WAND OF FIREBALLS

Effect: RKA 4d6, Explosion
Target: One Hex
Duration: Instant
Range: 450"
Charges: 30 Charges which Never Recover
Defense: 18 DEF

Description: Commonly found in the arsenals of Ambrethel's wizards, the Wand of Fireballs fires powerful balls of deadly fire. These highly prized wands are usually made of wood or iron, and set with red or orange gems.

Game Information: *RKA 4d6, Explosion (+½) (90 Active Points); OAF (-1), Independent (-2), Extra Time (Full Phase; -½), 30 Charges which Never Recover (-1¼). Total cost: 14 points.*

Options:

- 1) **Strong Wand:** Increase to RKA 5d6. 112 Active Points; total cost 18 points.
- 2) **Weak Wand:** Decrease to RKA 3d6. 67 Active Points; total cost 11 points.
- 3) **Boosted Wand:** Increase to 64 Charges which Never Recover (-1½). Total cost: 15 points.
- 4) **Reduced Wand:** Decrease to 16 Charges which Never Recover (-2). Total cost: 14 points.

WAND OF THE FIVE FIRES

Effect: Various Fire-based attacks
Target: Varies
Duration: Instant
Range: Varies
Charges: 50 Charges for entire Multipower
Defense: 18 DEF

Description: This gold, copper, and ruby wand, a favorite of Fire Mages, can produce five different Fire effects: a swift-flying dart, good for attacking targets at range; a miniature fireball able to hit multiple targets at once; a firestorm that can harm even more targets at a time; a broad lance of fire that can wreak havoc among packed masses of men; and the power to cause someone to burst into flames.

Game Information:**Cost Power**

- 16 *Wand Of The Five Fires:* Multipower, 90-point reserve; all OAF (-1), Independent (-2), 50 Charges for entire reserve which Never Recover (-1½)
- 2u 1) *Fire Dart:* RKA 3d6, Armor Piercing (+½), No Range Modifier (+½); OAF (-1), Independent (-2)
- 2u 2) *Miniature Fireball:* RKA 3d6, Area Of Effect (One Hex; +½), Armor Piercing (+½); OAF (-1), Independent (-2)
- 2u 3) *Fire Lance:* RKA 3d6, Area Of Effect (18" Line; +1); OAF (-1), Independent (-2), Requires 3 Charges Per Use (-½)
- 2u 4) *Firestorm:* RKA 3d6, Area Of Effect (5" Radius; +1); OAF (-1), Independent (-2), Requires 3 Charges Per Use (-½)
- 2u 5) *Immolation:* RKA 2d6, NND (defense is Power Defense; +1), Does BODY (+1); OAF (-1), Independent (-2), Requires 4 Charges Per Use (-½)

Total cost: 26 points.

WAND OF LIGHTNING

Effect: RKA 3d6, +1 Increased STUN Multiplier
Target: One character
Duration: Instant
Range: LOS
Charges: 30 Charges which Never Recover
Defense: 1 DEF

Description: Made from the heartwood of an oak tree blasted by lightning and capped with silver, this wand projects devastating bolts of lightning from its tip. All its wielder need do is point the Wand at its target to send deadly energy streaking forth.

Game Information: RKA 3d6, +1 Increased STUN Multiplier (+¼), Line Of Sight (+½) (79 Active Points); OAF Fragile (-1¼), Independent (-2), 30 Charges which Never Recover (-1¾). Total cost: 13 points.

Options:

- 1) **Strong Wand:** Increase to RKA 4d6. 105 Active Points; total cost 17 points.
- 2) **Weak Wand:** Decrease to RKA 2d6. 52 Active Points; total cost 9 points.
- 3) **Boosted Wand:** Increase to 64 Charges which Never Recover (-1½). Total cost: 14 points.
- 4) **Reduced Wand:** Decrease to 16 Charges which Never Recover (-2). Total cost: 13 points.

WAND OF MYSTIC DARTS

Effect: RKA 1½d6
Target: One Hex Accurate
Duration: Instant
Range: LOS
Charges: 60 Charges that Never Recover
Defense: 1 DEF

Description: The Mystic Dart spell is a favorite weapon of many wizards. To ensure they can use Mystic Darts at any time, many wizards craft one of these wands for themselves. Wands of Mystic Darts come in all sorts of appearances and shapes, though many have a long crystal, such as a topaz or tourmaline, on the tip.

Game Information: RKA 1½d6, Area Of Effect (One Hex Accurate; +½), Line Of Sight (+½) (50 Active Points); OAF Fragile (-1¼), Independent (-2), Only Affects Living Beings (-½), 60 Charges which Never Recover (-1½). Total cost: 8 points.

Options:

- 1) **Strong Wand:** Increase to RKA 2d6. 60 Active Points; total cost 10 points.
- 2) **Weak Wand:** Decrease to RKA 1d6+1. 40 Active Points; total cost 6 points.
- 3) **Boosted Wand:** Increase to 125 Charges which Never Recover (-1¼). Total cost: 8 points.
- 4) **Reduced Wand:** Decrease to 32 Charges which Never Recover (-1¾). Total cost: 8 points.

WAND OF MYSTIC MIGHT

Effect: RKA 2½d6
Target: 32" Line
Duration: Instant
Range: No Range
Charges: 32 Charges which Never Recover
Defense: 1 DEF

Description: This deadly wand projects a powerful bolt of arcane energy. Traveling in a straight line, it strikes everything it comes into contact with.

Game Information: RKA 2½d6, Area Of Effect (32" Line; +1¼) (90 Active Points); OAF Fragile (-1¼), Independent (-2), No Range (-½), 32 Charges which Never Recover (-1¾). Total cost: 14 points.

Options:

- 1) **Strong Wand:** Increase to RKA 3d6. 101 Active Points; total cost 15 points.
- 2) **Weak Wand:** Decrease to RKA 2d6. 67 Active Points; total cost 10 points.
- 3) **Boosted Wand:** Increase to 64 Charges which Never Recover (-1½). Total cost: 14 points.
- 4) **Reduced Wand:** Decrease to 16 Charges which Never Recover (-2). Total cost: 13 points.

THE WAND OF NIGHT'S SHADOW

Effect: +2 with all Shadow Magic-related Skills; +10 INT, Independent (-2), Only; Aid Darkness 4d6, Trigger; RKA 2d6, +2 Increased STUN Multiplier; Aid Shadow Magic 3d6; Drain Light Magic 2d6
Target: Varies
Duration: Varies
Range: Varies
Charges: 0/0/32 Charges
Defense: 16 DEF

Description: This powerful wand augments the power of a shadow mage and produces several powerful Shadow Magic effects.

Game Information:**Cost Power**

- 2 *Power Of Night's Shadow:* +2 with all Shadow Magic-related Power Skills and Knowledge Skills (10 Active Points); OAF (-1), Independent (-2)
- 2 *Power Of Night's Shadow:* +10 INT (10 Active Points); OAF (-1), Independent (-2), Only For Determining How Many Spells Wielder Can Have Active At Once (-1)
- 18 *Deepening The Dark:* Aid Darkness 4d6, Trigger (wielder's mental command, Trigger immediately automatically resets; +1) (80 Active Points); OAF (-1), Independent (-2), Self Only (-½)
- 14 *Wand Of Night's Shadow:* Multipower, 45-point reserve, 32 Charges for entire reserve (+¼); all slots OAF (-1), Independent (-2)
- 1u 1) *Shadowbolt:* RKA 2d6, +2 Increased STUN Multiplier (+½); OAF (-1), Independent (-2), Requires 2 Charges (-½)

- 1u 2) *Darkening Shadows:* Aid Shadow Magic 3d6, any one Shadow Magic spell at a time (+¼); OAF (-1), Independent (-2), Self Only (-½), Requires 2 Charges (-½)
- 1u 3) *Fading Of The Light:* Drain Light Magic 3d6, any one Light Magic spell at a time (+¼), Limited Range (30"; +¼); OAF (-1), Independent (-2), Requires 4 Charges (-¾)

Total cost: 39 points.

WAND OF PARALYZATION

Effect: Entangle 4d6, 4 DEF, Takes No Damage From Physical Attacks
Target: One character
Duration: Instant
Range: LOS
Charges: 64 Charges which Never Recover
Defense: 1 DEF

Description: When waved in the appropriate direction, this slender wand of beautifully-carved pine-wood sends forth a thin yellow beam of energy that paralyzes its target by freezing his nervous system.

Game Information: Entangle 4d6, 4 DEF, Takes No Damage From Physical Attacks (+¼), Line Of Sight (+½) (70 Active Points); OAF Fragile (-1¼), Independent (-2), Cannot Form Barriers (-¼), Gestures (-¼), Beam (-¼), 64 Charges which Never Recover (-1½). Total cost: 11 points.

Options:

- 1) **Strong Wand:** Increase to Entangle 5d6. 87 Active Points; total cost 13 points.
- 2) **Weak Wand:** Decrease to Entangle 3d6. 52 Active Points; total cost 8 points.
- 3) **Boosted Wand:** Increase to 125 Charges which Never Recover (-1¼). Total cost: 11 points.
- 4) **Reduced Wand:** Decrease to 32 Charges which Never Recover (-1¾). Total cost: 10 points.
- 5) **Battle Wand:** This version of the wand paralyzes a large group of people, rather than just effecting one. Remove Beam (-¼) and add Area Of Effect (28" Radius; +1½). 130 Active Points; total cost 21 points.

WAND OF POWER

Effect: Endurance Reserve (100 END, 20 REC); Magesight; various attack spells
Target: Self/Self/Varies
Duration: Persistent/Persistent/Varies
Range: Self/Self/LOS
END Cost: Varies
Defense: 18 DEF

Description: This wand provides its user with several different beneficial abilities, including strong reserves of mystical energy to power the wand itself, Magesight, and four offensive spells: Arcane Blast, Fire Whirlwind, Blinding Motes, and Enervation.

Game Information:**Cost Power**

- 7 *Arcane Battery:* Endurance Reserve (100 END, 20 REC) (30 Active Points); OAF (-1), Independent (-2)
 4 *Magesight:* Detect Magic (no Sense Group), Discriminatory, Range, Sense (17 Active Points); OAF (-1), Independent (-2)
 21 *Wand Of Power:* Multipower, 90-point reserve; all slots OAF (-1), Gestures (-¼), Independent (-2)
 1u 1) *Arcane Blast:* Energy Blast 8d6, Line Of Sight (+½); OAF (-1), Gestures (-¼), Independent (-2)
 2u 2) *Fire Whirlwind:* RKA 1½d6, Area Of Effect (One Hex; +½), Continuous (+1), Line Of Sight (+½), Penetrating (+½); OAF (-1), Gestures (-¼), Independent (-2)
 1u 3) *Blinding Motes:* Sight Group Flash 8d6, Line Of Sight (+½); OAF (-1), Gestures (-¼), Independent (-2)
 1u 4) *Enervation:* Drain STR 4d6, Ranged (+½); OAF (-1), Gestures (-¼), Independent (-2)

Total cost: 37 points.

WAND OF PYROMANCY

Effect: Aid 4d6, any one Fire Magic spell at once; various Fire spells; +3 OCV with Fire Magic Spells
Target: One character/Varies/Self
Duration: Instant/Instant/Constant
Range: No Range/Varies/Self
Charges: 4 Charges/60 Charges which Never Recover/0 END
Defense: 12 DEF

Description: A much-coveted item among fire wizards, this wand has several offensive powers and enhances Fire Magic in general.

Most Wands of Pyromancy are made of gold and tipped (or even studded along their length) with bits of what appear to be molten lava held in harmless shape by wizardry. Some eschew the lava in favor of rubies, tip the wand with a crystal formed in the shape of a flame, or the like.

Game Information:**Cost Power**

- 10 *Pyromantic Boost:* Aid 4d6, any one Fire Magic spell at once (+¼) (50 Active Points); OAF (-1), Independent (-2), 4 Charges (-1)
 11 *Wand Of Pyromancy:* Multipower, 60-point reserve; all slots OAF (-1), Independent (-2); 60 Charges for entire reserve which Never Recover (-1½)
 1u 1) *Firebolt:* RKA 2d6, Line Of Sight (+½), Penetrating (+½); OAF (-1), Independent (-2)
 1u 2) *Flare Of Flame:* Sight Group Flash 8d6, Line Of Sight (+½); OAF (-1), Independent (-2)
 1u 3) *Torrent Of Flames:* RKA 2d6, Area Of Effect (One Hex; +½), Line Of Sight (+½); OAF (-1), Independent (-2)
 1u 4) *Withering Heat:* Energy Blast 4d6, No Normal Defense (defense is Life Support [Safe Environment: Intense Heat]; +1), Line Of Sight (+½); OAF (-1), Independent (-2)
 4 *Pyromantic Accuracy:* +3 OCV with Fire Magic Spells (15 Active Points); OAF (-1), Independent (-2)

Total cost: 29 points

WAND OF TALONS

Effect: Telekinesis (30 STR)
Target: One character
Duration: Constant
Range: 60"
Charges: 50 Charges that Never Recover
Defense: 9 DEF

Description: This is a slender wand about a foot long, carved from the bone of a roc; set at the tip is a golden talon. When the user speaks the command word, a bolt of golden-hued energy lances out and grabs the target with a talon-like "hand." The caster may then move the object as he wishes, but each Phase he maintains the effect requires him to expend a Charge.

Game Information: *Telekinesis (30 STR) (45 Active Points); OAF (-1), Independent (-2), Limited Range (60"; -¼), 50 Charges that Never Recover (-1½). Total cost: 8 points.*

WAND OF THUNDERSTORMS

Effect: Hearing Group Flash 10d6; Change Environment (-3 to Sight Group PER Rolls); RKA 3d6, Armor Piercing
Target: 6" Radius/125" Radius/One character
Duration: Instant/Constant/Instant
Range: 375"/335"/30"
Charges: 50 Charges for entire Multipower
Defense: 24 DEF

Description: Made of iron, tipped with jacinth, and etched with storm-runes, this wand can project the thunderstorm in its many aspects: the deafening thunderclap; the driving rain; the devastating lightning.

Game Information:

Cost Power

- 14 *Wand Of Thunderstorms:* Multipower, 75-point reserve; all OAF (-1), Independent (-2), 50 Charges for entire reserve which Never Recover (-1½)
- 2u 1) *Deafening Thunderclap:* Hearing Group Flash 10d6, Area Of Effect (6" Radius; +1¼), Personal Immunity (+¼); OAF (-1), Independent (-2)
- 1u 2) *Driving Rain:* Change Environment 125" radius (driving rain), -3 to Sight Group PER Rolls, Personal Immunity (+¼); OAF (-1), Independent (-2)
- 1u 3) *Devastating Lightning:* RKA 3d6, Armor Piercing (+½); OAF (-1), Independent (-2), Requires 2 Charges Per Use (-¼), Limited Range (30"; -¼)

Total cost: 18 points.

WAND OF TRANSFORMATION

Effect: Major Transform 7d6 (humanoid being into animal)
Target: One character
Duration: Instant
Range: LOS
Charges: 32 Charges which Never Recover
Defense: 1 DEF

Description: This wand of ashwood tipped with gold need only be waved at any humanoid character its wielder can see to transform him instantly into any animal of the wielder's choosing! In most cases this is done to incapacitate the target, but sometimes the Wand's owner uses it on a friend to facilitate an escape, make it possible to carry heavy loads, and so forth. The victim retains his normal intelligence, memories, and the like.

Game Information: *Major Transform 7d6 (humanoid beings into animals, heals back through another application of this spell, a like spell, or appropriate counter-magics), Improved Target Group (any animal; +¼), Line Of Sight (+½) (184 Active Points); OAF Fragile (-1¼), Gestures (-¼), Independent (-2), 32 Charges which Never Recover (-1¼). Total cost: 29 points.*

Options:

- 1) **Boosted Wand:** Increase to 50 Charges which Never Recover (-1½). Total cost: 31 points.
- 2) **Short-Range Wand:** This form of the Wand only works over short distances. Remove Line Of Sight (+½) and add Limited Range (15"; -¼). 131 Active Points; total cost 20 points.

WAND OF TWELVE THUNDERBOLTS

Effect: RKA 3d6+1, +1 Increased STUN Multiplier
Target: One character
Duration: Instant
Range: 20"
Charges: 12 Charges
Defense: 12 DEF

Description: Twelve times each day this wand of ironwood shod with copper can unleash a powerful thunderbolt capable of slaying most men outright.

Game Information: *RKA 3d6+1, +1 Increased STUN Multiplier (+¼) (62 Active Points); OAF (-1), Independent (-2), Limited Range (20"; -¼), 12 Charges (-¼). Total cost: 14 points.*

Options:

- 1) **Strong Wand:** Increase to RKA 4d6. 75 Active Points; total cost 17 points.
- 2) **Weak Wand:** Decrease to RKA 2½d6. 50 Active Points; total cost 11 points.
- 3) **Boosted Wand:** Increase to 16 Charges (+0). Total cost: 15 points.
- 4) **Reduced Wand:** Decrease to 8 Charges (-½). Total cost: 13 points.

Defensive Wands

WAND OF FOUR WALLS

Effect: Force Wall (15 PD/9 ED; 16" long and 4" tall); RKA 2d6, Damage Shield, Area Of Effect (30" Long, 2" Tall, 1" Wide Line); Entangle 10d6, 10 DEF, Only To Form Barriers; Force Wall (4 PD/4 ED; 18" long and 2" tall), Mobile

Target: Various (see below)

Duration: Instant/Continuing

Range: 560"

Charges: 4 Charges each (16 per day), some Continuing for 1 Turn

Defense: 22 DEF

Description: This thick wand of four intertwined woods is capable of creating walls constructed from the four elements: wind, fire, earth, and water. It can create each type of elemental wall four times a day.

Game Information:

Cost Power

- 26 *Wand Of Four Walls:* Multipower, 110-point reserve; all slots OAF (-1), Independent (-2), Gestures (-¼)
- 2u *Wall Of Wind:* Force Wall (15 PD/9 ED; 16" long and 4" tall), Opaque (Hearing Group); OAF (-1), Independent (-2), Cannot Englobe (-¼), Gestures (-¼), 4 Continuing Charges lasting 1 Turn each (-1)
- 2u *Wall Of Fire:* RKA 2d6, Area Of Effect (24" long, 2" tall, 1" wide Line; +1¼), Continuous (+1); OAF (-1), Gestures (-¼), Independent (-2), Limited Range (30"; -¼), 4 Continuing Charges lasting 1 Turn each (-½)
- 2u *Wall Of Earth:* Entangle 10d6, 10 DEF (standard effect: 10 BODY, 10 DEF), Stops A Given Sense (Sight Group); OAF (-1), Gestures (-¼), Independent (-2), Must Be In Contact With Ground Along One Edge (-¼), Only To Form Barriers (-1), 4 Charges (-1)
- 2u *Wall Of Water:* Force Wall (4 PD/4 ED; 10" long and 2" tall), Mobile (+1); OAF (-1), Independent (-2), Gestures (-¼), 4 Continuing Charges lasting 1 Turn each (-½)

Total cost: 35 points.

WAND OF THE THORNY WALL

Effect: Force Wall (6 PD/6 ED; 5" long and 2" tall) *plus* RKA 1d6, Damage Shield

Target: Hex

Duration: Uncontrolled (lasts until hacked down or dies)

Range: 400"

Charges: 32 Charges which Never Recover

Defense: 1 DEF

Description: This wand creates a 2" tall, 5" long wall of thick brambles with long, sharp thorns. Anyone foolish enough to touch this wall or try to move through it suffers injury from these thorns. The wall is semi-permanent and remains in place until someone cuts it down, it dies, or someone Dispel

it. The Wand Of The Thorny Wall itself is crafted from a delicate length of blackthorn.

Game Information: *Force Wall* (6 PD/6 ED; 5" long and 2" tall), *Reduced Endurance* (0 END; +½), *Uncontrolled* (lasts until hacked down or dies; +½) (80 Active Points); *OAF Fragile* (-1¼), *Independent* (-2), *Limited Range* (30"; -¼), 32 Charges which Never Recover (-1¼) (total cost: 13 points) *plus* RKA 1d6, *Armor Piercing* (+½), *Continuous* (+1), *Damage Shield* (+½), *Reduced Endurance* (0 END; +½), *Uncontrolled* (lasts until hacked down or dies; +½) (60 Active Points); *OAF Fragile* (-1¼), *Independent* (-2), *Linked* (-½), 32 Charges which Never Recover (-1¼) (total cost: 9 points) **Total cost: 22 points.**

Sensory Wands

TRACKER'S WAND

Effect: Tracking 17-

Target: Self

Duration: Constant

Range: Self

Charges: 60 Continuing Charges lasting 1 Minute each which Never Recover

Defense: 1 DEF

Description: This unadorned oaken wand allows its user to track a subject through the wilderness as if he were an expert ranger.

Game Information: *Tracking 17-* (19 Active Points); *OAF Fragile* (-1¼), *Independent* (-2), 60 Continuing Charges lasting 1 Minute each which Never Recover (-¾). **Total cost: 4 points.**

WAND OF MAGIC DETECTION

Effect: Detect Magic (INT Roll +6)

Target: Self

Duration: Instant

Range: Self

Charges: 64 Charges which Never Recover

Defense: 1 DEF

Description: All a wizard need do is point this lean bone wand at a person or object to detect any arcane energies within. This could include the lingering effects of a curse, an enchanted placed upon a weapon, or even the fact another person is a spellcaster.

Game Information: *Detect Magic* (INT Roll +6) (no Sense Group), *Discriminatory*, *Analyze*, *Range* (26 Active Points); *OAF Fragile* (-1¼), *Independent* (-2), 64 Charges which Never Recover (-1½). **Total cost: 4 points.**

WAND OF POISON DETECTION

Effect: Detect Poisons (INT Roll +6)
Target: One Object
Duration: Instant
Range: 5"
Charges: 64 Charges which Never Recover
Defense: 1 DEF

Description: This small wand of black enamel can instantly ascertain whether a substance is poisonous, a poison has been introduced into a plate of food or glass of wine, an animal has a venomous bite, and so forth. In doing so it tells the user what type of poison is involved, which often goes a long way toward helping the user uncover or develop an antidote. Alchemists particularly appreciate this wand, since it lets them test a new potion for poisonousness before anyone drinks it.

Game Information: *Detect Poisons (INT Roll +6) (no Sense Group), Discriminatory, Analyze (21 Active Points); OAF Fragile (-1¼), Independent (-2), 64 Charges which Never Recover (-1½). Total cost: 4 points.*

WAND OF PRECIOUS METAL DETECTION

Effect: Detect Precious Metals (INT Roll +6)
Target: one vein or item of precious metal
Duration: Persistent
Range: 225 kilometers
Charges: 64 Charges which Never Recover
Defense: 1 DEF

Description: Once activated, this steel wand locates the nearest vein, hoard, or item of a precious metal such as silver, gold, platinum, or velandi. The user may specify which type of precious metal he wants to find, but must take care not to have any of that metal with him, lest he waste a charge. (Searching for gold while carrying a pouch containing gold coins is an exercise in futility.)

Game Information: *Detect Precious Metals (INT Roll +6) (no Sense Group), Discriminatory, Analyze, Range (26 Active Points); OAF Fragile (-1¼), Independent (-2), 64 Charges which Never Recover (-1½). Total cost: 4 points.*

WAND OF SECRET DOOR AND TRAP DETECTION

Effect: Detect Secret Doors and Traps (INT Roll +6), Discriminatory
Target: Secret Doors and Traps
Duration: Instant
Range: LOS
Charges: 64 Charges which Never Recover
Defense: 1 DEF

Description: By pointing this trim wand of copper in any direction, a character can identify any secret (or simply concealed) doors and traps that are nearby. He also instantly knows general information about any he may find, including whether they're locked, the method for opening a secret door, and so on.

Game Information: *Detect Secret/Concealed Doors and Traps (INT Roll +6) (no Sense Group), Discriminatory, Analyze (26 Active Points); OAF Fragile (-1¼), Independent (-2), 64 Charges which Never Recover (-1½). Total cost: 4 points.*

Movement Wands**WAND OF TELEPORTATION**

Effect: Teleportation 30"
Target: Self
Duration: Instant
Range: 30"
Charges: 125 Charges which Never Recover
Defense: 1 DEF

Description: The wielder of this slim golden wand need only point to a place within 30" where he wishes to be and say the command word (reasonably enough, "There!" in Ilurian). The wand instantly teleports him to that spot.

Game Information: *Teleportation 30" (60 Active Points); OAF Fragile (-1¼), Gestures (-¼), Incantations (-¼), Independent (-2), 125 Charges which Never Recover (-1¼). Total cost: 10 points.*

Options:

1) **Strong Wand:** Increase to Teleportation 45". 90 Active Points; total cost 15 points.

2) **Weak Wand:** Decrease to Teleportation 15". 30 Active Points; total cost 5 points.

WAND OF WINGS

Effect: Flight 12", x4 Noncombat, Usable By Other
Target: One character
Duration: Constant
Range: Touch
Charges: 32 Continuing Charges lasting 1 Hour each which Never Recover
Defense: 1 DEF

Description: By tapping himself lightly with this slender wand fashioned from an eagle bone, a character is able to fly for one hour. If he taps another person with it, that person can likewise fly. In either case, as soon as the flying person stops flying, the power stops working — he cannot land and then start flying again.

Game Information: *Flight 12", x4 Noncombat, Usable By Other (+¼) (36 Active Points); OAF Fragile (-1¼), Gestures (-¼), Independent (-2), 32 Continuing Charges lasting 1 Hour each which Never Recover (-¼). Total cost: 8 points*

Miscellaneous Wands

FEATHERBRIGHT WAND

Effect: Telepathy 5d6 (Animal class of minds)
Target: One animal
Duration: Constant
Range: LOS
END Cost: 2
Defense: 6 DEF

Description: The garrulous druid Meldana Featherbright, who rather famously enjoyed speaking with nearly every animal she encountered, created the first of these wands to contain the spell she's best known for, Meldana's Charm of the Dragon's Heart. When the user waves the wand at an animal, he gains the power to speak with that animal (which lasts until either of them breaks off communication or the user becomes too tired to continue). The animal isn't compelled to speak with the user, or to communicate politely. To other people, the communication sounds like the typical squawks, grunts, and growls the animal would normally make.

Game Information: *Telepathy 5d6 (Animal class of minds) (25 Active Points); OAF (-1), Communication Only (-¼), Gestures (-¼), Incantations (throughout use; -½), Independent (-2). Total cost: 5 points.*

VASHTORI'S WAND

Effect: Summon any one 400-point being
Target: One being
Duration: Instant
Range: No Range
Charges: 16 Charges which Never Recover
Defense: 1 DEF

Description: Originally created by the great conjurer Vashtori himself as a more efficient (and economic) way of storing his most potent spell, Vashtori's Wand contains the awesome power necessary to summon a single, very powerful being into existence: a hydra, wereboar, demon, or anything else that can be built on no more than 400 Character Points. All creatures summoned by Vashtori's Wand are slavishly loyal to the wand's user.

Game Information: *Summon any one 400-point being, Expanded Class (any being; +1), Slavishly Devoted (+1) (240 Active Points); OAF Fragile (-1¼), Gestures (-¼), Incantations (-¼), Independent (-2), 16 Charges which Never Recover (-2). Total cost: 35 points.*

WAND OF HEALING

Effect: Simplified Healing 4d6
Target: One character
Duration: Instant
Range: Touch
Charges: 30 Charges which Never Recover
Defense: 1 DEF

Description: This wand, typically made of ivory, possesses a powerful healing magic. When touched to an injured person, it causes his wounds to heal instantly.

Game Information: *Simplified Healing 4d6 (40 Active Points); OAF Fragile (-1¼), Independent (-2), 30 Charges which Never Recover (-1¾). Total cost: 7 points.*

Options:

- 1) Strong Wand:** Increase to Simplified Healing 5d6. 50 Active Points; total cost 8 points.
- 2) Weak Wand:** Decrease to Simplified Healing 3d6. 30 Active Points; total cost 5 points.
- 3) Boosted Wand:** Increase to 64 Charges which Never Recover (-1½). Total cost: 7 points.
- 4) Reduced Wand:** Decrease to 16 Charges which Never Recover (-2). Total cost: 6 points.

WAND OF THE WILDS

Effect: Summon any one animal built on up to 250 Character Points, Slavishly Loyal
Target: Special
Duration: Instant
Range: No Range
Charges: 1 Charge
Defense: 1 DEF

Description: Made of rare wood and carved with various animals and leaves, the Wand of the Wilds has the power to transform itself into any animal of the wielder's choice. He simply throws it to the ground and speaks the command word, and the Wand becomes the animal. The animal is completely loyal to the wielder and does whatever he asks, even risking its own life if necessary. If slain, the animal transforms back into the Wand; the wielder can also transform the animal back to the Wand by uttering the command word in reverse.

The wielder can use the Wand once per day, though the animal thus "created" can remain with the wielder as long as the wielder desires. However, until the animal transforms back into the Wand, the caster cannot use the Wand again.

Game Information: *Summon any one 250-point animal, Expanded Class (any animal; +¼), Slavishly Loyal (+1) (112 Active Points); OAF Fragile (-1¼), Incantations (-¼), Independent (-2), 1 Charge (-2). Total cost: 17 points.*

ZIANDWYRTH'S MERRY WAND

Effect: Variable Power Pool (utterly random effect)
Target: Varies
Duration: Varies
Range: Varies
Charges: 125 Charges which Never Recover
Defense: Unbreakable

Description: When this crooked wand, crafted from some unidentifiable substance, is pointed at an opponent... something utterly random happens! The wielder of a Merry Wand can never be certain what the results of using it will be, only that they'll be spectacular and bizarre. Some versions of Ziandwyrth's Merry Wand (so called because the god of chaos supposedly inspires their creation, or even places them in treasure-hoards for adventurers to find) even change themselves, randomly shifting between materials and colors in a way that makes onlookers dizzy.

In game terms, the GM decides what the wand does using whatever method he prefers. (For example, he might simply turn to the Powers Table on page 129 of the *HERO System 5th Edition, Revised*, shut his eyes, and randomly put his finger on a Power that becomes the basis for what the Wand does.)

Game Information: *Variable Power Pool, 50 base + 25 control cost; OAF (-1), Gestures (-¼), Independent (-2), No Conscious Control (-2), 125 Charges which Never Recover (-1¼). Total cost: 53 points.*

Unique Wands

VALTITHREGON

Effect: Lockpicking 18-; Invisibility to Sight Group, No Fringe; Desolidification; Telekinesis (20 STR), Fine Manipulation
Target: Self/Self/Self/One character
Duration: Constant
Range: Self/Self/Self/300"
END Cost: 0
Defense: Unbreakable

Description: This wand (whose name is also the command word for any of its powers) was created in the 3800s by Briatonn the Subtle, a wizard of rather roguish tendencies and with a proclivity for secrecy and sneakiness. He enchanted the wand to provide him with several of his favorite spells and to help him accomplish things he could not with his purely wizardly skills.

After Briatonn's death, Valtithregon disappeared; undoubtedly one of his apprentices, many of whom were as roguish as he, took it for himself. It surfaced in Orumbar in the hands of the Drakine sorcerer Kalassith in 4457 SE, but vanished again after he and his tower were consumed in a burst of strange green flame five years later. An adventuring Thûnese sorcerer-priest of unknown name had it in Vornakkia in 4817 SE, and was murdered shortly thereafter, apparently for the wand itself since few of his other possessions (some quite valuable) were taken. As of 5000 SE Valtithregon's whereabouts remain unknown, though most scholars suspect it's somewhere in Vornakkia, Khorias, or Kumasias.

Valtithregon is about 15 inches long and made principally of ivory. Lines of three small amethysts are inset in the wand in a symmetrical pattern.

Game Information:

Cost Power

- 5 *Open Before Valtithregon's Power:* Lockpicking 18- (21 Active Points); OAF (-1), Independent (-2)
- 11 *Hide Me Well:* Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Independent (-2)
- 15 *No Barrier Bars Valtithregon:* Desolidification (affected by magic), Reduced Endurance (0 END; +½) (60 Active Points); OAF (-1), Independent (-2)
- 15 *Move At My Command:* Telekinesis (20 STR), Fine Manipulation, Reduced Endurance (0 END; +½) (60 Active Points); OAF (-1), Independent (-2)

Total cost: 46 points.

RODS

Offensive Rods

BATTLEROD

Effect: Transforms into various weapons
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 10 DEF

Description: When inactive, a Battlerod appears to be nothing more than a meter-long rod of finely-wrought Cacimar steel. But when the wielder activates it, it can transform into various enchanted weapons: a battleaxe, war hammer, war mace, or military pick.

Game Information:

Cost Power

- 11 Battlerod: Multipower, 52-point reserve; all slots OAF (-1), Independent (-2), STR Minimum (13; -½)
- 1u 1) Rod: HA +6d6, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), Hand-To-Hand Attack (-½), STR Minimum (13; -½)
- 1u 2) Battleaxe: HKA 2d6, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), STR Minimum (13; -½), One-And-A-Half-Handed (-¼)
- 1u 3) Warhammer: HKA 1d6+1, +1 Increased STUN Multiplier (+¼), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), STR Minimum (13; -½), One-And-A-Half-Handed (-¼)
- 1u 4) War Mace: HKA 2d6+1, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), Two-Handed (-½), STR Minimum (13; -½)
- 1u 5) Military Pick: HKA 1d6+1, Armor Piercing (+½), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), STR Minimum (13; -½), One-And-A-Half-Handed (-¼)
- 2 Accurate: +2 OCV (10 Active Points); OAF (-1), Independent (-2)

Total cost: 18 points.

MAROTTE OF FEAR

Effect: Drain PRE 5d6, Ranged
Target: One character
Duration: Instant
Range: LOS
Charges: 16 Charges
Defense: 20 DEF

Description: This bronze marotte (or jester's scepter) has the head of a laughing devil welded onto one end. When its wielder commands it, the head opens its all-too-human eyes and stares at its intended victim, quickly draining away his confidence and reducing him to a quivering, easily-intimidated coward.

Game Information: Drain PRE 5d6, Ranged (+½), Line Of Sight (+½) (100 Active Points); OAF (-1), Independent (-2), ED Applies (-1), 16 Charges (-0). Total cost: 20 points.

NECROBOLT ROD

Effect: Energy Blast 8d6; Energy Blast 4d6, NND; RKA 2½d6; Drain BODY 2½d6; Mind Control +4d6 with Druathek's Necromantic Fetters
Target: One character
Duration: Instant
Range: 200" (125" for Drain)/Self
Charges: 16 Charges/0 END
Defense: Unbreakable

Description: This powerful rod made of iron mined from the darkest depths of the Sunless Realms can fire "necrobolts" of death-energy. It also helps the wielder control the undead using the spell Druathek's Necromantic Fetters.

Game Information:

Cost Power

- 10 Necrobolt Rod: Multipower, 40-point reserve; all slots OAF (-1), Independent (-2), 16 Charges for entire reserve (-0)
- 1u 1) Necrobolt I: Energy Blast 8d6; OAF (-1), Independent (-2)
- 1u 2) Necrobolt II: Energy Blast 4d6, No Normal Defense (defense is Life Support [Longevity]; +1); OAF (-1), Independent (-2)
- 1u 3) Necrobolt III: RKA 2½d6; OAF (-1), Independent (-2)
- 1u 4) Necrobolt IV: Drain BODY 2½d6, Ranged (+½); OAF (-1), Independent (-2)
- 5 Necrobolt Undead: Mind Control +4d6, Reduced Endurance (0 END; +½) OAF (-1), Independent (-2), Only With Druathek's Necromantic Fetters (-2)

Total cost: 19 points.

OVERSEER'S ROD

Effect: HA +4d6 plus +1 OCV; HKA 1d6+1, Limited Range (6"); Stretching 6", Cannot Do Damage; Entangle 3d6, 3 DEF
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: Unbreakable

Description: When commanded, this one-meter rod of horn transforms itself into a magical whip capable of striking, entangling, or grabbing targets. In its normal form, the Overseer's Rod can also be used to deliver powerful and accurate blows to an opponent. This Rod, which is most commonly found in places like Talarshand, Thûn, and Turakia, is the favored tool of cruel slave masters, and correspondingly enjoys an evil reputation in most parts of Ambrethel.

Game Information:**Cost Power**

- 7 *Overseer's Staff:* HA +4d6, Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), Independent (-2), Hand-To-Hand Attack (-½)
 7 *Overseer's Whip:* Multipower, 30-point reserve; all slots OAF (-1), Independent (-2)
 1u 1) *Overseer's Lash:* RKA 1d6, +1 Increased STUN Multiplier (+¼), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), Limited Range (6"; -¼), Reduced Penetration (-¼), STR Minimum (5; -¼)
 1u 2) *Overseer's Reach:* Stretching 6"; OAF (-1), Independent (-2), Cannot Do Damage (-½), Always Direct (-¼), No Noncombat Stretching (-¼)
 1u 3) *Overseer's Entangle:* Entangle 3d6, 3 DEF; OAF (-1), Independent (-2), Cannot Form Barriers (-¼), Limited Range (6"; -¼), Lock-out (can't use other slots while Entangle is in place; -½)

Total cost: 17 points

ROD OF LORDSHIP

Effect: HKA +6d6 with +2 OCV; +40 PRE; RKA 2d6, Indirect (from above); Drain BODY and DEF 2d6, Only Versus Walls/Structures
Target: One chracter/Varies/One character/One wall or structure
Duration: Instant/Persistent/Instant/Instant
Range: No Range/Special/260"/LOS
Charges: 0/16 Charges
Defense: Unbreakable

Description: According to legend, Rods of Lordship are forged from the decapitated scepters of overthrown kings. They're made of a precious metal such as gold or platinum encrusted with valuable jewels, but one end is abruptly and roughly cut off, as if with a hacksaw. Despite its irregular appearance, the Rod is a powerful enchanted item greatly coveted by generals and warlords. When brandished above the head, it inspires loyalty in a warrior's followers and fear in his enemies, call down bolts of lightning from the heavens, and hurl destructive thunderbolts at enemy fortifications. Its owner can also wield it as a potent hand-to-hand weapon.

Game Information:**Cost Power**

- 12 *Rod Strike:* HA +6d6, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Independent (-2), Hand-To-Hand Attack (-½) (total cost: 10 points) **plus** +2 OCV (10 Active Points); OAF (-1), Independent (-2), (total cost: 2 points)
 13 *Rod Of Lordship:* Multipower, 52-point reserve; all slots OAF (-1), Independent (-2); 16 Charges for entire reserve (-0)
 1u 1) *Aura Of Leadership:* +40 PRE; OAF (-1), Gestures (-¼), Independent (-2)
 1u 2) *Call Down The Lightning:* RKA 2d6, Indirect (always comes from above; +¼), Line Of Sight (+½); OAF (-1), Gestures (-¼), Independent (-2)
 1u 3) *Thunderbolts:* Drain 2d6, BODY and DEF simultaneously (+½), Ranged (+½), Line Of Sight (+½) (50 Active Points); OAF (-1), Gestures (-¼), Independent (-2), Only Versus Walls/Structures (-1)

Total cost: 28 points.

WIZARD’S ROD

Effect: Endurance Reserve (160 END, 20 REC) for spells; Multipower of attack spells (mostly EB 8d6 with Advantages); Force Field (6 PD/6 ED/6 Mental Defense/6 Power Defense)
Target: Self/One character/Self
Duration: Persistent/Instant/Constant
Range: Self/LOS or 300”/Self
END Cost: 0/12 Charges/0
Defense: 12 DEF

Description: A coveted item of general power and puissance, the Wizard’s Rod is made of ebony-wood bound with silver and tipped with a colored crystal (usually red, purple, or blue). Possession of one is said to be a mark of a true wizard, for the Rod itself rejects any not worthy to own it. Its powers include arcane energies to “fuel” magic spells (the owner can freely choose whether to use the Endurance Reserve’s END or his own personal END for a spell, at no penalty), several arcane blasts that usually manifest as beams, bands, or webs of light colored to match the Rod’s crystal, and a protective shield of arcane force.

Game Information:

Cost Power

- 9 Arcane Energies: Endurance Reserve (160 END, 20 REC) (36 Active Points); OAF (-1), Independent (-2)
- 14 Arcane Blasts: Multipower, 60-point reserve; all OAF (-1), Independent (-2); 12 Charges for entire Multipower (-¼)
- 1u 1) Arcane Bolt: Energy Blast 8d6, Line Of Sight (+½); OAF (-1), Independent (-2)
- 1u 2) Arcane Lightnings: RKA 2½d6, Line Of Sight (+½); OAF (-1), Independent (-2)
- 1u 3) Arcane Corruscations: Energy Blast 8d6, Area Of Effect (One Hex; +½); OAF (-1), Independent (-2)
- 1u 4) Arcane Manifestations: Energy Blast 8d6, Variable Special Effects (+½); OAF (-1), Independent (-2)
- 9 Arcane Shield: Force Field (6 PD/6 ED/6 Mental Defense/6 Power Defense), Reduced Endurance (0 END; +½) (36 Active Points); OAF (-1), Independent (-2)

Total cost: 36 points.

Defensive Rods

GARRAK’S ROD

Effect: Armor (5 PD/5 ED)
Target: One character
Duration: Constant
Range: Touch
Charges: 125 Continuing Charges lasting 1 Hour each which Never Recover
Defense: 10 DEF

Description: Although its name would seem to suggest some kind of artifact, Garrak’s Rod is actually a fairly common magical item, especially in kingdoms plagued by regular warfare — it’s named for the Dwarven enchanter who first created it. It’s a plain steel rod a little less than a meter in length. When touched to a person’s skin, it mystically transforms the skin into a stone-like substance that provides armor-like protection without inhibiting movement. It’s not unheard of for a general to walk down a line of soldiers before a battle, touching each one of them with a Garrak’s Rod to improve their chances of survival.

Game Information: Armor (5 PD/5 ED), Persistent (LOS not required to maintain power; +½), Usable Simultaneously (up to 125 people, one at a time; +1½), 125 Continuing Charges lasting 1 Hour each which Never Recover (+0) (45 Active Points); OAF (-1), Independent (-2). Total cost: 11 points.

Options:

- 1) Garrak’s Mighty Rod: Increase to Armor (7 PD/7 ED). 63 Active Points; total cost 16 points.
- 2) Garrak’s Lesser Rod: Decrease to Armor (3 PD/3 ED). 27 Active Points; total cost 7 points.

Movement Rods

ROD OF DORETHAN

Effect: Flight 12", x4 Noncombat
Target: Self
Duration: Constant
Range: Self
Charges: 1 Recoverable Charge
Defense: Unbreakable

Description: The mystical scholars who live on the tiny island of Dorethan are famous around the Sea of Mhorec for their love of isolation. Yet, upon occasion, these academic mages leave the comforts of their tower to embark upon quests of in search of long-lost enchanted items or magical knowledge. When they do, most of them have Rods of Dorethan tucked into their robes in case of emergencies. When the Rod is thrown onto the ground and a command word is spoken, it turns into a large golden "log" with a saddle in the middle. A single person can then sit in the saddle and ride the Rod effortlessly through the air like a horse. When he dismounts, it turns back into a small dowel suitable for tucking into a belt.

Game Information: *Flight 12", x4 Noncombat, Reduced Endurance (0 END; +½) (43 Active Points); OAF (-1), Incantations (-¼), Independent (-2), 1 Recoverable Charge (-1¼). Total cost: 8 points.*

Miscellaneous Rods

ROD OF BOUNTY

Effect: Minor Transform 2d6 (plants into larger/more mature versions of themselves)
Target: 8" Radius
Duration: Instant
Range: No Range
Charges: 2 Charges
Defense: 10 DEF

Description: This rod, which is made from a section of eternally green pinewood, can cause a field of young plants to grow and bloom instantly, or a group of small plants to become larger. Incredibly useful in times of drought or famine, it can perform this action a dozen times each day.

Game Information: *Minor Transform 2d6 (plants into larger/more mature versions of themselves, heals back through appropriate counter-magics), Area Of Effect (8" Radius; +1½) (50 Active Points); OAF (-1), Independent (-2), Limited Target (plants; -¼), No Range (-½), 2 Charges (-1½). Total cost: 8 points.*

ROD OF THE RISEN DEAD

Effect: Summon Undead
Target: Special
Duration: Instant
Range: No Range
Charges: 30 Charges which Never Recover
Defense: 33 DEF

Description: This rod of human bone and darkest onyx gives its wielder the power to instantly create many types of loyal undead servants from fresh human corpses or bones. He need only tap the forehead of the corpse (or skull) with one end of the rod for the transformation to take place.

Game Information:

Cost Power

- 26 *Rod Of The Risen Dead:* Multipower, 164-point reserve; all slots OAF (-1), Independent (-2), Must Have Physical Component (corpse, bones, or the like; -½); 30 Charges which Never Recover for entire Multipower (-1¾)
- 4u 1) *Create Ghost:* Summon 405-point ghost, Slavishly Devoted (+1); OAF (-1), Independent (-2), Must Have Physical Component (corpse; -½)
- 3u 2) *Create Mummy:* Summon 395-point mummy, Slavishly Devoted (+1); OAF (-1), Independent (-2), Must Have Physical Component (corpse; -½)
- 2u 3) *Create Skeleton:* Summon 179-point skeleton, Slavishly Devoted (+1); OAF (-1), Independent (-2), Must Have Physical Component (bones; -½)
- 4u 4) *Create Vampire:* Summon 412-point vampire, Slavishly Devoted (+1); OAF (-1), Independent (-2), Must Have Physical Component (corpse; -½)
- 3u 5) *Create Wight:* Summon 314-point wight, Slavishly Devoted (+1); OAF (-1), Independent (-2), Must Have Physical Component (corpse; -½)
- 2u 6) *Create Zombie:* Summon 178-point zombie, Slavishly Devoted (+1); OAF (-1), Independent (-2), Must Have Physical Component (corpse; -½)

Total cost: 44 points.

WEAPONS



Any object created specifically to injure, kill, disarm, or incapacitate an opponent is a weapon. It can be as simple as a club or as complex as a crossbow, but a weapon is always designed to increase the destructive range and power of a human being. The earliest weapons were flint knives, stone axes, and wooden clubs: functional items that were already part of primitive man's everyday life. Later on, man invented the spear and bow, which he used for hunting big game as well as conducting war. When mankind learned to shape and mold metal, he invented the sword, considered by many to be the noblest form of weapon ever invented.

There are many different types of weapons used in Ambrethel, but the vast majority of them break down into twelve categories: axes; bows and arrows; clubs; crossbows; daggers and dirks; flails; hammers; maces; polearms; spears; swords; and whips. (Because of the singular importance of the enchanted sword to the culture, history, and legends of Ambrethel, not to mention most Fantasy worlds, it has been given its own separate section, which also covers daggers and knives.) Enchanted versions of each type of weapon naturally exist, with magical axes and maces being the most common type of enchanted weapon (after swords and daggers) and enchanted polearms the least. Some are no-nonsense and utilitarian, others bizarre and fanciful. When wielded by a skilled warrior, all are deadly.

Unique weapons are covered in a separate category at the end of this section, regardless of type.

AXES

The axe is a primeval and ubiquitous tool that has been used to harvest timber, cut wood, and hew foes since the gods created Men. It consists of a handle attached to a heavy head that has been sharpened on at least one side. In battle, the axe delivers more cleaving power against a smaller target area than a sword, making it particularly effective against armor, though it's often slower and clumsier to wield. For this reason both Dwarves and Trolls favor the axe as a weapon, and are together responsible for creating most of the magical ones in Ambrethel.

AXE OF CLEAVING

Effect: HKA 2½d6
Target: One Hex
Duration: Instant
Range: Touch
END Cost: 0
Defense: 16 DEF
STR Min.: 13

Description: Said to have first been created by the dwarven enchanter Vorgan Mage-Smith in the First Epoch, the Axe Of Cleaving is so powerful that it's deadly even in the hands of an untrained warrior. Not only does it cut through armor with ease, it sweeps in broad strokes, hitting every foe near the wielder (and if he's not careful, possibly nearby friends as well). Many a warrior wielding an Axe Of Cleaving has leapt into the midst of an entire horde of orcs or goblins to gleefully separate their heads from their bodies with every stroke.

Game Information: HKA 2½d6, Area Of Effect (One Hex; +½), Reduced Endurance (0 END; +½) (80 Active Points); OAF (-1), Independent (-2), One-And-A-Half-Handed (-¼), STR Minimum (13; -½). Total cost: 17 points.

FIRE-BLADED AXE

Effect: HKA 2d6+1 plus HKA +1d6, Linging (1 Turn); +2 OCV
Target: One character
Duration: Instant
Range: Touch
END Cost: 0/6 Continuing Charges lasting 1 Turn each
Defense: 10 DEF
STR Min.: 12

Description: This double-headed axe has a sturdy black shaft and is etched with flame designs. On command its wielder can make the blade burst into flame so that it does much greater damage for the space of 12 seconds.

Game Information: HKA 2d6+1, *Reduced Endurance* (0 END; +½) (52 Active Points); OAF (-1), *Independent* (-2), *One-And-A-Half-Handed* (-¼), STR Minimum (12; -½) (total cost: 11 points) **plus** HKA +1d6, Linging (1 Turn; +½) (22 Active Points); OAF (-1), *Independent* (-2), *One-And-A-Half-Handed* (-¼), STR Minimum (12; -½), 6 Continuing Charges lasting 1 Turn each (-¼) (total cost: 4 points) **plus** +2 OCV (10 Active Points); OAF (-1), *Independent* (-2), *One-And-A-Half-Handed* (-¼) (total cost: 2 points). Total cost: 17 points.

HATCHET OF REMEMBRANCE

Effect: HKA 1d6, OIF (returns to hand when thrown)
Target: One character
Duration: Instant
Range: RBS
END Cost: 0
Defense: 5 DEF
STR Min.: 6

Description: This enchanted axe is no different than a normal axe in most respects, but always returns to the hand when thrown.

Game Information: HKA 1d6, *Range Based On STR* (+¼), *Reduced Endurance* (0 END; +½) (26 Active Points); OIF (returns to hand when thrown, otherwise functions as an Accessible Focus; -½), *Independent* (-2), STR Minimum (6; -½). Total cost: 6 points.

Options:

1) **Francisca Of Remembrance:** Increase to HKA 1½d6 and change to STR Minimum (12; -½). 44 Active Points; total cost 11 points.

SLAUGHTER-AXE

Effect: HKA 2d6+1, +1 STUN Multiplier plus HKA +1d6, Requires An EGO Roll, Side Effects (become Berserk)
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 12 DEF
STR Min.: 18

Description: This large and somewhat cumbersome great axe is a holy weapon blessed by the power of Asvalak, god of war. Ordinarily it's simply a powerful enchanted axe, suitable for a strong warrior. But the wielder can, if he so desires, call upon the power of the god inherent in the axe. This makes the weapon even deadlier, as it seemingly comes alive in the wielder's grasp and moans a strange, eerie battle-cry when it's swung. But in so doing, the wielder risks being taken over by the axe's power and going into a berserk battle-fury from which he may not emerge for a long time.

Game Information:

Cost Power

- 11 *Slaughter-Axe:* HKA 2d6+1, +1 STUN Multiplier (+¼), *Reduced Endurance* (0 END; +½) (61 Active Points); OAF (-1), *Independent* (-2), STR Minimum (18; -1), *Two-Handed* (-½)
 4 *Power Of The Slaughter-Lord:* HKA +1d6, +1 STUN Multiplier (+¼), *Reduced Endurance* (0 END; +½) (26 Active Points); OAF (-1), *Independent* (-2), STR Minimum (18; -1), *Two-Handed* (-½), Requires An EGO Roll (assumes roll of 12- or 13-; -¾), Side Effects (character becomes Berserk in combat, recovers 8-, always occurs; -½)

Total cost: 15 points

ULRONAI WITCH TOMAHAWK

Effect: HKA 1½d6, No Range Modifier; +2 OCV
Target: One character
Duration: Instant
Range: 50"
END Cost: 0
Defense: 11 DEF
STR Min.: 6

Description: These small, ornately-engraved throwing axes are created by Ulronai warrior-mages. When thrown, a Witch Tomahawk can travel over 300 feet without any loss of accuracy! Additionally, an Ulronai Witch Tomahawk is ensorcelled with Talacoriom magics that make it more accurate and deadly than a normal throwing axe. They're also practically indestructible; some Witch Tomahawks are so ancient that they were used against the Spearlord's army in the Battle of Keldravian Greatwoods.

Game Information: HKA 1½d6, *Limited Range* (50"; +¼), *No Range Modifier* (+½), *Reduced Endurance* (0 END; +½) (56 Active Points); OAF (-1), *Independent* (-2), STR Minimum (6; -½) (total cost: 12 points) **plus** +2 OCV (10 Active Points); OAF (-1), *Independent* (-2) (total cost: 2 points). Total cost: 14 points.

BOWS, CROSSBOWS, AND ARROWS

The bow is a ranged weapon that has been in use since ancient times. It is made from one or more curved lengths of wood, horn, and similar substances known as a bowshaft, and uses tensile strength to fire a projectile known as an arrow. A bowstring made of hemp or animal sinew connects the two ends of the bowshaft, and the archer nocks and arrow to the string, draws it back (bending the bow in the process), and then releases it. The elastic release of this pressure propels the arrow forward with intense force. A strong, highly trained man with a longbow can fire an arrow hundreds of meters, though a bow is generally only accurate at ranges of 50 meters or less.

There are many different types of bows, including curved, re-curved, double-curved, asymmetric, and B-shaped. Common materials used for bow construction include solid wood, laminated wood, and horn-wood-sinew composites. Enchanted bows are often constructed out of more expensive or exotic materials, such as ironwood, dragon bone, steel, velandi, or *sinerialoristicar*, the magical wood of the elves. It requires specialized craftsmen known as bowyers to make complex bows (though primitive tribesmen can make simple ones), and combination enchanter-bowyers to craft enchanted ones. In Ambrethel, enchanted bows are largely manufactured by Elves.

Of course, a bow would be useless without arrows: long shafts of wood with sharp metal arrowheads on the front, and feathers on the back to provide balance, stability, and accuracy in flight. A specialized craftsman known as a fletcher makes good arrows — though, again, many a primitive tribesman can make simple arrows. Enchanted arrows are relatively rare; most enchanters specializing in archery prefer to spend their time crafting bows, which neither break nor get lost as often as arrows.

See pages 285-86 of *Fantasy Hero* for information on creating enchanted launched missiles in *HERO System* terms.

CROSSBOWS

A crossbow consists of a small bow (known as a prod) mounted horizontally on a rifle-like stock that shoots projectiles known as bolts (although occasionally they fire other sorts of projectiles as well). Bolts are similar to arrows, but shorter and with a thicker shaft. The crossbowman fires his weapon by placing it against his shoulder (much like a modern rifle), aiming at his target, and releasing the prod by pulling a trigger or lever. The prod can be made of wood, composite materials, or even steel. It's very short compared to an ordinary bow, resulting in a short draw length. To compensate for this, prods tend to have very heavy draw weights that require mechanical assistance from devices such as levers, ratchets, and pulleys.

Crossbows are comparatively accurate and easy to use when compared to bows, and require

far less training. The old English saying, "To train a longbowman, start with his grandfather" is a fairly accurate one: it takes years to become a competent bowman. But a recruit can become a competent crossbowman in just days or weeks. The tradeoff is in speed — depending on its draw weight, a crossbow can take up to *six times* as long to reload as a longbow. Thus, enchanted crossbows are often crafted with increased speed in mind.

For purposes of this section, crossbows are typically presented as an option under each bow, since they're built similarly but with the *Extra Time* Limitation to represent the time required to draw and load the weapon. You can convert any of the enchanted arrows described in this section into enchanted bolts if desired.

ARROWS OF ACCURACY

Effect: RKA 1½d6 plus +8 OCV
Target: One character
Duration: Instant
Range: Varies depending on bow
Charges: 10 Charges which Never Recover
Defense: 6 DEF
STR Min.: N/A

Description: These arrows (which come in sheafs of ten) are unusually accurate, able to hit even the smallest targets with ease. After being shot once, they become ordinary arrows.

Game Information: RKA 1½d6, 10 Recoverable Charges (+¼) (31 Active Points); OAF (-1), Independent (-2), Beam (-¼) (total cost: 7 points) **plus** +8 OCV (40 Active Points); OAF (-1), Independent (-2), 10 Charges which Never Recover (-2¼) (total cost: 6 points). Total cost: 13 points.

BOW OF DEVASTATION

Effect: Makes arrows Explosions
Target: Explosion
Duration: Instant
Range: 220"
END Cost: 0 (uses Charges)
Defense: 9 DEF
STR Min.: 10

Description: This enchanted bow (typically a heavy bow, though other versions are known) applies a fireball spell to any arrows it fires so that they explode, injuring many targets instead of just one. If the arrows fired are enchanted, the enchantment on the bow overrides their enchantment.

Game Information: RKA 1½d6, Explosion (-1 DC/2"; +¾) (44 Active Points); OAF (bow, plus arrows of opportunity; -1), Concentration (½ DCV; -¼), Independent (-2), STR Minimum (10; STR Cannot Add Damage; -1), Two-Handed (-½). Total cost: 8 points.

Options:

1) Very Heavy Bow Of Devastation: Increase to RKA 2d6 and STR Min 13. 52 Active Points; total cost 9 points.

2) **Light Bow Of Devastation:** Decrease to RKA 1d6 and STR Min 8. 26 Active Points; total cost 4 points.

3) **Heavy Crossbow Of Devastation:** Add Extra Time (1 Phase to reload between shots; $-\frac{3}{4}$). Total cost: 7 points.

4) **Arbalest Of Dereketh:** Dereketh of Velkara, a notoriously impatient Second Epoch battle mage, first invented these large crossbows for his patron, the millennia-old House Melletarus. The Arbalest transforms standard crossbow bolts into explosive fireballs that can knock down castle walls and other fortifications... or wreak havoc among massed groups of soldiers. Change to: RKA 3d6, Explosion (-1 DC/ 2° ; $+\frac{3}{4}$) (79 Active Points); OAF (crossbow, plus bolts of opportunity; -1), Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$), Extra Time (2 Phases to reload between shots; $-\frac{3}{4}$), Independent (-2), STR Minimum (16; STR Cannot Add Damage; $-1\frac{1}{4}$), Two-Handed ($-\frac{1}{2}$). Total cost: 12 points.

BOW OF SWIFT SHOOTING

Effect: Standard heavy bow that lacks the Concentration Limitation; +2 OCV versus the Range Modifier
Target: One character
Duration: Instant
Range: 125"
END Cost: 0 (uses Charges)
Defense: 5 DEF
STR Min.: 10

Description: This enchanted heavy bow can be drawn and fired more quickly than an ordinary bow, giving the shooter much greater freedom of movement and ability to dodge counterattacks.

Game Information: RKA $1\frac{1}{2}d6$ (25 Active Points); OAF (bow, plus arrows of opportunity; -1), Beam ($-\frac{1}{4}$), Independent (-2), STR Minimum (10; STR Cannot Add Damage; -1), Two-Handed ($-\frac{1}{2}$) (total cost: 4 points) **plus** +2 OCV versus the Range Modifier (6 Active Points); OAF (-1), Independent (-2) (total cost: 1 point). Total cost: 5 points.

Options:

1) **Very Heavy Bow Of Swift Shooting:** Increase to RKA 2d6 and STR Min 13. 30 Active Points; total cost 5 points; total cost of bow 6 points.

2) **Light Bow Of Swift Shooting:** Decrease to RKA 1d6 and STR Min 8. 15 Active Points; total cost 3 points; total cost of bow 4 points.

3) **Heavy Crossbow Of Swift Shooting:** Add Extra Time (1 Phase to reload between shots; $-\frac{3}{4}$). Total cost 4 points; total cost of crossbow 5 points.

EAGLEHUNTER BOW

Effect: RKA $1\frac{1}{2}d6$; +2 OCV; +2 OCV versus the Range Modifier
Target: One character
Duration: Instant
Range: 125"
END Cost: 0 (uses Charges)
Defense: 5 DEF
STR Min.: 10

Description: This enchanted medium bow fires arrows harder, over greater distances, and more accurately than normal.

Game Information: RKA $1\frac{1}{2}d6$ (25 Active Points); OAF (bow, plus arrows of opportunity; -1), Beam ($-\frac{1}{4}$), Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$), Independent (-2), STR Minimum (9; STR Cannot Add Damage; -1), Two-Handed ($-\frac{1}{2}$) (total cost: 4 points) **plus** +2 OCV (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points) **plus** +2 OCV versus the Range Modifier (6 Active Points); OAF (-1), Independent (-2) (total cost: 1 point). Total cost: 7 points.

Options:

1) **Heavy Eaglehunter Bow:** Increase to RKA 2d6 and STR Min 13. 30 Active Points; total cost 5 points; total cost of bow 8 points.

2) **Light Eaglehunter Bow:** Decrease to RKA 1d6 and STR Min 8. 15 Active Points; total cost 2 points; total cost of bow 5 points.

3) **Heavy Eaglehunter Crossbow:** Add Extra Time (1 Phase to reload between shots; $-\frac{3}{4}$). Total cost 4 points; total cost of crossbow 7 points.

ELVEN ARROWS: CURINDIAVELSEDINE

Effect: RKA $1\frac{1}{2}d6$, Armor Piercing, Penetrating plus HKA 1 point, Trigger
Target: One character
Duration: Instant/Uncontrolled
Range: Varies depending on bow
Charges: 10 Charges which Never Recover
Defense: 10 DEF
STR Min.: N/A

Description: The Elves of Ambrethel manufacture two specific types of magical arrows. One is the *curindiavelsedine* ("silver-barbed death-angel"), which has a head of velandi and feathers from the wings of eagles. The head is shaped and enchanted so that anyone struck by the arrow continues to bleed long after it's been removed. Only curative magics or making a Healing (Paramedics) roll by 5 or more can staunch the bleeding.

Game Information: RKA $1\frac{1}{2}d6$, Armor Piercing ($+\frac{1}{2}$), Penetrating ($+\frac{1}{2}$) (50 Active Points); OAF (-1), Independent (-2), Beam ($-\frac{1}{4}$), 10 Charges which Never Recover ($-2\frac{1}{4}$) (total cost: 8 points) **plus** HKA 1 point, Trigger (when base RKA $1\frac{1}{2}d6$ does BODY, Trigger immediately automatically resets; $+1$), Continuous ($+1$), Reduced Endurance (0 END; $+\frac{1}{2}$), Uncontrolled (can only be stopped as described in the text; $+\frac{1}{2}$) (20 Active Points); OAF (-1), Independent (-2) (total cost: 5 points). Total cost: 13 points.

ELVEN ARROWS: UNERIOVELSEDINE

Effect: RKA 1½d6, Increased Maximum Range, No Range Modifier
Target: One character
Duration: Instant
Range: Up to one league
Charges: 10 Charges which Never Recover
Defense: 10 DEF
STR Min.: N/A

Description: The other type of enchanted arrow made by the Elves of Ambrethel is the *uneriovelsedine* (“feather-death-arrow”), which they craft from sinerialoristicari wood. The enchantments placed upon these arrows allow the archer to shoot targets up to a league away with great accuracy. (Of course, to aim properly, he has to have a way to see his target.)

Game Information: RKA 1½d6, Increased Maximum Range (2,400”; +½), No Range Modifier (+½) (50 Active Points); OAF (-1), Independent (-2), Beam (-¼), 10 Charges which Never Recover (-2¼). Total cost: 8 points.

IDENSASORENI HEAVY LONGBOW

Effect: RKA 2½d6
Target: One character
Duration: Instant
Range: 400”
END Cost: 0 (uses Charges)
Defense: Unbreakable
STR Min.: 16

Description: Made by the Rathimanzeni Elves for their people’s most skilled archers, Idensasoreni Heavy Longbows are formed from mystical sinerialoristicar wood to give them greater striking power, range, accuracy, and speed than most Elven bows. They’re also indestructible, lasting through hundreds and even thousands of years of hard use. Typically, Idensasoreni Bows are given individual names delicately carved into their surface; some known examples (short form) include Toltiradatantrestil (Elven-Friend), Firyanehtar (Human Slayer), and Cotumosaca (Enemy Seeker).

Idensasoreni Heavy Longbows are constructed specifically for Elves. If a character without Elven blood (*i.e.*, who’s not an Elf or Half Elf) attempts to use one, the string breaks and the bow refuses to bend for restringing.

Game Information: RKA 2½d6, Increased Maximum Range (400”; +¼) (50 Active Points); OAF (bow, plus arrows of opportunity; -1), Beam (-¼), Cannot Be Used From Horseback (-¼), Independent (-2), STR Minimum (16; STR Cannot Add Damage; -1¼), Two-Handed (-½) (total cost: 8 points) **plus** +2 OCV (10 Active Points); OAF (-1), Independent (-2), Two-Handed (-½) (total cost: 2 points) **plus** +6 OCV versus the Range Modifier (18 Active Points); OAF (-1), Independent (-2), Two-Handed (-½) (total cost: 4 points). Total cost: 14 points.

INVISIBLE ARROWS

Effect: RKA 1½d6, Invisible To Sight Group
Target: One character
Duration: Instant
Range: Varies depending on bow
Charges: 10 Charges which Never Recover
Defense: 7 DEF
STR Min.: N/A

Description: These arrows, which come in sheafs of ten, are invisible (and thus easy to lose). While they don’t make the bow they’re fired from, or the act of drawing and firing it, invisible, a clever archer can conceal himself and then not reveal his position when he fires them.

Game Information: RKA 1½d6, Invisible to Sight Group (+½) (37 Active Points); IAF (-½), Beam (-¼), Independent (-2), 10 Charges which Never Recover (-2¼). Total cost: 6 points.

Longbow of Far Shooting

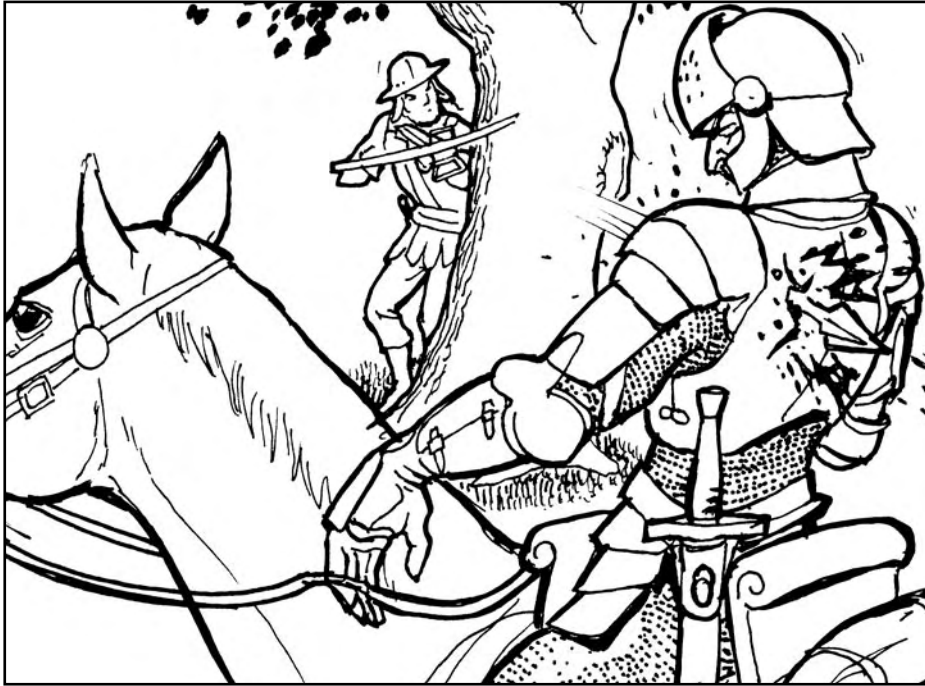
Effect: RKA 1½d6, No Range Modifier
Target: One character
Duration: Instant
Range: 300”
END Cost: 0 (uses Charges)
Defense: 9 DEF
STR Min.: 10

Description: This longbow can fire arrows over greater distances than an ordinary longbow, and is far more accurate than normal against distant targets.

Game Information: RKA 1½d6, Increased Maximum Range (300”; +¼), No Range Modifier (+½) (44 Active Points); OAF (bow, plus arrows of opportunity; -1), Beam (-¼), Cannot Be Used From Horseback (-¼), Concentration (½ DCV; -¼), Independent (-2), STR Minimum (10; STR Cannot Add Damage; -1), Two-Handed (-½) (total cost: 7 points) **plus** +2 OCV (10 Active Points); OAF (-1), Independent (-2), Two-Handed (-½) (total cost: 2 points). Total cost: 9 points.

Options:

- 1) **Heavy Longbow Of Far Shooting:** Increase to RKA 2d6. 52 Active Points; total cost 8 points; total cost of bow 10 points.
- 2) **Heavy Bow Of Far Shooting:** Remove Cannot Be Used From Horseback (-¼). Total cost 7 points; total cost of bow 9 points.
- 3) **Heavy Crossbow Of Far Shooting:** Add Extra Time (1 Phase to reload between shots; -¾). Total cost 6 points; total cost of crossbow 8 points.



SLAYER ARROWS

Effect: RKA 8d6, Only Works Against [Defined Type Of Creature]
Target: One target of defined type
Duration: Instant
Range: Varies depending on bow
Charges: 1 Charge which Never Recovers
Defense: Unbreakable
STR Min.: N/A

Description: These magical arrows are created for a single purpose: to kill a particular kind of powerful creature. Making one requires a great deal of time, rare materials, and the enchanter's personal energy, so usually only a single arrow is made at a time. Typically a Slayer Arrow is black with red fletching and has magical writing engraved onto its shaft, but the appearance depends on the creator and may reflect the type of target the arrow's designed to slay. Some are even given individual names, like powerful enchanted swords. Some possible types include:

Bloodletter Slayer Arrow: Slays vampires

Giant's-Bane Arrow: Slays giants

Infernal Slayer Arrow: Slays demons

Lich-Blight Arrow: Slays lichs

Regicide Arrow: Slays a particular king

Scalebane Arrow: Slays dragons

Game Information: RKA 8d6 (120 Active Points); OAF (-1), Independent (-2), Beam (-¼), Only Works Against [Defined Type Of Creature] (-2), 1 Charge which Never Recovers (-4). Total cost: 12 points.

Options:

1) **True Slayer Arrow:** Add NND (defense is Hargenzarian's Spell Of Life-Shielding; +1), Does BODY (+1). 360 Active Points; total cost 35 points.

TRIPLESHOT BOW

Effect: RKA 1½d6, Autofire (3 shots)
Target: One character
Duration: Instant
Range: 220"
END Cost: 0 (uses Charges)
Defense: 11 DEF
STR Min.: 10

Description: This enchanted heavy bow transforms the arrows it shoots into three arrows, allowing the archer to hit a target three times, or three targets once each!

In game terms this is bought to cost 0 END so that the bow doesn't use up any more of the archer's arrows than it would normally, but arrows are still required as indicated by the *Focus Limitation*. If the archer shoots magical arrows, the bow's enchantment overrides the enchantment on the arrows, rendering them normal before it triples them.

Game Information: RKA 1½d6, Autofire (3 shots; +¼), Reduced Endurance (0 END; +1) (56 Active Points); OAF (bow, plus arrows of opportunity; -1), Beam (-¼), Concentration (½ DCV; -¼), Independent (-2), STR Minimum (10; STR Cannot Add Damage; -1), Two-Handed (-½). Total cost: 9 points.

Options:

1) **Very Heavy Tripleshot Bow:** Increase to RKA 2d6 and STR Min 13. 75 Active Points; total cost 11 points.

2) **Light Tripleshot Bow:** Decrease to RKA 1d6 and STR Min 8. 34 Active Points; total cost 6 points.

3) **Heavy Tripleshot Crossbow:** Add Extra Time (1 Phase to reload between shots; -¾). Total cost: 8 points.

CLUBS

Also known as a bludgeon, cudgel, or truncheon, the club is the simplest of all weapons — a shaped or carved piece of wood with a narrow end for gripping and a wide end for striking. They range from batons and shillelaghs easily wielded in one hand to the two-handed, iron-shod or -spiked clubs favored by ogres, trolls, and giants. (Of course, any blunt item that can be wielded as a weapon could be considered a club, but such items are rarely enchanted.) Enchanted clubs are fairly rare, and usually found in the hands of giants and their kin.

BLUDGEON OF THE TROLL-KING

Effect: HKA 2d6; +2 OCV
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 9 DEF
STR Min.: 18

Description: The name of this magical weapon is something of a misnomer, as Bludgeons of the Troll-King are fairly common magical items in places like Tharnrek, Turakia, Vorash, and other nations where Trolls live. A Bludgeon is an eight-foot ironwood club banded with steel (in some cases, Cacimarian blue steel!) and sometimes studded with the tips of manticore spikes. It's better balanced than a normal Great Club, with greater striking power. Unlike most clubs it does Killing Damage instead of Normal Damage.

Game Information: HKA 2d6, *Reduced Endurance* (0 END; +½) (45 Active Points); OAF (-1), *Independent* (-2), *STR Minimum* (18; -1), *Two-Handed* (-½) (total cost: 8 points) **plus** +2 OCV (10 Active Points); OAF (-1), *Independent* (-2), *Two-Handed* (-½) (total cost: 2 points). Total cost: 10 points.



CLUB OF GIANT BLOWS

Effect: HA +5d6, Does Knockback, Double Knockback
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 12 DEF
STR Min.: 15

Description: Made from a giant's club cut down to fit the hands of a Man and then enchanted, this weapon strikes with titanic might, sending the foe flying.

Game Information: HA +5d6, *Does Knockback* (+¼), *Double Knockback* (+¾), *Reduced Endurance* (0 END; +½) (62 Active Points); OAF (-1), *Hand-To-Hand Attack* (-½), *Independent* (-2), *STR Minimum* (15; -¾), *Two-Handed* (-½). Total cost: 11 points.

FORGIL'S BLACKJACK

Effect: Energy Blast 10d6, NND, Only Works On Attacks From Behind
Target: One character
Duration: Instant
Range: No Range
END Cost: 0
Defense: 20 DEF
STR Min.: N/A

Description: When someone strikes this small, easily concealed "club" made of slightly stiffened leather and lead against the back of a victim's head, he invariably falls unconscious. A favorite weapon of back-alley muggers and thieves, Forgil's Blackjack is enchanted to knock an opponent out with one blow, rather permanently injure him — after all, Forgil is the god of thieves, not murder.

Game Information: Energy Blast 10d6, NND (defense is Power Defense; +1), *Reduced Endurance* (0 END; +½) (125 Active Points); OAF (-1), *Independent* (-2), *No Range* (-½), *Only Works On Attacks From Behind* (-1). Total cost: 23 points.

SHILLELAGH OF STRIKING

Effect: HA +5d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 7 DEF
STR Min: 6

Description: This stout knotty stick of blackthorn wood has been enchanted to strike harder than a normal shillelagh, despite also weighing less than a normal one.

Game Information: HA +5d6, *Reduced Endurance* (0 END; +½) (37 Active Points); OAF (-1), *Hand-To-Hand Attack* (-½), *Independent* (-2), *STR Minimum* (6; -½). Total cost: 7 points.

HAMMERS

The concept of putting a handle on a weight to make it more powerful and convenient may be as ancient as Man himself. Certainly, along with the club, the hammer is one of the most ancient and simple of weapons — a metal or wooden shaft with a blunt head attached to the end. The hammer's hitting end can be spherical, flat, or even spiked. Though generally made from metal, it can also be constructed from stone, ironwood, or in Fantasy settings exotic materials such as diamond or dragon's bones. Some varieties, such as the warhammer, have a short bade projecting from the back of the head that can be used for piercing armor.

Hammers are popular weapons on battlefields where combatants are garbed in heavy mail armors that prevent cutting damage. Using a hammer, a skilled warrior can deal blows of tremendous force without having to physically puncturing the target's armor (in game terms, this is expressed as an Increased STUN Multiplier).

A weapon based on the hammer is the maul — a massive two-handed sledgehammer often used to “finish off” heavily armored knights who've fallen from their horses. Though this practice is frowned upon in the more civilized portions of Ambrethel, Turakia is said to maintain squads of Trolls trained just for this purpose.

BONECRACKER

Effect: 1d6+1, +1 STUN Multiplier; Drain 2d6, any one attribute at a time
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 8 DEF
STR Min.: 13

Description: Made from a dragon's tooth mounted to a carved human thighbone, Bonecracker grants its wielder the ability to deliver crippling blows. For example, he can fracture an opponent's leg bones (reducing his ability to walk or run) or injure his vital organs (thus affecting his health and hardiness). In game terms, Bonecracker allows the wielder to use various Drains against his opponent — Drain Running and Drain CON, in the above two examples. The GM decides what Drains, if any are appropriate; generally they should be restricted to Characteristics and related abilities.

Game Information: HKA 1d6+1, +1 STUN Multiplier (+¼), Reduced Endurance (0 END; +½) (35 Active Points); OAF (-1), Independent (-2), STR Minimum (13; -½) (total cost: 8 points) **plus** Drain 2d6, any one attribute at a time (see text; +¼), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Reduced Endurance (0 END; +½) (40 Active Points); OAF (-1), Independent (-2), Linked (-¼) (total cost: 9 points). Total cost: 17 points.

DWARVEN THROWING HAMMER

Effect: HKA 1d6
Target: One character
Duration: Instant
Range: Touch/RBS
END Cost: 0
Defense: 6 DEF
STR Min.: 10

Description: Forged by Dwarven craftsmen, these short-handled, rectangular-headed hammers have two properties. First, unlike ordinary hammers they can be used as thrown missile weapons. Second, after being thrown they automatically return to the thrower's hand. Keeping it away from him for 12 seconds temporarily breaks this enchantment, requiring him to regain it normally.

Game Information: HKA 1d6, +1 STUN Multiplier (+¼), Range Based On STR (+¼), Reduced Endurance (0 END; +½) (30 Active Points); OIF (-½), Independent (-2), STR Minimum (10; -½). Total cost: 7 points.

DWARVEN THUNDERHAMMER

Effect: HKA 2d6, +1 STUN Multiplier; Energy Blast 6d6, NND
Target: One character/7" Radius
Duration: Instant
Range: Touch/No Range
END Cost: 0/4 Charges
Defense: 19 DEF
STR Min.: 13

Description: This Dwarf-made enchanted warhammer not only hits harder and more accurately than regular warhammers, on command it can release a clap of thunder to stun nearby enemies.

Game Information:

Cost Power

- 11 *Dwarven Hammer:* HKA 2d6, +1 STUN Multiplier (+¼), Reduced Endurance (0 END; +½) (52 Active Points); OAF (-1), Independent (-2), STR Minimum (13; -½)
- 1 *Accuracy:* +1 OCV (5 Active Points); OAF (-1), Independent (-2)
- 18 *Thunderclap:* Energy Blast 6d6, Area Of Effect (7" Radius; +1), NND (defense is Hearing Group Flash Defense; +1), Selective (+¼) (97 Active Points); OAF (-1), Independent (-2), No Range (-½), 4 Charges (-1)

Total cost: 30 points.

THUNDERBOLT HAMMER

Effect: HKA 1½d6, +2 Increased STUN Multiplier; RKA 2d6, Explosion
Target: One character/Explosion
Duration: Instant
Range: Touch/RBS
END Cost: 0
Defense: 12 DEF
STR Min.: 13

Description: This unusual-looking weapon resembles a short-hafted war hammer, but with a heavier head, and balanced overall for throwing (unlike ordinary warhammers). When used in HTH Combat, it strikes powerful blows — but when thrown, it strikes with a devastating thunderbolt that can injure not only the target, but anyone near him. Even better, after it's thrown, a Thunderbolt Hammer automatically returns to its thrower's hand, and nothing can stop it from doing so. If taken from the wielder's hand, though, it will not return to him; it then becomes the property of whoever took it.

Game Information:

Cost Power

- 16 *Thunderbolt Hammer:* Multipower, 60-point reserve; all Independent (-2), STR Minimum (13; -½), One-And-A-Half-Handed (-¼)
- 1u 1) *HTH Striking:* HKA 1½d6, +2 Increased STUN Multiplier (+½), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), STR Minimum (13; -½), One-And-A-Half-Handed (-¼)
- 1u 2) *Thrown Thunderbolt Strike:* RKA 2d6, Explosion (+½), Reduced Endurance (0 END; +½); Independent (-2), STR Minimum (13; -½), One-And-A-Half-Handed (-¼), Range Based On STR (-¼)

Total cost: 18 points.



WARHAMMER OF MIGHTY BLOWS

Effect: HKA 2d6, +1 STUN Multiplier, Side Effects (-2 to Stealth); +1 OCV
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 19 DEF
STR Min.: 13

Description: This magic war hammer not only inflicts deadlier injuries than a normal hammer, it's far more accurate. Its head glows with an eerie blue-white light that makes it hard to use Stealth unless the hammer's head is covered up.

Game Information: HKA 2d6, +1 STUN Multiplier (+¼), Reduced Endurance (0 END; +½) (52 Active Points); OAF (-1), Independent (-2), Side Effect (-2 to visual Stealth rolls while hammer's head can be seen; -¼), STR Minimum (13; -½) (total cost: 11 points) **plus** +1 OCV (5 Active Points); OAF (-1), Independent (-2) (total cost: 1 point). Total cost: 12 points.

MACES

Similar in many respects to a hammer, a mace is a weapon constructed from a strong wooden or metal shaft with equidistantly-placed metal flanges or a heavy, symmetrical head (often studded with spikes or knobs) attached on the striking end. Generally the head is made out of metal, but it can be created from more exotic materials such as stone or bone. The length of the shaft varies greatly depending on its intended user; an infantryman's mace generally has a handle of only two or three feet, while a horseman's can be nearly twice as long.

DEMONSKULL MACE

Effect: HKA 2d6+1, +1 Increased STUN Multiplier; Sight Group Flash 4d6, Trigger; +2 OCV
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 12 DEF
STR Min.: 10

Description: Shaped with a head that looks like a demon's skull and enchanted with the dark energies of the Shadow King, this mace strikes with great power. Sometimes it emits a burst of shadow that blinds the target as well.

Game Information: HKA 2d6+1, +1 Increased STUN Multiplier (+¼) Reduced Endurance (0 END; +½) (61 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½) (total cost: 13 points) **plus** Sight Group Flash 4d6, Trigger (upon successful HKA strike, immediately automatically resets; +1), Reduced Endurance (0 END; +½) (50 Active Points); OAF (-1), Activation Roll 11- (-1), Independent (-2), Linked (to HKA; -½), No Range (-½)

(total cost: 8 points) **plus** +2 OCV (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points). Total cost: 23 points.

MACE OF POWER

Effect: HKA 2d6, +2 Increased STUN Multiplier
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 12 DEF

STR Minimum: 10

Description: This magical mace deals such mighty blows that that it can hurt even the most heavily-armored opponent.

Game Information: HKA 2d6, +2 Increased STUN Multiplier (+½), Reduced Endurance (0 END; +½) (60 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½). Total cost: 13 points.

Options:

1) Lichplow: This special form of the Mace of Power is a highly ornate weapon made of gold, steel, and velandi. It's created for the explicit purpose of destroying the corporeal undead: ghouls, liches, skeletons, vampires, zombies, and the like. So powerful are its blows that lesser undead often burst apart like rotten fruit when struck by a Lichplow. The weapon can also detect the presence of such creatures, glowing brightly whenever one is near. Add: HKA +3d6, +2 Increased STUN Multiplier (+½), Reduced Endurance (0 END; +½) (90 Active Points); OAF (-1), Independent (-2), Only Versus Undead (-1), STR Minimum (10; -½) (total cost 16 points) and Detect Undead (INT Roll +6) (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting (38 Active Points); OAF (-1), Independent (-2) (total cost: 9 points). Total cost of mace: 38 points.

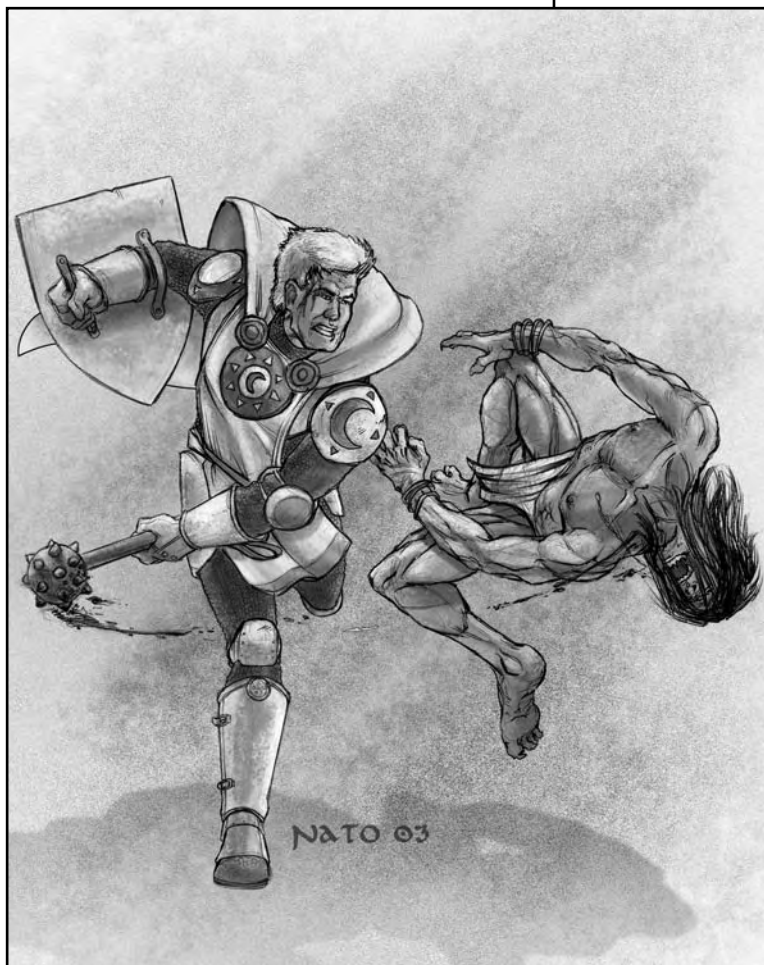
2) Accurate Mace Of Power: Add +2 OCV. 10 Active Points; total cost 2 points; overall cost of mace 15 points.

MACE OF THE FRAIL STEEL

Effect: HKA 1½d6; Drain DEF 1d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Defense: 9 DEF
STR Min.: 12

Description: This mace strikes with great power and force, but it does more than just inflict injury. Each hit from it weakens the opponent's armor, until eventually that armor provides no protection against attacks. The weakening effect is only temporary... but even a few seconds' weakness in battle may mean a man's death.

Game Information: HKA 1½d6, +1 Increased STUN Multiplier (+¼), Reduced Endurance (0 END; +½) (44 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½) (total cost: 10 points) **plus** Drain DEF 1d6, Reduced Endurance (0 END; +½) (15 Active Points); OAF (-1), Independent (-2), Linked (-½), Only Affects Worn Armors (-¼) (total cost: 3 points). Total cost: 13 points.



SPEARS

The spear is an ancient weapon of both hunting and war. It consists of a long wooden shaft tipped with a sharpened head, generally made of metal, stone, or bone. It can be used effectively either as a hand-to-hand or ranged weapon, and requires only limited training on the user's part compared to weapons such as swords. It's also far more "cost effective" to manufacture than a sword, axe, or mace. A village blacksmith can make an acceptable spearhead using a fraction of the time and material it would take him to make a decent sword... assuming he's even been trained as a swordsmith.

Other than daggers (and in some regions bows), spears are the most commonly owned weapon in Ambrethel (and the only one of the three intended primarily as a weapon, rather than a tool or hunting implement, though one can certainly hunt or fish with a spear). Men as diverse as the Kuru jungle primitives of Hliatha, the nomadic Gorthunda, and the highlanders of Vestria use spears, as do all other races.

Spears are defined as "Long" weapons because of their long shafts. A typical spear provides 1" Stretching (Stretching 1", Reduced Endurance (0 END; +½) (7 Active Points); OAF (-1), Always Direct (-¼), No Noncombat Stretching (-¼), Only To Cause Damage (-½), No Velocity Damage (-¼) (total cost: 2 points)). (An "L2" weapon provides Stretching 2"; 15 Active Points, total cost 5 points.) This is listed in shorthand form in the Game Information sections below, unless it needs to be changed in some way.



DRAGONAUGHT

Effect: HKA 2d6; HKA +3d6 versus Dragons; +2 OCV
Target: One character
Duration: Instant
Range: Touch (+2" reach)
END Cost: 0
Defense: 18 DEF
STR Min.: 16

Description: Heavy, ornate, and difficult to wield, this long spear is nevertheless extremely effective against dragons and their kin. The Dragonaught seem to know instinctively where to strike against a dragon to do the most damage.

Game Information: HKA 2d6, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Independent (-2), STR Minimum (16; -¾), Two-Handed (-½) (total cost: 9 points) **plus** HKA +3d6, Reduced Endurance (0 END; +½) (67 Active Points); OAF (-1), Independent (-2), Only Versus Dragons And Their Kin (-1), STR Minimum (16; -¾), Two-Handed (-½) (total cost: 11 points) **plus** Shaft (15 Active Points; total cost 5 points) **plus** +2 OCV (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points). Total cost: 27 points.

HEARTSTRIKER

Effect: HKA 2d6, AP, +1 Increased STUN Multiplier, Penetrating; HKA 2d6, AP, +1 Increased STUN Multiplier; +6 OCV
Target: One character
Duration: Instant
Range: Touch (+1" reach)/RBS
END Cost: 0/1 Recoverable Charge
Defense: Unbreakable
STR Min.: 10

Description: Considered by some to be the supreme enchanted weapon in Ambrethel — even more desirable than a magical sword — a Heartstriker is a finely manufactured medium spear with an indestructible sinerialoristic shaft and a razor-sharp velandi head. Prized by monster hunters, warriors, and horsemen of all sorts, a Heartstriker can be used hand-to-hand, thrown, or wielded from horseback with equal ease.

Game Information:

Cost Power

- 20 *Heartstriker:* Multipower, 89-point reserve; all slots OAF (-1), Independent (-2)
- 2u 1) *Hand-To-Hand:* HKA 2d6, Armor Piercing (+½), +1 Increased STUN Multiplier (+¼), Penetrating (+½), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), STR Minimum (10; -½) **plus** Shaft (1")
- 1u 2) *Thrown:* HKA 2d6, +1 Increased STUN Multiplier (+¼), Armor Piercing (+½), Range Based On STR (+14); OAF (-1), Independent (-2), Lockout (can't use Slot #1 until Charge is recovered; -½), 1 Recoverable Charge (-1¼)
- 7 *Legendary Accuracy:* +6 OCV (30 Active Points); OAF (-1), Independent (-2)

Total cost: 30 points.

SERPENTINE SPEAR

Effect: HKA 1½d6; 1" shaft without the Always Direct (-¼) Limitation
Target: One character
Duration: Instant
Range: Touch (+1" reach)
END Cost: 0
Defense: 7 DEF
STR Min.: 10

Description: This magic spear, which often has a shaft carved with serpentine and reptilian motifs, possesses the unusual ability of being able to strike around shields! Instead of remaining rigid, its shaft can curve and twist like a snake to hit a target from the side or behind.

Game Information: HKA 1½d6, Reduced Endurance (0 END; +½) (37 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½) (total cost: 8 points) **plus** Stretching 1", Reduced Endurance (0 END; +½) (7 Active Points); OAF (-1), No Noncombat Stretching (-¼), Only To Cause Damage (-½), No Velocity Damage (-¼) (total cost: 2 points). Total cost: 10 points.

SPEAR OF SHATTERING

Effect: HKA 2d6; RKA 3d6 Only Versus Armor/Shields
Target: One character
Duration: Instant
Range: Touch (+1" reach)
END Cost: 0
Defense: 9 DEF
STR Min.: 10

Description: This fearsome spear carries a twofold enchantment. Not only is it sharper and deadlier than a normal spear, but when it strikes, it also damages the foe's armor or shield. A successful hit inflicts the Linked RKA against the foe's armor; a miss that misses by less than or equal to the DCV bonus provided by the foe's shield hits the shield and inflicts the Linked RKA against it.

Game Information: HKA 2d6, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½) (total cost: 10 points) **plus** RKA 3d6, Reduced Endurance (0 END; +½) (67 Active Points); OAF (-1), Independent (-2), Linked (to HKA; -¼), No Range (-½), Only Works Against Armor And Shields (-1) (total cost: 12 points) **plus** Shaft (7 Active Points; total cost 2 points). Total cost: 24 points.

MISCELLANEOUS WEAPONS

LASH OF ANGUISH

Effect: HKA 1d6, +1 Increased STUN Multiplier
Target: Self One character
Duration: Instant
Range: Touch (+3" reach)
END Cost: 0
Defense: 5 DEF
STR Min.: 5

Description: This seemingly ordinary whip carries an enchantment of pain that makes its blows particularly agonizing.

Game Information: HKA 1d6, +1 Increased STUN Multiplier (+¼), Reduced Endurance (0 END; +½) (26 Active Points); OAF (-1), Independent (-2), No STR Bonus (-½), STR Minimum (5, Does Not Add To Damage; -¾) (total cost: 5 points) **plus** Stretching 3", Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), Always Direct (-¼), No Noncombat Stretching (-¼), Only To Cause Damage (-½), No Velocity Damage (-¼) (total cost: 7 points). Total cost: 12 points.

SORCERER'S DARTS

Effect: HKA 1 point, Autofire (3 shots)
Target: One character
Duration: Instant
Range: RBS
Charges: 12 Charges
Defense: 2 DEF
STR Min.: 2

Description: Commonly crafted by wizards as a weapon of last resort, these small darts are enchanted in such a way that even an unskilled user can throw three each Phase. After being thrown, Sorcerer's Darts automatically return to the thrower's hand. Keeping them away from him for 12 seconds temporarily breaks this enchantment, requiring him to regain the Darts normally.

Game Information: HKA 1 point, Autofire (3 shots; +¼), Range Based On STR (+¼) (7 Active Points); OIF (-½), Independent (-2), STR Minimum (2; -¼), 12 Charges which Never Recover (-2¼). Total cost: 1 point.

UNIQUE WEAPONS

BOZDAGHAN

Effect: HKA 3d6, +2 Increased STUN Multiplier; HKA 2d6, +1 STUN Multiplier; Energy Blast 10d6, Only Affects Targets On The Ground; HKA 6d6, Only Works Against Structures/Walls, HKA 2d6, Does Knockback, Double Knockback

Target: One character/2" Radius around wielder/ Explosion/One structure/One character

Duration: Instant

Range: Touch/No Range/No Range/Touch/Touch

END Cost: 0

Defense: Unbreakable

STR Min.: 40

Description: A product of the arcane forges deep in the heart of Mount Vadithoomb, Bozdaghan is a titanic maul so large it can only be wielded by characters that possess the strength of a giant (STR 40 or more). Its powers are many and frightening: it can be swung in a mighty circle to strike down all opponents in a four-meter radius around its wielder, slammed against to ground to create earthquakes, and smashed against fortifications to send them crumbling to the earth. Finally, whenever the wielder of Bozdaghan wishes, he can strike an opponent so hard that his lifeless body gets knocked many meters away.

Bozdaghan probably began its existence as a test weapon intended for use by Turakia's elite hill giant infantry units, but for some reason none were made after the first. As is often his habit when he creates new and terrible things, Kal-Turak sent the enormous maul out into Ambrethel to see what sort of havoc it could wreak. It was first reported to be in the hands of a half-giant Ulg-hroi shaman of vast demonic power in 4920 SE, but then mysteriously showed up on the other side of the world when the Trolls and Giants of the Trollscarp attacked the dwarves of Azarhond in 4928 SE. Of late, Bozdaghan has been seen in the hands of an Ettin in mountains of Ayn Alach, but how it traveled there from Mitharia is a complete mystery.

Game Information:

Cost Power

- 20 *Bozdaghan's Blows:* Multipower, 90-point reserve; all OAF (-1), Independent (-2), Two-Handed (-½)
- 2u 1) *Basic Strike:* HKA 3d6, +2 Increased STUN Multiplier (+½), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), STR Minimum (40; -1); Two-Handed (-½)
- 1u 2) *Circle Strike:* HKA 2d6, Area Of Effect (One Hex Doubled; +¾), +1 STUN Multiplier (+¼), Personal Immunity (+¼), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), STR Minimum (40; -1); Two-Handed (-½)
- 1u 3) *Shaking Earth Strike:* Energy Blast 10d6, Explosion (+½), Hole In The Middle (the hex the character stands in when he uses

the power; +¼); OAF (-1), Extra Time (Full Phase; -½), Independent (-2), No Range (-½), Only Affects Targets On The Ground (-¼), Side Effect (may cause considerable damage to the environment; -0), STR Minimum (40; -1); Two-Handed (-½)

- 1u 4) *Castle-Smashing Strike:* HKA 6d6; OAF (-1), Independent (-2), STR Minimum (40; -1); Only Works Against Structures/Walls (-1), Two-Handed (-½), 1 Charge (-2)
- 2u 5) *Foe-Driving Strike:* HKA 2d6, Does Knockback (+¼), Double Knockback (+¾), +2 Increased STUN Multiplier (+½), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), STR Minimum (40; -1); Two-Handed (-½)

Total cost: 27 points.

HEXSHATTER

Effect: HA +6d6; Entangle 5d6, 5 DEF; +60 STR, Only For Grab Weapon/Takeaway Maneuvers; Dispel Magic 30d6, all Magic spells/powers simultaneously + HKA 10d6, both Only Works On Enchanted Weapons; Stretching +1

Target: One character

Duration: Instant/Instant/Persistent/Instant/Constant

Range: Touch (+1" reach)

END Cost: 0

Defense: Unbreakable

STR Min.: 10

Description: One of the most highly coveted and feared artifacts in Ambrethel, Hexshatter appears at first glance to be nothing more than a finely wrought length of Cacimarian blue steel chain. Yet it's much more than that. When used in combat, Hexshatter snakes forth from its master's hand, delivering stunning blows to targets up to four meters away, entangling and tripping up opponent's feet, and binding weapons so that they can be harmlessly flung aside. Yet the artifact's most notorious power is its ability to destroy enchanted weapons. When wrapped around a magical weapon it can drain all of the weapon's enchantments in seconds, then shatter it like glass!

Considerable debate exists amongst sages about the origins of this unique weapon, but theories about its creation fall into two general schools of thought. The first group believes Hexshatter is a First Epoch artifact created by the quixotic wizard Ambernaut around the mid-700s as part of the general flowering of Ilurian magic. In their opinion, the enchanted chain is a sort of magical experiment gone wrong; an open doorway to a sister dimension ravenously hungry for scraps of Ambrethel's magic. The other school of thought thinks Hexshatter was deliberately crafted in Elysium by Ishander the Forgelord at the request of his uncle Varidon, the god of magic. The Great Wizard then released the artifact into the material world in 3000 SE as part of a general "sweeping up" of dangerous magical items in the wake of the Spearlord's demise in 2853 SE. Either way, Hexshatter may be the most thoroughly avoided non-evil artifact in all of Arduna

— even Kal-Turak purportedly wants nothing to do with it. Its whereabouts remain unknown, though many suspect it's somewhere on the Tangala Islands off the southern coast of Mitharia — an archipelago almost entirely devoid of enchanted items.

Game Information:

Cost Power

- 9 *Chain Strike*: HA +6d6, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (10; -½)
- 14 *Chain Wraparound*: Entangle 5d6, 5 DEF, Reduced Endurance (0 END; +½) (75 Active Points); OAF (-1), Cannot Form Barriers (-¼), Independent (-2), Lockout (can't use any other powers as long as Entangle exists; -½), No Range (-½)
- 18 *Disarmament*: +60 STR, Reduced Endurance (0 END; +½) (90 Active Points); OAF (-1), Independent (-2), Only For Grab Weapon/Takeaway Maneuvers (-1)
- 146 *Disenchantment*: Dispel Magic 50d6, all Magic spells/powers simultaneously (+2), Reduced Endurance (0 END; +½) (525 Active Points); OAF (-1), Independent (-2), No Range (-½), Only Works On Enchanted Weapons (-½) (total cost: 105 points) **plus** HKA 10d6, Reduced Endurance (0 END; +½) (225 Active Points); OAF (-1), Independent (-2), Linked (-½), No STR Bonus (-½), Only Works On Enchanted Weapons That Have Been Disenchanted By The Dispel (-½) (total cost: 41 points)
- 2 *Length Of Chain*: Stretching 1", Reduced Endurance (0 END; +½) (7 Active Points); OAF (-1), No Noncombat Stretching (-¼), Only To Cause Damage/Inflict Attacks (-½), No Velocity Damage (-¼)

Total cost: 189 points.

HYANDATIRNO

Effect: HKA 2d6; Ambidexterity, Only For Wielding Hyandatirno In Off Hand; +4 DCV

Target: One character/Self/Self

Duration: Instant/Persistent/Constant

Range: Touch/Self/Self

END Cost: 0

Defense: Unbreakable

STR Min.: 10

Description: Hyandatirno ("Blade-Guard") is an Elven skeggox (bearded axe) made from a green-tinted velandi. Although its origins remain obscure, sages believe that it was forged in Elvenholme during the Golden Age of Arduna. A normal (if small) fighting axe offensively, Hyandatirno excels at defending its wielder rather than attacking his enemies. It can be wielded in the user's offhand with no penalty, and protects him as well as a tower shield.

Game Information:

Cost Power

- 10 *Axe Strike*: HKA 2d6, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1 *Offhand Wielding*: Ambidexterity (no Off Hand Penalty) (9 Active Points); OAF (-1), Independent (-2), Only For Wielding Hyandatirno In Off Hand (-2)
- 5 *Protective Spell*: +4 DCV (20 Active Points); OAF (-1), Independent (-2)

Total cost: 16 points.



MISCELLANEOUS
ITEMS

Not every Enchanted Item fits into an easily established group. Included below are a wide variety of eccentric, odd, or simply hard-to-categorize magical bits and pieces that will add flavor to any campaign.

BOOKS, TOMES,
AND GRIMOIRES

BLESSED BENETHAR SACUR

Effect: Various
Target: Various
Duration: Persistent/Constant/Instant
Range: No Range/Self
Charges: 1/1/1
Defense: Unbreakable

Description: This ornately-illuminated copy of the holy scriptures of the High Church gives any priest wielding it special powers from the Blue Gods. Once per day, he can cure illnesses, heal the wounded, and repel the undead. If grasped in one hand (leaving the other free), the Blessed *Benethar Sacur* also gives the priest a +5 to his Divine Magic roles and allows him to create light at will.

The Hargeshite and Drakine priesthoods have their own versions of the Blessed *Benethar Sacur*: the Consecrated *Kutsal Deftair* and the Holy *Crengallen*, respectively. They grant exactly the same abilities.

Game Information:

Cost Power

- 2 Blessing Of The Blue Gods: +5 to Divine Magic rolls (10 Active Points); OAF (-1), Independent (-2)
- 5 Holy Light: Sight Group Images 1" radius, +4 to PER Rolls, Reduced Endurance (0 END; +½) (33 Active Points); OAF (-1), Independent (-2), No Range (-½), Only To Create Light (-1), Only When Serving The God's Purposes (-½)
- 7 Cure Illness: Major Transform 3d6 (sick person into well person, heals back through any normal means that would cause character to contract the same disease) (45 Active Points); OAF (-1), Independent (-2), Limited Target (sentient beings; -¼), Only When Serving The God's Purposes (-½), 1 Charge (-2)
- 6 Heal Wounds: Healing BODY 4d6 (40 Active Points); OAF (-1), Independent (-2), Only When Serving The God's Purposes

- (-½), 1 Charge (-2)
- 7 Turn Undead: +60 PRE (60 Active Points); OAF (-1), Extra Time (Full Phase; -½), Independent (-2), Only To Make Presence Attacks (-1), Only When Serving The God's Purposes (-½), Only Works Against Undead Creatures (-1), 1 Charge (-2)

Total Cost: 28 points.

BOOK OF SPELL STORAGE

Effect: Trigger for any spell built on up to 300 Active Points, Extra Time (Full Phase), Limited selection of spells
Target: Varies
Duration: Varies
Range: Varies
END Cost: Varies
Defense: 21 DEF

Description: This large volume has an imposing cover constructed of dragonskin gilded with gold, silver, and velandi. Its covers are held shut by a lock shaped like a gargoyle's mouth; should the key be lost, a Lockpicking roll must be made at -5 to pick the lock. Once opened, all of its 30 pages are blank — ready and waiting to have new enchantments cast onto them. The spellcaster does this by defining the book as his target when he casts his spells, which are then absorbed onto the pages in the form of magical script. Each spell takes one page (though the GM may rule that particularly simple spells only require half a page, and particularly complex ones two or more pages). The character can cast multiple copies of a spell into the book if desired.

The owner casts spells from the book by holding it open in one hand and reading the title of the spell. For example, if a character has cast Wall of Stone into the Book of Spell Storage, he must open it to the appropriate page, select his target location, and say "Wall of Stone" to cast the spell. (This requires a Full Phase Action.) Once a spell is cast, it vanishes from the pages of the Book, but can be replaced at a later time as described above.

Game Information: Trigger (reading spell's title from its page, immediately automatically resets; +¾) for any spell built on up to 300 Active Points, Reduced Endurance (0 END; +½) (337 Active Points); OAF (-1), Extra Time (Full Phase to open book and read any spell; -½), Independent (-2), Limited Power (choices of spells are restricted as defined in the text; -¼). Total cost: 71 points.

BOOKS OF THE ARCH-WIZARDS

Effect: Varies
Target: Varies
Duration: Varies
Range: Varies
END Cost: Varies
Defense: Varies, but typically Unbreakable

Description: These powerful enchanted tomes were created by the most powerful spellcasters of their day as tools to assist them in their work. In them they recorded spells, magical observations, diagrams, chronicles of their own deeds (and those of their fellows), mystical secrets, arcane lore, and the like. In many cases mystic forces still affect the Books millennia after their creators' deaths, as invisible spirits fill the pages with more lore and spells every passing year.

The Books have appeared and disappeared throughout the history of Ambrethel, usually spreading chaos and discord, but occasionally helping to prevent great evils as well. Many scholarly wizards have spent their entire lives attempting to track down one or the other of the Books of the Arch-Wizards — generally without success. There is only one copy of each book existence.

The Bloodstained Scrolls of Thronek: Despite its name, this item is but a single object — a scroll about two feet long and of varying thickness, depending on the chronicler describing it. Made of human skin, on which its words are written in blood, it was created by the First Epoch necromancer Thronek to record his deeds and lore, and those of his fellow necromancers. Throughout the centuries it has continued to grow, with words mystically appearing on its seemingly endless roll of “parchment” every day. Those who seek the secrets of the Death Art could find no better way to learn them than to read the Scrolls; it's said that several powerful spellcasters, including Sa'akiv and Kal-Turak himself, eagerly seek this item.

When Thronek fled his tower in 434 FE to escape the approaching armies, he took the Bloodstained Scrolls with him. Where and when Thronek died... if die he did... no one knows, and likewise the whereabouts of the Bloodstained Scrolls remains a mystery. Several times over the millennia, powerful wizards have claimed that the Scrolls appeared without warning in their workrooms, despite any magical wardings designed to prevent such intrusions, only to vanish again after some part of it had been read. Some scholars speculate that Thronek gave the Scrolls a life and powers of its own, and that it has some goal or purpose no one has yet discerned.

Game Information:**Cost Power**

- 2 *Chronicles Of Necromancy:* +5 to Necromancy rolls (10 Active Points); OAF (-1), Independent (-2)
- 3 *The Necromantic Key:* +8 to Spell Research (Inventor) rolls (16 Active Points); OAF (-1), Independent (-2), Only For Necromancy Spells (-1)

- 3 *Chronicles Of Necromancy:* KS: Necromancy 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *Chronicles Of The Necromancers:* KS: Necromancers 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *Lore Of The Unliving:* KS: The Undead 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *Lore Of The Tomb:* KS: Tombs, Crypts, Graves, And Burial Customs Of The World 20- (13 Active Points); OAF (-1), Independent (-2)

Total cost: 17 points.

The Books of Fang and Fire: This library of a dozen tiny, square books about the size of a grown man's palm contains the secrets of Kithara, the powerful conjurer who served as the court wizard to the kings of Szarvasia. Before her death at the hands of the Drakine, she had an apprentice sequester them away deep in the earth — yet somehow they were discovered. Several times over the millennia a conjuror has displayed powers he could only have learned from these Books, but just as often they've been lost or gone missing. Attempts to divide the Books up into two or more groups have invariably failed, as fate or magic found ways to bring them together again. Their current whereabouts are unknown.

The Books of Fang and Fire are powerful aids to Conjunction that a wizard could conceivably use to perform the mysterious arts of summoning and binding more safely — yet they invariably seem to fall into the hands of wizards too weak or too proud to control the forces they unleash. Thus, wherever the Books of Fang and Fire go, terrible demons and monsters are unleashed upon Ambrethel.

Game Information:**Cost Power**

- 2 *The Tome Of Conjunction:* +5 to Conjunction rolls (10 Active Points); OAF (-1), Independent (-2)
- 3 *The Conjuror's Key:* +8 to Spell Research (Inventor) rolls (16 Active Points); OAF (-1), Independent (-2), Only For Conjunction Spells (-1)
- 3 *The Grimoire Of Kithara:* KS: Conjunction 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *Chronicles Of The Conjurors:* KS: Conjurors 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *A Manual Of The Infernal:* KS: Demons And Devils 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *A Manual Of The Four Worlds:* KS: The Four Worlds 20- (13 Active Points); OAF (-1), Independent (-2)

Total cost: 17 points.

The Codex of Narvez: It is said that the First Epoch wizard Narvez of Iluria had a love of creature comforts so intense that it drove him to create the spell for which he is best remembered today: Narvez's Magnificent Mansion. His personal grimoire and workbook certainly seems to support this view of him. It normally appears to be a golden necklace with a tiny book-shaped pendant hanging from it. When the command word "parama" is spoken (High Ilurian for book, and helpfully inscribed on the back of the pendant), the necklace transforms into a large, velvet-bound tome that hovers helpfully in front of its owner. The Codex automatically turns its pages to whatever Enchantment-related subject its owner asks about. Repeating the command word causes it to resume its necklace form.

Game Information:

Cost Power

- 2 *Codex Of Enchantment:* +5 to Enchantment rolls (10 Active Points); OAF (-1), Independent (-2)
- 3 *The Artificer's Key:* +8 to Spell Research (Inventor) rolls (16 Active Points); OAF (-1), Independent (-2), Only For Enchantment Spells (-1)
- 3 *Codex Of Enchantment:* KS: Enchantment 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *Chronicle Of The Enchanters:* KS: Enchanters 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *Catalogue Of The Created:* KS: Magic Items 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *Catalogue Of Useful Materials:* KS: Enchantment Materials 20- (13 Active Points); OAF (-1), Independent (-2)

Total cost: 17 points.

The Covenbook: Of all the Books of Arch-Wizardry, the Covenbook (also known as the Grimoire of Blackest Witchcraft) is the only one without a clear creator. This is most likely a result of the nature of Witchcraft, which is often worked by groups rather than individuals. Thus the Book itself may be a collaborative effort, with all the witches of a coven, or perhaps of many covens over the centuries, contributing to its contents.

What is known is that, besides the Bloodstained Scrolls of Thronek, the Covenbook is the only one of the Books that is clearly and unequivocally dedicated to evil. It is known to have been the personal property of the Lord of the Graven Spear's pet wizard Surimay; it vanished in the aftermath of his death. Later, the Covenbook appeared in the twenty-ninth century during the War of Naath Korian, where it's said to have been helpful in the creation and use of the dreaded Blood Vengeance Spells. No one knows who, if anyone, owns it as of 5000 SE.

According to the many whispered rumors and tales surrounding the Covenbook, just reading it is enough to corrupt a wizard and turn him to evil. Many mages scoff at this as superstitious nonsense, but only a fool would handle so dark a tome lightly.

Game Information:

Cost Power

- 2 *Records of Black Witchcraft:* +5 to Black Magic/Witchcraft rolls (10 Active Points); OAF (-1), Independent (-2)
- 3 *The Cauldron's Key:* +8 to Spell Research (Inventor) rolls (16 Active Points); OAF (-1), Independent (-2), Only For Black Magic And Witchcraft Spells (-¾)
- 3 *Chronicles of Black Magic:* KS: Black Magic 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *Chronicles of Witchcraft:* KS: Witchcraft 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *History of the Witches:* KS: Witches 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *The Names of the Infernal Ones:* KS: Demons And Devils 20- (13 Active Points); OAF (-1), Independent (-2)
- 2 *Corruption of the Book:* Major Transform ½d6 (user of the book becomes wicked and evil; heals back at the rate of 1 BODY per Month that the victim does not see, touch, or use the Covenbook), Reduced Endurance (0 END; +½) (15 Active Points); OAF (-1), Independent (-2), Limited Target (users/readers of the book; -1), 1 Charge (-2)

Total cost: 19 points.

The Grimoire of Phogorath Tamm: It's said that the notoriously short-tempered First Epoch thaumaturge Phogorath Tamm would stay up much of the night, furiously smoking tobacco and drinking hot *khalef*, until Ophel's Burden poked its head above the horizon each morning. His Grimoire — really his personal diary, notebook, and spellbook all in one — seems to substantiate this legend; its tobacco-stained pages bear the telltale, purple-brown evidence of numerous *khalef* spills.

Tamm's *Grimoire* is a large book, with a spine just over a foot long. Its 3,000 onion-skin pages are filled from top to bottom with cramped, angry Old Vornakkian letters that seem to scream out the irascible old wizard's disgust with everyone and everything.

Compared to the other Books of the Arch-Wizards, the Grimoire is surprisingly hard to use. Old Tamm simply began writing on the top of the first page and ends at the bottom of the last, without ever taking the time to create a table of contents or index, or even number the pages. Learning to use it, and thus to unlock its secrets, is a skill in and of itself!

Game Information:

Cost Power

- 2 *Tome Of Thaumaturgy:* +5 to Thaumaturgy rolls (10 Active Points); OAF (-1), Independent (-2), Requires A KS: Grimoire Of Phogorath Tamm Roll (-¼)
- 3 *Thaumaturgist's Key:* +8 to Spell Research (Inventor) rolls (16 Active Points); OAF (-1), Independent (-2), Only For Thaumaturgy Spells (-1), Requires A KS: Grimoire Of

- Phogorath Tamm Roll (-¼)
- 3 *Tome Of Thaumaturgy*: KS: Thaumaturgy 20- (13 Active Points); OAF (-1), Independent (-2), Requires A KS: Grimoire Of Phogorath Tamm Roll (-¼)
- 3 *The Great Tamm (and Others)*: KS: Thaumaturgy 20- (13 Active Points); OAF (-1), Independent (-2), Requires A KS: Grimoire Of Phogorath Tamm Roll (-¼)

Total cost: 11 points

The High Lectionary of the Blue, Grey, and Scarlet: It is said that the Skyfather gave Ilfarin the Blessed long life so he might chronicle the birth of human civilization in Andura. Whether this is true, much of what we know about the initial 500 years of the First Epoch comes from the careful records kept by him (or, perhaps more likely, his now vanished order). Ilfarin was particularly careful to record the origins of the High Church, the development of its divine magics, and the rise of the Shadow-Priests of Khem — but only in a single book, his High Lectionary of the Blue, Grey, and Scarlet. Unlike his other writings, the High Lectionary has never been allowed to leave the confines of the Cathedral Meruvoisin in Ytheis and has never been copied. The High Church fears what might happen if the information in the High Lectionary were ever to fall into the hands of worshipers of Mordak or some other Scarlet god.

Game Information:

Cost Power

- 3 *The Chronicles Of Early Arduna*: KS: Early Ardunan History 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *History Of The High Church*: KS: Religious Customs And Practices Of Early Arduna 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *History Of The High Church*: KS: Divine And Infernal Powers 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *History Of The High Church*: KS: Ardunan Theology 20- (13 Active Points); OAF (-1), Independent (-2)
- 1 *History Of Shadow*: KS: The Shadow-Priests Of Khem 11- (4 Active Points); OAF (-1), Independent (-2)
- 2 *Power Of The High Lectionary*: +3 to Divine Magic and Theurgy rolls (9 Active Points); OAF (-1), Independent (-2)

Total cost: 15 points

The Libram of Runcifer: The personal grimoire, workbook, and diary of the man many consider to be the greatest wizard every to walk the hills and forests of Ambrethel, the Libram of Runcifer is a handsome volume bound in red dragonskin (supposedly that of the dragon Intravius, though this has never been proven). To say that it is the most prized of all of the Books of the Arch-Wizards would be an understatement — amongst wizards of studious bent, the Libram is *the* most desirable artifact in existence. Not only does it contain many secrets pertaining to various types of magic (it even, tales claim, has the power to augment some spells), it also contains the personal reflections of one of the First Epoch's greatest and most enigmatic figures.

Unfortunately for the world's academics, the Libram has a mind of its own — literally. Through the use of magical forces still not completely understood, Runcifer merged his spellbook with his familiar — the miniature dragon Tindus — before he vanished. The ancient familiar, still quite spry for all of his centuries, enjoys adventuring and the company of adventurers, and cannot be persuaded to reside in Aarn, Arutha, or any other such abode of arcane study. He's constantly on the lookout for young, promising wizard/adventurers in need of a miniature dragon companion. Should they “pan out” after a decade or two, Tindus has been known to reveal his “other side” and shapeshift into the Libram for brief periods of time when asked.

Game Information:

Cost Power

- 54 *Tindus*: 270-point Miniature Dragon Follower (has Multiform [into Libram] and Life Support [Longevity: Immortality])
- 4 *Reflections On Wizardry*: +5 to Wizardry, Arcanomancy, and Areomancy rolls (15 Active Points); OAF (-1), Independent (-2)
- 4 *Runcifer's Wisdom*: +8 to Spell Research (Inventor) rolls (16 Active Points); OAF (-1), Independent (-2)
- 3 *Libram of Wizardry*: KS: Wizardry 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *Libram of Arcanomancy*: KS: Arcanomancy 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *Libram of Areomancy*: KS: Areomancy 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *Chronicles of the Elect*: KS: Wizards Of Early Arduna 20- (13 Active Points); OAF (-1), Independent (-2)

Total cost: 74 points.

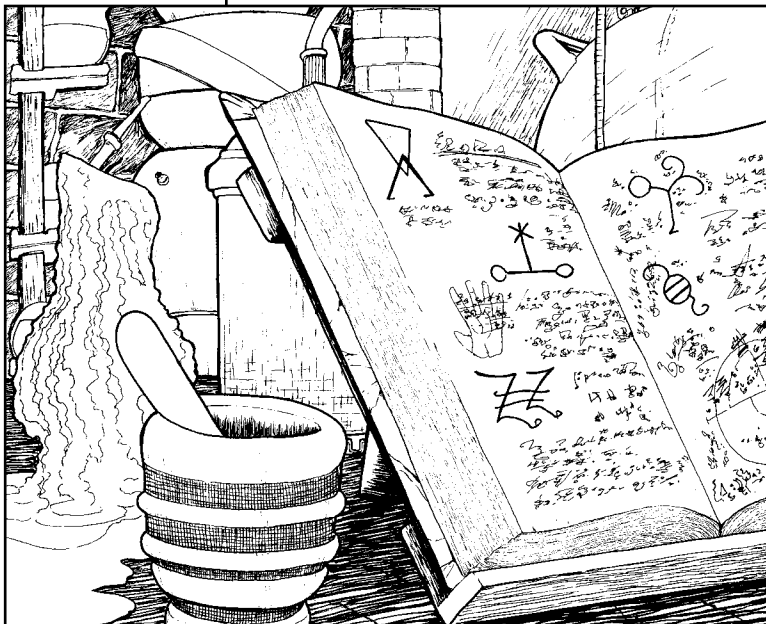
Library of the Lovers: The name of this small library of colorful books is something of a misnomer, as the subject matter covered within has nothing to do with love (at least not directly). It contains the magical researches and ruminations of the great elemental mage Wyndara Blaitheblock, the apprentice and lover of Vashtori, considered by many to be one of the greatest spellcasters of the First Epoch. Within these four volumes — titled Air, Earth, Fire, and Water, respectively — Blaitheblock examines the origins, parameters, uses, and dangers of elemental magic as revealed to her not only by Vashtori but her own extensive experiences and researches. Written in the twilight of her long years, the Library contains innumerable rambling references to her lost love Vashtori, going to far as to interrupt a discussion of the spell Stoneshaping with a two-page description of a flower he once gave her.

Game Information:

Cost Power

- 4 *Library of the Elements:* +5 to Elemental Magic rolls (15 Active Points); OAF (-1), Independent (-2)
- 4 *Unlock The Elements:* +8 to Spell Research (Inventor) rolls (16 Active Points); OAF (-1), Independent (-2), Only For Elemental Magic Spells (-½)
- 3 *Library of Air:* KS: Elemental Magic (Air) 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *Library of Earth:* KS: Elemental Magic (Earth) 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *Library of Fire:* KS: Elemental Magic (Fire) 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *Library of Water:* KS: Elemental Magic (Water) 20- (13 Active Points); OAF (-1), Independent (-2)
- 1 *My Long Lost Love:* KS: Vashtori 11- (4 Active Points); OAF (-1), Independent (-2)

Total cost: 21 points.



Obsenglost's Observations: Obsenglost's Observations are an unbound pile of loose parchment sheets, scraps of vellum, and crumpled papyrus scrolls contained in an elaborately engraved ironwood box bound with silver straps. Purportedly the laboratory notes of the great Dwarven alchemist and sorcerer Obsenglost, they convey amazing insights into matters alchemical. According to legend, Obsenglost stuffed the notes into his best specimen box and teleported to safety only moments before the Lord of the Graven Spear burned his tower to the ground.

Game Information:

Cost Power

- 2 *Obsenglost's Laboratory Notes:* +5 to Alchemy rolls (10 Active Points); OAF (-1), Independent (-2)
- 3 *The Philosopher's Stone:* +8 to Spell Research (Inventor) rolls (16 Active Points); OAF (-1), Independent (-2), Only For Alchemy Spells (-1)
- 3 *Laboratory Notes of Alchemy:* KS: Alchemy 20- (13 Active Points); OAF (-1), Independent (-2)

Total cost: 8 points.

The Sorcerous Scrolls of Systrosa Nightweaver:

When the life of the ever-manipulative arch-sorceress Systrosa Nightweaver was cut short by an assassin's blade, her friend and lover Mytharan Spellsworn spirited away her various diaries, notes, and spellbooks. Intellectually and temperamentally unequipped to study the powerful lore contained within them, he sold the lot to a sorcerer named Krithumard. Since then they've passed from one owner to another, sometimes by sale, sometimes by inheritance, but as often as not through theft or violence. The Scrolls' current owner (if any) and whereabouts are unknown.

Game Information:

Cost Power

- 8 *Powers of Sorcery:* Aid Sorcery 4d6, any one Sorcery spell at a time (+¼) (50 Active Points); OAF (-1), Independent (-2), 1 Charge (-2)
- 2 *Scrolls Of Sorcery:* +5 to Sorcery rolls (10 Active Points); OAF (-1), Independent (-2)
- 3 *Sorcerous Insight:* +8 to Spell Research (Inventor) rolls (16 Active Points); OAF (-1), Independent (-2), Only For Sorcery Spells (-1)
- 3 *Scrolls Of Sorcery:* KS: Sorcery 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *History Of Ardunan Sorcery:* KS: Sorcerers 20- (13 Active Points); OAF (-1), Independent (-2)

Total cost: 19 points

GOLEM TOME

Effect: Summon golem
Target: One golem
Duration: Persistent
Range: Self
Charges: 1 Charge which Never Recovers
Defense: Various

Description: This book contains a treatise on the construction and animation of one of the five types of golem: clay, stone, flesh, metal, or wood. It contains all of the spells and rituals necessary for the creation of such a construct, as well as a complete list of the ingredients required. Creating a golem requires a month of uninterrupted labor by the book's owner in a workroom, laboratory, or forge, with breaks only to eat and sleep. Any interruption of the process forces him to start all over again. The Tome vanishes as soon as the golem is completed.

Tome of the Clay Golem: *Summon 295-point clay golem, Slavishly Devoted (+1) (118 Active Points); OAF (-1), Concentration (0 DCV; Character is totally unaware of nearby events; -¾), Extra Time (1 Month, -5), Independent (-2), 1 Charge which Never Recovers (-4). Total Cost: 9 points.*

Tome of the Flesh Golem: *Summon 219-point flesh golem, Slavishly Devoted (+1) (88 Active Points); OAF (-1), Concentration (0 DCV; Character is totally unaware of nearby events; -¾), Extra Time (1 Month, -5), Independent (-2), 1 Charge which Never Recovers (-4). Total Cost: 6 points.*

Tome of the Metal Golem: *Summon 445-point metal golem, Slavishly Devoted (+1) (178 Active Points); OAF (-1), Concentration (0 DCV; Character is totally unaware of nearby events; -¾), Extra Time (1 Month, -5), Independent (-2), 1 Charge which Never Recovers (-4). Total Cost: 13 points.*

Tome of the Stone Golem: *Summon 365-point stone golem, Slavishly Devoted (+1) (146 Active Points); OAF (-1), Concentration (0 DCV; Character is totally unaware of nearby events; -¾), Extra Time (1 Month, -5), Independent (-2), 1 Charge which Never Recovers (-4). Total Cost: 11 points.*

Tome of the Wood Golem: *Summon 235-point metal golem, Slavishly Devoted (+1) (94 Active Points); OAF (-1), Concentration (0 DCV; Character is totally unaware of nearby events; -¾), Extra Time (1 Month, -5), Independent (-2), 1 Charge which Never Recovers (-4). Total Cost: 7 points.*

FIGURINES

AVATAR FIGURINES

Effect: Summon Animal Avatar (various)
Target: One Creature
Duration: 24-Hours
Range: No Range
Charges: 1 Recoverable Charge
Defense: Unbreakable

Description: Each type of animal in Ambrethel has its own deity, the best known of which are probably Sunac (god of dogs) and S'taa'sha (the Talarshandi god of reptiles). Some are actively worshiped, either by humanoid races with some resemblance to them or Men who work in professions that rely upon them, but most have no followers — they're simply celestial embodiments of the noblest traits of their kind. Avatar Figurines are small statuettes that can summon an avatar of the beast-god the statuette depicts. Whether these figurines were created by man or are simply manifestations of divine principle is unknown, but scholars have reported the existence of Bull, Cat, Dog, Falcon, and Horse figurines.

To use an Avatar Figurine, its owner must first learn the true name of the god he wishes to summon. These are not widely known, so the owner may have to engage in intense research or go on a dangerous quest to learn the name he needs. When he speaks the name out loud, the figurine vanishes and the avatar of the god — an absolutely perfect and highly intelligent example of the species — appears before the figurine's owner. In the case of the five figurines known to exist, the avatar then serves the owner for a period of 24 hours (or until all its tasks are used up), after which it returns to Elysium and the Figurine re-appears. The avatar then rests for 24 hours; it will not respond to attempts to summon it again until this period ends. If an avatar dies in Ambrethel, the Figurine immediately re-appears as the avatar returns to Elysium; the summoner must wait 24 hours before he can call it again.

Some wizards believe that the avatars of beast-gods who are instinctively unfriendly to mankind probably behave quite differently when summoned, but no sage has yet tested this theory and lived to write about it.

Bull Figurine: *Summon 175-point Bull Avatar, Devoted (+¾) (61 Active Points); OAF (-1) Independent (-2), 1 Charge (see text; -2). Total cost: 10 points.*

Cat Figurine: *Summon 140-point Cat Avatar, Devoted (+¾) (49 Active Points); OAF (-1) Independent (-2), 1 Charge (see text; -2). Total cost: 8 points.*

Dog Figurine: *Summon 110-point Dog Avatar, Devoted (+¾) (38 Active Points); OAF (-1) Independent (-2), 1 Charge (see text; -2). Total cost: 6 points.*

Falcon Figurine: *Summon 171-point Falcon Avatar, Devoted (+¾) (59 Active Points); OAF (-1) Independent (-2), 1 Charge (see text; -2). Total cost: 10 points.*

Horse Figurine: *Summon 110-point Horse Avatar, Devoted (+¾) (38 Active Points); OAF (-1) Independent (-2), 1 Charge (see text; -2). Total cost: 6 points.*

ELEMENTAL FIGURINES

Effect: Summon one elemental
Target: One Elemental
Duration: Instant
Range: No Range
Charges: 1 Recoverable Charge
Defense: Unbreakable

Description: Similar to the Avatar Figurines, each of these small miniatures is a representation of a different sort of elemental: Air, Earth, Fire, and Water. When the figurine is dramatically hurled to the ground, it instantly transforms into a full-sized elemental that's completely loyal to the figurine's owner, obeying him completely for a period of one hour, at which point it returns to its home plane and is replaced by the figurine. If an elemental is killed in Ambrethel, it simply returns home and is immediately replaced by its figurine. In either case, the user must wait 24 hours before he can summon the elemental again.

Air Elemental: *Summon 473-point Air Elemental, Slavishly Devoted (+1) (190 Active Points); OAF (-1), Independent (-2), Gestures (-¼), Limited Duration (elemental returns to home plane after one hour or when all its tasks are done, whichever occurs first; -½), 1 Charge (see text; -2). Total cost: 28 points.*

Earth Elemental: *Summon 377-point Earth Elemental, Slavishly Devoted (+1) (150 Active Points); OAF (-1), Independent (-2), Gestures (-¼), Limited Duration (elemental returns to home plane after one hour or when all its tasks are done, whichever occurs first; -½), 1 Charge (see text; -2). Total cost: 22 points.*

Fire Elemental: *Summon 485-point Fire Elemental, Slavishly Devoted (+1) (194 Active Points); OAF (-1), Independent (-2), Gestures (-¼), Limited Duration (elemental returns to home plane after one hour or when all its tasks are done, whichever occurs first; -½), 1 Charge (see text; -2). Total cost: 29 points.*

Water Elemental: *Summon 445-point Water Elemental, Slavishly Devoted (+1) (178 Active Points); OAF (-1), Independent (-2), Gestures (-¼), Limited Duration (elemental returns to home plane after one hour or when all its tasks are done, whichever occurs first; -½), 1 Charge (see text; -2). Total cost: 26 points.*

GUARDIAN STATUETTE

Effect: Summon 150-point human soldier, Slavishly Devoted
Target: one human soldier
Duration: Instant
Range: No Range
Charges: 1 Recoverable Charge
Defense: Unbreakable

Description: When this small marble statuette of a sentry is set upon the ground facing north, it immediately changes into a human soldier armed with a halberd and dressed in chainmail. The soldier faithfully protects its owner for up to eight hours (typically while he sleeps), scaring off thieves and animals but awakening its master should any more serious threat arrive. When eight hours passes or all its tasks are used up, the faithful sentinel reverts to statuette form. It cannot be used for another 24 hours thereafter.

Game Information: *Summon 150-point human soldier, Slavishly Devoted (+1) (60 Active Points); OAF (-1), Independent (-2), Limited Duration (soldier turns back into statue after eight hours or when all its tasks are done, whichever occurs first; -½), 1 Charge (-2). Total cost: 9 points.*

HORNS

HORN OF THE DAMNED

Effect: Drain EGO and PRE 6d6, two Characteristics simultaneously
Target: Voice Range
Duration: Instant
Range: No Range
END Cost: 0
Defense: 45 DEF

Description: When someone blows this horn, made from the metal of sword blades that have slain at least one person and etched with scenes of Death's Legions at full gallop, it reduces all those who hear it to a state of gibbering madness and fear.

Game Information: Drain EGO and PRE 6d6, two Characteristics simultaneously (+½), Area Of Effect (voice range; +1), Delayed Return Rate (points return at the rate of 5 per Hour; +1), Personal Immunity (+¼), Reduced Endurance (0 END; +½) (255 Active Points); OAF (-1), Extra Time (Full Phase; -½), Incantation (must blow horn; -¼), Independent (-2). Total cost: 54 points.

HORN OF COLLAPSING

Effect: RKA 6d6
Target: 1,152" Line
Duration: Instant
Range: No Range
Charges: 1 Charge costing 29 END
Defense: 58 DEF

Description: More of a siege weapon than a musical instrument, this enormous black horn produces a gigantic wave of sound powerful enough to knock down castle walls and flatten farmhouses over a kilometer away. It must be pointed its intended target, and generally flattens everything in between in the process. It takes a very strong man with enormous lung capacity to blow the Horn Of Collapsing, as well as a huge amount of physical energy.

Game Information: RKA 6d6, Area Of Effect (1,152" Line; +2¼) (292 Active Points); OAF Bulky (-1½), Costs Endurance (-½), Extra Time (Full Phase; -½), Incantations (must blow horn; -¼), Independent (-2), No Range (-½), STR Minimum (18, STR Minimum Does Not Add To Damage; -1½), 1 Charge (-2). Total cost: 30 points.

HORN OF DESTRUCTION

Effect: RKA 3d6, Armor Piercing
Target: 14" Cone
Duration: Instant
Range: No Range
Charges: 6 Charges
Defense: 22 DEF

Description: When blown, this enchanted ram's horn sends out a blast of magically-enhanced sound that rips anything in its path to pieces.

Game Information: RKA 3d6, Area Of Effect (14" Cone; +1), Armor Piercing (+½) (112 Active Points); OAF (-1), Incantations (must blow horn; -¼), Independent (-2), No Range (-½), 6 Charges (-¾). Total cost: 20 points.

HORN OF COURAGE

Effect: Aid PRE 1d6, Area Of Effect, Selective
Target: Voice Range
Duration: Instant
Range: Self
END Cost: 0
Defense: 4 DEF

Description: When blown, this golden ram's horn bestows courage upon its wielder's allies, protecting them from fear, inspiring them to bravery, and bolstering their combat abilities.

Game Information: Aid PRE 1d6, Area Of Effect (voice range; +1), Selective (+¼) (22 Active Points); OAF (-1), Extra Time (Full Phase; -½), Incantations (must blow horn; -¼), Independent (-2). Total cost: 5 points.

HORN OF SUMMONING

Effect: Summon One Creature
Target: One Creature
Duration: Instant
Range: No Range
Charges: 1 Charge
Defense: Varies

Description: Once per day a character can blow this ensorcelled dragon horn to summon a powerful being who will fight one battle for (or with) him. The summoned being disappears when the battle is won or lost, or after being killed. Each type of Horn Of Summoning brings forth a different type of powerful creature.

Angel: *Summon 400-point Angelic Warrior, Slavishly Devoted (+1) (160 Active Points); OAF (-1), Incantations (must blow horn; -¼), Independent (-2), Single Task (-½), 1 Charge (-2). Total cost: 24 points.*

Demon: *Summon 399-point Iron Demon, Slavishly Devoted (+1) (160 Active Points); OAF (-1), Incantations (must blow horn; -¼), Independent (-2), Single Task (-½), 1 Charge (-2). Total cost: 24 points.*

Dragon: *Summon 597-point Lesser Dragon, Slavishly Devoted (+1) (238 Active Points); OAF (-1), Incantations (must blow horn; -¼), Independent (-2), Single Task (-½), 1 Charge (-2). Total cost: 35 points.*

Ettin: *Summon 185-point Ettin, Slavishly Devoted (+1) (74 Active Points); OAF (-1), Incantations (must blow horn; -¼), Independent (-2), Single Task (-½), 1 Charge (-2). Total cost: 11 points.*

Ifriti: *Summon 929-point Ifriti, Slavishly Devoted (+1) (372 Active Points); OAF (-1), Incantations (must blow horn; -¼), Independent (-2), Single Task (-½), 1 Charge (-2). Total cost: 55 points.*

HORSESHOES AND SADDLES

When one considers how much the lives of characters in a *Fantasy Hero* campaign revolve around horses, it is hardly surprising that there are more than a few magical versions of the horseshoe. A farrier-enchancer crafts magical horseshoes in sets of four using precious metals such as gold, platinum, or velandi. The horse is then shod in the normal manner with standard nails. In game terms, every enchanted horseshoe is an Unbreakable OIF (or else it would eventually break or get lost, like most horseshoes).

Some enchanted horseshoes function automatically, at all times. Others require a command word, and a horse can be trained to activate these itself with a special whinny.

Similarly, it's not unknown for enchanters to create saddles, bridles, and other riding gear that carries enchantments. For example, the Wizard's Sack (see below) is often adapted to create Wizard's Saddlebags.

HORSESHOES OF FLIGHT

Effect: Flight 12", x4 Noncombat
Target: Self
Duration: Constant
Range: Self
END Cost: 3
Defense: Unbreakable

Description: These enchanted platinum horseshoes allow their wearer to "gallop" through the air at speeds of up to 48" per Phase with no more effort than it takes to run along the ground.

Game Information: *Flight 12", x4 Noncombat (29 Active Points); OIF (-½), Independent (-2). Total cost: 8 points.*

HORSESHOES OF BARDING

Effect: Armor (8 PD/8 ED)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: Unbreakable

Description: When the proper command word is whinnied, these steel horseshoes magically spread over the wearer like liquid mercury, encasing him in full body armor equivalent to plate armor.

Game Information: *Armor (8 PD/8 ED) (24 Active Points); OIF (-½), Independent (-2). Total cost: 7 points.*

HORSESHOES OF LUCK

Effect: 4d6 Luck
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: Unbreakable

Description: These four electrum horseshoes bring their wearer considerable luck. In game terms, he received Luck 4d6 — one for each shoe.

Game Information: *Luck 4d6 (20 Active Points); OIF (-½), Independent (-2). Total cost: 6 points.*

HORSESHOES OF REGENERATION

Effect: Healing BODY 3d6, Can Heal Limbs, Resurrection,
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: Unbreakable

Description: These silver horseshoes quickly heal any injuries their wearer might sustain. They can even bring him back from the dead and regenerate lost legs.

Game Information: *Healing BODY 3d6 (Regeneration; 3 BODY per Turn), Can Heal Limbs, Resurrection, Reduced Endurance (0 END; +½), Persistent (+½) (110 Active Points); OIF (-½), Extra Time (1 Turn [Post-Segment 12]; -1¼), Independent (-2), Self Only (-½). Total cost: 21 points.*

HORSESHOES OF SWIFTNESS

Effect: Running +12"
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: Unbreakable

Description: These enchanted golden horseshoes allow their wearer to run much more swiftly than normal, but without tiring himself out any quicker.

Game Information: *Running +12", Reduced Endurance (0 END; +½) (36 Active Points); OIF (-½), Independent (-2). Total cost: 10 points.*

SADDLE OF CHARGING

Effect: Aid Running 4d6
Target: Self
Duration: Instant
Range: No Range
Charges: 4 Charges
Defense: 8 DEF

Description: A riding animal outfitted with this elaborately carved and inlaid saddle can attain short bursts of speed during which it moves much faster than normal.

Game Information: *Aid Running 4d6 (40 Active Points); OIF (-½), Independent (-2), Self Only (only works on animal wearing it; -½), 4 Charges (-1). Total cost: 8 points.*

SADDLE OF HORSEMANSHIP

Effect: +5 to Riding; Telekinesis (40 STR), Only To Keep Rider Seated
Target: Self
Duration: Constant/Uncontrolled
Range: Self
END Cost: 0
Defense: 24 DEF

Description: This handsome, sturdy saddle possesses two useful enchantments. First, it generally improves the riding skills of anyone seated upon it. Second, it makes it virtually impossible for impacts, enemy infantrymen, or the like to unseat the rider.

Game Information:

Cost Power

- 3 *Superb Rider:* +5 to Riding (10 Active Points); OIF (-½), Independent (-2)
 22 *Well-Seated:* Telekinesis (40 STR), Reduced Endurance (0 END; +½), Uncontrolled (+½) (120 Active Points); OIF (-½), Independent (-2), Only To Keep Rider Seated (-2)

Total cost: 25 points.

LENSES, MONOCLES,
AND SPECTACLES

The *monocle* is sort of primitive spectacle for one eye. It consists of a circular lens surrounded by a ribbed metal frame to facilitate easier gripping by the eyesocket. It's generally attached either to an elaborate shaft (in which case it's known as a quizzing glass), or to the clothing by a ribbon or chain. *Spectacles* are basically two monocles in a metal frame that fits over the nose and ears; a *lens* is just a glass or crystal lens without a frame of any sort.

In Ambrethel, monocles are most common amongst those who, for professional reasons, have to regularly examine objects in detail — military officers examining charts, scholars reading ancient scrolls, merchants appraising treasures found by adventurers, and the like. Spectacles are far less common (and generally available only to the wealthy and powerful), and lenses almost exclusively the province of spellcasters. In game terms, since are all similar Obvious, Accessible, Fragile Foci, you can easily change one into another if you prefer.

MONOCLE OF APPRAISAL

Effect: Detect Monetary Value Of Object, Discriminatory, Analyze
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 1 DEF

Description: Merchants using this lens can determine the exact value of an object based on its composition, form, quality, and other factors.

Game Information: *Detect Monetary Value Of Object* (INT Roll +2) (*Sight Group*), *Discriminatory*, *Analyze* (17 Active Points); *OAF Fragile* (-1¼), *Independent* (-2), *Nonpersistent* (-¼). *Total cost:* 4 points.

MONOCLE OF DEFT PASSAGE

Effect: +5 with Lockpicking
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 1 DEF

Description: Rogues wearing this lens gain significant bonuses to their Lockpicking rolls.

Game Information: +5 with *Lockpicking* (10 Active Points); *OAF Fragile* (-1¼), *Independent* (-2), *Nonpersistent* (-¼). *Total cost:* 2 points.

MONOCLE OF POISON DETECTION

Effect: Detect Poison (Sight Group), Discriminatory, Analyze
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 1 DEF

Description: The wearer of this lens can easily determine see the poisonousness of toxic substances, or that a poison has been introduced into food or drink. He can tell the type of poison used, its composition, and possibly even its origin if the mixture is distinct enough — information that goes a long way toward devising an antidote, if necessary.

Game Information: *Detect Poison* (INT Roll +2) (*Sight Group*), *Discriminatory*, *Analyze* (17 Active Points); *OAF Fragile* (-1¼), *Independent* (-2), *Nonpersistent* (-¼). *Total cost:* 4 points.

Options:

1) Monocle Of Secret Door Detection: This monocle works like the Poison Detect version, but it allows the user to perceive concealed or secret doors, cabinets, compartments, and the like. Change to Detect Secret/Concealed Doors. 17 Active Points; total cost 4 points.

2) Monocle Of Safe Passage: This monocle works like the Poison Detection version, but it allows the user to perceive traps and snares of all sorts. Many rogues combine this Monocle and the Monocle of Deft Passage into a set of “spectacles” that makes breaking and entering a much easier job. 17 Active Points; total cost 4 points.

3) Spectacles Of Arcane Glow: A character wearing these enchanted lenses can clearly discern any magical spells, powers, or items that are in his line of sight. Change to Detect Magic. 17 Active Points; total cost 4 points.

4) Spectacles Of Revelation: These enchanted lenses allow their wearer to clearly see invisible creatures and objects within his line of sight. Change to Detect Invisible Creatures/Objects. 17 Active Points; total cost 4 points.

SPECTACLES OF THE CLEAR WORD

Effect: Universal Translator, Only For Written Word
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 1 DEF

Description: The wearer of these magical spectacles is able to read any foreign language as if it were his native tongue, and to effortlessly decipher codes.

Game Information: *Universal Translator* (INT Roll +5) (25 Active Points); *OAF Fragile* (-1¼), *Independent* (-2), *Only Works On Writing* (-1) (*total cost:* 5 points) **plus** *Cryptography* 20- (25 Active Points); *OAF Fragile* (-1¼), *Independent* (-2), *Only Works On Writing* (-0) (*total cost:* 6 points). *Total cost:* 11 points.

SPECTACLES OF THE EAGLE

Effect: +16 versus Range Modifier for Sight Group
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 1 DEF

Description: These enchanted lenses allow their wearer to see objects over a kilometer away in great detail.

Game Information: +16 versus Range Modifier for Sight Group (24 Active Points); OAF Fragile (-1¼), Independent (-2), Nonpersistent (-¼). Total cost: 5 points.

MASK OF OPPRESSION

Effect: Mind Control 12d6
Target: One character
Duration: Instant
Range: LOS
END Cost: 0
Defense: 18 DEF

Description: This mask, usually made of a thin sheet of gold magically hardened, grants its wearer the power to control the minds of others.

Game Information: Mind Control 12d6, Reduced Endurance (0 END; +½) (90 Active Points); OIF (-½), Independent (-2). Total cost: 26 points.

MASKS

MASK OF DECEPTION

Effect: Shape Shift (Sight Group, any humanoid shape), Imitation
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 12 DEF

Description: By placing this odd leather mask upon his face, a character gains the ability to change his outward appearance to imitate anyone he wishes. The character must have seen the person he wishes to mimic (or at least a likeness) for the change to be effective (assuming he wishes to imitate someone, rather than simply altering his own appearance). The Mask of Deception does not change any of the character's other features, however — his voice, smell, and other attributes remain the same.

Game Information: Shape Shift (Sight Group, any humanoid shape), Imitation, Reduced Endurance (0 END; +½) (45 Active Points); OIF (-½) Independent (-2). Total cost: 13 points.

MASK OF FREE BREATHING

Effect: Life Support (Self-Contained Breathing)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Defense: 2 DEF

Description: This leather mask allows the wearer to breathe in any environment.

Game Information: Life Support (Self-Contained Breathing) (10 Active Points); OIF (-½), Independent (-2). Total cost: 3 points.

OGRESKULL MASK

Effect: Aid Necromancy 4d6; Mental Defense (10 Points); +5 PRE, Only To Make Fear-Based Presence Attacks
Target: Self
Duration: Instant/Persistent
Range: No Range
END Cost: 0
Defense: 11 DEF

Description: Very few of these masks are known to exist, since the secret of Enchanting them seems to be irrevocably lost. A handful are in the possession of known individuals; any others that still exist are undoubtedly hidden away in ancient ruins, dragons' hoards, and the like.

All known Ogreskull Masks, which are fashioned from actual ogres' skulls and tied around the head with dragon sinew, possess three powers. First, they make the wearer more terrifying in appearance. Second, they boost his willpower so that he can more easily resist Sorcery. Third, four times per day they can strengthen the spells of Necromancy.

Game Information:

Cost Power

- 11 *Necromantic Boost:* Aid Necromancy 4d6, any one Necromancy spell at a time (+¼) (50 Active Points); OIF (-½), Independent (-2), 4 Charges (-1)
- 2 *Tower Of Will:* Mental Defense (10 points total) (8 Active Points); OIF (-½), Independent (-2)
- 1 *Terror-Mask:* +5 PRE (5 Active Points); OIF (-½), Independent (-2), Only To Make Fear-Based Presence Attacks (-1)

Total cost: 14 points

MUSICAL INSTRUMENTS

Though few bards are also skilled enchanters, many powerful wizards love music and have crafted magical instruments. The most common enchanted instrument is the harp, followed by the flute, but just about any instrument can have spells placed upon it — and in game terms, since they’re all OAFs, you can easily change one into another.

HARP OF ARCANe VERSE

Effect: +4 with all Power Skills and Knowledge Skills related to Song Magic; Aid Song Magic 4d6
Target: Self
Duration: Constant/Instant
Range: No Range
END Cost: 0
Defense: 10 DEF

Description: This magical stringed instrument greatly amplifies the power of spellcasters who practice Song Magic. Any spell from that school that is sung to the accompaniment of the Lute Of Song Magic Amplification becomes considerably more powerful.

Game Information:

Cost Power

- 4 *Mystic Stylings:* +4 with all Power Skills and Knowledge Skills related to Song Magic (20 Active Points); OAF (-1), Gestures (two hands throughout; -1), Independent (-2), Requires A PS: Play Harp Roll (-¼)
- 7 *Better Performance:* Aid Song Magic 4d6, any one Song Magic spell at a time (+¼) (50 Active Points); OAF (-1), Gestures (two hands throughout; -1), Independent (-2), Requires A PS: Play Harp Roll (-¼), Self Only (-½), 1 Charge (-1)

Total cost: 11 points.

HARP OF HARMONIC ATTUNEMENT

Effect: Perfect Pitch; +4 to PS: Singing rolls; Images to Hearing Group, +6 to PER Rolls, Set Effect (only amplifies user’s voice)
Target: Self/Self/32” Radius
Duration: Constant
Range: Self/Self/No Range
END Cost: 0
Defense: 13 DEF

Description: These golden harps are popular with upscale singers in places like Aarn, Tor Vilos, and Marasa. When played, a Harp of Harmonic Attunement enhances the player’s vocal abilities, allowing him to hold his notes longer, maintain perfect pitch, and even project his voice over longer distances.

Game Information:

Cost Power

- 1 *Vocal Quality:* Perfect Pitch (3 Active Points); OAF (-1), Independent (-2)
- 1 *Vocal Quality:* +4 to PS: Singing rolls (4 Active Points); OAF (-1), Independent (-2)
- 11 *Amplified Voice:* Images to Hearing Group, +6 to PER Rolls, Increased Size (32” radius; +1¼), Reduced Endurance (0 END; +½) (63 Active Points); OAF (-1), Independent (-2), Set Effect (only amplifies user’s voice; -1), No Range (-½)

Total cost: 13 points.

HARP OF PATRONAGE

Effect: Mind Control 20d6, Set Effect (victim seized by desire to become the musician’s patron for 24 hours)
Target: One character
Duration: Instant
Range: 20”
END Cost: 0
Defense: 30 DEF

Description: When played by a skilled musician, this harp produces such joy in a specific member of his audience that that person wants to take the harpist into home, home, shower him with money and gifts, support him as he pursues his art, and the like. Of course, the effect wears off soon — in any even no later than 24 hours — so the harpist had best take advantage of it and then move on.

Game Information: *Mind Control 20d6, Reduced Endurance (0 END; +½) (150 Active Points); OAF (-1), Extra Time (minimum of 1 Minute, and often more depending on song and musical style; -1½), Gestures (two hands throughout casting; -1), Independent (-2), Limited Normal Range (20”; -½), Requires A PS: Play Harp Roll (-¼), Set Effect (see text; -½). Total cost: 19 points.*



LUTE OF FRIENDSHIP

Effect: Mind Control 12d6, Set Effect (targets consumed by feelings of joyous goodwill toward those around them)
Target: 20" Radius
Duration: Instant
Range: No Range
END Cost: 0
Defense: 36 DEF

Description: Whoever hears this finely-crafted lute being strummed is consumed by feelings of joyous goodwill toward those around him. He begins laughing, singing, backslapping, and the like — and is thus unable to continue fighting, for example. The effect lasts as long as the Lute is played, though individual victims may exert enough willpower to break free (i.e., they make their Breakout Rolls).

Game Information: Mind Control 12d6, Area Of Effect (20" Radius; +1¼), Personal Immunity (+¼), Reduced Endurance (0 END; +½) (180 Active Points); OAF (-1), Ends Immediately If Character Stops Playing (-½), Gestures (two hands throughout; -1), Independent (-2), No Range (-½), Requires A PS: Play Lute Roll (-¼), Set Effect (targets consumed by feelings of joyous goodwill toward those around them; -½). Total cost: 27 points.

PIPES OF PANIC

Effect: Mind Control 10d6, Set Effect (victims throw down whatever they're carrying or holding and run away)
Target: 28" Radius
Duration: Instant
Range: No Range
END Cost: 8
Defense: 30 DEF

Description: When played in a frenzy of melody, this flute (or sometimes a syrinx [pan-pipe]) inspires terror in all who hear it, causing them to throw aside whatever's in their hands and run away.

Game Information: Mind Control 10d6, Area Of Effect (28" Radius; +1½), Personal Immunity (+¼), Reduced Endurance (½ END; +¼) (150 Active Points); OAF (-1), Gestures (two hands throughout; -1), Independent (-2), No Range (-½), Requires A PS: Play Flute Roll (-¼), Set Effect (victims throw down whatever they're carrying or holding and run away; -½). Total cost: 24 points.

OTHER MISCELLANEOUS
ITEMS

BOTTLE OF DJINN SUMMONING

Effect: Summon 1,334-point djinn
Target: Special
Duration: Instant
Range: No Range
Charges: 1 Charge which Never Recovers
Defense: Unbreakable

Description: This ornate, gem-encrusted bottle contains a djinn — a magical being whose power comes close to that of a god. The djinn is a captive, placed in the bottle either by a wizard of great power or by a divine being who’s punishing him for some reason. When someone removes the bottle’s stopper, the djinn goes free... almost. The magic of the bottle indebts him to the person who freed him. Typically the djinn repays this debt by granting his liberator three wishes — though he can also make an alternative offer if he wishes to “balance the cosmic books” in some other manner. However, the lucky finder of a djinn bottle had best take care when expressing his wishes; djinn are mischievous (and often temperamental) beings who often try to deceive or trick their liberators by granting his wishes too literally, not literally enough, or the like. (In game terms, a freed djinn is Friendly toward the person who Summons it by freeing it, and has a Psychological Limitation *Indebted To Person Who Freed It...* but that doesn’t necessarily prevent it from playing tricks, and it definitely doesn’t make the djinn loyal or kindly-disposed toward his liberator.)

Sometimes a Bottle of Djinn Summoning holds an ifriti (see *Monsters, Minions, and Marauders* page 52) instead. Although the ifriti is bound to his liberator in the same manner as djinn, he’s an utterly wicked creature, making negotiations with him even trickier. Unless the character is careful, the ifrit will almost certainly try to kill him either while fulfilling his wishes, or immediately thereafter.

Game Information: *Summon 1,334-point djinn, Friendly (+¼) (334 Active Points); OAF (-1), Independent (-2), 1 Charge which Never Recovers (-4). Total cost: 42 points.*

Options:

1) Ifriti Bottle: Summon one 929-point ifrit (186 Active Points); OAF (-1), Hostile (-½), Independent (-2), 1 Charge which Never Recovers (-4). Total cost: 22 points.

BOWL OF SCRYING

Effect: Clairsentience (Sight Group), x16 Range
Target: Perception Point
Duration: Constant
Range: 1,600"
END Cost: 4
Defense: 8 DEF

Description: When this unremarkable wooden bowl is filled with pure water to create a reflective surface, it allows its wielder to look at events far away from his current location. He can clearly see — but not hear — what transpires at any location within about two miles. Using the Bowl requires time, concentration, and some of its wielder’s energy.

Game Information: *Clairsentience (Sight Group), x16 Range (1,600") (40 Active Points); OAF (-1), Concentration (0 DCV throughout use; -1), Extra Time (Full Phase, -½), Independent (-2). Total cost: 7 points.*

Options:

- 1) Far Scrying:** Increase to 64x Range (6,400"). 50 Active Points; total cost 9 points.
- 2) Mobile Perception Point:** This special version of the Bowl of Scrying allows the user to move the perception point at a rate of 6" per Phase. Add Mobile Perception Point. 45 Active Points; total cost 8 points.
- 3) Bowl Of Far Scrying:** This form of the Bowl has a *much* greater range. Change to:

Cost Power

- 9 *Bowl Of Far Scrying:* Multipower, 50-point reserve; all OAF (-1), Concentration (0 DCV throughout use; -1), Extra Time (Full Phase, -½), Independent (-2)
- 1u 1) *Close-Range Viewing:* Clairsentience (Sight Group), Mobile Perception Point, x8 Range (1,000"); OAF (-1), Concentration (0 DCV throughout use; -1), Extra Time (Full Phase, -½), Independent (-2)
- 1u 2) *Far-Range Viewing:* Clairsentience (Sight Group), Mobile Perception Point, MegaScale (1" = 100 km, can scale down to 1" = 1 km; +1); OAF (-1), Concentration (0 DCV throughout use; -1), Extra Time (Full Phase, -½), Independent (-2)

Total cost: 11 points.

BOWL OF THE WATERY SERVANT

Effect: Summon 445-point Water Elemental
Target: Special
Duration: Instant
Range: No Range
Charges: 1
Defense: Unbreakable

Description: This ornate golden bowl is decorated with opals. When a character fills it with water, holds it in both hands, and speaks the proper command word, the Bowl summons a powerful water elemental. The elemental serves him loyally until one hour has passed or it performs all of its tasks, at which point it returns to its home plane.

Game Information: *Summon 445-point Water Elemental, Slavishly Devoted (+1) (178 Active Points); OAF (-1), Gestures (requires both hands; -½), Independent (-2), Limited Duration (elemental returns to home plane after one hour or when all its tasks are done, whichever occurs first; -½), 1 Charge (see text; -2). Total cost: 25 points.*

Options:

1) Many Elementals: Some versions of the Bowl can summon up to four water elementals at once. 198 Active Points; total cost 28 points.

BOXES OF TRANSLOCATION

Effect: Teleportation 20", x64 Noncombat or MegaScale (1" = 1=10,000 km), Usable As Attack, Only Works On Nonliving Objects Placed Into The Box
Target: Items placed within boxes
Duration: Instant
Range: Self
END Cost: 0
Defense: 30 DEF

Description: This set of two 0.5 meter-long wooden boxes are pragmatic enchanted items especially useful for merchants and adventurers. When goods are placed in one box and its lid is closed, they immediately appear in the other box — wherever it is! So, for example, if an adventurer discovers a small emerald in the Ulimar Jungle but needs some more arrows, he can place the gem and a note in the Box of Translocation strapped to his packhorse, and it immediately appears at his cousin's house in Aarn. His cousin then sells the emerald in the Merchant's District, buys him some arrows, and sends the arrows back by placing them in his Box Of Translocation.

Game Information:**Cost Power**

- 40 *Boxes Of Translocation:* Multipower, 200-point reserve; all OAF (-1), Independent (-2), Can Only Teleport To Fixed Locations (-½), Only Works On Nonliving Objects Placed Into The Box (-½)
- 4u **1) Short-Range Translocation:** Teleportation 20", x64 Noncombat (1,280"), x8 Increased Mass, Usable As Attack (defense is Power Defense or being too big to put into the box;

- +1), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), Can Only Teleport To Fixed Locations (-½), Only Works On Nonliving Objects Placed Into The Box (-½)
- 3u **2) Long-Range Translocation:** Teleportation 10", x8 Increased Mass, MegaScale (1" = 1,000 km, can scale down to 1" = 1 km; +1¼), Usable As Attack (defense is Power Defense or being too big to put into the box; +1), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2), Can Only Teleport To Fixed Locations (-½), Only Works On Nonliving Objects Placed Into The Box (-½)
- 2) Boxes Of Translocation:** Floating Fixed Locations (the two boxes) (10 Active Points); OAF (-1), Independent (-2), Limited Power (can only be changed by moving a box; -½)

Total cost: 49 points.

Options:

1) Disguised Boxes: Some forms of Boxes of Translocation look like ordinary containers or crates; they may even have the words "Dry Goods" written on the side. Change OAF (-1) to IAF (-½). Total cost: 53 points.

BRAZIER OF THE FIERY SERVANT

Effect: Summon 473-point Fire Elemental
Target: Special
Duration: Instant
Range: No Range
Charges: 1
Defense: Unbreakable

Description: This item looks like an ordinary brazier for burning coals or oil... except that it's made of solid gold and decorated with etched runes and inset rubies. When a character fills it with oil, lights it, and speaks the proper command word, the Brazier summons a powerful fire elemental. The elemental serves him loyally until one hour has passed or it performs all of its tasks, at which point it returns to its home plane.

Game Information: *Summon 473-point Fire Elemental, Slavishly Devoted (+1) (190 Active Points); OAF (-1), Gestures (requires both hands; -½), Independent (-2), Limited Duration (elemental returns to home plane after one hour or when all its tasks are done, whichever occurs first; -½), 1 Charge (see text; -2). Total cost: 27 points.*

Options:

1) Many Elementals: Some versions of the Brazier can summon up to four fire elementals at once. 210 Active Points; total cost 30 points.

CRYSTAL BALL OF DIVINATION

Effect: Precognitive Clairsentience
Target: Hex
Duration: Constant
Range: 200"
END Cost: 4
Defense: 8 DEF

Description: A character can use this enchanted sphere of purest crystal to view the future. His visions of things to come aren't always as clear and helpful as he'd like, but sometimes even a vague foresight proves quite helpful. Using it too long can be quite tiring. Only spellcasters can use this Crystal Ball.

Game Information: *Clairsentience (Sight Group), Precognition (40 Active Points); OAF Fragile (-1¼), Independent (-2), Precognition Only (-1), Requires A Magic Roll (-½), Vague And Unclear (-½). Total cost: 6 points.*

CRYSTAL BALL OF FARSEEING

Effect: Clairsentience (Sight Group), Mobile Perception Point, x8 Range (1,000"); Clairsentience (Sight Group), Mobile Perception Point, MegaScale (1" = 100 km)
Target: Self
Duration: Constant
Range: 1,000"/ 250,000"
END Cost: 4/6
Defense: 10 DEF

Description: A character can use this enchanted sphere of purest crystal to view distant events. He cannot hear what's going on at the places he views, and cannot view the future. The user must also spend his own Endurance to power it, so using it for too long may prove tiring. Only spellcasters can use this Crystal Ball.

Game Information:

Cost Power

- 9 *Crystal Ball Of Farseeing:* Multipower, 50-point reserve; all OAF Fragile (-1¼), Independent (-2), Concentration (0 DCV throughout; -1), Requires A Magic Roll (-½)
- 1u 1) *Close-Range Viewing:* Clairsentience (Sight Group), Mobile Perception Point, x8 Range (1,000"); OAF Fragile (-1¼), Independent (-2), Concentration (0 DCV throughout; -1), Requires A Magic Roll (-½)
- 1u 2) *Far-Range Viewing:* Clairsentience (Sight Group), Mobile Perception Point, MegaScale (1" = 100 km, can scale down to 1" = 1 km; +1); OAF Fragile (-1¼), Independent (-2), Concentration (0 DCV throughout; -1), Requires A Magic Roll (-½)

Total cost: 11 points.

Options:

1) **Mirror Of Scrying:** This item is basically the same as the Crystal Ball of Farseeing — it's just harder to move around. Add Bulky (-½). Total cost: 10 points.

CRYSTALLINE BIRD

Effect: Mind Link (any one person), No LOS Needed
Target: One character
Duration: Instant (see text)
Range: Planetary
END Cost: 0
Defense: 5 DEF

Description: This item looks like a songbird made with exquisite care and exacting detail from the finest crystal. It can carry a spoken message, of any length, to a single person designated by the owner. It flies to the target mind at a speed of approximately 200 leagues (600 miles) per hour, unerringly finds him wherever he may be, and delivers the message. It may receive a message in reply, then returns to its owner. If for some reason the target mind cannot be found (because it's covered by Invisibility to the Mental Sense Group, it no longer exists for some reason, or the like), the Bird goes to where its owner thinks the mind is, then returns without having delivered its message.

Since a Crystalline Bird is an OAF, it is possible for someone to capture it in mid-flight and then break it, use magic to dispel its owner's control over it and then take control of it anew, and so forth. For game purposes, assume it has SPD 12, Flight 67" (x2 Noncombat), DEX 30, EGO 20. (Alternately, the GM could build it as an Automaton.)

Game Information: *Mind Link (any one mind), No LOS Needed (25 Active Points); OAF (-1), Extra Time (exact time depends on the distance between the character and the target mind, but a minimum of 1 Minute; -1½), Independent (-2), Nonpersistent (-¼), Instant (-½), Can Only Convey One Specific Message At A Time (-1). Total cost: 4 points.*

ETERNAL TORCH

Effect: Sight Group Images, +4 to PER Rolls, Only To Create Light
Target: 2" Radius
Duration: Constant
Range: No Range
END Cost: 0
Defense: 10 DEF

Description: This simple but practical enchanted item appears to be a normal wooden torch of the sort one might find any adventurer carrying. When the owner speaks its command word, an Eternal Torch bursts into flame until he speaks the command word again, at which point it goes out. The Torch never runs out of fuel: it can burn forever.

Game Information: *Sight Group Images, +4 Sight PER Rolls to see, Increased Size (2" radius; +¼), Reduced Endurance (0 END; +½), Uncontrolled (lasts until counterspelled with this spell or Dispelled; +½) (49 Active Points); OAF (-1), Independent (-2), No Range (-½), Only To Create Light (-1). Total cost: 9 points.*

EVERFULL MUG

Effect: Major Transform 1d6 (air into any type of liquor)
Target: One Person
Duration: Instant
Range: No Range
END Cost: 0
Defense: 4 DEF

Description: This mug refills itself upon command with whatever sort of liquor the owner desires. If poured out of the mug the liquor becomes water (so it can't be used to fill other peoples' drinking-cups or to start a fire), but if drunk straight from the mug it's the real thing.

Since drinking is a popular form of entertainment throughout Ambrethel, enchanters have created many items similar to the Everfull Mug. Some examples include the Flask of Perpetual Brandy, the Dwarven Drinking Mug, the Aaarnese Cup, and the Oenic Goblet. Of more practical use in dry or desert regions is the Flood Jug, which simply produces water (and which, despite its name, can't be used to pour the water out or flood an area).

Game Information: *Major Transform 1d6 (air into any type of liquor, heals back by the digestive process), Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), No Range (-½), Independent (-2), Limited Uses For Liquor (see text; -0). Total cost: 5 points.*

FLASK OF THE HEALING WATERS

Effect: Simplified Healing 6d6, Can Heal Limbs
Target: One character
Duration: Instant
Range: Self
Charges: 4
Defense: 13 DEF

Description: Four times each day this plain pewter flask produces a dose of powerful magic water that can heal grievous wounds.

Game Information: *Simplified Healing 6d6, Can Heal Limbs (65 Active Points); OAF (-1), Independent (-2), 4 Charges (-1). Total cost: 13 points.*

FLUTE OF THE WINDY SERVANT

Effect: Summon 473-point Air Elemental
Target: Special
Duration: Instant
Range: No Range
Charges: 1
Defense: Unbreakable

Description: This Flute is obviously magical; it's made of crystal and engraved with runes. When a character speaks the proper command word and plays a simple series of notes on it, the Flute summons a powerful air elemental. The elemental serves him loyally until one hour has passed or it performs all of its tasks, at which point it returns to its home plane.

The Flute cannot be played as a musical instrument; it can only summon air elementals.

Game Information: *Summon 473-point Air Elemental, Slavishly Devoted (+1) (190 Active Points); OAF (-1), Gestures (requires both hands; -½), Independent (-2), Limited Duration (elemental returns to home plane after one hour or when all its tasks are done, whichever occurs first; -½), 1 Charge (see text; -2). Total cost: 27 points.*

Options:

1) Many Elementals: Some versions of the Flute can summon up to four air elementals at once. 210 Active Points; total cost 30 points.

FLYING CARPET

Effect: Flight 15"; Telekinesis (10 STR), Reduced Endurance (0 END; +½)
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 9 DEF

Description: This ornate flying rug is large enough to carry two people through the air. It's fast, maneuverable, comfortable, and can fly for as long as its owner wishes. If the Flying Carpet is used in combat, however, riders should be careful not to fall off during sudden banks or turns. When he's not using it, the owner generally keeps the carpet rolled up and safely stored.

Game Information: *Flight 15", Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Independent (-2) (total cost: 11 points) **plus** Telekinesis (10 STR), Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), Independent (-2), Linked (-½), Only To Carry One Passenger On The Flying Carpet (-1) (total cost: 4 points). Total cost: 15 points.*

Options:

1) Faster Carpet: Increase to Flight 20". 60 + 22 = 82 Active Points; total cost 15 + 4 = 19 points.

2) Journeying Carpet: Add x32 Noncombat. 75 + 22 = 97 Active Points; 19 + 4 = 23 points.



FORGIL'S LOCKPICKS

Effect: +4 with Lockpicking and Security Systems
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 2 DEF

Description: This set of well-made thieves' tools is so heavily ensorcelled that even the most mediocre rogue can pick complex locks and disarm deadly traps using them.

Game Information: +4 with Lockpicking and Security Systems (12 Active Points); OAF (-1), Independent (-2). Total cost: 3 points.

GHOST LANTERN

Effect: Summon 900-point Non-corporeal Undead
Target: One non-corporeal undead
Duration: Instant
Range: No Range
Charge: 1
Defense: 72 DEF

Description: This ghostly-glowing lamp can conjure any one non-corporeal undead per day to faithfully serve the owner.

Game Information: Summon one noncorporeal undead creature built on up to 900 points, Devoted (+¾), Expanded Class (noncorporeal undead; +¾) (360 Active Points); OAF (-1) Independent (-2), 1 Charge (-2). Total cost: 60 points.

HOVERING SKULL

Effect: Various Necromancy-related Skills and abilities
Target: Varies
Duration: Varies
Range: Self
END Cost: 0
Defense: Unbreakable

Description: More of a familiar than an enchanted item, the Hovering Skull Of Necromancy is what remains when a lich becomes so old that his bones turn to dust and even his mystically-sustained mind begins to decay. Trapped in its indestructible skull and devoid of purpose, the lich's spirit goes somewhat mad with loneliness and feels the need to seek out the companionship of like-minded individuals — novice necromancers.

By this point the former lich has lost most of its power, but still retains all of its considerable magical knowledge — a fact about which it reminds anyone who'll listen. It can fly slightly faster than a man can run, and can even bite an opponent for small amounts of damage, but has no other offensive capacities. Rather, once a Hovering Skull "adopts" a character, it levitates just above his left shoulder and advises him in matters of Necromancy. It can even augment its companion's powers occasionally.

In its own bizarre way, the Hovering Skull's motivations are benign. Like many older people (in this case, thousands of years older) it wants to have a hand in shaping the minds and character of younger generations... it just wants to shape them toward the creation and control of the undead.

Game Information:

Cost Power

- 2 *Years Of Experience:* +5 to Necromancy rolls (10 Active Points); OAF (-1), Independent (-2)
- 3 *Years Of Experimentation:* +8 to Spell Research (Inventor) rolls (16 Active Points); OAF (-1), Independent (-2), Only For Necromancy Spells (-1)
- 3 *Steeped In Necromantic Lore:* KS: Necromancy 20- (13 Active Points); OAF (-1), Independent (-2)
- 3 *Steeped In Necromantic Lore:* KS: The Undead 20- (13 Active Points); OAF (-1), Independent (-2)
- 8 *Necromantic Enhancement:* Aid Necromancy 4d6, any one Necromancy spell or power at a time (+¼) (50 Active Points); OAF (-1), Independent (-2), Self Only (-½), 1 Charge (-2)
- 2 *Skull Bite:* RKA 1 point, Penetrating (+½), Reduced Endurance (0 END; +½) (10 Active Points); OAF (-1), Independent (-2), Limited Range (10"; -¼)
- 5 *Skull Fetch:* Telekinesis (10 STR), Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), Independent (-2), Limited Range (10"; -¼), Physical Manifestation (-¼)

Total cost: 26 points.

INSTANT BOAT

Effect: Summon large canoe built on up to 10 Character Points
Target: Special
Duration: Instant
Range: No Range
Charges: 1 Recoverable Charge
Defense: Unbreakable

Description: This magical item appears to be a tiny wood carving of a canoe. However, when its command word is spoken, the carving instantly grows into a full sized boat capable of holding six people! The Instant Boat comes complete with six sets of oars, a small mast and sail that can be locked into place by its crew, a rudder, and a small storage space suitable for holding 114 kg of additional weight.

See page 61 of *The Ultimate Vehicle* for a Canoe character sheet.

Game Information: *Summon large canoe built on up to 10 Character Points, Slavishly Loyal (+1) (4 Active Points); OAF (-1), Independent (-2), 1 Recoverable Charge (-1¼). Total cost: 1 point.*

INSTANT DOOR

Effect: Teleportation 20", x8 Increased Mass
Target: Special
Duration: Continuous
Range: No Range
Charges: 1 Recoverable Charge
Defense: 30 DEF

Description: This enchanted item appears to be a small rug of brown wool. However, when it's unrolled and placed against the side of any man-made wall, it instantly becomes a full-sized wooden door leading directly to the other side — regardless of how thick the intervening wall might be! To remove the Instant Door from a wall, one need only "peel" it off the wall using one corner (this can be done from either "side" of the door) and roll it back up until it is needed again.

Game Information: *Teleportation 20", x8 Increased Mass, Area Of Effect (One Hex; +½), Continuous (+1), Usable By Other (+¼) (151 Active Points); OAF (-1), Gate (-½), Independent (-2), Only On Appropriate Terrain (walls, floors, and the like; -¼), Restricted Path (-1), 1 Recoverable Charge (-1¼). Total cost: 22 points.*

NARVEZ'S MAGNIFICENT MANSION

Effect: Summon 200-point Base, Slavishly Devoted
Target: Special
Duration: Instant
Range: No Range
Charges: 1 Recoverable Charge
Defense: 16 DEF

Description: Invented by the renowned First Epoch wizard Narvez, a Magnificent Mansion ordinarily resembles a model of a castle, house, or cottage small enough to fit in one's pocket. But when it's placed on the ground and the command word is spoken, it grows to full size. (If there's not enough room for it to attain full size, or the terrain isn't right, it won't work.) The interior is lavishly furnished, including a larder fully stocked with delicious food. After spending the night in safety and comfort, the owner can then leave the Magnificent Mansion, speak the command word again, and shrink it back down to pocket size (it will not do this if any living thing remains inside; the Magnificent Mansion is not a weapon). When he next uses it, the larder is once again fully stocked.

Game Information: *Summon one Base built on 200 Character Points, Slavishly Devoted (+1) (80 Active Points); OAF (-1), Independent (-2), Requires Appropriate Terrain (-¼), 1 Recoverable Charge (-1¼). Total cost: 14 points.*

Options:

1) Portable Cottage: Similar to the Magnificent Mansion, but far less opulent, is the Portable Cottage. It looks like a tiny pottery sculpture of a cozy cottage. When activated it expands into a real cottage equipped with enough food and drink to make one hearty meal for up to eight people, enough firewood to keep a cheery fire blazing on the hearth for twelve hours, and enough comfy beds to sleep eight people. The user can control the temperature inside to make it cooler or warmer as needed. Change Environment 4" radius, +/-3 Temperature Levels, Varying Effect (raise or lower temperature inside; +¼) (26 Active Points); OAF (-1), Independent (-2), 1 Recoverable Charge (-1¼) (total cost: 5 points) **plus** Life Support (Diminished Eating: enough food to feed eight people) (1 Active Point); OAF (-1), Independent (-2), Linked (-½) 1 Recoverable Charge (-1¼) (total cost: 1 point) **plus** Force Wall (4 PD/4 ED; 15" long and 2" tall), Opaque to Sight Group, Reduced Endurance (0 END; +½) (90 Active Points); OAF (-1), Independent (-2), Linked (-¼), Restricted Shape (cottage shape; -¼), 1 Recoverable Charge (-1¼) (total cost: 16 points). Total cost: 22 points.

THE ONEIROMANCER'S ROD

Effect: Precognition
Target: Self
Duration: Instant
Range: Self
Charges: 0
Defense: 12 DEF

Description: This item is a unicorn horn capped at its large end with platinum and at its tip with silver. To use it, the owner clutches it with both hands as he sleeps for six hours. If he's lucky, he'll catch a glimpse of things to come.

Game Information: *Clairsentience, Precognition (Sight Group), Reduced Endurance (0 END; +½) (60 Active Points); OAF (-1), Concentration (0 DCV, totally unaware of surroundings; -¾), Extra Time (6 Hours, character may take no other actions during this time; -3¾), Independent (-2), Only Through Dreams (-1), Precognition Only (-1), Vague And Unclear (-½). Total cost: 5 points.*

PAN OF THE STONY SERVANT

Effect: Summon 377-point Earth Elemental
Target: Special
Duration: Instant
Range: No Range
Charges: 1 Charge
Defense: Unbreakable

Description: This item looks like an ordinary pan for mining gold... but it's made of solid silver and has runes carved along its rim. When a character fills it with earth and rock, shakes it, and speaks the proper command word, the Pan summons a powerful earth elemental. The elemental serves him loyally until one hour has passed or it performs all of its tasks, at which point it returns to its home plane.

Game Information: *Summon 377-point Earth Elemental, Slavishly Devoted (+1) (150 Active Points); OAF (-1), Gestures (requires both hands; -½), Independent (-2), Limited Duration (elemental returns to home plane after one hour or when all its tasks are done, whichever occurs first; -½), 1 Charge (see text; -2). Total cost: 21 points.*

Options:

1) **Many Elementals:** Some versions of the Pan can summon up to four earth elementals at once. 170 Active Points; total cost 24 points.

POUCH OF FAMILIAR CARRYING

Effect: Extra-Dimensional Movement (to pocket dimension designed to house familiar in comfort and safety)
Target: One Familiar
Duration: Instant
Range: No Range
END Cost: 0
Defense: Unbreakable

Description: Most wizards worry constantly about the safety of their familiars — even when they are “safely” on their persons. As any adventuring sorcerer or tomb-raiding thaumaturge will tell you, the unfortunate little things are forever getting incinerated by fireballs, bumped off by poison gasses, electrocuted by lightning bolts, or crushed by falling blocks of stone. It's very traumatic for everyone concerned.

To help circumvent this problem, some clever enchanter invented the Pouch of Familiar Carrying. Inside of this sturdy belt pouch is a tiny pocket dimension that can only be accessed through the pouch's mouth. That pocket dimension looks exactly like a tiny wizard's study, complete with miniature armchairs, tiny books, and an ever-full buffet of the creature's favorite snacks — basically, a miniature paradise for a familiar. (Sometimes a wizard commissions a Pouch for a specific familiar, such as one with a swampy pocket dimension for a toad familiar.)

Game Information:

Cost Power

- 8 *Pouch Of Familiar Housing:* Extra-Dimensional Movement (single pocket dimension described in main text), Usable As Attack (+1), Reduced Endurance (0 END; +½) (50 Active Points); OAF (-1), Independent (-2), Only Works On Nonresisting Familiars Small Enough To Fit Through Sack's Mouth (-2)
- 9 *Pouch Of Familiar Housing:* Stretching 5", Transdimensional (only to reach into the Sack's pocket dimension and retrieve familiar; +½) (37 Active Points); OAF (-1), Independent (-2)

Total cost: 17 points.

Options:

1) **Pouch Of Preservation:** A similar enchanted item is the Pouch of Preservation, which opens into a chilly pocket dimension whose properties keep perfectly fresh any meat, plants, herbs, or the like placed inside it. Change Only Works On Nonresisting Familiars Small Enough To Fit Through Sack's Mouth (-2) to Only Works On Spoilable Objects/ Substances Small Enough To Fit Through Sack's Mouth (-2) . Total cost: 17 points.

SPADE OF SWIFT DIGGING

Effect: Tunneling 12" through 12 DEF material
Target: Self
Duration: Instant
Range: No Range
END Cost: 6
Defense: 12 DEF

Description: This huge three-meter digging tool is so large that no character with a Strength score of 17 or less can wield it. But, in the hands of a very powerful man, the Spade Of Mighty Digging can dig out vast amounts of material in a short period of time.

Game Information: *Tunneling 12" through 12 DEF material (60 Active Points); OAF (-1), Independent (-2), Gestures (must wield spade with both hands throughout; -1), Only Works For Characters Of STR 18 Or Higher (-½). Total cost: 11 points.*

SPHERE OF ARCANIC FORCE

Effect: Force Wall (25 PD/25 ED/20 Power Defense, 4" globe), Transparent; Life Support (various)
Target: Self's hex
Duration: Constant
Range: No Range
Charges: 3 Continuing Charges lasting 20 Minutes each
Defense: Unbreakable

Description: This tiny blue glass bubble looks as though it might be the most fragile item in the world. When the proper command word is spoken, however, the Sphere Of Force grows into a 4" radius globe capable of repelling almost any attack made against its surface: projectiles bounce off of it, breath attacks go around it, and so forth. Furthermore, for a brief period of time the sphere also protects those inside of it from any sort of hostile environment. The Sphere can be used three times each day for a period of 20 minutes each (any longer and it might suffocate those inside of it).

Game Information: *Force Wall (25 PD/25 ED/20 Power Defense; 5" long and 2" tall), Transparent (Mental and Flash attacks; +½) (277 Active Points); OAF (-1), Independent (-2), Restricted Shape (spherical; -¼), Self Only (-½), 3 Continuing Charges lasting 20 Minutes each (-0) (total cost: 58 points) **plus** Life Support (Immunity: all terrestrial poisons, chemical warfare agents, diseases, and bio-warfare agents; Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; Self-Contained Breathing) (39 Active Points); OAF (-1), Independent (-2), Linked (-½) (total cost: 9 points). Total cost: 67 points.*

WITCH'S BROOM

Effect: Flight 15"
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Defense: 9 DEF

Description: This ordinary-looking broomstick can carry a single rider through the skies. After the user straddles or sits on it, it lifts off the ground and goes in whatever direction the tip of the handle points.

Game Information: *Flight 15", Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Independent (-2). Total cost: 11 points.*

Options:

1) **Fast Broom:** Increase to Flight 20". 60 Active Points; total cost 15 points.

2) **Slow Broom:** Decrease to Flight 10". 30 Active Points; total cost 7 points

3) **Longer Broom:** This form of the broom is long enough to carry a single passenger. Also buy: Telekinesis (10 STR), Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), Independent (-2), Linked (-½), Only To Carry One Passenger On The Flying Carpet (-1) (total cost: 4 points). Total cost: 15 points.

WITCHSCRIBE PEN

Effect: Cosmetic Transform 1d6 (blank paper into paper covered with writing)
Target: One piece of paper
Duration: Constant
Range: No Range
Charges: 5 Continuing Charges Lasting 1 Hour Each
Defense: 2 DEF

Description: When a command word is spoken, this quill pen created from a roc's wingfeather leaps from its inkwell and begins recording any and all words spoken within in four-meter radius. (The user may order the pen to scribe only certain persons' words, or certain types of speech, if preferred.) Its penmanship is clear, neat, and it writes in whatever language the speaker uses. However, if the user doesn't make sure there's enough parchment (or the like) available, or the Pen will begin to write on the desk, floor, or whatever other surface is available. The Pen can animate five times each day for a period of one hour each.

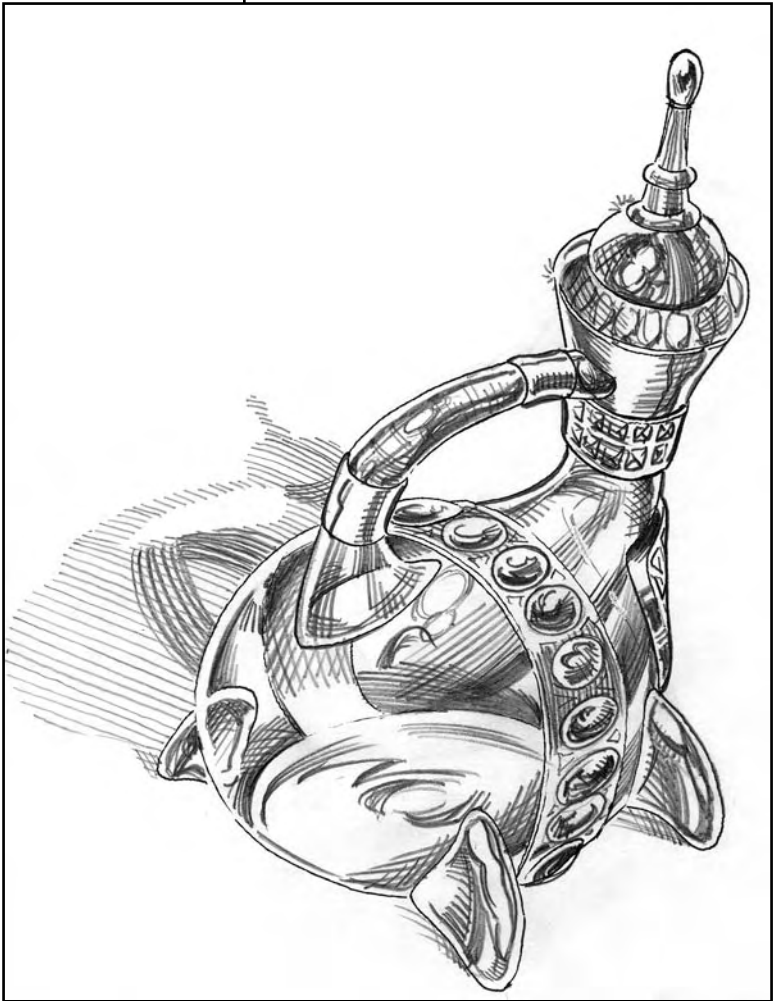
Game Information: *Cosmetic Transform 1d6 (blank paper into paper covered with specific written words, heals back by physically erasing the words), 5 Continuing Charges Lasting 1 Hour Each (+¾) (9 Active Points); OAF (-1), Incantation (-¼), Independent (-2), Restrained (-½). Total cost: 2 points.*

WIZARD’S KEY

Effect: Minor Transformation 4d6 (locked, trapped, or secret doors into open doors)
Target: 10” Radius around user
Duration: Instant
Range: No Range
END Cost: 0
Defense: 20 DEF

Description: When this tiny brass gong is struck with its ringer, any door, portal, lid, or hatch in a 20-meter radius of the user immediately opens. This includes stuck, locked, trapped, barred, or secret doors, which open without suffering any damage. If the use strikes the gong twice in rapid succession, the doors return to their previous closed state.

Game Information: *Minor Transform 4d6 (locked, trapped, or secret doors into open doors, heals back by striking the chime twice), Area Of Effect (10” Radius; +1¼), Reduced Endurance (0 END; +½) (110 Active Points); OAF (-1), Gestures (both hands; -½), Independent (-2), No Range (-½), Total cost: 22 points*



WIZARD’S SACK

Effect: Extra-Dimensional Movement (single pocket dimension), Stretching 5”, Transdimensional
Target: Various Useful Items
Duration: Instant
Range: No Range
END Cost: 0
Defense: 17 DEF

Description: Spellcasters who like to carry a lot of supplies use one of these items, which look like more or less ordinary leather sacks, backpacks, belt pouches, or the like. The “sack’s” opening actually leads into a cylindrical pocket dimension with a 5” (33 feet) radius and the same height. The character can place into the dimension anything that fits through the sack’s mouth, and the magic of the sack automatically organizes the sack’s contents for maximum storage efficiency. When the character wants something, he simply reaches in for it; the sack’s magic perceives his thoughts and “hands” him the item he wants.

In game terms, a Wizard’s Sack consists of two powers. The first is Extra-Dimensional Movement Usable As Attack, which creates the pocket dimension and lets the user put things in it other than himself. A Limitation on the power restricts the sack to holding only articles small enough to fit through the bag’s mouth and weighing no more than 100 kg (the limit on Extra-Dimensional Movement). The second power is Transdimensional Stretching, which lets the user reach inside and grab whatever item he wants.

Game Information:

Cost Power

- 9 *Wizard’s Sack:* Extra-Dimensional Movement (single pocket dimension), Usable As Attack (+1), Reduced Endurance (0 END; +½) (50 Active Points); OAF (-1), Independent (-2), Only On Nonresisting Objects (-¼), Only Works On Items Small Enough To Fit Through Sack’s Mouth (-1)
- 9 *Wizard’s Sack:* Stretching 5”, Transdimensional (only to reach into the Sack’s pocket dimension; +½) (37 Active Points); OAF (-1), Independent (-2)

Total cost: 18 points.

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