

JAGS Treasure



The Dragon's Lair

Jags Treasure

1.0 Intro

Treasure makes the world go round. Well, maybe not. Actually, what treasure does is make a certain kind of adventure interesting and fun. JAGS Treasure is meant to serve several purposes. First, it's a cool list of magic items that you can use in any campaign (and with a little work, any game system). Second, it provides a history of sorts—it's not exactly a world book, but there is a time-line and some ideas about where all of these wonderful toys might have come from. Finally, it describes a "popcorn fantasy economy."

"Monsters? Monsters are greedy. They're natural collectors—they might have wrath and gluttony on the surface—but in their hearts? Avarice."

Dragons are the worst of all. They're natural collectors. They hoard. They covet. They keep. Want to get a dragon's attention? Offer it a famous painting. Want to give it something for your life? Rubies ... emeralds ... stones and coins. They like them all. Like crows—shiny things."

1.1 JAGS Fantasy Economy



We'll take the last one first. If your adventure involves an epic quest to save the world from domination by the Dark Forces, Treasure—or rather loot probably doesn't mean much to you. Likewise, in a "standard" game characters can buy Wealth or Social Status as their character conceptions indicate. It's fairly cheap (character-points-wise) to make a character that doesn't need much money. In either of these cases Treasure is simply background... your world-saving quest might, for example, revolve around throwing a piece of treasure into a certain volcano.

In the second scenario type ("Standard" JAGS, where PCs can buy wealth for points), JAGS Treasure is still useful, but it's not as important. If someone in your party is filthy rich, you're only interested in powerful or extremely rare treasures—things money *can't* buy. Both types of scenarios are valid and both types are common. In that case, ignore the rules for "figuring out how much the haul should be worth," and rules for "Treasure Values based on Character Points," and put in treasure as you see fit from a literary/story perspective. Simple.

Those sections become more of an issue if you're running a 'popcorn' fantasy game where one of the primary goals is to advance in power and wealth as you adventurer. In these kinds of games, the *economy* of the world becomes important. If treasure is too plentiful, then the game quickly becomes dull. If it's too restrictive, then you have

the (logically unsound) scenario in which powerful characters can't afford a night at the Inn.

The Economy described in JAGS Fantasy is supposed to support a somewhat realistic fantasy world in which there's money to be made in "mundane" jobs (bounty hunting, mercenary work, etc.), but the real fortunes are made by those brave enough to leave civilization and lucky enough to survive.

With this in mind, we've tried to be careful about the monetary value of each item and we've provided some simple (or, maybe not-so-simple) rules to help the game master create treasure hauls appropriate to different levels of players.

1.2 JAGS Fantasy History

JAGS Fantasy describes a world with a wide variety of potential characters. A lot of these would fit in with any other fantasy world (JAGS Elves are... surprise, surprise, good archers... ever heard that one before?). Some of it is weird (the floating eye guys). We didn't present much of a background there because JAGS Fantasy isn't really supposed to represent a *specific* fantasy world—rather, it's supposed to support a variety of common fantasy universes.

We still don't have a world book (and when we do, it'll probably be a strange one—not a retread one-off of Tolkein's fantasy universe). JAGS Treasure wasn't going to have any background... except that we had to come up with some kind of history to explain where all this cool stuff came from.

We have a time-line (published in the appendix) that very, very roughly approximates the historical middle ages—there was an ancient time ("Antiquity"), an Age of Kings which gave way to the era of the Empire (basically the Roman Empire). The Empire fell hundreds of years ago (from the presumed start of the "modern" fantasy game), and the adventures are set in the heart of the Dark Ages.

We played around with our history and decided we liked it—there's some good stuff in there—but if you're using this in a game you're already running, feel free to ignore any or all of it. Our basic idea is to come up with some explanation (hopefully an entertaining one) for why there are a bunch of +1/+4 vs. Forrest Giants swords wondering around out there. Who made them? Why? What's the deal with Forrest Giants?

Again, if you like the little stories and the background, use it. If not, dump it. No big deal, either way.

"I see two vast armies: one wearing colors of dark green and the other colors of blue and yellow. There are monsters and men both—flying heavy cavalry on the backs of griffons. Squads of giants, hissing multi-headed hydras.

The men though—the men are standing in disciplined lines holding swords. I see bows burning with black flame. I see swords that crackle with lightning. I see squads under a soft red radiance given off by the shields. Then there's a horn—then drums. The battle has started."

Immolator

Immolator was a blade used by the ancient Empire of Autumn. It appears as a broadsword with a red gem inset in the base of the blade. It does +3 Damage (+3 Power) and if it scores a hit and penetrates doing damage the target suffers 24pts of Fire Damage (same damage mod as the original hit) as it bursts into flame! Worn armor does not defend against this damage.

Soul Cleaver

Origin unknown: a heavy axe with a strange rune carved into each side of its wickedly curved blade. When it penetrates and does damage, the target rolls vs. WIL on the Critical Wound table (even if it did a nick). It requires a 14+ STR to use and has a +2 Back Swing cost. It is said that after using it to kill WIL number of opponents, it will drink its user's soul as well.

1.3 Those Wonderful Toys

One of the best non-playing RPG experiences we could come up with was paging through that big book with the red guy on the cover, reading about all the neat stuff you might find. ("Hey, DM—what do I have to do to get a Rod of Lordly Might?" or, "They stole the Portable Hole idea from Bugs Bunny. Or was it Yellow Submarine?").

Nothing may ever live up to that—and we know we're not there yet—but JAGS Treasure 1.0, and future releases should have its share of creative useful items that would inspire imaginative adventures and be entertaining to read. If we come even close to that, we've done our job.

2.0 Jags Fantasy Economy

The JAGS Fantasy Economy is described in detail in JAGS Fantasy. There are lots of rules for how much money you make if you have a job no PC is ever going to hold. Why? Because we're really interested in simulating how much a baker in 1236 might make? No.

Because wealth and social standing (and, more crudely, the power/magic wealth can buy) are very important in some types of games. And knowing where you stand requires some kind of base line. Page 6 (of 1.0—the most current version when this version of JAGS Treasure was written), has a table showing how much it costs to live like a Merchant/Tradesman in various levels of style.

For 112c per month, you can live pretty good. For 384c, you can live like a noble (that's an "in town" noble—not someone with his own castle), and so forth.

Being a tradesman—even a bad tradesman—is a lot of work. If you're good with a sword, you can probably do better. The rules in JAGS Fantasy give some idea of how much a bounty hunter or a bodyguard might make. You can do pretty well...

But the real money's in adventuring.

2.1 The Adventurer's Life Style

So how much does an adventurer make? The answer is that it varies. In real life, you go for decade (or your whole life) finding nothing, and then when you do find the big haul, the IRS takes it all away.

So much for real life.

In popcorn fantasy, the amount of money you make is determined by the risks you take—the more bad-ass the beasts guarding the treasure, the more treasure there is (obviously there are exceptions. In one adventure the GM ran us against a Dragon with 'Yuppie Spending Habits.' He had a big cave full of nice brand-name furnishings, but in the vault, there was nothing but credit card debt...)

So adventurers don't really have salaries. Instead they go on a few "adventures" each month, and (hopefully) earn enough to get by.

Our approach where an adventuring character should fall on the social/wealth scale is given below. If you disagree, it's not too hard to change it (which is why I'm explaining our thought process rather than just giving you the tables).

Obviously a beginning character could be 25, 30, 50, 75, 100, or even 200 points. In a literary game, there's nothing wrong with this. For the popcorn economy, we assume that "starting characters" are neophytes at 30 points, and that they work their way up by going on adventures and earning experience.

If you make penniless, 18-year-old 150-point characters that live like gutter urchins—no problem! It's just not a standard game. And you'll have to explain why, if they care about money at all, they don't go and knock off the local Urman overload and take his fortune for themselves...

"Adventuring? It's not a lifestyle for them that likes wakin' up in bed and havin' themselves a cozy breakfast. The world's riddled with holes ... caverns ... dark places. And mind you, the world's got a certain sense to it—one that men don't grasp.

Things lurk in unexpected places. The natural order—when you're out there—or down there—isn't so natural. But don't go thinkin' it's all glory. You get rot and disease and wounds that fester. You don't hear about all of that.

Have to go to the loo in a ruin? Son, I seen crawly slimy things you don't even want to think about down there! Take a breather under a tree? It can just as soon grab you and eat you. There's plenty of things in out of the way places that look like things they ain't. Vicious things.

And at the end of the day? A handful of coins. A copper crown. Maybe a sword with some magick on it to make your next day a little more perilous. It isn't a career, son. Take it from me. You're better off in the tavern, listening to the tall tales these people tell around here. Take it from me.

"Halt at the gates and be recognized! What are called?"

"Gaveran Troll Slayer, Rescuer of Princess Bronwren, hero of the battle of Fell's Pass!"

"Hells Bell's, boy, you can't be more than fifteen summers! You expect me to believe you've done all that?"

"It sounds better than Gaveran, son of a merchant who kicked him out and ordered him not to come back until he made something of himself! Open the gates!"

"Aye ... that it does. Welcome to Frost Guard Keep."

2.1.1 A Beginning Adventurer

A beginning adventurer should be struggling—the cheap room at the inn, ale instead of wine... saving up money to buy chain mail. We consider a beginning adventurer to be “beginning” in the 30 to 50 point range.

Now, a 30 to 50 point character could easily be a skilled craftsman or merchant. The adventuring route starts out paying a lot less than those less exciting professions. It's also a lot more dangerous. The payoff comes later.

2.1.2 The Intermediate Adventurer

Intermediate adventurers are 51 to 75 point characters. These are professional adventurers. They're successful, they're heroes. At this point, the character has enough wealth to live reasonably well (as a successful merchant) and can afford any mundane goods he needs (he'll easily have enough money for the armor and weapons he wants).

Intermediate Adventurers turn their sights on loftier goals than simply being comfortable. They may want to retire in real style (they're still not filthy rich for the rest of their lives), they may want to enter politics (buying the title to land, becoming a Lord). They may have other objectives (quests), and need powerful magical artifacts to accomplish them.

2.1.3 The Hero

True Heroes are start at 76 points and go up to 100 points. These characters are can live like kings. They have massive war chests of money, and can buy powerful magic.

2.1.4 Greater Heroes

Above 100 points, adventuring characters live like lords, dukes, barons and even kings. If they're not powerful enough to fight armies all by themselves, they're certainly powerful enough to charge outrageous rates for their services and get them. At this level money on a reasonable scale ceases to be a real motivator for adventure. The characters probably have treasure that's better than the stuff they could buy.



2.2 Character Progression

The table below shows the amount of money that a party (that's a *group* of characters) at a certain point total should be making during all of the adventures that they go between the point totals listed.

That bears further explanation by way of an example—

A group of 30 point starting characters go on 3 adventures worth 2 experience points each (these are small scenarios, each taking about 1 night of play) and a more serious adventure that yields 4 experience points (a moderate dungeon taking a night or two to clean out).

The total experience for the entire campaign (so far) is 10—the characters are all, now, 40pt characters. The total treasure for the adventure (for all 4 adventures) is 1,500c. This probably means they got 200c or so for each of the small encounters (total 600c) and the dungeon had about 900c in treasure (total: 3 adventures for 200c apiece + one big adventure for 900c = 1500c total).

If they split it evenly and there were 4 characters, each character has about 400c in cash. That's enough to live in high style for a month (a low-level gentry needs 384). If they live like paupers, they can afford to buy pretty good armor... and so on.

Char Point Total	Total Coin / Level	Coin / Level (person)	Lifetime Earning	War Chest
30	1,500.00	375.00	375.00	125.00
40	3,000.00	750.00	1,125.00	375.00
50	6,000.00	1,500.00	2,625.00	875.00
60	9,000.00	2,250.00	4,875.00	1,625.00
75	12,000.00	3,000.00	7,875.00	2,625.00
80	15,000.00	3,750.00	11,625.00	3,875.00
85	18,000.00	4,500.00	16,125.00	5,375.00
90	21,000.00	5,250.00	21,375.00	7,125.00
95	24,000.00	6,000.00	27,375.00	9,125.00
100	28,000.00	7,000.00	34,375.00	11,458.33
105	32,000.00	8,000.00	42,375.00	14,125.00
110	36,000.00	9,000.00	51,375.00	17,125.00
115	40,000.00	10,000.00	61,375.00	20,458.33
120	44,000.00	11,000.00	72,375.00	24,125.00
125	49,000.00	12,250.00	84,625.00	28,208.33
130	54,000.00	13,500.00	98,125.00	32,708.33
135	59,000.00	14,750.00	112,875.00	37,625.00
140	64,000.00	16,000.00	128,875.00	42,958.33
145	69,000.00	17,250.00	146,125.00	48,708.33
150	79,000.00	19,750.00	165,875.00	55,291.67

The first column is the character point total. The Second is the total coin gained during the trip from that point total to the next one (so a party of 100 point characters would go on adventures worth 28,000c before they reached 105).

The next columns are guesses based on some assumptions. The Coin / Level (person) column is the ¼ share of the treasure found (what one character would get in a 4 person adventuring party).

The Lifetime Earning column is just that—how much each person in a 4 person party will have earned during the course of their adventuring career.

War Chest is simply 1/3 of the lifetime earning, and it's a guess at what a character might have saved for really big-ticket items or times of real trouble.

2.6 How These Numbers are Used

So how does a game master use this table and this information? These tables are intended to be used as a guide to how much loot there should be in an adventure. If you have 75 point characters and you have an adventure that you think is worth about 4 experience points (80% of the way to 80 pt characters), the whole adventure should have about 12,000c x .80 = 9600c worth of treasure in it. That could all be in one big, honking gemstone in a vault at the end. It could be in coins hidden in the lairs of several creatures scattered throughout the adventure. Most of it could be in coins, and maybe there's a couple of expensive magic items... there are lots of choices.

The point is successful adventurers should earn about 3000c apiece between the time they're 75 points and the time they're 80 points. They should find magic items worth less than that.

2.3.1 Treasure Distribution

The table above suggests the over-all value of the entire scenario. They don't tell you anything about how the treasure should be distributed. It might all be in coins or gems, but at least some of it's probably in magic items.

In the appendix, there are tables (complex ones) for "rolling up" treasure hauls and figuring out exactly how the treasure is distributed. In practice, it's probably better (easier, more efficient, fewer goofy results) to eyeball it.

Just pay attention to the end results. If you have a single piece of treasure worth more than 60% of the whole adventure, it's probably pretty powerful for characters of that point level. If you write an adventure with a magical sword worth 125% of the total suggested amount, then the party's fighter is likely to be well over-powered for a long time.



3.0 Resisted Attacks

Many of these treasure items use Resisted (previously called Power vs. STAT attacks). The mechanics for these are fully described in the Unusual Attacks document (part of the basic rules set) as well as the Supers rules. The basic mechanic is as follows: when the attack hits it makes a POWER roll. The target makes a STAT roll at -1 per point the POWER roll was made by (this is the "resistance roll"). The amount the STAT roll is missed or made by is checked on the Resisted Attacks chart (shown below) and that yields one of five results (Minor Effect, Standard Effect, Major Effect, Critical Effect, and Catastrophic effect). The table for the specific attack is checked and the results are applied.

Character Made STAT roll by					
+4 or Better	+3 to +1	-0 to -3	-4 to -6	-7 to -9	-10 or worse
No Effect	Minor Effect	Standard Effect	Major Effect	Critical Effect	Catastrophic Effect

Designer's Notes: We are currently trying to get all of our Resisted Attacks together in one place (and make sure they're all consistent). Until this project is finished there's going to be some confusion ("where is Terror defined? Where is Flash defined?"). Most of these abilities are (or will be) in the Super's section. However, we're aware that our current spread isn't perfect and we're working to make it better.

Terror

The target feels sudden, unreasoning fear. The roll is made vs. WIL (usually).

Effect	Description
Minor Effect	Unease: the target feels chills, flesh crawl, and other physiological signs of fear. If the GM rules that the target is already "afraid" and can retreat, they will (this won't have any effect on a combat character in a fight—but if the attack happens in a haunted house an investigator might well flee!)
Standard Effect	The character is "frozen." Initiative rolls are at -2 for the next 3 seconds. If the effect is from a person (i.e. the person wields the terror power) the first attack against him is at -2 to hit. If the effect is from an object or place, the character must make a WIL roll or get out of its presence.
Major Effect	As above but Initiative and to-hit are at -3. The WIL roll (or flee) is at -2. The character will suffer minor psychological damage (nightmares, being jumpy in similar situations, etc.) for 3 weeks.
Critical Effect	The character is horrified. For 3 seconds the character will either run at full speed away or be frozen. The character will scream, cower, etc. The character can't approach an object or character using this power. If cornered, the subject will fight at -4 for 3 seconds. The character will suffer major psychological trauma. The GM can assign new phobias, etc.
Catastrophic Effect	The character is catatonic with terror. Hair turns white, etc. The character is essentially unconscious for 4 hours. Heart attacks are possible.

Pain

The subject feels sudden, ripping pain.

Effect	Description
Minor Effect	The target is hurt: -1 to all rolls for the next 2 turns.
Standard Effect	The target is blinded with pain: -1 to all rolls for 2 turns and Stunned.
Major Effect	Target is in agony: the target is treated as dazed (make WIL rolls to recover)
Critical Effect	Target is writhing in extremis: treat as "immobile" (the character writhes on the ground). WIL roll at -2 each turn to recover.
Catastrophic Effect	As above but at -4.

Hallucination

The subject experiences waking dreams, distortions of reality and other mind-altering effects. The effects usually last 20 minutes or so.

Effect	Description
Minor Effect	Mildly Disoriented: see patterns but no combat effect (lasts about 12 min)
Standard Effect	Disoriented: -1 to rolls. Make WIL rolls or say inappropriate things.
Major Effect	Rolling: Character sees things that aren't there and believes things that aren't true. Make a WIL roll to behave normally in each situation. Failure means the character runs, talks to things that aren't there, etc. Combat rolls are at -2.
Critical Effect	Tripping: as above but -3 to WIL rolls and combat rolls. Characters will misuse abilities and otherwise behave very strangely.
Catastrophic Effect	Hallucinating: the character behaves randomly (on a 6- roll the character does something very dangerous like jumping out of a window).

Hypnosis

The character's will is temporarily subverted. The listed effects listed in the Monster's book are due to the character being in a trance state (when animals "hypnotize" the target that usually means they "freeze the target" with their vision). For items this deals more with suggestibility. Use this table.

Result	Effect
Minor	No Effect—the target sees the eye open and feels chilled but isn't effected (hide the effect).
Standard	Bedazzled: the target does nothing for 1-3 seconds (random roll) unless touched, attacked, or otherwise inconvenienced. The seconds will be "lost time."
Major	Suggestible: the target will be suggestible for 3 seconds. The character may say "I paid you." Or "You want to let me go." This has limits and the GM should enforce them: guard might let a suspicious character go with a warning but a collared known murderer will not be released (items might be stolen but you can't convince the King you just paid him for his castle)
Critical	Sleep: The target can either be put into a semi-permanent daze or suggested as above.
Catastrophic	Orders: the target is in a daze but can be ordered to do things. The person won't do really dangerous or immoral things (but the user can take advantage of people!)

Possess (Subtle)

There are many, many different types of possession. This covers a subtle form used by some spirits (and a kind of Dragon Wine). In this case the Possession happens over days and is used by the possessor to make the target do its will—not to control targets in combat or "inhabit" their bodies.

Result	Effect
Minor	The target should be encouraged to do as the entity wants. This takes the form of a subtle, internal voice (like a conscience) making suggestions.
Standard	The target will act in the interest of the possessor so long as it isn't out of line with the character (i.e. if the actions don't conflict).
Major	Driven: the character works as though he has an addiction. He may stop, start, "quit," etc. However, each day, he makes a WIL roll at -2. If missed, the target does as the possessor requires. The character still won't act in a morally repugnant manner (but the possessor can roll to strengthen the possession each 3 days!)
Critical	Controlled: As with drive but the character <i>will</i> act in a morally repugnant matter (and feel terribly guilty about it).
Catastrophic	Consumed: The target does the complete and unquestioning will of the possessor. When the possessor's aims aren't involved he'll be himself—but he can't contradict that which he is compelled to do.

4.0 Magical Powers

Magical powers are defined in many ways (some are spell effects from the magic books, others are unique and are defined with each item). Some common definitions are given here as well as an important rule:

Unless designated otherwise, magical bonuses of the same type do not stack. A Helm of +1 Might and a Sword of +1 Might don't give the character +2 Might: the character just gets the value of whichever is greater.

Power: Damage. A broadsword (Base Damage 6) of +1 Power does 7pts.

Might: +1 to the user's STR (this applies for all purposes including grapple).

Defense: Add +1/2 Armor (+1 to the Damage Reduction and +2 to Penetration Resistance).

Defender: If this gives a block roll it's against ranged weapons and once per turn. So a 12- Defender Shield gives a 12- block against missile attacks (including spells which have projectiles or beams as part of their nature) once per turn. If the description says otherwise, use those rules.

Smart Weapon: The weapon fights with its own skill or the user's, whichever is better.

Blood Drinker: The weapon is hungry for blood! When a blow hits by 0 – 3 the weapon does +2 Base Damage (it drinks in extra DP of blood!). When drawn, the user must make a WIL roll to stop fighting if it hasn't dealt 8pts of damage to living opponents. He may make his roll at +2 to stop from attacking friends or innocents if that's all that's left.

5.0 New Weapons

This book introduces some new weapons (the trident and the warhammer). Here are stats for them:

The Trident: This acts as a spear but gets a +1 "large weapon bonus" to hit and is at +1 to be blocked. It can be used to spear a fish from the surface at no negative (the diffraction of light passing through the surface doesn't detract from the use of a trident). Spiked Tridents exercise a 6 Grapple "Grab" when they hit by 4+ (this is an advanced optional rule).

Warhammer: A warhammer is a weapon like a hammer but with a pointed instead of a blunt end. Its swing and backswing are the same as an Axe (of various sizes) and uses Axe skill. As an optional, advanced rule: on a hit by 4+ it gets +2 to its Penetration value (it has a spiked head instead of a blade). It isn't nearly as useful as a tool as an axe (you can't cut down a tree with one). If you are playing with this it is suggested that the GM make warhammers both more expensive (3x the cost of an axe) and possibly less accurate (hit at –1) to make up for their superior damage statistics.

6.0 Treasures

Unless otherwise specified, all magical items are “high quality.” This means that they last through the ages and are difficult (although not impossible) to break. High Quality does not give any extra damage or other advantages, and depending on the nature of the item, it may not appear special or expensive.

Era refers to our history (described in Appendix A); it’s just a measure of how old these things are.

Frequency refers to how common an item is based on how many of them were made (mass produced, high value items may have a low frequency, because there are many of them out there, but you won’t find them laying around...

Frequency	Meaning
1	Common; many were made. May represent items that were made by many cultures over a long period of time.
2	Uncommon; these items were still mass produced, but had special uses or were
3	Rare. Only a few of these (a hundred or so) were made, or races that are somewhat rare made them.
4	Limited. Only a certain number (a small number; less than 20) were made.
5	Unique. There is only one of these.

Praedurium and Antiquity

The Praedurium blade is distinctive in all ways. It is light and strong. It can be polished to a mirror-shine, but even if unattended it will not rust or tarnish. It holds its edge for its lifetime (which is a good thing because how would one sharpen it?)

There are several periods or “Dynasties” of blades. The most common is the Halondite, which is struck at the base of the blade with the year (in the King’s Calendar) that it was forged. MMCLVII to MMCLXIV are the most common. This is your basic Halondite. Trustworthy, indomitable, sleek and simple. It was meant as a tool of warfare—a very efficient, effective and precise tool. It is a tribute to the Winter Kingdom that it is as relevant today as it was when it was made—long, long, after its creators have vanished from memory.

Praedurium Blade	Value: 250c	Frequency: 1	Era: Age of Kings
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The Praedurium short sword is one of the most common magical items in existence. Thousands of them were made and all were built to last. They were used widely by the Imperial armies and even in modern times there are still enough of them to be found to equip small, elite units.

Praedurium blades are also easier and cheaper to enchant than regular metal, and so Praedurium weapons are often chosen for further magical enhancement.

◆ +1 Power

The Halondite Forge

Prior to the construction of the Halondite Forge (EOK circa 471 BH), weapons for the King’s armies were not generally enchanted. Square Leaders and Field Commandants (these titles are, of course, applied by modern scholars) received, on rare occasion blades of exceptional quality that had been painstakingly enchanted by conventional means.

The Forge changed that. It was not the blades that were enchanted, sword-by-sword, but the armory itself. The ore was heated in the fires of Halondite (which is, to this day, an active volcano), poured through three great stone rings covered with runes (we have sketches—there is no record of exactly what enchantments were used and the Forge, itself, of course is long destroyed), and formed upon equally enscrolled anvils.

The result was as awesome in battle, as it was in concept—the mass production of Praedurium blades. There were, perhaps a hundred smiths working a hundred anvils in those deep, sweltering chasms. All records of the total output of Halondite are lost, but simple math suggests amazing numbers. Perhaps 10,000. Perhaps ten times that many.

In less than a decade each of the other kingdoms had its own Forge, but there would never be another to rival Halondite.

Nobel or Isotope Praedurium	Value: 750c	Frequency: 2	Era: Age of Kings
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Nobel Praedurium is stronger and more powerful than regular Praedurium and quite a bit rarer. It has a faint blue hue to it. Since Isotope Praedurium was used to make weapons for commanders most Isotope weapons are broad swords, long swords, or great axes.

- ◆ +2 Power

Praedurium Plate	Value: 1400c	Frequency: 1	Era: Age of Kings
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Although reserved for the officers, the Praedurium breastplate was one of the most sought after and highly valued items on the battlefield.

- ◆ +1 Protection, +6 Penetration defense, Coverage 4 (defense of 7/20)

Slave Revolt

In the days of the late republic in the western city of Sebaste there was a slave revolt. Encolpius was an entertainer—a juggler, a jester, a stage magician, and despite his low level, a charming speaker. Speaking before an outraged audience (of both slaves and sympathetic citizens) after a great injustice he found himself the leader of forces capable of overtaking the city.

In one coordinated stroke carried out over one long night, he took the city and declared it separate from the Empire. His first act as Sovereign was to free his fellow slaves and exile the owners and soldiers who had stood against him. His second act was to barricade the gates, stockpile supplies, and lay in for the inevitable siege.

When the legions arrived and the gates did not rise, they decided the man inside desired suicide over surrender and they set about preparations to grant him and his followers their “wish.” Siege machines were calibrated. Great fires were stoked. Horns were sounded.

Encolpius typically worked with all kinds of things up his sleeve, and the siege of Sebaste was no exception. He had, for years, owned a jar with a jinn that owed him three wishes for his release. He had held them, waiting for the proper opportunity, and when the armies of the empire prepared for their first overwhelming strike he wished.

He wished that his enemy’s weapons would turn against them. He wished that the crude weapons his own men had would acquit bravely against their foes, and he wished that the motley crown on his head would become a sign of rightful rulership.

The motley crown became a powerful illusion and talisman of leadership.

Encolpius then opened the gates and allowed them to enter. Welcoming them as an envoy instead of invaders. The Generals knew what had happened and they recognized that not only would they suffer terrible casualties if they attacked (they might, conceivably, not even win) but that they had been spared. The power of the jinn was incredible. He could have, had he desired, had them all buried alive in a heartbeat.

History records that the Generals accepted his invitation, sat with him at his great table, and accepted him as the Senator of Sebaste to the Capitol City. His third wish came true when, for years afterward, he would wear his motley crown when he spoke on the senate floor to remind himself and his fellows where he had come from and what he represented.

Turned Blades	Value: 250/1200	Frequency: 2	Era: 80 B.H.
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The legionnaire's swords (400 short swords, 40 long swords, 24 broad swords) were cursed and those that still remain are still cursed. They look like stately Imperial blades, but close inspection reveals leering and sneering faces worked into the decoration on the pommel and hilt. They can be polished to a shine, but anything they reflect is oddly distorted—like the image in a fun-house mirror.

- ◆ Acts as a +1 Power or +2 Power blade in practice. (Base Damage is 7 or 8)
- ◆ -4 Damage Modifier (except against the wielder—see below)
- ◆ On a miss, the blade has a chance of hitting the wielder (8- chance, +1 for each point the attack roll missed by.
- ◆ The weapon cannot be dropped or discarded in combat without a WIL -4 roll.
- ◆ On a successful block roll the weapon may (6- chance) jump out of the user's hand.

Slave's Staff	Value: 450c / 1350c	Frequency: 2	Era: 80 B.H.
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The slaves were armed with simple weapons. Many of these were quarterstaves, and kitchen utensils. There were literally thousands of these implements enchanted. As with the Turned Blades, the details of the Slave's Staff are a little disquieting—look at the patterns in the wood and you'll see odd faces.

- ◆ +1 Power (Damage) (250c)
- ◆ 13- L2 Weapons Skill (200c)
- ◆ Some weapons (about 20%) give Deflector 13- (a free block against a ranged attack) (900c)

Prisoner's Hatchet	Value: 800c+	Frequency: 2	Era: 80 B.H.
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The Hatchets are usually found in sets of three or four. They were originally plain tools, but over the years they have often been decorated. Some have feathers attached or are painted bright colors. Alone they act as simple +1 Power (damage) hatchets. Used in groups, they can be thrown.

- ◆ +1 Power (Damage) (250c)
- ◆ High Quality Weapon
- ◆ Juggling Skill (L2 16-) – Since the weapon must be held to give this ability it's a good bet that the user is juggling the hatchets. (50c)
- ◆ Speed – the character can, in a single attack, throw as many of the weapons as he is juggling (500c for 2 hatchets, +100c for each extra hatchet)

Motley Cap	Value: 22,000c	Frequency: 5	Era: 80 B.H.
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The cap is clearly a jester's crown, down to the odd colors and the tiny bells. It looks faded—and a little sinister. Wearing it changes the wearer's bearing immediately. He stands, talks, and moves as a member of the upper classes. And while the crown's odd appearance may inspire scorn, it usually won't for long. It makes the character a powerful, compelling speaker—but only so long as the character speaks and acts on the side of justice. Characters wearing the crown and acting in bad faith (or for their own gain) will suffer reversed effects—they will appear ridiculous and they will sound ridiculous for 2d months.

- ◆ L2 Presence
- ◆ L3 Leader
- ◆ L3 Etiquette at RES + 3
- ◆ L3 Showmanship (oration, not comedy) at RES + 3

Keltic Tribes and Their Goods

When the Kings and their Kingdoms expanded north, they left the lush, farmlands and fertile valleys of the continent for the bleak hills, deep forest, and frigid, lethal winters of the northlands. It was there that their scouts first met the Keltic tribes.

It was the first time that the Kings had encountered men that would not join them and would not fall before their army. They were appalled and intrigued, and they pushed forward building roads and camps and castles.

"Halt Centurion. The rest of the force follows you?"

"This is the force, commander."

"I—what? The force—the legion?"

"We are ... we are all that remains. The force is gone—it is destroyed and we had better turn back to the fort before nightfall."

"This is impossible—my report—they will think me mad!"

"Aye. And let me tell you: it is we who are mad to make war with these barbarians in their mountains."

They took land, conquering wilderness, but they never conquered the Tribes.

Centuries later, the Kings fell and the Empire took up the battle. They too “conquered” and lived in Keltic lands, but never subjugated its people. And finally, the Empire fell, and the Kelts watched from their low hills.

The Kelts are a cipher—they have a very simple runic language and no written history. They dress in skins and cured hides. Their lack of a literary culture and refined dress have led many visitors and enemies to dismiss them as simple or primitive, and there is an element of truth to that assessment: the Kelts live close to and in harmony with nature. Many of the tribes are composed of both humans and Beastmen.

But primitives would never have stood so firmly against the Kings, their armies, the Empire, or her Legions. The Kelts have a sophisticated understanding of nature, magic, metal work, and the rules of warfare.

Centuries of warfare and trade have introduced many Keltic goods to the southern lands. Their furs and winter clothing are unmatched in the south—and their “wild” appearance only adds to their style.

Keltic Clothing

- ◆ Keltic Overcoat 35c
- ◆ Keltic Fur Coat (Lady’s) 50c
- ◆ Keltic Leather Vest (Men’s, Light armor 1 / 2) 40c
- ◆ Keltic Fur Cap 20c
- ◆ Keltic Boots (Men’s) 40c / (Lady’s) 50c

Keltic Torque’s

Kelts forge golden torque’s worn about the bicep or neck as jewelry (100c – 200c, un-enchanted). They often have snake or animal motifs (a snake eating its tail, an eagle’s head, etc.) While most are simply decorative, Keltic warriors will often seek enchantments for their torques.

Aurochs Torque	Value: 500c/1300c	Frequency: 1	Era: All
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The Aurochs Torque is an amulet of Might—bulls and elephant symbols are common for torque’s enchanted this way. These torque’s tend to be the least expensive—a young warrior will often prefer an enchanted torque to a more expensive one.

- ◆ Might +1 or +2 (increases the user's STR for all purposes) (400c/1200c)
- ◆ Bronze Torque (100c)

Sowulo Torque	Value: 200c	Frequency: 1	Era: All
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The Sowulo Torque is an amulet of healing and defense. Items meant for this enchantment have sun symbols, horse symbols, and sometimes maiden symbols. These torques carry a healing spell that can be cast upon the wearer or given—cast upon one he touches.

- ◆ Healing Touch (Minor Wound 1x per day) (100c)
- ◆ Bronze Torque (100c)

Teiwaz Torque	Value: 6100c	Frequency: 3	Era: All
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The Teiwaz Torque is the torque of the warrior. These are made for men who will fight for all the Tribes—true heroes of the Keltic people. Their wearers are named in stories sung forever. The Teiwaz Torque has the symbol of the serpent and the wolf.

- ◆ +2 Might (STR) (1200c)
- ◆ +2 Power (damage added to any weapon or hand-to-hand attack) (750c)
- ◆ +3/6 Defense (adds to any armor but does not stack with other magical armors) (4050c)
- ◆ Bronze Torque (100c)

Eihwaz Torque	Value:	Frequency: 4	Era: 300 B.H.
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Hoggarn Brunhill was a warrior, a defender of the Kelts and a tyrant all at once. He could be honorable and just and equally easily terrible. Remembered as a hero and a monster, the one part of his legend that holds no contradictions is his reputation as a warrior. Those who saw him fight reacted with awe. He and his crew stood against the Winter Kingdom in 300 B.H.

Brunhill had the Eihwaz Torques made for his men—the torques are Teiwaz Torques, but they have an added charm—if their owner is slain, he will rise as a Revenant (see JAGS Monsters) and hunt his killer. Brunhill had, over the course of his life, 28 made for the men who served directly under him. He was always careful to have the Eihwaz Torque removed before ordering an execution.

Hoggarn was never defeated in battle. He died at the hands of a servant girl who found him unconscious from drink after a four-week victory celebration and smothered him quietly for what he had done to her and her sister.

- ◆ +2 Might (1200c)
- ◆ +2 Power (to any weapon or hand-to-hand attack) (750c)
- ◆ +3 Defense (adds to any armor) (4050c)
- ◆ Bronze Torque (100c)
- ◆ Rise as undead (5000c)

Algiz Hide	Value: 400c/1200c/1300c/2100c	Frequency: 1	Era: All
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Kelts make and wear metal armor (chain mail), but rarely. They do not mine; smiths are rare. They enchant hides with charms of Algiz—protection—magic. Simple protections are the most common, some hides are ensorcelled with greater magicks.

- ◆ Protection +1/2 or +2/4 armor (does not add to other magical defenses) (400c/1200c)
- ◆ Some (20%) of Algiz Hides have Deflector charms (13- Block once per turn vs. ranged attacks) (+900c)

Inguz Boots	Value: 1100c/2000c	Frequency: 1	Era: All
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Inguz boots are fine, soft leather boots. They are either winter or summer (being uncomfortable in the ‘other’ season—Winter boots are too warm in the summer), and they are soft. They leave very slight traces in natural earth; oddly, they leave normal footprints on roads (-2 to track over natural ground).

Inguz boots are enchanted to make the wearer fleet or quiet.

- ◆ Speed (+2 yards/second to ground move) (1100c)
- ◆ Silent -5 to tracking, +2 to Stealth (2000c)

Keltic Horns

The Kelts make horns. These are usually fashioned from metal, and are simple, curved things with no moving parts. Some more elaborate (and fragile) horns are made from animal horns. They use mundane horns for many purposes—ritual, celebration, and communication. Horns are used to issue simple commands in battle (and are loud enough to be heard over the din of warfare). Magical horns have other uses.

Although they are used as tools, all Keltic horns have decorative and ceremonial value and are works of art in their own right.

Horn of Ehwarz	Value: 300c	Frequency: 2	Era: All
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Blown during the day, this horn has no affect, other than to make its distinctive, wolf-like call. Blown at night, when the moon is visible, it has another affect altogether. The user is entered by the spirit of the Lupus, and transforms (the character has statistics like a normal wolf, but has the Magical Aura advantage: -4 to Damage Modifiers from non-magic/non-cold-iron weapons). Becoming a wolf is frightening, and the user must make a WIL roll or be overcome by the Lupine spirit (overcome characters will act like wolves,

usually running off), and will revert to their human selves in the morning. The character must make a roll each time the horn is blown until he has successfully transformed (that is, transformed without failing the roll) three times, after which he may transform reliably.

All clothes and armor are shed as the user becomes a wolf.

- ◆ Transform into wolf (150c)
- ◆ Keltic Horn (150c)

Horn of Fehu	Value: 175c+	Frequency: 2	Era: All
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Fehu is a horn of summoning. There are many varieties of these, and the creature that is summonsed may change from day to day. The summonsed creatures are not under the control of the Horn blower—it is more like a call, than a summoning spell. There are some general rules—the first being that if the user is hungry and has no food, the horn will usually summons game animals (they must still be hunted). If the user has no need of food, then the animals will be local natural animals. They will be wary of the horn-sounder, but if he behaves peacefully, they will be supernaturally helpful and curious.

If the user is in danger, the horn may summons help. This may be a pack of wolves, or elk or moose. These animals, though normally shy, will come to the aid of the character.

Some horns summons mythical or powerful beasts. Characters who abuse the animals summonsed or who over-use the horn (summonsing animals for food when they have rations, for example) will find the summonsed creatures turning on them, or the horn ceasing to function for them at all.

- ◆ Keltic Horn (150c)
- ◆ Summons Natural Animals (+25c)
- ◆ Summons Supernatural Animals (Rarity 4, +3000c)
- ◆ Summons Fernis Wolf (Rarity 5, +30,000c)

Thornurisaz Horn	Value: 325c	Frequency: 2	Era: All
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The Thornurisaz Horn is a horn of fire-calling. Blown before a structure, it gives a 14- chance of catching (this can be used to set buildings on fire). The fire will leap up and for 10-WILL seconds (minimum of 1) it will obey the will of the blower (requiring an 8 REA act of concentration). Its blast is loud and distinctive. These horns were meant for rituals, not as weapons or arson devices.

- ◆ Keltic Horn (150c)
- ◆ Call fire (75c)
- ◆ Control Fire (100c)

Keltic Runes

The Keltic alphabet has 25 characters (26, counting the “space” which is widely regarded as mere punctuation, but is thought to, possibly, have some significance as its own, mysterious letter). Names, dates, and other information would be carved into stone memorials or worked goods. Runes were also carved on stones and used as divination devices (Runes are drawn from a bag and “read” by the oracle. Use occult skill or a Thaumaturgy divination spell).

Most of these rune stone collections are not magical, but are used by spiritualists in the Keltic community. There are some exceptions.

Rune Helms	Value: 150c	Frequency: 2	Era: All
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These are simple bronze helmets, each with a rune etched into the forehead. One might notice that Kelts do not (typically) wear helmets, and further, that these (even ones of modern manufacture) are built in the style of Imperial helms from the days of the Republic. The helms are of fine manufacture and serve as +1 Defense helms (-2 coverage—they only protect against blows to the head), but they are meant to be used for a ritual requiring one of each rune (25 in all).

The exact nature of the ritual is unknown to those who are not Keltic mystics, but the helms are placed in a circle, and questions are asked. It is a kind of divination. The helms answer them, and may grant visions, or give other advantages.

- ♦ Helm +1 Defense (armor of 7/14 vs. head blows), Coverage -2 (150c)

Kenaz Charm	Value: 50c	Frequency: 2	Era: All
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The Kenaz Charm is a rune stone of the sort that would be found in a collection. It has the Kenza rune on one side and the other side of the stone is blank. The rune can be flipped like a coin, and the user can ask yes or no questions that he *has enough knowledge to answer*. He cannot divine events that will happen in the future, or things that have occurred that he has no knowledge of, but questions about things that are forgotten, or unclear will be faithfully answered. Sometimes a user has enough information to answer a question, but is unaware of it.

- ♦ Answer simple question 50c

Berkana Charm	Value: 50c	Frequency: 1	Era: All
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Similar to Kenaz, Berkana charms are ensorcelled with a charm that keeps its user safe from sickness and infection. These are simple and common, and are also thought to help with fertility.

- ♦ +2 to resist or recover from disease/infection (50c)

Dream Catcher	Value: 4000c	Frequency: 2	Era: All
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The Keltic Dream Catcher appears to be a wall hanging decoration—a loop of wood, decorated with beads and feathers. It is usually hung above a bed or on the door to a bedroom. The Dream Catcher requires some skill to use, but conveys several advantages. Firstly, it provides protection against possession by either spirits or magic for a day after the user has slept there (+4 to resistance WIL rolls).

Secondly, the user will dream, and with training, the user may travel remotely as though possessed with L2 Astral Body (see the Psionics book)

- ♦ Resistance to Mind Control and Possession (+4 to WIL) 2000c
- ♦ Astral Body L2 (2000c)

Stone Circles	Value: 10,000c/32,000c	Frequency: 3	Era: All
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The Kelts understand principals of magic that are not apparent to most other cultures. Their sensitives feel “Ley Lines”—channels of natural power that follow the magnetic poles of the earth. They exploit these “natural” phenomena by building stone circles that focus and refine the power. The outer ring of stones acts as a solar calendar, and on certain days of the year, a mage within the circle at the right position, at the right hour will gain several times her normal long term spell points, allowing the casting of spells that would otherwise be impossible.

- ♦ Spell point multiple x4, 10,000c x19, 32,000c

Book of Hours	Value: 4000c / 18,000c	Frequency: 4	Era: 100 R.H.
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The stone circles are enormously powerful to those who know how to use them, but worthless to anyone else (except as a curiosity). Over the centuries, some of the Keltic secrets have slipped (often, even the Kelts don't know how to use their own circles fully—it's very complicated and they were built long ago). Once in awhile, these have been written down in a book of hours, explaining when and where to stand to use the circle.

Each of these books is written for a specific circle—a book of hours for one circle will be worthless for a different circle.

Keltic Staves

Walking sticks, fighting staffs, shepherd's crooks are all staves fashioned for every day life in Keltic society. These are simple, every day tools—well wrought, and functionally aesthetic, but unadorned. Even the enchanted staves follow the same humble pattern.

Berkana Staff	Value: 400c/1600c	Frequency: 2	Era: All
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The Berkana staff carries healing spells in it. A typical staff can carry up to 4 "Minor Heals" which must be re-charged by a mage casting the spell. Some staffs carry more, and some recharge themselves (although these are rare).

- ◆ 4x Minor Heal (400c)
- ◆ 4x Minor Heal w/ recharge (1600c)

Ehwaz Staff	Value: 400c	Frequency: 2	Era: All
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This is a staff of might, adding +1 to the carrier's strength. It must be held, but can be held one-handed for the charm to affect.

- ◆ +1 Might

Algiz Staff	Value: 100c	Frequency: 2	Era: All
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Algiz is a common enchantment for a staff given to a young man. A moment of thought (8 REA action) gives the user the direction North, and the direction of Home.

- ◆ Navigate (100c)

Keltic Crystals

Crystals are part of many of the less theatrical Keltic rites. They are used for healing, divination, and other spell castings. The crystals, themselves are rather plain compared to gems or jewels. They are simple quartz (clear, smoky, sometimes a brilliant purple). Keltic women (who are often spiritual advisors, shaman, or mages) wear them as jewelry.

Isa Stone	Value: 400c	Frequency: 2	Era: All
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Meaning "potential", the Isa stone is balanced and enchanted so that it can hold and release (5 REA Medium action) a cast spell of up to 10 spell points. The spell must be cast upon it.

- ◆ Hold spell (600c)

Uruz Stone	Value: 600c	Frequency: 2	Era: All
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Uruz are fascinating to look at (they act as prisms, separating light and casting rainbows). In the skilled hands of a Keltic specialist, they can fully captivate the attention.

- ◆ PWR WIL hypnosis if looked at (easy to avoid)

Ansuz Stone	Value: 200c	Frequency: 2	Era: All
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Ansuz, meaning insightful and connoting judgment, the Ansuz stone reveals hidden things. It gives the user who gazes through it (8 REA action per +1) up to +2 to a perception roll to spot secret doors, traps, and other hidden things. Something totally concealed (for example, buried) will not be seen, but the turned earth might reveal that there is *something* there. When looking through the Ansuz stone, the world is distorted and blurred—only hidden things are seen clearly.

- ◆ See Hidden Things +2 (200c)

Hagalaz Stone	Value: 1400c	Frequency: 2	Era: All
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Hagalaz is change or disaster; the stone is proof against that, giving whomever carries it +2 Protection (+2/4 Armor). If the user is struck and penetrated, it can break (shatter) and nullify the penetration (the user gets the Protection for that blow and still takes the non-doubled damage).

- ◆ +2 Protection 1200c
- ◆ Prevent penetration (and break) +200c

Laguz Stone	Value: 8000c	Frequency: 3	Era: All
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The Laguz stones are attuned to the mind. A character that owns one for 30 days will begin to feel her mind expand slowly and “awaken.” It is the affect of the stone. So long as it is in her possession, she has L2 Telepathy.

- ◆ Telepathy L2 (8000c)

Keltic Mail	Value: 440c	Frequency: 2	Era: All
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Kelts do, on occasion make metal armor—when they do, they make plate mail, and if they go through the trouble to forge it, they usually enchant it. Most Keltic mail shirts date back to the Imperial era, when they forged mail to fight against the Legions, but it has been made before and since as well.

- ◆ Protection +1 (4/14)
- ◆ Silent (no bonus to stealth, but still nice to have)
- ◆ Light (66% the weight of normal mail) (+40c)

Giant's Blood	Value: 3000c	Frequency: 2	Era: All
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The Kelts lived with Giants, and there are many honorable Keltic bloodlines that are quarter Giant. As with magic, the Kelts never felt that Giants were unnatural—they were terrible enemies and great allies, but all part of the world they lived in.

Giant's Blood is a growth potion that was sometimes made (see the potions section), but another version of it gives +1 Strength that stacks with other Might enchantments (it is, technically, more of a physiological change than a purely magical enhancement).

- ◆ +1 Might (stacks with other Might enchantments)

Vestal Virgins

Since earliest days of the Republic, the Empire believed that it had a pure, true core to itself—an innocence that had to be carefully guarded and maintained, lest it be lost. They may have been right; the Empire did lose its innocence, and it did fall. But they never completely did away with the ritual of keeping that innocence alive.

The Vestal Virgins were the keeper of that “flame”—in the case of the Empire, a literal flame: the Vesta, which was perceived as the soul of the Republic. The flame was kept in a special building in the Capitol city, and the Virgins tended it. They, themselves, were pure so they could approach the flame without corrupting it.

Vestal Virgins were chosen for service at age 15, and served 15 years—five learning, five serving, and five teaching. After that, they were free to go, honorably discharged from their service. During their period of service, they were expected to up-hold a high moral code (and refrain from having sex) and given all manner of luxuries and special privileges (they could, at their whim, spare the life of condemned prisoners, for example). Those that failed to keep their end of the bargain were harshly punished or (if they spoilt their virginity), put to death by being buried alive.

The Citizens and the Senators of the Empire saw this as a beautiful metaphor made reality and a wholesome way for a young girl to spend her youth, but the Vesta and its attendants had a more practical reason for their existence: +The Vesta was a powerful source of energy for the Empire’s sorcerers, and it demanded purity of those who kept it alive. This was, to a certain extent, by design—the architects of the spell could have made their flame less demanding, but then, perhaps, it would have been less effective. The Vesta was ignited when the Republic was young and in need of power and security, and so the order of the Vestal Virgins was born.



White Fire	Value: 8000c	Frequency: 4	Era: 250 R.H.
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The flame in the Capitol when out long ago, but some of it was rescued. Vestal fire stored in metal torches has (somehow) survived over the centuries (witch cults have been partially responsible for this—a responsibility they began in the 250’s, and continued, even after the Empire turned on them).

It is a powerful source of magical power, but the torch itself can only be handled by a young, virginal girl, or it will be extinguished.

- ◆ 100 Long Term Manna Points (must be fed dry hay and kindling by a Virgin to recharge)

Mirror Intactus	Value: 3500c	Frequency: 3	Era: Emperial
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Determining who was a virgin and who was not was never easy. It was even more difficult considering that a girl could be a virgin one day and not-a-virgin the next. The results would be bad but difficult to pinpoint: the Vesta would suffer, but it would be very hard to determine who was wrecking it.

The Empire commissioned several magical mirrors that reflect back the person’s “inner self.” The mirrors would certainly tell if someone’s innocence was spoiled, but a simple act of physical sex might not spoil a girl’s “inner self.” (it would still damage the Vesta). The mirrors were useful, but were hardly fool proof. They were still full-length, magnificent things of polished silver.

- ◆ Full length silver mirror with intricately engraved borders (2500c)
- ◆ See “inner self” (open to interpretation) (1000c)

Vestal Flourishes	Value: 1630c	Frequency: 3	Era: 15 B.H.
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The Republic called for 90 Virgins at all times—30 learning, 30 teaching, and 30 serving. Those serving were to receive the highest honors, and so silver jewelry (tiaras, bracelets and anklets) was cast. They were magnificently worked, but somewhat plain, and it was felt that a jewel (even a “perfect” diamond) would ruin the purity of the work.

The Flourishes were enchanted so that they would glow with a beautiful white light. They are magnificent in their own right and almost painfully beautiful to look at. The light they give off is bright enough to lighten a dark room.

- ♦ Silver jewelry 1300c
- ♦ Beauty & Light Enchantment 330c

Florine Blades	Value: 4750c/1750c	Frequency: 4 / 3	Era: 100 B.H.
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The Virgins tend the flame, but as young girls, pure of heart, they were expected to perform acts of charity and good deeds. In practice, this usually meant doing simple things under very safe and controlled circumstances, but in some eras, the Virgins really did go out, amongst the people to help.

The Florine Blades were built to protect them—although the Virgins never went anywhere without sufficient guard, they were commissioned by a Senator who needed to rehabilitate his image as a dirty old man.

The blades are delicate things—single-bladed long swords with small handles. They polished and shaped (the blade has a sophisticated hint of a curve to it). Their scabbards are equally beautiful—inlaid with ivory and pearls and ringed with polished amber. Their pommels are slender and a bit too small—built for a lady’s hand.

The Blades act as simple +2 long swords in anyone hands, but if possessed by a pure young girl (she must be both a virgin and be of good spirit) they can dance. They operate at up to WIL/2 (round down) yards range from the owner.

4 Florine Blades were commissioned, at first. Others were made later, and there were several “imitation” blades forged—blades with the look of the Florine blades, but without the dancing magic.

- ♦ +2 Power (750c)
- ♦ Jeweled pommel (500c)
- ♦ Jeweled scabbard (500c)
- ♦ Dancing: Lv3 Sword Skill 15- (1600), STR 15 Telekinesis, REA 12 (3000c). The user must stand demurely and concentrate (8 REA long action). The blade has 150 DP, 15- STC, and 6pts of armor. A Major Failure will cause it to fall—but it can be repaired.

Cone of Light	Value: 8050c	Frequency: 5	Era: 150 R.H.
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V. Cornelia was a brilliant girl—a child prodigy. She was sent to the Virgins at fifteen by her parents in the hopes that their strict discipline would quench her spirit. It didn’t. She learned her duties and went on to learn the Spirit College of Magic and the Imperial College (her studies were conducted in secret—studying magic was not considered proper for a young girl).

She lived an eventful life, which included running away from the Virgins, returning, and being accepted as a citizen. She became an instructor at the Imperial College. But while a virgin, she created the Cone of Light. It is a wand casts brilliant Armor upon whomever wields it, and allows the carrier to cast rays of light from her hands.

- ♦ Brilliant Armor (4/8 or +1/+1) 4000c
- ♦ Ray of Light 12 DP (24 v. Undead) 4000c
- ♦ Luminescence (50c)

The Ironicon	Value: 300c/volume	Frequency: 3	Era: 10 BH
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During the era between the fall of the Republic and the Rise of the First Dynasty, the Empire was a place of decadent wealth. Cruel and spectacular games filled massive public arenas. Conventional morality was preached in public, but routinely flouted in private. In this hot-house atmosphere, the Ironicon was written, purporting to reveal the secret lives of the Republic's elite.

The Ironicon is a 6-volume set, detailing the daily rituals, the outlandish parties, and the wild, often erotic adventures of the Empire's ruling class as seen through the eyes of four privileged young citizens of the Capitol City. It is a shocking to modern readers as it was in the day it was published, but it goes beyond being merely a tabloid scandal sheet. The Ironicon is also a work of literature known for its cutting, snide cynicism and its oblique "knowing" attitude.

The ultimate in "cool" and "hip" (Imperial terms whose exact meanings are lost in the mists and dust of history), the Ironicon still shocks and amuses and is widely denounced and banned and burned. The Monk Heironomous Antioch summed it up best, describing the entire social work as, "No hugging, no learning."

Ironicon Chapter 4 Book 3: The One About The Vomitorium.

"So I go to a feast and I eat and eat until I can't eat any more and then someone hands me a peacock feather and I'm supposed to stick it down my throat? What's up with that!? Why would anyone want to do that and why is it always a peacock feather? Is there some connection between a peacock and throwing up?"

"I dunno. Maybe you can eat more. I always eat more afterwards."

"That's what I'm saying ... It's all about the peacocks. Do they want us to eat more?"

The King's Vineyard

The Dragon Kings drank a wine that drives men mad. It was made through chemical tricks (grapes were not involved) that are long since forgotten by all, save maybe the dragons, and maybe the elves. The wine, itself, though survives.

King's Wine is found in full bottles (4 glasses) or half bottles (2 servings). Reds should be aired out and served at room temperature. Whites should be chilled.

Aloxin (Red)	Value: 500c / glass	Frequency: 3	Era: Age of Kings
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In small doses Aloxin causes visions—terrifying hallucinations—that sometimes seem to foretell the future. A sip is all most can take. A full glass leaves the body alive but without a mind. Aloxin is powerful and terrifying, but there are reasons to seek it out. It expands the perceptions (sometimes permanently), and it can cure or undo some kinds of mental trauma. But it is almost always ill advised.

A sip is a single dose (a teaspoon). Each "dose" after that (20 doses for a full glass) adds to the power of Aloxin's effects.

- ◆ Hallucination PWR 14 + dose (min 15)
- ◆ A Critically failed Hallucination roll subjects the user to a PWR 16+dose terror roll.
- ◆ A Catastrophically failed Terror roll removes the mind. The user is a vegetable.
- ◆ The precognitive and psionic effects are up to the GM. Generally, if the user makes a Terror roll (critical failure on the Hallucination attack) the character will have visions relating to the probably future. If the power of the Terror attack is over 20 (more than 4 doses), then there is an 8- chance +1/dose of the character receiving a permanent psychic ability if he survives.

Disaphride (Red)	Value: 720c / glass	Frequency: 3	Era: Age of Kings
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Disaphride is insidious. It is delicious, and its smell is intoxicating all by itself. Disaphride is a spirit in both senses of the word. It is a wine and it is intelligent (if not alive). Disaphride desires to be drunk, and when a user partakes, if he is overcome (and it is *very* hard to resist) the spirit will have his body until he awakens.

Disaphride is very intelligent and has an awesome knowledge of history. It will also know what its drinker knows, and can convincingly pretend to be him. Its first objective will be to acquire more of itself—enough to keep its mortal form for a month (assuming the user spends a night drinking). Stockpiling Disaphride is disastrously expensive, but it will try.

Given a month to work uninterrupted, the Disaphride will build. Disaphride is L3 Thaumaturgy and it seeks to inscribe a series of powerful magical circles. The exact nature of the spell is unknown, but if cast, the user is never heard from again.

With those that know what it is, and are canny enough to prevent themselves from being used by it, the Disaphride will attempt to bargain. It can use its magic to help the user, perhaps—or its knowledge of history... and in return, the user must gather enough and then find a subject to be disappeared.

- ◆ Telepathy L2 to communicate (it will not hold conversations or answer questions while in the bottle—it will only fully interact when possessing a user), but it can tempt and whisper and read its owner's mind (WIL 14).
- ◆ Possess PWR 12 +1 per dose (1/4 glass – a full glass is 16 PWR). Requires a Critical Effect to possess.

Ghivantas (Red)	Value: 1000c / glass	Frequency: 2	Era: Age of Kings
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Ghivantas is a common and light spirit—one of the few King's Spirits that can be enjoyed by humans. In small doses, it gives a feeling of light intoxication, but it has other effects as well. Those partaking of Ghivantas tend to be swept away; their personalities change. They take on the air and persona of an ancient lord. They see the world through the eyes of an immortal, and impossibly cruel and exhilarated aristocrat.

Common furnishings appear and feel tremendously luxurious. The user feels impervious, and eternal—he may realize that he is mortal and can be killed, but will have no fear of it, and would see death as victory (Ghivantas is only safely consumed in familiar settings). The user will have no sense of morality, but will not (unless otherwise predisposed to it) commit casual murder.

To most people, Ghivantas is a monstrosity. To a certain kind of person, it's the ultimate thrill. Ghivantas is not physically addictive, but to those who find its effects pleasing it has a powerful psychological draw.

- ◆ PWR 12+1/dose (1/2 glass) v. Will
- ◆ Ancient Manners (Etiquette L3 RES + 4) while effects last.
- ◆ Use feels that common surroundings are luxurious
- ◆ No sense of morality, mortality, or vulnerability while effects last.
- ◆ Critical effects give the user Sadism and Megalomania
- ◆ Catastrophic effects may affect the user permanently and give ancient memories.

The Royal Cellars

The wine cellars of the kings were mostly emptied over the centuries since the fall. Mostly. There are rumors of underground halls that contain casks eight yards across lined up in rows of hundreds containing magical draughts.

More likely (and more usefully) are the rare but still existent finds of barrels that were removed from the ancient cellars and stored elsewhere during the early Empire.

In many cases the tankards were taken and placed in deep vaults where they were jealously protected: the defenses can be daunting—the wine was meant to age for generations.

Quastrys Sedon (White)	Value: 450/glass	Frequency: 3	Era: Age of Kings
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Quastrys is a curious spirit that both sharpens and blunts the mind. It intoxicates and confuses (as a powerful, but not supernaturally powerful wine), but it also accentuates the user's perceptions and reasoning capabilities.

While intoxicated, the user is at +1 to all perception rolls per level of intoxication, and can see normally in darkness. The user can also see invisible creatures and things with a perception roll at -6 (plus the plusses given for intoxication).

The user will be drunk and may not be able to react appropriately, but he will remember what he has seen. If the user has some on-going intellectual pursuit (writing, painting, working on a software program) that can be accomplished while drunk, the plusses also affect the appropriate skill. The work will be subtly twisted (paintings will be disturbing, writing brilliant, but difficult to follow... and while software written under the influence will work, it will be intricate and wickedly complicated to understand/debug).

- ◆ PWR 14 Intoxication
- ◆ +1 to Perception / RES / Skill per dose (1 glass)

Valheilion (white)	Value: 120c / glass	Frequency: 3	Era: Age of Kings
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Valheilion is a potent, delicious white quite fit for human consumption and fairly common. It is a simple, if powerful spirit with a single unusual effect—users who pass out (or fall asleep very drunk) will settle into a deep slumber in which all bodily functions and aging cease. The user can be awakened normally after the affects have worn off (several hours), but unless someone awakes the user will sleep—even for centuries.

- ◆ PWR 12 Intoxication
- ◆ Suspended Animation

Summoners' Games

As the decline of the Empire took hold, its lords sought ways to maintain its power and military might in the face of mismanagement and excess. They turned to magic—to summoners and elementalists. Their strategy did not work—the forces they petitioned required more than they gave, but some of the side effects of those developments still remain

Imp Garden	Value: 90c / seed	Frequency: 2	Era: 218 R.H.
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An imp garden usually begins as a pouch of seeds (they appear as lemon seeds). If planted and properly cultivated, they will grow into large, somewhat droopy flowers that, in the course of several weeks, will fill out. Each successful shoot will birth one Imp (see JAGS Magic). The Imps will sleep until "cut." If they are not cut for 6 weeks after becoming ripe, they will wither and return to their original dimension (They do not 'die.')

Imps may be generated randomly, but some seed-lines generate "unusual Imps" – these are especially rare and expensive. It is unclear where the seeds come from—once used, there is no way to continue the garden.

The Imps will serve the gardener as though they were summonsed, but they will be unusually grateful if well cared for. They will also serve whoever cuts them—but if the cutter is not the gardener, they will be unusually spiteful.

- ◆ Summons Random Imp in 4-6 weeks.
- ◆ 8- chance / seed planted of success + however much a gardening roll is made by
- ◆ Special lines cost 2 to 4 times the "regular" cost.

Spider Seeds	Value: 30c / seed	Frequency: 2	Era: 220 R.H.
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Like the Imp Gardens, spider seeds are found in small pouches. Unlike the Imp Gardens, they are ready for action. Throwing or “knocking” the seeds activates them. The seed begins to shudder and grow, and in the course of 1d seconds becomes an adult Giant spider.

The Spiders will serve whomever threw them for 4d-4 seconds, after which they will behave as regular, uncontrolled Giant Spiders. Recommended use: throw into enemy’s castle; run.

- ◆ Summons Giant Spider (active in 1d6 seconds)
- ◆ Limited Control Period

Warrior Sound	Value: 11,000c	Frequency: 2	Era: 215 R.H.
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The Warrior Sound is a horn. When sounded, it summonses/creates a troop of barbarian warriors who will serve the sounder until they are killed, dismissed (by the Sounder), or for 4 hours. The Sound may only be blow once per day.

- ◆ Summons 4d 50pt. Barbarians

Snake Engine	Value: 7500c	Frequency: 3	Era: 230 R.H.
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The Snake Engines were not built by the Imperial Summoners—rather they were captured in the Southern Jungles and returned to the Empire for study. They are odd in appearance, looking a little like a meat grinder with a paddlewheel. When driven (by hand, or water, or some other source), they “produce” giant snakes (anacondas or boas) at a rate of about one per 30 seconds. An engine will produce about 100 snakes, and then it will produce no more until some die or leave a 1000-yard radius of the engine.

If the snakes are not kept contained near the engine, and if the power source holds up, the engine appears to be capable of, over time, producing an infinite number of snakes. They are somewhat hostile, but not especially aggressive. They will not attack whomever is turning the crank, so long as they continue to turn the crank.

The snakes are immortal—they do not age or need to sleep. If the engine is run in an inhospitable environment (one that would be quickly lethal to the snakes), it will not summons them. It is unclear who built the Snake Engines or for what purpose, but more than a hundred of them were found.

Snake Engines are weigh about 180 lbs and stand about a yard high.

- ◆ Summons Snakes (one / 30 seconds of operation)

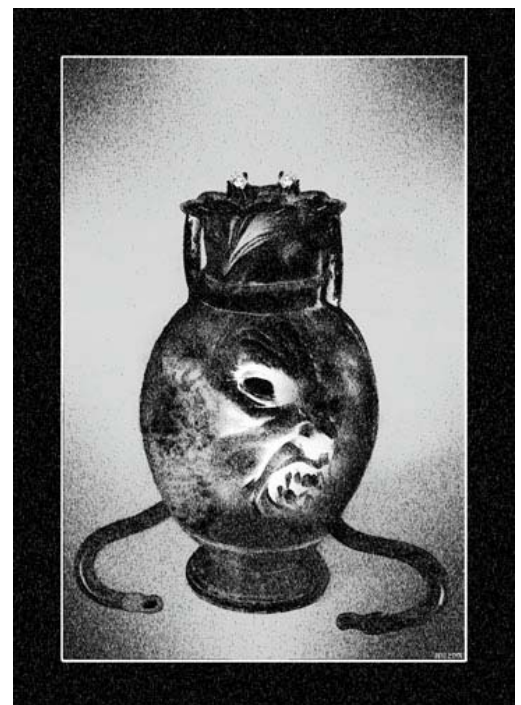
Death in the Age of Kings

The Kings, themselves, lived forever (dragons do not die of old age), and when they did die, they were burnt on great pyres and their ashes were scattered into the high winds. They knew death as a matter of transition, not an end, and they treated it differently from mortal men. Now, millennia later, their view of death and the things they built around it still resonate.

Cup of Ashes	Value: 200c / 2000c / 12,000c	Frequency: 3	Era: Age of Kings
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The Kings might have lived forever, but their progeny, however, did age. The Draconigena (dragon-born) who served with them would die (usually after a century or two), and they were kept in urns.

These burial urns served several purposes (they honored the dead, and provided a symbol for mourners to weep over), but they also protected the mortal remains so that the dead could not be called up and questioned (in a world where there are necromancers, dead men do, sometimes, tell tales). Finally, they were useful—the ashes of a part-dragon can store manna, and so the urns are power sources.



- ◆ Long Term Spell Point Sink 10 / 50 / 100
- ◆ Commune – one knowing the name of the deceased may Commune, telepathically with the spirit.
- ◆ Unclean – Anyone opening a Cup of Ashes is subject to possession by an Unclean. Note that this is not the spirit of the dead, but rather an Unclean captured and bound as a security mechanism.

Hero's Cenotaph	Value: 700c	Frequency: 3	Era:
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A Cenotaph is a grave marker—a stone, obelisk, or monolith ordered by a King to honor a valued servant (usually fallen in battle). The Cenotaphs are bleak, imposing things. They lack what humans would recognize as artistry, but they convey a recognizable gravity.

They are beacons in both this world and the next. They can act as guideposts, and even cross-over points. The Cenotaph is haunted by travelers in both worlds. Wandering spirits pass through, pausing to pay respects to wherever they are going. Structures that house a Cenotaph quickly become haunted themselves.

The Urula Sarcophagi	Value: 18,000c	Frequency: 4	Era: Age of Kings
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Not all Dragon Kings were content to let their heroes go. The Urula Sarcophagi are great containers with terrifying images of death on the lid, and skulls and skeletal fingers worked into the base. A living person sealed inside one will be subjected to a Terror PWR 20 attack, and will probably go mad. A freshly dead body laid in the Sarcophagi will rise as a Vampire.

These were rare and were only used by the most terrible of the Dragon Tyrants. Many were destroyed.

- ◆ Terror PWR 20 attack on those sealed within
- ◆ Vampirism

Gahania	Value: 30,000c	Frequency: 5	Era: Age of Kings
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When a Dragon Lord decided to die he would transform, shedding his illusion of humanity and spiraling up into the sky. He would only do this at night, and he would travel in the frigid upper atmosphere. He would go to Gahania: a bleak cliff on a nameless mountain. There, there was a gong, and he would sound it.

The gong summonses the Iudex Mortuus – the Death Judges. Nine of them come and judge those present. They make their decree and they retreat, back to the vale, with the soul of the condemned.

Astronomical Compendia

The study of the celestial sphere is important to many people for many reasons. Astronomical Compendia is the generic name for star charts, astrolabes, sundials, and other tools used for measuring the sky. These are often purchased and used by the upper class, and are valuable even without magic.

Spy Glass	Value: 80c / 120c	Frequency: 1	Era: Any
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With sufficient technical skill in metal work and lens grinding a true telescope can be made. Most cultures (the Elves are practically the only exception) lack the skill and the understanding of optics to make such a device, but they understand the value of “far sight.”

The Spy Glass is a magical telescope and is either a tube the view gazes through (80c) or it is an amulet (120c) with a lens on it, worn about the neck that gives the user “far sight” without having to hold it up. The telescope spyglass is a fine instrument (brass rings, polished wood), but the amulet version is far more convenient and useful.

- ◆ 20x vision

Fastius Draconis	Value: 1500c	Frequency: 3	Era: Age of Kings
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The Dragon Calendar is no longer used commonly, but it has its value. The Dragons (like the Kelts) understood the intersection of magic with the natural world. They studied the magical “tides” and “seasons” and they learned how to take advantage of the days and hours when the magic was strongest.

A Fastius Draconis is a rare Dragon astrology chart with annotations (un-annotated books cannot be understood unless the user is a Lv3 Historian with Lv3 Draconic Script and Lv3 Astronomy). Scholars annotated these books in the early days of the Republic, so while the original manuscripts may date back to the Age of Kings, the annotated (and thus, useful) copies are somewhat newer. Such books are heavy and cannot be easily transported.

Using the book requires lots of math, and use of tables and charts, and then aligning one’s self with the sun, moon, and stars, and meditating on the hour (12am, 6am, 12pm, 6 pm) for 15 minutes.

- ◆ On equinoxes and solstices, a user with this book can gain an extra short-term spell point.
- ◆ Every day, the user can recover all with a minute of meditation at the hour (4x per day as above)

Dwarven Compass	Value: varies	Frequency: 1	Era: All
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Most cultures know how to make compasses that point north. Dwarves know the secret of making compasses that point to... other things. The most valuable are those that point to precious ores, but there are also compasses that point to the nearest object of the type detected.

These compasses are magical, but they have a very blunt, literal magic. They can detect simple, physical properties—one cannot make a Dwarven compass that points to the “guilty” or that points to “my true love.”

- ◆ Gold ore 18,000c
- ◆ Silver ore 15,000c
- ◆ Copper ore 12,000c
- ◆ Undead 90c

Faire Sundial	Value: 50c	Frequency: 1	Era: All
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The Faire Sundial appears as a goblet with a flat top, etched with hour and minute marks and a brass gnomon. The stand and base of a Faire Sundial are usually ornately carved with astronomical symbols and images (suns and moons with smiling faces, fanciful stars, etc). They may be inlaid with semi-precious stones. Faire Sundials tell accurate time anywhere there is sunlight. They can also be asked to chime at a certain hour, giving off a clear, perfect “C” note when the hour arrives.

Faire Lunar Altar	Value: 9000c	Frequency: 4	Era: All
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The “altar” is a silver vial filled with pure water. If emptied, it will refill at the next lunar cycle (30 days). To use it, it must be emptied into a container that will not absorb it, and placed where it may reflect the moon. The reflection will be vivid and frightening. And after one has peered into the altar, the sky will appear terrifyingly vast and Luna, huge.

After pouring the altar and looking into it, the user is expected to make a sacrifice or “gift” to Luna. The value of the gift need not be great, but giving a valued treasure will greatly please her. Luna takes her payment for her services in acts. She will speak with the user and determine what he needs and how she is willing to help, and then she will name her price. Luna can grant wishes, but usually gives advice and information. She always speaks to the user with a great knowledge of what he needs, and is careful to insure that on the next cycle, he will visit her again.

Luna is a strange, jealous mistress—it is as though each phase is a different persona, and if a worshiper meets her in different phases, she will be angry. The exact nature of the altar is unclear—it may be hallucination, or the channeling of some Fairy, or other such creature—or it may be communication with Luna, herself.

The Elves Compendia

The elves are and were unparalleled astronomers. They use magic to allow them to make the fine optics (lenses, mirrors) that let them make telescopes. Over decades and centuries they map the night sky. Their Astronomical Encyclopedia or *Grynef Yved* is a multi volume work. Each book covers a sector of the night sky.

Elvish Star Catalog	Value: 2500c / volume	Frequency: 3	Era: All
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The *Grynef Yved* was created for astrology purposes, but its volumes are useful for navigators, occultists, and historians. To map the entire sky, there are 129,600 volumes, each the size of a single book of an encyclopedia.

Elvish Telescope	Value: 800c	Frequency: 3	Era: All
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These are not magic, but the lens grinders and millstones that are used to make them are. These are delicate, odd things, with many lenses and mirrors. They can be peered through or adjusted to project a magnified image on a black cloth. Elvish Telescopes are highly prized by men of learning and science, both for what they can do and the vast knowledge that they represent.

Elvish History	Value: 600c / volume	Frequency: 3	Era: All
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Humans read the stars to tell the future or divine personality. Elves look up, into the night sky, to read the past. Their *Grynef Histories* tell the story of the ancient world as seen by the heavenly bodies. By knowing how the stars were configured over an ancient place at an ancient time, they can tell what happened. These histories are usually secret and sometimes heretical. They may not always be accurate, but they do give strange and powerful insights.

Imperial Desert Legions

During the Usurper's reign, the Empire fought a protracted campaign against the Bakr Kaarb in the South desert. The Bakr were fierce warriors and expert fire sorcerers. They had, their whole history, fought some enemy, and the Empire was just the latest in a long line of foes. In the depths of the most inhospitable wasteland the South has known, they battled the Legions to a standstill.

Salamanders	Value: 3250c	Frequency: 3	Era: 220 R.H.
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The Usurper ordered that 100 long swords be cast that would serve a special legion against the Fire Wielders. These swords are called Salamanders. Their blades are blackish, appearing scorched. The metal feels warm to the touch. Each blade is marked with an upside down fire-rune and number of its casting (1 to 100).

- ◆ +1 Power / +3 v. Fire Elementals
- ◆ Absorb fire (-10 to burn rolls) – Fires will be sucked into the blade and extinguished.
- ◆ Protect Bearer From Flame
 - ◆ -12 to rolls to be set ablaze,
 - ◆ Take ¼ fire damage before applying armor or rolls
 - ◆ Smoke and super-heated air will not be inhaled. If there is no air available, the user will suffocate, but will not suffer burnt lungs.

Centonis Armor	Value: 5200c	Frequency: 3	Era: 220 R.H.
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The leaders of the Desert Legion were outfitted with armor of the same blackened metal as the Salamander swords were forged of. It gave superior protection against fire attacks of all kinds.

- ◆ Defender 14- Block v. Fire attacks (900c)
- ◆ +2 Protection, +4 v Fire (3300c)
- ◆ Protection from flame, as per the swords (1000c)



Inferno 23	Value: 7250c	Frequency: 4	Era: 240 R.H.
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The Inferno blades were made from the Salamanders 23, 31, 89, and 91. They were chosen for greater enchantment when a Bakr attack slew much of the legion. The Inferno blades were meant for retaliation. They are never simply referred to as Inferno blades—they are always spoken of with their numbers.

- ◆ Blood Drinker +2 Power / +5 v. Fire elementals and fire magic users
- ◆ Protection from flame
- ◆ Sense magical fire – the user gets a RES roll to sense the presence of magical fire within a 1 mile radius, and a similar roll to recognize magical fire when encountered.

Fire Mark	Value: 300c	Frequency: 3	Era: 240 R.H.
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The Bakr Kaarb live in the deep desert under the sweltering sun. They understand heat, and they have survived by making their peace with it. Their wizards study the secrets of fire and they teach the Fire Mark—an enchantment placed upon weapons that turn them into firebrands.

When a Marked weapon is drawn, it will ignite, making it more potent and also (potentially) setting targets aflame. The Legionaries brought many marked scimitars back from the desert campaigns.

- ◆ Burning Weapon +1 Power
- ◆ Set target on fire (10-; all normal modifiers apply)
- ◆ Pluses to Intimidate (probably)

Moki	Value: 1100c	Frequency: 3	Era: 240 R.H.
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The Moki is a heavy fruit similar to a coconut, except that it grows under the desert sand. Desert survival is required to find them, but they are an important source of food and water for the Bakr. They precious Moki fruit that are not eaten are used in magic—summonsed fire elementals may be bound to the fruit, and released in combat.

The fruit are shot from slings, and the fire elemental is released on impact, attacking indiscriminately

The Jungle Campaigns

To the south of the Empire lay the Sea, and beyond that, the Desert States. And that was how it was for years. Then, when the Empire decided that it must grow or die, it expanded finding that the desert behind the coastal states was vast, brutal, and deadly. Thousands of Legionaries marched into the desert wastes, never to be seen again.

But the Empire did press forward (exploring—it never did conquer the Southern Continent), and it discovered that if one was patient and lucky enough, the desert would give way to jungle.

And as horrible as the desert had been, the Jungle was even worse. The desert was the home of hard, dangerous, ruthless and relentless men. The Jungle was the home of monsters. The desert held agonizing death for the unwary or unprepared. The Jungle offered a thousand fates that would make a man beg for death.

The Desert was an ancient land with civilizations that dated back to the Age of Kings. The Jungle was mad land—a place where empires built on towers of human bones had once flourished and then vanished. The Jungle was filled with crumbling ruins and great ziggurats filled with the treasures of disappeared cultures.

There were men there too, to fight, but the Empire was drawn by its lust for gold. Over the course of the Second Dynasty, hundreds of thousands, if not millions of coin worth of treasure were taken from the Jungle Expeditions. Some of these they would have been better off not having.

Despair Blades	Value: 3500c	Frequency: 3	Era: 220 R.H.
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Even on a warm day these blades feel slightly cool. Even in the driest season, the metal feels clammy. While bearing such a blade, the bearer is always chilled. Prolonged carrying of a despair blade leads to crippling arthritis, but the temptation to use one is great—they are terrifying weapons.

When drawn, the Despair blade makes the room cold—it's not a physical cold (it won't register on a thermometer), but a psychological cold. Dread.

When the blade cuts, the target fills the intimate chill of death (PWR 10 Terror). The blade becomes more powerful with each kill (in a single combat). After the first kill it is +2 Power, after the 3rd, +3, and after the 7th (total kills) +4, and +5 Power after 15 men slain.

Its terror power grows at twice that rate (12- after the first kill, 14- after the third), as it “shows” the deaths it has caused to each new target.

At the end of the fight, before it can be sheathed, the user feels the deaths he has caused (Max Terror + 1 PWR).

In appearance, these swords are grim, wicked looking blades.

- ◆ Incremental Power Bonus (2250c)
- ◆ +1 to Intimidate Rolls
- ◆ Terror Effect

Bleached Skull	Value: 250c	Frequency: 3	Era: 232 R.H.
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The first Bleached Skulls were found in long abandoned ceremonial grounds. They were cow's skulls, bleached in the sun, and painted with simple, bright geometric designs. They are striking, if somewhat morbid, objects of art.

Over the course of the campaigns, more were found and many were sent back. For a time, they hung on the walls of noble's houses. The Skulls summon the Unclean—vile, evil, possessing spirits. There were untold murders, rapes, and suicides in the lives and homes of the upper classes before the connection was made.

Most of the Skulls were destroyed, but some remain, protected by men and women taken by the Unclean. They are often hidden in secret places and worshiped by the corrupted who bring new victims to be overtaken by the skulls.

- ◆ Each day the skull as a 3- chance of summoning an Unclean. It will hold the spirit inside it, waiting for the “best” person to possess. The possessed will then go about committing mayhem, but will do his or her best to protect the source of the possession.
- ◆ Bleached Skulls can also cause the spontaneous generation of rats and spiders (so that houses where they are hung may, over time, become infested). These vermin appear similar to the natural kind, but are vicious and aggressive, like all spontaneously generated creatures.

Glass Marbles	Value: 50c	Frequency: 2	Era: 218 R.H.
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The explorers found rooms under the temples filled with perfect, sturdy glass spheres, each about the size of a golf ball. The spheres showed faint traces of magic, but there was no explanation of their powers. The spheres are simple—they hold memories.

Each sphere can hold a single memory—a short story from a person’s life that revolves around one important event. Others can experience the memory by holding the marble and concentrating on it. They were used to hold the memories of the men and women sacrificed in the mass rites performed during the New Year’s celebration.

Ring of Teeth	Value: 3200c/100c	Frequency: 2	Era: 218 R.H.
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There are two kinds of Rings of Teeth—they are both almost identical, the differences being subtle changes in the knot. Both are simple—a necklace or bracelet made of a leather thong strung with polished teeth of a jungle cat.

When worn, the Ring “bites” into the victim—the teeth sink bloodlessly (but painfully) into the flesh causing a minor wound roll (but no actual damage), and the necklace cannot be removed without a Hexbreaker spell against skill 16-.

Once bitten, the Ring is activated. The Ring of Strength conveys a powerful Might enchantment (+2 Might and +1 to Con).

The Ring Weakness saps 10 points of strength (min 3—enough to lift one’s head, and perhaps crawl, but too weak to stand). Weakness is even more insidious—for each hour the ring is worn, the person will need one hour to recover (so if the ring is worn for a day, and then the hex is broken, the atrophy will last for another day).

It is believed that the Weakness rings were used to disable prisoners and sacrificial victims who were to be put to death.

- ◆ +2 Might, +1 CON (affects all CON rolls)
- ◆ -10 Strength, with a minimum of 3

Suicide Obelisk	Value: 5000c	Frequency: 4	Era: 230 R.H.
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They were originally called Oracles, for these strange, hieroglyphic-covered stones have a divinatory use: they are covered with answers, and numbers, and they can affect probability fields around them so that dice rolled or cards drawn will be as they desire to “suggest” an answer, ‘Magic 8-ball’ style.

They can offer good advice—they may be able to peer into the future (the extent of their supernatural powers is unclear), but they are expert judges of character and can usually detect lies told in their presence. Questions asked about people who have been around them can be answered with a high degree of accuracy—this is necessary: the Obelisk wishes to earn the trust of its owner.

They are clever and have a mordant sense of humor (the variety of answers inscribed on their faces is great, and they can often find a clever phrase that’s also good advice), but they have their own, hidden agenda—the destruction of their owner.

The wealthy and powerful (Those would could afford an Oracle) are usually isolated and surrounded by those who have other agendas as well. It doesn’t take much to turn well-founded suspicion into paranoia. The Obelisks, over time, will do just that, often telling subtle lies and giving half-truths to make the owner believe that those he relies on most have turned against him.

When the owner believes that he is alone in this world and the only friend he can trust is the Obelisk that never lies, despair and self-destruction cannot be far away.

- ◆ Psychology L3 16-

- ◆ Politics L3 16-
- ◆ Lie Catcher 16-
- ◆ Effect Probability

Bent Praedurim	Value: 120c	Frequency: 2	Era: 230 R.H.
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The cities in the vast jungle are all nameless. They must be—as the rains come and go, they are uncovered, and then swallowed up again. Some have suggested that there may be only one, immense city, all but buried under vines and trees and mud.

Whatever. The Legions found a great road, and it led to an arch covered with writing they did not understand. The writing called out a welcome to invaders—welcome to me. Plunder my riches. The soldiers did not know that they were obeying it, but they did.

It was not until later, after they had partaken of the gold that was easily found there, that they realized that the arch had “bent” their weapons—not literally, but figuratively. The swords of the 230 men with Praedurium weapons who passed through were irreparably cursed.

- ◆ Appear as normal +1 or +2 Praedurium weapons and behave normally in practice.
- ◆ They receive no damage modifier in actual combat, and all attacks made against their wielder are at +2 damage modifier (counts for doubling).

Dire Puzzles	Value: 400c	Frequency: 2	Era: 230 R.H.
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Many of the trinkets taken from the Jungle Temples turned out to be ingenious three-dimensional puzzles (like puzzle boxes) each containing a single gem (usually 500c in value). The puzzles are fashioned of metal and wood and enchanted so that tampering with it will destroy the gem—but it can be opened normally if one is smart enough. To open one, RES rolls must be made by a total of +10. A character gets one roll per 2 hours and each roll failed gives a cumulative –1. If a roll is made by 4 that's +4. If the next roll is missed by 2: the total drops to 2.

The problem comes when one tries to stop: the total pluses are *subtracted* from the character's WIL. With the first two hours, the opener can stop at any time. After six hours (three rolls) the character can stop for a limited time (to eat or whatever) but must go back. After five rolls the user will fight to prevent being stopped. Forceful separation is a possibility but there have been relapses (roll vs. WIL at –2 when confronted with another puzzle) and violence has been used. People have starved to death trying to work the puzzles.

Barbarian Mauls

The Kelts often fought with two-handed war hammers (like sledgehammers), and many times enchanted them with +1 Power (this was often coupled with a +1 Might torque).

The Imperials who fought them were impressed—both by the effectiveness of the weapons and the impressive visual image of a physically powerful warrior swinging a great hammer in combat.

Although they did not use such weapons in warfare, they were quick to adapt them to be used in their gladiatorial games.

Keltic War Hammer	Value: 250c	Frequency: 2	Era: All
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A classic 2-handed war hammer. The Kelts did not (generally) enchant their weapons with Might; they cast might enchantments on torque's and other pieces of jewelry and enhanced their weapons with charms of Power.

- ◆ +1 Power

Gladiator War Hammer	Value: 400c	Frequency: 1	Era: R.H. 125+
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Physically similar to the Keltic War Hammer, the Gladiatorial War Hammer is enchanted with Might to augment the appearance of the warrior using it (his muscles bulge as he readies the weapon).

- ◆ +1 Might

Praxius Maul	Value: 1200c	Frequency: 3	Era: R.H. 125+
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Praxius owned several gladiators at the heights of the game. He (like many owner/managers) lavished his warriors with luxury and magic. The Praxius Maul is a terrifying, beautiful weapon, much heavier than a regular hammer (Str 15 is required to use it), and immensely powerful. It is pure metal.

- ◆ Might +2
- ◆ Very Heavy Weapon (+2 damage over a 'regular' war hammer). (Strength Min 16. +14 IMP)

Praxius Great Maul	Value: 4000c	Frequency: 4	Era: R.H. 125+
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Praxius had a single Great Maul built (some of his competitors had similar weapons commissioned). Like the other Praxius Mauls, it is over-sized.

- ◆ Might +2
- ◆ Power +2
- ◆ Very Heavy Weapon (+2; Strength Minimum 16. +14 IMP; +16 including Power adds)

Standards

Standards were graven images carried before troops to inspire them—the symbol of an army or kingdom in the era before flags. Many elite units have their own Standards, and many martial families add a familial crest to the standard of their Lord.

The practice of making and enchanting standards begin during the Era of Kings when the great, powerful armies marched with Standard Bearers before them. There are five common standards from this era—one for each of the four suits (pre-consolidation) and one for the Kingdom of Swords (post-consolidation).

King's Standard	Value: 40,000c	Frequency: 4	Era: R.H. Age of Kings
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These are great devices, 12' or more tall, built of sturdy wood, requiring two hands (and some practice, and at least an 11 Strength) to carry. Although the images engraved on them are abstract, there are a few common threads – animals (bears, wolves, ravens, and eagles are all common), astrological symbols (stars, the moon, the sun), and (of course) Dragons.

Although there are variations, all of the King's standards have similar properties.

- ◆ Command
 - ◆ Troops within sight of the Standard (fighting on its side) have +2 to the WIL for all morale and resistance rolls (including resistance to enemy standards)
 - ◆ Troops within sight of the Standard gain +1 to their highest combat skill
 - ◆ Troops within sight of the Standard gain +1 to their REA rolls
- ◆ Protection
 - ◆ The Standard Bearer has Deflection 16-
 - ◆ The Standard Bearer has Protection +2
- ◆ Subdue
 - ◆ The Standard appears to burn like the sun to enemy troops (-2 to all combat rolls to those within 30' of it)
 - ◆ The Standard reduces the WIL of enemy troops for morale purposes by 2 points

The Imperial Standard	Value: 1100c	Frequency: 3	Era: All Imperial
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The Empire adopted the concept of Standards from the Kings, but in most cases the standards were mundane and the morale effects merely... well, standard (seeing one of your own marching, unarmed, ahead of your column, into enemy forces is either inspiring or stupid depending on your point of view). They did make some enchanted standards, but none as awesome as the King's Armies had.

- ◆ Troops within sight of the Standard get +1 to WIL for morale purposes only
- ◆ The Standard Bearer has 13- Deflection

Sword's Standard	Value: 250c	Frequency: 3	Era: All Imperial
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The Kingdom of Swords had numerous standards built that were not carried in warfare, but rather were placed along the roads to the Capitol to serve as a warning to those who came un-permitted or unannounced.

The Standards "recognize" travelers who have the proper papers required for entry. Those who do not will feel a sense of dread as they approach within sight range of the Standard. They will know why they are feeling this effect, as well.

If the subject continues to approach, the Standard will affect him in some way (Terror attacks are common).

- ◆ Perception 15-
- ◆ Power 13 Effect
- ◆ Detection

Figurines, Busts, and Statuettes

The Imperials and other ancient cultures made small sculptures including busts, figurines and statuettes. These were often mundane art objects; some were designed for religious or spiritual significance. Others were toys.

As sculpture, these have value even without enchantment. Many "artwork" sculptures were enchanted so that they would survive the wear of centuries. Many of these are unusually strong; some actually heal as a living thing would.

Toy Soldiers	Value: 1c/man	Frequency: 1	Era: All
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There are an infinite variation on this theme—a bronze legion, an lead King's Regiment, a modern day heavy cavalry. These are children's toys, and they come to life on command (there may be a key word to activate them). Although there are many scales, the most common is 1/72 where a fighting man is an inch high and a mounted man is 2 ½".

Enchanted, Toy Soldiers respond to simple commands such as march and fight. They can also be ordered to deliver messages or objects they can carry. How effective they are depends on how many of them there are.

- ◆ Attack 1pt damage / 30 men (1 mounted man counts as 5 foot soldiers). REA 12, movement ½ yard per second. Any damage will destroy them.
- ◆ A troop can carry ½ lb per 30 men.

Lamp Statue	Value: Varies	Frequency: 1	Era: All
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Statuettes meant for simple decoration are often made more effective by being enscribed to give light and warmth. A Lamp Statue gives magical light upon command, and will keep a small, enclosed room comfortably warm in the winter.

- ◆ Lamp effect (+80c)

Marble Hero	Value: Varies	Frequency:	Era:
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These small stone statues were common in the Age of Kings and Empire. They are polished statues, usually 6 to 12 inches tall, showing a hero carrying a signature weapon. The King's Hero's are rendered as frightening; Imperial Hero's are smooth, clean and idealized. These are usually warriors, but in the age of the Republic, Senators were sometimes immortalized in this manner.

Many of these were common (and un-enchanted). Some of them were enchanted to last. The Some of them, though, were works of art, carefully and expertly crafted. These were candidates for enchantment. While a wide variety of enchantments might be cast upon a statuette, the Hero's were meant to honor the men they represented. Upon command, or when touched upon a glyph, the Hero's tell their story. Some tell their story telepathically, others through illusions, playing images of miniature armies clashing before them.

- ◆ Base Hero 150c (230c with gold trim, common for Imperial Heroes)
- ◆ Telepathic Tales (Listener must stand and concentrate to hear) + 50c
- ◆ Illusory Display (+80c to +200c depending on the grandeur of the production)
- ◆ Some hero's tales from the Age of Kings are disturbing or horrific these may be worth more or less depending on the nature of the tale.

Wind Up Skull	Value: 300c	Frequency: 3	Era: 2 nd Dynasty
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For a time (a short time), it was considered honorable to enscroll the skull of a dead man so that it might speak again. The justification given for this was to hold the wisdom of the great man, but the result was both ridiculous and horrifying—a brass plated skull that, when wound with a key, speaks for up to five minutes. The skulls have the memory and the ghost of the personality of the former person. Candidates for skulls were rarely important or powerful (the powerful could avoid such a horrible fate), but were often skilled or knowledgeable (sages, lawyers, and accountants).

The skulls remember their lives and are aware (to some degree) of events around them. They can be funny, or interesting, but they do not get bored or feel strong human emotions. Some have a sense of honor or a hatred of evil, and will gladly commit their skills to a noble cause. Strangely, although they are side-show curiosities, they don't resent their own existence, and have no desire for or fear of destruction.

- ◆ Skill L3 14-
- ◆ History L2 11- (Specialize in the time of their life)

Glass Menagerie	Value: 1000/pc	Frequency: 3	Era: 240-270 RH
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In the time of the Fall of the Empire, the were small glassblowing houses that produced figurines. The Macerious House were the most sought after. All of them were enchanted so that even the most delicate figures would not break. The figures move when commanded, each taking a distinctive action and then returning to their normal position. An entire set contains 5 creatures and is listed here. There were many such sets made, but over the years they have been scattered and a full set is rare, indeed.

- ◆ Unicorn – Genuflects on one head and lowers its horn to the floor.
- ◆ Sea Serpent – Rears up to strike.
- ◆ Dragon – Opens its wings and stands on hind legs.
- ◆ Pegasus – Tosses main, flutters wings
- ◆ Manticore – Takes a step, tilts head to look at whomever commanded it

Doll's House	Value: 650c	Frequency: 3	Era: Imperial
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Doll's houses were the toys of the Empire's very rich; the intricate detail in the miniature furniture. The standard doll's house opens to reveal a 12-room, 3 story house with a full compliment of miniature furniture and family (a dozen dolls, 40+ pieces of furniture).

These were not amusements for children—they were sitting room pieces, often viewed by adults. The dolls live while they are not watched—going through the motions of cooking, cleaning eating, talking, and

otherwise playing at being a family. When observed, they are always still (a quick glance through the window of a closed house might reveal the briefest flicker of movement).

A common parlor game for Imperial Ladies would be to open the house and then observe the still-life, speculating on what was happening. Today, these diversions are of a different era, but they are still intriguing and very valuable.

The Busts

Marble busts are typically a step up from smaller statues. They are often made with greater skill, and require at least a modicum of education to appreciate. They are the decorations of the upper class. Busts were often encircled with preservative spells (spells that would make them damage resistant, or even allow self-repair), but some were cast with other enchantments.

Watchfulness	Value: 150c	Frequency: 3	Era: 190+ RH
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During the mid-years of Arronous' reign, it was popular to enchant busts of the Emperor with an enchantment of Watchfulness (the spell is actually a popular enchantment for busts of all kinds). Watchfulness allows the user to “see” through the eyes of the bust. The user must have his eyes closed and be concentrating.

The busts can also “watch” for the user, alerting him if he see something uncommon. Busts are not actually intelligent, but they do recognize common visitors and can keep track of unusual actions (things that the owner would find disturbing or unusual).

- ♦ Watchfulness (Perception 14-)

Elkisk and Trebe	Value: 720c/1200c	Frequency: 4	Era: 220 BH
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Senators Elkisk and Trebe were renowned patrons and vicious critics of the arts from the great days of the republic. Although rarely seen apart, they quarreled constantly and engaged in great debates. They oversaw the building of theaters and the support of thespians and playwrights everywhere. Manuscripts of plays commissioned during their time (200 BH are treasures in themselves). These busts give the owner Art Appreciation L2, and greatly add to the enjoyment of any good play. The Senators were also great philosophers, and some busts also impart this ability (regrettably at only L2) to the owner. Trebe was the fat one.

- ♦ Art appreciation L2, as though 3pts were spent.
- ♦ Philosophy L2, as though 3 pts were spent (20%)

Summoning	Value: varies	Frequency: 2	Era: 220 RH
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Summoning is another common spell for especially dangerous or security conscious owners. The bust acts as a bust of watchfulness, but can summons a certain kind of monster when activated. These busts can be commanded to activate upon *any* disturbance, acting as an automated security system.

Blue Books

In the age of the Empire the Imperial College was a literal thing—a university of magic, where the older ways (the Great School) was shunned. The best schools were highly competitive, and some of the greatest mages ever studied and taught there.

Entrance exams to the Post Graduate Academies (where L3 mages studied, sometimes under L4 tutors) were to be written in mages script in “blue books.” These could only be read by the Executor of the Exam. There are no more Executors—the colleges are gone, the Empire has fallen. The answers are illegible.

But the questions are not. And what questions... these questions (to which great minds in highly competitive environments dedicated pages) reveal amazing truths about the nature of magic.

These items are valuable (sometimes highly valuable) to mages and philosophers, but especially to students of the Imperial College.

Imperial Blue Book	Value: 200c-700c+	Frequency: 2	Era: 180 RH – 205 RH
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Imperial Bluebooks are thin but sturdy tomes—parchment bound in leather. They were built to last as permanent records of student's work. Although legible to the Executor, today only the questions remain and the rest of the pages are filled with hypnotically shifting text that gives only the faintest inkling of what it might say.

- ♦ Most blue books from the Republic Age are worth 200c – 500c depending on the nature of the question and the notoriety of the Executor.
- ♦ Entry exams overseen by L4 Imperial Wizards are worth 3000c to 8000c (there were 6 L4 Executors in the history of the Empire.
- ♦ A. Maxia and V. Cornealia oversaw entry into the Post Graduate School at Kapandra for 40 years (20 years each) and the 40 questions from that period are known as the "Impossible" Series. These books are worth 10,000c or more apiece and are Frequency 4.

Joice The Wise

Joice was an Imperial senator during the time of the first Dynasty (the Senate still existed, but was purely an advisory body). He was noted for being supernaturally lucky, resultantly rich, and possessed with a deep irony and a sarcastic sense of humor. One of his favorite targets was the military (a dangerous target in those days), and he made his points by commissioning bane weapons given as gifts to high-ranking military officers he disliked.

These weapons were usually +1 Praedurium long swords (lower hero's swords from the Era of Kings) with further enchantments on them for abilities such as +4 v. Dragons or +4 v. Giants. These swords are beautiful and often have grand names and hyper-expensive scabbards.

The Joke, of course, is that if one were to ever engage a dragon or a giant in one-on-one combat with such a blade, the result would still be hamburger.

Dragon Slayer	Value: 6330c	Frequency: 5	Era: 213
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This is a Royal Praedurium broadsword +2/+5 v. Dragons. Against dragon-like things, it is +3. It begins to glow brightly when in the presence (100y or closer) of a dragon (or dragon-like creature) and emits a humming noise that dragons find especially irritating.

The weapon itself is of the finest Imperial manufacture and has the familial crest of General Volcatius Crassus to whom the weapon was issued.

- ♦ Royal Praedurium Broadsword. +2
- ♦ +3 v. Large Winged Reptiles (Wyrms, Wyvern, etc.)
- ♦ +5 v. Dragons
- ♦ Detect Dragons

Giant Bane	Value: 1800c	Frequency: 5	Era: 231 RH
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This is a Great Axe (with a single, massive blade) built for Senator Otacilius Caepio, who had retired from military campaigns in the North (Keltic lands), where his forces had faced (and been decimated by) True Giants. He made several pledges to restore the Empire to its former glory by funding a successful invasion of the Northern Lands, and Joice built the Giant Bane to send him on his way.

Octacilius was a physically powerful, brutal, and unrefined man (his critics called him crude) and the Bane reflects those characteristics in its simple, rough design.

- ♦ Praedurium Axe +1 / +4 v. Giants / +2 v. partial Giants, Cyclops, etc.
- ♦ +1 Might (So that Octacilius, now an old man, might lift it)

Kraken Stave	Value: 1900c	Frequency: 5	Era: 129 RH
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The Stave is a heavy spear with a massive metal head. It was given to Laetorius Armenius when he became admiral of the Imperial fleet after his predecessor's ship was taken under by a sea monster, trying to clear the Ogloken Strait. Laetorius resumed the attempt, and his ship was quickly reported lost at sea. The Stave (at home, on the wall) was amongst his personal possessions sold at auction.

- ◆ +1 Spear/ +2 v Sea Monsters / +4 v. Kraken
- ◆ Shark Bane (sharks must make a WIL roll to attack the bearer, and will generally prefer other prey)
- ◆ Ornate (gold, black pearls, and platinum bands) + 1000c

Worm Maul	Value: 1500c	Frequency: 5	Era: 149 RH
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As the Empire collapsed, the wilderness encroached on once-civilized areas. The army was sent to the Ulfryn Pass to face the Traveling Worms that had taken up there. When they met the worms, they drove them back, but experienced terrible losses. As winter approached, the Worms would return, the adolescent ones, now full-grown.

They petitioned the senate for permission to withdraw and escort the civilian population to a safer place. General Curtius Aper, fighting a campaign in the South issued an edict that any man who left his post would be tried for treason. He demanded that they stay, and fight, and win.

There was an early blizzard that year, and when the spring thaw came, there were only splinters and ruins of the town—the soldiers—and the civilians—were all gone. General Aper returned for the Southern Desert and declared himself a hero for his adventures there. Joice presented him the Maul at his 'victory dinner'—a tool for his next campaign.

- ◆ +1 Warhammer / +2 v. Giant snakes / +3 v. Traveling Worms
- ◆ The Maul has the names of the men killed at the Ulfryn Pass in the winter of 147– 62 Legionaries, 104 civilians.

Gryphon Riders

From the Age of Kings through the Imperial Era, to the present day, Gryphon Riders remain terrible and feared opponents. In the Imperial Era, they represented the ultimate in Heavy Calvary. The Riders wore specially stylized (but generally not enchanted) plate mail and carried an array of weapons including long bows, spears and swords (and in many cases, Preadurium weapons).

Airborne Spring

The Kingdom of Cups (Spring) fielded some of the most effective Gryphon-mounted troops. They carried wineskins filled with an enchanted broth that would keep a man warm and alert for days. Sustained by the broth, they could fly for hundreds of miles in the upper atmosphere, far above their enemies, and fall upon supposedly safe targets far behind the battle lines.

The weapons they carried were meant to maximize their strike power (a Wing usually consisted of no more than 18 mounted men, and sometimes far less). They carried Phoenix Arrows and Rack Bows (capable of firing many arrows at once).

Once they had delivered their arrows, they would swoop down upon their targets, laying waste with scythes and spears.

Airborne Rack Bow	Value: 1100c	Frequency: 2	Era: Age of Kings
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The Rack Bow is a complicated and intimidating looking device. It is over-sized, and heavy, and has nocks and a supporting framework for four arrows. With training, an archer can draw and load for arrows into the framework, and then fire them all as a single shot at a single target.

Although the Rack Bow's abilities are largely mechanical, there is magic in the bow and the string that, when drawn, binds the arrows together, and makes them act as one.

- ◆ Difficult to use (20 hrs practice to load 4 arrows at once)
- ◆ Fires four separate arrows (one attack roll, one defense roll). Damage is 2x a normal arrow, +1 to hit (for small spread).

Imperial Calvary

The Empire fielded its own flying Calvary, but its gyphon programs were never as successful or long-lasting as the King's had been (many of the secrets of Gryphon husbandry were lost or improperly maintained in the early days of the republic). Still, for many years Imperial Calvary was a terrifying and effective fighting force.

Imperial Helm	Value: 600c	Frequency: 3	Era: Early Republic
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The Imperial Mounted Archers wore bronze (but non-magical) plate armor in the style of the King's Airborne units. They lacked the resources to enchant their mail, but they did place enchantments upon their helms, to give their rides greatly sharpened senses so that they might coordinate better in combat.

- ◆ Eagle eyes (up to 20 times magnification)
- ◆ Acute hearing (the user must direct his attention to a speaker or location, but he can hear up to 100y away as though he were standing right there).

Imperial Fletcher	Value: 50c/arrow	Frequency: 3	Era: Early Republic
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The Imperial Fletcher built arrows with the shed wings of the Gryphons. As such these arrows appear beautiful and fly more accurately. Although the arrow shafts may deteriorate over time, the magnificent feathers and special arrowheads, do not.

- ◆ +1 Power arrow heads
- ◆ +5 to range (so if fired from a -1/15y long bow, the weapon acts as -1/20y)

The Imperial Flying Calvary disappeared as the skills and funds necessary to maintain it vanished. By the time the Republic fell, it was distant memory. The First Dynasty, committed to a return to past glory re-instituted the Flying Calvary and created a number of specialized (and overwhelmingly expensive) elite units.

Avongrad was one of these. It was an all-female fighting force that trained rigorously and viciously, and used specially enchanted longbows. The Avongrad were shock troops, and proved effective in the few actions they fought in. The cost of maintaining the Gryphons, however, proved too much for the Emperor, and the Avongrad was disbanded as its funds were cut.

The Avongrad continued as a (much less effective) ground fighting force until heavy casualties in the Easter Steppes finished them off altogether.

Avongrad Longbow	Value: 1450c	Frequency: 3	Era: Early Republic
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The Avongrad Longbow is distinctively marked with lunar and huntress symbols.

- ◆ Might +2
- ◆ Power +1 (does not stack with power mods for the arrows, if any)

The Gatekeepers

After the fall, during the first cycle of darkness, the world was plunged into chaos and bloodshed. The Empire and humanity's enemies fell upon the unprotected lands plundering savagely. In this time of unrelenting violence, the Gatekeepers protected the land. Gatekeepers, the term, applies both to the weapons themselves and the men who wielded them.

Gatekeepers were cheap weapons—peasant weapons—enchanted out of necessity. The most common enchantment was bane against Ur-Men (the most feared invaders). A common example would be a +1 sword, +2 v. Ur-Men, but equally common are tools enchanted with such spells

Gatekeeper	Value: 400c	Frequency: 1	Era: Cycle of Darkness
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Gatekeepers are made from common tools. They are often machetes, cleavers, scythes, sickles, hammers, pitchforks, hatchets or small axes. These appear as rough devices. Crude, even, and in some cases even malevolent in appearance. While Gatekeepers might be expensive to purchase, they were made by ritual—a terrible, bloody ritual, involving the slaughter of prisoners. At the end of it, a common tool would be dipped into the fresh blood of the sacrifice and would be withdrawn a Gatekeeper.

- ◆ +1 Power +2 v. Urmen

Gatekeeper Blood drinker	Value: 400c	Frequency: 1	Era: Cycle of Darkness
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Many weapons, so enchanted (about 20%) emerge as blood-drinkers.

- ◆ Blood Drinker +1/+2 v Urmen

Hatred Gatekeeper	Value: 1000c / 800c	Frequency: 2	Era: Cycle of Darkness
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Gatekeepers that are enchanted from a still-living urman (the “enchancing” is the killing of the subject) gain special properties against that species of urman.

- ◆ +1/+3 v. a specific race
- ◆ Some (20%) are +1/+3 blood drinkers

Elder Gatekeepers

The enchanting of gatekeeper is not like the enchanting of a normal weapon. It is, in a sense, a pact with the weapon—a promise to use it to kill. The Gatekeepers are not aware, exactly, but they do have a certain sense of violence about them.

The ones that last over the years and see many, many battles grow stronger. The change is gradual (and because they are not exactly suited for combat—they were all made, originally, for other purposes) Gatekeepers rarely fully evolve. Some have.

Osvold Scythe	Value: 2500c	Frequency: 5	Era: Cycle of Darkness
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The Osvold Scythe was used in the Eastern Steppes to fight the Bakki, as they advanced on the Imperial towns there. These settlers had always had a hard lot—they lived on frozen dust. They saw, perhaps, 3 weeks of summer a year. And they had always faced danger from the great, deceptively empty plains of wasteland before them.

But when the Bakki came, they would not leave their homes. First they begged the Empire for help—send soldiers! Please! But when they were told there would be no Legions coming—that they were all needed at home, the settlers decided to fight. The Osvold Scythe one of 2 score Gatekeepers enchanted the night after a raid on a Bakki camp returned with prisoners. It began its life undistinguished—the settlers, even with the Gatekeepers were slaughtered by the Bakki retaliation. The fortunate ones died, the unlucky ones were taken prisoner. Osvold lay in the dirt in the ruins of the settlement.

It was picked up more than a year later by a traveler—a man with some training—who had come to the Easter Steppes to avenge his ancestors who had died in the terrible raid. He came upon it and recognized in the blade, the potential.

His given name was Osvold, and he carried it in a vendetta against the Bakki who had erased the settlement. He, whoever he was, was not a warrior, but he promised the weapon the life the Chieftain who had led the invaders if it would join him in his quest.

Osvold Scythe awakened. It has a mind of its own and a bloody agenda. It hates Bakki, but love is stronger than hate, and Osvold Scythe loves violence of any kind.

- ◆ Blood Drinker +2 / +4 v. Bakki
- ◆ Smart Weapon L3 Scythe Skill 15- (only if it judges its owner violent / blood thirsty enough). If prevented from killing (sheathed before it has drunk its fill), it may turn on the user, waiting until there is a pitched battle, and then leaping from his hands.

Sathurn	Value: 1300c	Frequency: 5	Era: Cycle of Darkness
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Sathurn is a pitchfork. Its history is clouded, but it has a taste for Knobling children. It has the statistics of a trident (same as a spear, +1 to hit chances (does not affect doubling or damage mods), +1 to be blocked. Sathurn is +1/+3 v. Knoblings, and makes a moaning sound that causes terror in its opponents.

- ◆ +1/+3 v. Knoblings
- ◆ PWR 13 Terror to all who face it (10y radius). PWR 15 v. Knoblings.
- ◆ +1 Might if Knobling children are near; WIL roll required to sheath it before slaying them.

Red	Value: 2900c	Frequency: 5	Era: Cycle of Darkness
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Red is a cleaver (statistics as a large knife) that was enchanted by for use against the Troggs and was captured by the Troggs. Ur-men usually destroy Gatekeepers when they can, but the Troggs—in some ways the most primitive of the Ur-men—have an understanding of enchantment, and they saw, in Red, a way to turn it.

Red is a powerful blood drinker that has its extra bonuses against both Troggs and men.

- ◆ +4 Blood Drinker

Purify

Weapons enchanted with purification magic have a silvery color to them. They shed light when drawn. Purification magic has been used since the Age of Kings, but the Republic and other cultures have built a number of these weapons as well.

Immaculate edge	Value: 300c / 800c	Frequency: 2	Era: All
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The standard purification enchantment cast upon a long sword makes the Immaculate Edge.

- ◆ +1 / +2 v. Spontaneously Generate creatures and the Undead. (some are +2/+4)
- ◆ Detect the Impure (16- detection at 5 yards, -1/5 yards after that).

Argent Might	Value: 18,000c	Frequency: 4	Era: All
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Argent Might was originally a unique weapon, but the enchantment was used on more than one hammer. It is a war hammer with the Purify enchantment cast upon it 1024 times. After the last enchantment it begins to glow with a faint, white flame that envelops anyone who holds it.

- ◆ Protection +1 / +3 v. attacks of the Impure
- ◆ +4 to WIL rolls against possession, terror, or other mind weapons of the Impure.
- ◆ Power +2 / +4 v. the Impure
- ◆ Detect Impure 16- at 10 yards, -1/10 yards after that
- ◆ +4 might in the presence of the Impure

Avenger	Value: 50,000c	Frequency: 4	Era: All
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The Avenger is a two handed great sword with a compass rose cut into the base of its blade—no matter where the Impure hide, it will find them. It is conscious, and has its agenda (eliminating the forces of death and the unrighteous from this world), but it is also committed to upholding the principals of honor and justice along the way.

The Avenger can only be held by one who is just and good. It will accept those who were fallen in the past, so long as they are reformed and make restitution.

- ◆ Major Healing 10x per day (upon the wielder or upon one he touches)
- ◆ Might +4
- ◆ Power +10/+30 v. the Impure
- ◆ Detection (16- at 25 yards, -1/25 yards after that)
- ◆ Telepathy L3

Rathleon Shields

Rathleon was a citizen of the Republic; an immigrant from the Near East—an armorer who produced arms and armor for the upper classes. These were works of art as well as functional weapons. His shields were the most precious of all. He often worked family crests or emblems, or even profiles of their owner (or a beloved patriarch) into them in relief. He built them of solid hardwood, reinforced with metal, but gilded them with gold leaf and other precious metals.

Rathleon Shield	Value: 510c	Frequency: 2	Era: 17 BH
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A Rathleon Shield is a thing of beauty and value, even without enchantments (although in 1500 years, the mundane ones are largely gone or need considerable restoration), but many families had their shields enchanted as heirlooms.

- ◆ Protection +1 (400c)
- ◆ Artistic workmanship (110c)

Rathleon Great Shield	Value: 2260c	Frequency: 3	Era: 17 BH
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These were large metal shields—they were meant for decorative purposes, but some were used in battle and a few were enchanted.

- ◆ Protection +2 (1200c)
- ◆ Deflector (900c) 13- block
- ◆ Artistic workmanship (160c)

Fulmen (Lightning)	Value: 1600c	Frequency: 5	Era: 25 RH
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Many Rathleon shields became heirlooms. Some of these, over the years, were given other echantments. Opsius Canio's shield Fulmen (Lightning) was enchanted with a charm that would fire a bolt of lightning when successfully used to block.

- ◆ Lightning bolt on block (out of turn, 8pts lightning damage) (1200c)
- ◆ +1 Protection (400c)

Floating Lanterns

The Floating Lanterns come from the east—from the Empire’s Asian campaigns. They are things of haunting beauty—paper lanterns of various forms that float gently and obey simple orders from their master (“Follow me,” and “Stay there,” also, “Brighter” or “Dim”).

To become one’s master, one must be given. They are incredibly fragile, and attempts to take them by force will usually break them. If the current master is gone for more than 2 years, the lanterns will attach themselves to whoever commands them.

Floating Lantern	Value: 90c	Frequency: 2	Era: All
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The floating lantern lights a room comfortably, with the light near it bright enough to read by. They generally hover 4 to 6 feet above the floor, but can go as high as 90’ above a solid surface. They float at walking speed (4y/second) and can obey simple commands.

They are quite fragile (1 DP, STC 13-), and rain will destroy them. There is no fire within a floating lantern—the light hovers at its center, with giving off no heat or smoke.

Signet Rings

These rings, engraved with an official or family seal were used throughout the empire and afterward as a means of signing or endorsing a document. Mundane ones could be pressed into wax or against soft parchment to leave an impression.

Magical ones leave their “mark”—a mark that is permanent on inanimate objects, and semi-indelible on flesh.

Signet Ring	Value: 80c – 500c	Frequency: 2	Era: All
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Signet rings are still manufactured today, and common ones cost 80c. Rings belonging to historical figures are valuable to collectors and historians; in general, the more powerful the figure, the more the ring was worth. 500c is not the upper limit; rings worn by Ancient Kings or Emperors may be worth even more.

- ♦ Mark – the ring will leave its mark (about 1” in diameter) upon whatever is touched when an (mental) command is given by the wearer. This usually appears as a dark, almost burnt symbol, but some mark in color.
- ♦ Some of these rings have an encscrollment of “Right” upon them—if the user is not of the family, office, or otherwise entitled to the ring, using it will burn the mark upon his forehead, and seer (possibly crippling) the finger wearing the ring.

The Milonius Rings

Julianus Milonius was the patriarch of the Milonius family—a powerful, political family during the early years of recorded history. Julianus supported the replacement of the Monarchy with a Tsar, and reaped the rewards of his alliance.

Although serious historians remember him for his contributions to the birth and early life of the Dynastic Empire, Milonius is commonly remembered only for his madness. Age and indulgence wore upon him until in his eightieth birthday when he began to suffer delusions.

Amongst them was a paranoid belief that he and his family were being stalked by invisible monsters. He commissioned the creation of 60 rings that allowed the bearer to see invisible things, and another 60 that dispelled invisibility in their presence.

The construction of these things was enormously expensive and took nearly 4 years. When the bills came due, he used his influence on the Council (the body that had replaced the Senate) to have the wizards and craftsmen who had done the work arrested for plotting treachery and executed.

He, and 43 of his direct descendents, were killed at his 90th birthday, torn apart (according to survivors) by vicious, invisible beasts. Whether this is proof that he was sane, or retribution for his atrocities has never been proven.

The rings, themselves, are simple gold rings with the name Milonius engraved around the outside. The ones that dispel invisibility typically work 4 times per day and are activated by saying "See." – *videre*

Milonious Ring	Value: 120c / 200c	Frequency: 4	Era: RH 50
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The basic Milonious ring confers the ability to see invisible things as though they were visible. There are others that dispel invisibility enchantments (or make things that are naturally invisible glow for 48 hours) with the expenditure of a charge.

- ♦ See invisible
- ♦ Dispel Invisibility (cancels magic spells, renders natural invisibility useless for 48 hours). Affects all invisible things within 60 yards (will not work through barriers). 4 charges per day.

Milonious Blade	Value: 120c / 200c	Frequency: 4	Era: RH 50
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Milonius had his noble praedurium long sword enchanted with a bane against invisible opponents. This affects creatures that are naturally capable of becoming invisible, or any creature that is currently invisible.

- ♦ Power +2 / +4 v. Invisible Creatures.

Assassin's Ring

The Assassin Rings came to the Empire from their Asian expeditions. They are simple metal rings (dull gray or black) with symbols etched into their inner loop. On command (a whispered word), they fire a "bolt" of venom at a target. They are somewhat inaccurate (using one effectively requires several hours of training), and vary widely in power and number of charges.

In the distant Asian lands, they were used by cabals of assassins who often disguised themselves as beggars or servants to get close to their targets.

Assassin Ring	Value: 360c	Frequency: 2	Era: RH 190
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Fires a PWR 13 poison bolt with a range modifier of –1/2 yards. These usually hold 6 charges and regenerate 1 charge every 2 hours. Base Damage is 12.

Naga Raj	Value: 2800c	Frequency: 2	Era: RH 190
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The "King Cobra" ring is more distinctive (black metal tied in a knot), and fires a much more powerful PWR 18 venom bolt. Charges and range modifiers are the same as above. They also confer a resistance to poison and venom.

- ♦ Poison PWR 18 –1/2yards. Damage of the Poison is 24.
- ♦ +4 to Statistic (CON usually) to resist venom attacks

Quintis's Daughters

Quintis Thadius was a wealthy merchant in the Imperial Republic. He ran a trading house, where prices for commodities were set. While still a young man he acquired more money than he could spend. He used much of his money to build temples, universities, and public works.

He had four daughters, and eight granddaughters, and no sons to run his business. When he realized he would have no heir, he liquidated many of his assets, dividing the money amongst his family in the form of extravagant gifts (which would not be taxed the way simply giving coins would be).

He had eight enchanted rings enchanted with a spell of levitation. The rings are white silver, decorated with diamond fragments. They are carefully attuned to their wearer and simply allow the user to “step up” onto the air or to float straight up or straight down with easily learned, subtle movements.

They were so well received (for both their beauty and their utility), that levitation rings became a staple dowry item for the very, very wealthy, well into the first dynasty.

Quintis Levitation	Value: 2100c/450c	Frequency: 4/2	Era: RH 77 BH
An authentic Quintis ring is a levitation ring with 1900c worth of diamonds worked into it. The Quintis ring is magnificent; the knockoffs are usually far less extravagant, with the same enchantment, but only 200c worth of quartz and silver.			
<ul style="list-style-type: none">♦ Levitation (walking speed in all directions) (200c)♦ Jewels and silver work (1900c / 200c)			

Elemental Rings

During the 2nd Dynasty, Elementalists were in great demand. The Usurper (and those who came after him) gambled on armies swelled with summonsed monsters. Although temples and summonsing halls were built in areas the empire controlled, an elemental was often expected to go to the field.

Elemental Ring	Value: 80c+80/Spell point	Frequency: 2	Era: 2 nd Dynasty
The Rings are simple long-term spell-point storage, more powerful in that the points may only be released for spells of the appropriate college. The points are actually stored in the stones themselves (so that the gems may be removed from the rings and worked into other pieces of jewelry if desired). The stones are typed by the element they represent: Onyx for Earth, Fire Opal for Fire, Amethyst for Air, Aquamarine for Water, and Obsidian for Void.			

The metal is usually gold or, in some cases bronze. The rings themselves may be simple but usually they are ornate.

These stones do not recharge automatically—they must be filled by an expenditure of spell points. Any source Long Term spell points will do (the recharging wizard need not know an elemental college).

- ♦ Stone and metalwork 80c
- ♦ 10 Long Term Spell points bound to one college (880c)
- ♦ 15 Long Term Spell points bound to one college (1280c)

Elemental Inset Ring	Value: Base cost + 800/elemental	Frequency: 2	Era: 2 nd Dynasty
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Some rings are made with smaller stones of the same type around the main gem. These smaller stones hold a single casting of Summons Elemental, and the spell may be discharged with an act of concentration (8 REA Long Action) by the wielder. The elemental is under control for 1 hour after which it may be dispelled (or will become uncontrolled).

- ◆ 10 LT Spell point ring + summons 2 Elementals: 2480
- ◆ Some of these rings are cursed (either by incompetence or maliciousness on the part of the enchanter or, perhaps, due to events in the South Jungles). In this case, the elementals summonsed will attack the user.

Iron Rings

These are the rings buried with the impoverished dead. When a married pauper dies, the ring is placed on the finger to signify the marriage that was, and is now ended ("till death do us part."). The use of Iron Rings as a matter of dignity for those who had none in life continues to this day (in some cases, those of little means will replace a valuable ring with an iron one, rather than consign a badly needed valuable to the earth).

Most of these rings lay with their owner, rusting away even as the body decays, but sometimes they are not allowed to rest. Necromancers and some Witches find them useful. They shimmer faintly with a dark magic, and if enough of them are collected (10, at a minimum, usually 100), they provide an highly-valuable short-term spell point for the owner.

For the magic to work, the ring must have been honestly used for its purpose (it is the ritual and the meaning behind it, not the mere working of metal into a loop, that provides the power), and must have lain in the earth no less than a full lunar cycle (30 days).

Since no one could wear 100 rings, they are often worked into necklaces or other non-ring pieces of jewelry.

Necklace of 100 Iron Rings	Value: 800c	Frequency: 3	Era: All
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This necklace is both ugly, horrifying, and in a strange, sad way, beautiful for what it represents. It is bulky and heavy—uncomfortable. The effect cannot be "stacked" (i.e. you can't get 2 ST spell-points with 200 rings).

- ◆ Provides one short-term spell point useful for Witchcraft or Necromancy.

The Fire Breathers

The Empire was never at peace with her neighbors, but in the Second Dynasty, she became crazed with violence. It was obvious to her rulers and citizens that they only way to pay for the luxury they craved was conquest—ongoing, unstopping plunder of those around her.

The thrall of her gluttonous appetite called the Empire to make men like Gnaeus Aebutius a General. He was a soldier with a lust for destruction—a joyous, willful killer who craved dominance on the battlefield and lived for the sublime experience of performing an execution.

He filled his unit with men like himself. He trained them, equipped them, and led them—they were the Firebreathers, and they were horrific. There were never more than twenty. They volunteered for the most demanding and dangerous of missions—long-term operations behind enemy lines, where there would be a wealth of targets, both military and civilian.

Aebutius was always recruiting (sometimes conscripting the most heinous of prisoners) but the nature of their missions and his brutal, ruthless discipline insured that while the Fire Breathers remained a small unit, the turnover was great.

Fire Breather (ring)	Value: 800c	Frequency: 4	Era: 2 nd Dynasty
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Although they were equipped with a variety of magical toys, the Ring was their signature—a gold band with a crimson line about the middle, and the credo of the Fire Breathers etched into the metal: “None Asked, None Given, Let Those Who See Us Burn.” There are records of 70 such rings being forged, but the number may have been somewhat higher.

- ◆ Breath Fire (short range, 12pts fire damage) once every 6 seconds.

Fire Breather Rune Brand	Value: 800c	Frequency: 4	Era: 2 nd Dynasty
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Fire Breathers were branded with a rune of might and a rune of protection. This required a ceremony and the press of the iron. The branding is permanent, but its effects do not stack with other items.

- ◆ Branding inflicts 4pts heat damage
- ◆ Rune is permanent, +1 Might, +1 Protection

The Hole	Value: 12,000c	Frequency: 5	Era: 2 nd Dynasty
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The Hole was Aebutius’s shield, enchanted for him by a master of the Void. It is a medium shield finished with black lacquer. In combat, it begins to moan (the sound is like wind), as a mouth opens in the face of the shield.

Anything that touches the shield risks being pulled in—usually this affects weapons, but the shield can be used in hand-to-hand combat as well.

- ◆ 18 Strength Grab (affects blocked weapons and other items). Things that are too large to pass through the shield (1 yard across) can be held against it (“grabbed”) but cannot be pulled in. Humans can pass through, but they are almost too large, and must be grabbed by +6 to be consumed.
- ◆ The Hole will only remain open for 18 seconds after which it will close for the remainder of the day.

The Treason Regiment

The Second Dynasty began when Marcus Arronous had the other two members of the Triumvirate executed and seized control of the Empire. Although most of the empire (including the army) abstained from getting involved, he was not unopposed.

In the heart of the Capitol City itself, Commander of the Capitalis Alaris (the Capital Regiment) Lucius Nemetorius declared Arronous’s claim to the Mantel invalid and stood against him.

What followed was a battle within the Capitol City and within the capital building itself, between Nemtorius’s Regiment and Arronous’s Palace Guard. Virtually all of the men on both sides were killed, but Arronous’s forces finally prevailed and the Regiment was captured.

Arronous’s first act as the first Emperor of the Second Dynasty was to reward the soldiers loyal to him and punish those who had dared stand against him. He chose the same fate for both.

Twenty-six blades were forged—thirteen for the most loyal of the Palace Guard and thirteen for the captured leaders of the Capitol Regiment. Each man was placed before the swords. Arronous spoke.

“Guardians, my loyal followers, your honor will be to serve your beloved Emperor for all time. You will no longer fear death. You will no longer know pain. You, and the cause you serve, will be immortal.

Traitors—men of the Capitalis Alaris, now and forever known as the Treason Regiment, You who have placed yourselves against righteousness must expect death—or worse—but your Emperor is a kind and forgiving man. You will not die, and in fact, you will have eternity to do penance and make restitution for your failure of judgment.”

His orders were the same for both of them—they would all be bound to the blades, their personalities (and, perhaps, their souls) living within the metal, serving their emperor for all time.

Ages have passed, that the empire that forged the blades has fallen away, but the blades—many of them—remain. And over the centuries, the spirits within the metal have grown in power and their true natures have come through.

The Treason Regiment	Value: 1200c	Frequency: 4	Era: 2 nd Dynasty
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The blades of the Treason Regiment (as it was called) are honorable and noble, serving just causes and seeking the righteous. They lack the ability to manipulate their bearer, except through words and philosophy, but they have grown wise over the years, and they make unparalleled council.

- ◆ Telepathy L1 (communication only)
- ◆ Strategy L3 16-
- ◆ Tactics L3 16-
- ◆ Politics L3 14-
- ◆ +2 Power
- ◆ Detect the Palatial Guard

The Palatial Guard	Value: 800c	Frequency: 4	Era: 2 nd Dynasty
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The blades of the Guardsmen are arrogant, hostile, and petty. They seek to aggrandize themselves. They have contempt for the weak and they worship the strong. As years have passed, they have become angry and bitter.

- ◆ Telepathy L1 (communication only)
- ◆ +2 Power
- ◆ Detect the Treason Regiment

Rings of Flying

Unlike rings of levitation, rings of flying allow the user to move quickly—sometimes very quickly (speeds above 10y/sec are not unheard of). These rings were cast during Imperial times based on a spell pattern that made the enchantment affordable by making it exhausting.

Each second that the user begins in the air (flying) cost an endurance point. This point is paid in addition to any endurance paid for combat, spell casting, or other activities. This means that long-distance flight is, for the most part, impossible.

The rings, then, are used for tactical movement (the user moves fast enough to make a “long step”—flying into range, striking, and then flying back out) and overcoming obstacles (castle walls, etc.) Since the rings cost no extra endurance if the user ends a movement on the ground, users often appear to “jump” from platform to platform, staying airborne only during a move.

Ring of Flight	Value: 500c	Frequency: 1	Era: 2 nd Dynasty
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These rings give a speed of PWR/Mass, so that an average character of 2 Mass with a Power 24 can fly at 12 yards per second. They fly for [120/Mass] minutes per day.

- ◆ PWR 24 Powered Flight

Aldasian Rubies

The Aldasians and their Rubies were legends in the Imperial lands since before the Republic. They lived in tales of desert nomads who dealt in flawless gemstones of unparalleled quality. Although these stories had the feel of myth to them, they were quite real.

The Aldasians are, depending on whom you ask, a tribe, a cult, a family, or a race. Many are human, or appear human, but Aldasian caravans are often nearly half Quidn, and those that have spent time with them say that the men have a strange, reptilian distance to their stare.

The Aldasians live in the same blasted, inhospitable recesses as the other desert tribes, but they are both more secretive and more open than most. For unlike the others, they do not live off the desert—their life blood is trade, and their currency is the stones.

The source of the Aldasian rubies is one of the great mysteries of the world. Since ancient times, other nomads and other cultures have tried to learn their secret. And they have learned many things: that the rubies fall from the skies; that they are dug from the ground; that the Lampha beast gives rubies as oysters give pearls...

The real source of the rubies is so wrapped in layer upon layer of lies, deceptions, and expert illusions that it has so far not been penetrated, and yet the rubies continue to flow.

A one-karat diamond is 1200c. A “perfect” diamond of that size might be worth more (twice, even three times that much). An Aldasian stone of a single, perfect karat is worth 6000c.

1k Aldasian ruby	Value: 6000c	Frequency: 2	Era: All
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1k rubies are rare. Gem dealers usually trade in smaller stones (1/4 is common, as is 1/8th). These are

- ◆ 1/4-karat stone 375c (comparable diamond of “average” quality 75c)
- ◆ 1/8-karat stone 100c (comparable diamond of “average” quality 20c)

1k Aldasian Spell Stone	Value: varies	Frequency: 2	Era: All
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Gemstones have properties that make them excellent storage for long-term spell points. The gemstone must be properly prepared and enchanted. Aldasian stones are some of the most sought-after by wizards for these properties.

- ◆ 1-karat stone (75 Long-term spell points) 12,000c
- ◆ 1/4-karat stone (5 Long-term spell points) 700c
- ◆ 1/8-karat stone (2 long-term spell points) 200c

Aldasian Blood Debt	Value: varies	Frequency: 4	Era: 135 RH
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During the Empire’s desert campaigns the Aldasians and the Legionaries fought; the Empire needed their riches, and despite centuries of trade, in the end, they resorted to plunder. The Aldasian’s did not have the might to withstand them, and although they used their great riches to hire mercenaries they knew that they would inevitably lose.

Rather than die, they met with the Legions and made arrangements to “buy off” the attackers. They would not surrender the source of their wealth, as the Empire had desired, but they would provide stones worth almost 4 million coin.

The Empire accepted, and the stones were delivered. The “debt” was paid with 666 1k stones, and the Empire, reneging on its deal, surged forward, slaughtering and capturing the Aldasians, anyway. They spent weeks interrogating their captives, and learned a different secret from each one of them—the Stones were made from sand ground together. The stones were distilled from seawater found in caves deep

beneath the desert. The stones were gifts of the Djinn who lived in the vast, empty spaces. For each Aldasian, there was a different story. For each stone, there was a new lie.

And in the end, the forces returned home with nothing but their blood-debt to show.

And it was later (but not much later) that the Empire learned that the stones they had been paid were cursed.

The Blood Debt stones are indistinguishable from regular Aldasian stones. Like the others, they are perfect and beautiful. Owning them brings bad luck.

For each stone owned, there is a chance of misfortune

Minor	2%
Major	1%
Critical	½%
Catastrophic	¼%

Misfortunes are events that damage the character in some way. They usually affect the character himself, but they can also strengthen enemies or afflict allies (in some way that relates to the character). If the character has secrets or tenuous ventures, these are especially susceptible to misfortune.

Minor: Minor misfortunes include accidents that can cause the user to be hurt (or possibly injured), loss of money equal to the value of the stone (but not the stone, itself), the disclosure of embarrassing secrets, or the some advantage to an enemy or rival.

Major: Major misfortunes include accidents that are likely to cause the user to be injured, loss of money equal to 4x to 8x the value of the stones owned (but, again, not the stones, themselves), serious aid to rivals, or the loss or failure of important assets.

Critical: A critical misfortune is a serious, life-changing event. The user may be critically injured, his enemies may be joined by overwhelming forces. There may be a loss of livelihood or the loss of all funds. Critical misfortune is disaster.

Catastrophic misfortune is usually the result of several simultaneous critical misfortunes. The character is often dead and if not, is certainly ruined.

The Vanacard Necklace	Value: 38,000c	Frequency: 5	Era: 138 RH
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The General's Grandson (the last ruler of the First Dynasty) gave the Vanacard Necklace to his consort. It was a magnificent necklace, with 6 flawless stones worked into it. It was to be worn to his coronation. Students of history can attest to the fact that the stones were not lucky for the 3rd Emperor or his Consort.

The necklace has a pentagram of 5 stones worked into a sea of gold chains, and a 6th stone below them, lying where the cleavage would begin. The necklace itself is 2000c of fine, gold chain.

- ♦ Minor misfortune 12% (about once per year)
- ♦ Major misfortune 6% (once per 2 years)
- ♦ Critical misfortune 2% (once per four years)
- ♦ Catastrophic misfortune 1% (once per ten years)

The Imperial Scepter	Value: 150,000c	Frequency: 5	Era: 142 RH
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The scepter that the 3rd Emperor of the second dynasty was to carry at his coronation held 24 stones—two constellations of rubies, mirroring the night sky. It was inlaid with gold and other gemstones, and held those who saw it in thrall.

During the coronation of the 3rd Emperor he held his scepter aloft: he never assumed office and within two years he was dead, the victim of insurrection.

- ◆ 24 1-karat Aldasian Rubies (144,000c)
- ◆ Gold and other stones (4000c)
- ◆ Hypnotic Aura (PWR 12) (2000c)
- ◆ Minor misfortune 52% (about once every 2 months)
- ◆ Major misfortune 24% (once per 4 months)
- ◆ Critical misfortune 12% (once per years)
- ◆ Catastrophic misfortune 6% (once per two years)

The Oil States of the Archipelago

The Oil States are run by the Island Lords; olive oil and wine have made them rich for centuries in their rocky island paradise (The Archipelago has eight major island, twenty minor ones, and more than a hundred uncharted sand bars and swamps).

The Oil Lords have outlasted the Kings and the Empire, and they still live in their placid familial estates, overseeing the harvest and the turning of bottles and the rich trade that supports them.

Centuries of plenty have given them the opportunity to turn their attention to matters of the mind. They have been philosophers, librarians, historians, and wizards. It is magic—the island’s “Third Export” that has the most immediate interest.

Ring of Water Breathing	Value: 100c	Frequency: 1	Era: All
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The ring allows the wearer to breathe water as though it is air. These are gold rings with octagon edges if made for a man. The women wear them as necklaces adorned with pearls and polished shells.

These rings do not impart the ability to swim or the ability to withstand the slow cold of the sea. They are often given to children and favored servants, also to the shepherds and steersmen who look after the Hippocampus and the Capricorn the Oil Lords raise in their warm atolls.

Ring of Water Life	Value: 1000c	Frequency: 2	Era: All
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Although similar in appearance and effect to the rings of water breathing, these are much rarer and more powerful. They allow the user to fly underwater (passing through the sea as though it were open air), and keep the user warm (the cold depths are still dangerous, but the upper seas can be lived in indefinitely). Finally, they extend their aura of protection and mobility to anyone carried by the user. These rings are commissioned for the sons and daughters of the Oil Lords; many are heirlooms. But over the ages they have slipped out, and they are valuable treasures to anyone who lives near the sea.

- ◆ Powered Flight underwater PWR 18 (9 y/s for a mass of 2)
- ◆ Protection from hypothermia (not v. deep ocean cold)
- ◆ Aura of protection

Stave of Storms	Value: 400c	Frequency: 2	Era: All
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The Oil Lord’s wizards cut weathered limbs from the dead trees that have lived long lives near the ocean. They fashion the sun-bleached wood into great staves and these are enchanted with spells that speak to the weather.

These staves can hold 1 weather control spell and the nature of the spell (whether it calms or calls a storm) must be determined when it is cast (not when the staff is used). Spells to calm the sea are by far the most common, but there are those who fill their staves with a spell to bring on great, terrible winds.

- ◆ One spell for weather control

Cast Boats	Value: 100c	Frequency: 2	Era: All
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Everyone who grows up in the archipelago knows how to steer a boat. They are as at home on the sea as they are on land. The cast-boats, then, are trifles—toys and amusements. Of course to men of the mainland, who find the sea challenging, mysterious, or even threatening, they may be a great treasure.

The cast boats are small 2-6 person rowboats without oars or sails. They propel and steer themselves as commanded by their owner. They have a L2 14- seamanship, but they usually have the good sense to avoid rough waters or storms (they will go into storms if commanded). The cast boats can navigate by the sun or stars at L2 12---they rarely leave sight of land.

- ◆ Seamanship L2 14-
- ◆ Navigation L2 12-
- ◆ Self propulsion (as a rowing crew that never tires)

Horns of Calling	Value: Varies	Frequency: 2	Era: All
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The Horns are made from conch shells, their spiral tips cut away and filed smooth, so that the sound escapes from the great, pearled opening at the base. They make a deep, distinctive cry that can be heard for miles on the open sea.

It is not uncommon to find such a horn bleached white and then decorated with gold or silver.

The horns speak to men, of course, but they are enscrolls to call sea-life. They do not control the sea life; they simply bring it.

- ◆ Call fish. Adds +6 to any fishing roll (-1 for each subsequent use within a month). 200c
- ◆ Call dolphin. Calls 4d dolphin to the area. The dolphins are not controlled, but tend to be helpful if needed. 90c
- ◆ Call sharks. Not something you want to do if you're swimming. 4d sharks, 8- chance of calling a truly frightening shark. Some of these (perhaps one in 100) can call the great sharks from the deep ocean. These are the Carcharodon megalodon, 40' in length. 90c / 4000c
- ◆ More exotic sea creatures can be called including Hippocampus, Capricorn, Kelpie, and Kraken.

Turnis Spears

Turnis is the name of the wizard who established an enchantment spell for making weapons useful against monstrous urban vermin and lycanthropes. The Turnis enchantment is often found on city guard's weapons (short swords and spears).

Turnis spear	Value: 150c	Frequency: 1	Era: All
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Turnis weapons are considered magical weapons (negating the Magical Aura of magical creatures), and give +2 damage v. giant rats, and other sewer beasts.

- ◆ Magical weapon
- ◆ +2 Damage v. urban vermin, lycanthropes, and the like.

Turnis charm	Value: 50c	Frequency: 1	Era: All
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The charm is a carved wooden key on a silk cord. It provides protection against the same kinds of vermin the Turnis enchantment is meant to fight.

- ◆ Protection +1 against urban vermin
- ◆ +2 to resistance rolls against infection from bites or wounds (including lycanthropy)

Warding Band

These are simple iron bands about 1" in diameter (too large to be worn on the finger—they are often hung about the neck or worked into other pieces of clothing). The common Warding Band gives Magical Aura (-4 damage modifier from normal weapons applied *before* checking for doubling), but only if no other armor is worn.

These are often favored and commissioned by operatives (thieves, rogues) in urban environments. There are more powerful Warding Bands that affect even if armor is worn.

Warding Band	Value: 450c	Frequency: 1	Era: All
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The warding band confers Magical Aura to the wearer.

Knobling Hordes

Of the Ur-men, the Knoblings are some of the most civilized. They have a language and culture that can be understood by men. They are cruel and crude, but capable of learning trades. Most border towns trade with Knoblings, but watch them closely. There have even been instances when Knoblings and men have cooperated against greater foes.

But both species know that eventually, there can only be one. And Knobling's natural delight in cruelty is made all the sharper by their realization that their claim to the earth is a false one. When the Empire expanded, the Knobling hordes in the Easter Steppes fought to reign it in. When it contracted, the Knoblings swooped in, cackling with glee as they found their enemies at their mercy.

Like most ur-men, Knoblings tend to be nomadic; they live parasitically off of those who reap and sow and grow and build. This is not because they are incapable or primitive, but because they prefer it that way. Wealth taken from a fallen enemy is so much sweeter than wealth gained through honest labor. They do use magic, and they do make their own weapons, and these are the implements of the Knobling hordes.

Knobling Scourge	Value: 250c/750c	Frequency: 1	Era: All
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Knoblings use a variety of scourges, flails and whips in combat. Successful ones often commissioned magical enchantments for these weapons. The most common was simply +1 or +2 damage. Some have venomous thorns (with magically replenished venom supplies). Particularly cruel weapons are enchanted to afflict their target with a pain attack.

- ◆ +1 / +2 Power (250c / 750c)
- ◆ Pain PWR 14 (+500c)

Knobling Darts	Value: 100c/dart	Frequency: 1	Era: All
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Knobling raiders often carry blow dart guns that fire darts tipped with poisons. It was not uncommon for Knoblings from the Herrian and Joboesq tribes to enchant the darts with a paralysis spell. These were usually found in clutches of 4 to 8, and the darts are woven with the skin from a Cave Anemone's tentacle and have a tiny polished stone near the needle to hold the spell charge. These darts simply hold a cast spell, and although they may be enchanted (if recovered) the dart's single charge has been used.

- ◆ Paralysis PWR 14

Knobling Cannon	Value: 750c	Frequency: 2	Era: 130 RH
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The Knoblings during the First Dynasty built a series of small cannons (about 2' long) that fired bursts of metal shrapnel (similar to a long-range shotgun blast). The explosive power for the cannon came from a magical release, and so could be used over and over again. Although effective, most of these cannons were captured by Imperial forces and brought back as spoils of war.

- ◆ As a shotgun, fire once per 20 seconds (12 pellets for 2pts of damage each). Requires firearms skill!

Knobling Shield	Value: 200c	Frequency: 1	Era: Republic
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The Knobling shield is a buckler, and was used in conjunction with a short sword or flail. These were often painted in fire colors (red, orange, gold). During the Republic and First Dynasty, the Knoblings who roamed the Easter Steppes enchanted their shields with the Blazing Shield spell. Many of these were taken back to the Empire.

- ♦ Blazing shield spell cast once per day, lasts 40 seconds.

Knobling Tobacco (War Pipe)	Value: 150c / dose	Frequency: 2	Era: All
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Knobling's grow and trade a special tobacco that they smoke in their ceremonial war pipes. Although the pipes are works of art (and quite valuable), the magic is in the tobacco.

- ♦ Smoked the night before a battle (after an hour or more of smoking, the user must sleep for at least 4 hours).
- ♦ The tobacco gives visions (+2 to strategy rolls, if the user is making such rolls)
- ♦ The tobacco gives a Magical Aura (-4 damage mod attacks made by mundane weapons)
- ♦ Knobling War Pipe 80c (carved and painted wood)
- ♦ Essence of the Great Warrior is a rarer and more potent tobacco that, for the next day after smoking gives the user +30 DP and +1 Con. (450c / dose)

Knobling Headdress	Value: 70c	Frequency: 2	Era: All
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The Knobling's leader's headdress is a beautiful and gruesome thing. It has feathers, shed skin from snakes, and shrunken heads from enemies worked into it. It appears as a great mane about the head. The headdress symbolizes virtues the Knoblings approve of (fearlessness, vicious in battle, cunning, etc.)

Knobling leaders are usually warriors—the headdresses are enchanted by their fire wizards and store cast spells for release at the wearer's discretion. There is considerable variety in the nature of the spells stored. A headdress can usually store several apprentice-level spells; some store adept spells.

Note that the headdress must be made to store a specific set of spells (they cannot store just any spell cast on them), and they do not recharge automatically (a mage must cast the spell to recharge the headdress).

- ♦ 1 point (Apprentice) spell 80c per casting
- ♦ 2 point (Adept) spell 250c per casting

Knobling Flask	Value: 40c	Frequency: 1	Era: All
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Modern Knobling's don't make the incendiary oils as often as they used to (it is a lost art), but in the past Knobling's carried fire bombs (similar to Phoenix Blood potions).

Spice Box

Spices from the Asia and the South Desert and the islands are some of the most valuable treasures to be had. Spice boxes keep them—they are small containers, usually decorated with images of feasting, harvest, or garden. The Spice Box preserves whatever is stored in it. Large ones (boxes large enough to store meat, for example) are prohibitively expensive, so the boxes usually store commodities that are valuable in small quantities.

Spice Box	Value: 70c	Frequency: 1	Era: All
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This boxes range from 1 to 6 cups in volume, and generally hold ¼ to 1 pound worth of a spice. Empty boxes cost 70c, but many boxes will be found full and be worth more.

- ♦ Saffron 1000c per quarter pound
- ♦ Cinnamon 600c per quarter pound
- ♦ Pepper, ginger, or garlic 300c per quarter pound
- ♦ Basil, rosemary, savory, thyme, mint, marjoram, bay leaf 100c per quarter pound.

Holding Flask	Value: 90c	Frequency: 1	Era: All
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As spice boxes preserve powder and leaves, Holding Flasks preserve fluids—usually wine. As with the spice box, the value of a holding flask is determined by what it might hold. Most flasks are either half gallon or a full gallon in size.

- ◆ Expensive wine – 500c per half gallon
- ◆ Good wine – 200c per half gallon
- ◆ Average wine (table or house wine) 60c per gallon
- ◆ Inn or traveling wine 20c per gallon
- ◆ Peasant or Sweet wine 8c per gallon

The Helnek Tombs

During the final years of the Empire, a merchant named Helnek had prophetic visions of the fall of the Empire (it did not take much prophecy to predict that—it was happening). His nightmare visions, however were terrifying and specific. He saw great demons coming to collect and torture the ruling class. He saw the earth opening up and swallowing the Daughters of the Empire, burying them alive. To counter this terror, he saw even further into the future (500 years), where the Empire was reborn as a stable, powerful paradise.

History has proven his visions incorrect, but at the time he was terribly persuasive.

Helnek, before his visions came to him, had built mausoleums for the dead. Now he built tombs for the living. His idea was that the wealthy and powerful would build a stronghold underground, surrounded by their riches, and they would sleep for 500 years, rising again once the empire was re-established.

The sleep was accomplished with potions (suspended animation). The tombs were often elaborate and secure, but with light and air (so that, once re-awakened, the nobles could return to the surface). Helnek was persuasive and many families called for him to build them a shelter. Some great families and vast treasures disappeared. Many resurfaced shortly there after, the tombs discovered and looted (there is considerable, but not conclusive, evidence that Helnek was almost purely a con-artist, and that he, himself looted the tombs).

Those who weren't looted, and who did sleep for 500 years, were sorely disappointed when they awoke during the second cycle of darkness.

Sleeping Drought	Value: 75c	Frequency: 1	Era: 150 RH
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The sleeping drought was mixed and enchanted en masse. It had to be—Helnek was burying whole families, their friends, their servants, even their slaves. The enchantments that made it possible (affordable) were not cast on syrup in the vats and vials, but on the presses and stills that were used to make the sleeping syrup. That machinery was delicate, and few, if any of the sleeping presses survived, but there was so much sleeping drought made that potions of suspended animation are still not uncommon in some areas.

- ◆ PWR 15 Sleep
- ◆ Subject will sleep without aging until awakened; target is as in a deep, deep slumber.

Helnek Clock	Value: 620c	Frequency: 2	Era: 150 RH
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The suspended would sleep until disturbed (the exact mix of the potion would determine how much disturbance was needed), so Helnek Clocks were built—stone pillars inlaid with semi-precious stones and gold leaf that would “speak” at a certain time (500 years). They could be set, however, by an expenditure of spell points. The Clocks were, themselves, expensive works of art.

BaulKurmn

BaulKurmn is the name of a Trog weapon. It is a huge morning star—a weighted, spiked ball on a length of chain with a two-handed handle to hold it and swing it from. BaulKurmn is not unique—there terrible Trog ritual involving captured prisoners and a bonfire for making it.

The ritual is only successful about one in 100 times, but that does not stop the Trogs from attempting it. The weapon is too heavy to be used without enchantments, but it is built and may be used in ritual after ritual, its owner hoping to get lucky.

BaulKurmn	Value: 5700c	Frequency: 3	Era: All
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The flail is massive and heavy, but it assists its owner in its use. Out of combat it moves ponderously and silently, but in battle, it is as fast and agile as a weapon of normal size. When swung, the BaulKurmn makes a sound like many voices moaning in pain.

- ◆ Might +2
- ◆ Heavy weapon (+2 over a normal morning star, +2 min strength)
- ◆ Smart Weapon L3 16-

The Imperial Inquisition

As the empire slid into ruin its social order began to fracture from within. There were enemies everywhere—outside, certainly (Ur-men, bandits, renegade states), but there were enemies within the walls as well. Some of this was paranoia—the Generals and Tyrants who oversaw the collapse of the Empire simply could not believe that their state could fail for mundane, economic reasons. It must be sabotage, they thought. It must be magic.

But there was also an element of truth to their fears. Witch cults had existed since the before the Age of Kings, and they were still there, laying low, waiting for their hour. Most of these cults had (and have) harmless agendas, but not all of them. And as civilization decayed many of the worst saw the Fall of the Empire as their hour come round at last.

The Empire responded to the threats (both real and imagined) by commissioning the Imperial Inquisition—an office that was charged with the “study” of the witch cults. Special Prosecutor Carius Mather was named to lead the Inquisition. He was an educated, ambitious and utterly ruthless man, and he saw immediately that the Office of the Inquisition was the opportunity for power that he had been waiting for.

His report to the Emperor and the Senate was predetermined from the hour he was named—the Witches posed a clear and present danger. They must be eliminated. The Senate deliberated and the next day they rendered their unanimous decision—the Witches must be destroyed. The Office of the Inquisition under the command of Special Prosecutor Mather would see that it was done.

The Hexbreakers	Value: 2500c	Frequency: 3	Era: All
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The first weapons of the Inquisition were Purify blades (several were made with the seal of the Inquisition upon their blades), but the Purification enchantment holds no special terror for witches, and so Special Prosecutor Mather commissioned the Hexbreakers.

- ◆ Power +1 / +3 v. those who practice witchcraft
- ◆ Cast Hexbreaker at skill 14- (either upon the wielder or on one the blade touches)

Prosecutor's Charm	Value: 2800c	Frequency: 3	Era: All
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The Special Prosecutor had charms made that cast the Imperial College spell Yellow Pentagram once per day. They were meant to be used during the arrest of witches.

The basic model had 30 LT manna (15 seconds of use for a non-mage character), and could only be recharged by the casting of the Yellow Pentagram spell upon the charm.

- ◆ Cast Yellow Pentagram (30 Spell point battery)

Witch Binding	Value: 2500c	Frequency: 1	Era: All
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Holding wizards is never easy. The witches (and those suspected of being witches) needed to be held and interrogated; often, 'put to the question.' The Witch Bindings were manacles which prevented the use of short-term spell points and the regeneration of long-term spell points.

Other techniques were used to drain the existing spell points and otherwise prevent the casting of spells. The enchantments used to create these bindings were not exclusive to the Inquisition; they had been used for centuries before and after. The Inquisition simply commissioned many of them and made them commonplace.

- ◆ While bound the user cannot use short-term spell points to cast spells
- ◆ While bound long term spell points will not be regenerated

Spell Leech	Value: 70c / 200c	Frequency: 1 / 3	Era: All
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The Spell Leech is not so much an item of treasure as it is a small magical creature. The leech appears like a regular leech (a vile, slippery creature), and like a regular leech, it attaches itself to a host—a mage. The spell leech drains long-term spell points from its host, draining one per minute.

The Leeches have several uses. First, they can be used (as they were in the Inquisition and other court rooms that try wizards) to render mages powerless (or at least less powerful—the leeches do not affect short-term spell points in any way). Secondly the leeches hold the points drained and may be “drained” themselves, acting as a manna stone. Leeches can drain spell points indefinitely—but they only retain 6 spell points at any one time.

The Leeches are usually difficult to keep and care for. During the Inquisition, there were holding charms that kept the leeches in suspended animation until they were needed.

- ◆ Drain 1 Long-term spell point per minute while attached to a mage
- ◆ Retain 6 Long-term spell points that may be used by a mage to whom the leech is *not* attached.
- ◆ Leech bowl—a glass sphere containing 4-8 leeches held in suspended animation (200c)

The Mather Box	Value: 4500c / 6500c	Frequency: 4 / 3	Era: All
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These torture devices were used by Mather and his crew during the interrogation of suspected witches. Often just the threat of being placed in the box was enough to get a confession. The boxes were enchanted with the Elder Mutation spell. Those closed in the box would be subjected to a single casting for each turn of the screw (the screw requires a 15 Strength usually two people, and is threaded for 30 turns).

Those who were subjected to the full treatment were usually horribly disfigured—the results of the interrogation would be paraded through the streets in specially built cages.

There were three such boxes built—these were full power boxes, which would recover their charges on their own (not requiring a competent mage to re-cast the spell). The boxes proved so effective and terrifying, that several Mather Boxes were built over the years by others. Most of these were simply storage for the Mutation spell, and stored far fewer charges (usually no more than four).

Mather's original boxes are heavy, hardwood crates with images of monsters in relief. They have a slot which the inquisitor can open to allow conversation (confession, etc.) with the prisoner, and the large metal screw (about the size of a dinner plate, with four handle grips) comes from the side or back.

- ◆ Mutation spell, 30 charges for a True Box. 4-6 charges for a Lesser box.
- ◆ The True Mather Boxes recharge one charge per hour
- ◆ Lesser boxes (built later) do not recharge automatically, requiring the expenditure of spell points (not, necessarily the casting of the Mutation spell)

Mather's Fate

Mather ended up a victim of his own organization. He never had a passion for protecting the Empire or hunting witches. His passion was for advancement and self-aggrandizement. When the Special Prosecution had gotten him where he wanted to go, he moved on, leaving the organization to the fanatics.

And the Fanatics brought him back. Unable to believe he had abandoned their cause willingly, they employed their own mages to "free his mind" so that he could return to his "true and honest calling." They made him one of them.

Unhinged and mentally captivated, he ran the Office of the Special Prosecutor for a few more years, before the madness they inflicted upon him took hold completely. He entered one of his own mutation chambers, believing that while it made monsters monstrous, it would make the virtuous into a being of awesome power. He died a horrific, pathetic monstrosity, his mind trapped in a fevered hunger of fanaticism.

The Elves

The Elves have what it takes to be good at magic. Time. Patience. Interest. They are magical creatures, themselves, and they are born with a sense of magic and at a basic level, an understanding of it. Magic fascinates them.

But while they are great practitioners of magic (and some of its greatest philosophers) they are not great enchanters. Elves tend to be individualistic and independent. They prefer to rely on themselves rather than their tools.

But when they do enchant, they do it with the skill and patience that they apply to any important undertaking; they it well.

Elf Bow	Value: 2500c	Frequency: 2	Era: All
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Most elven bows are skillfully built but mundane. Even without magic, they are extra-ordinary weapons as well as objects of great beauty. Elves sometimes make gifts of their bows to humans or others who are especially trusted and respected. When enchanted elvish bows are found, it is usually the human recipients who have commissioned the enchantment.

Warheads	Value: 3800c	Frequency: 3	Era: All
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Elves rarely field armies. When they fight in wars, it is often as commanders of troops of a different race. When they fight in defense, they prefer to retreat from direct battles, disappearing into the deep forests where they make their homes, and then attacking on their terms, as snipers or in carefully orchestrated ambushes.

This is one case in which the elves do make and use magical weapons. The metal heads of their war arrows melt into the blood of those struck (these "warheads" are usually reserved for enemy commanders—the leaders of the invasion), becoming a deadly toxin.

Toxic arrowheads appear to be made of a dark gray, almost black metal with an unusual smell. The metal is natural—the magic preserves it until it can be used.

- ◆ +2 Power arrowhead
- ◆ Heavy metal toxin if penetrates (PWR 18, Base Damage 16 Venom).

Bane Arrow	Value: 1600c	Frequency: 3	Era: All
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The Bane Arrow is another weapon in the Elvish arsenal designed to decapitate an invading force. The arrow has a dark green head and the shaft is woven with a green thread. It seeks a target, known by name, and called out as it is fired.

The Bane Arrow must be shot in the general direction of the target and the target must be within range, but the arrow can be shot over intervening forces or barriers. If the target is in a completely enclosed structure or is otherwise inaccessible, the arrow will not reach its target, but if there is a way, the arrow will find it (it will not turn corners, or fly down halls—the shot must be, at least theoretically, possible).

The Bane Arrow strikes its target with skill L3, 16-, or the skill of its user (whichever is greater). No range modifiers or cover modifiers apply. The target's name must be known, and called out.

- ◆ Seeking Arrow L3 16- (no range or cover modifiers)
- ◆ Power +3

Cloak of Seasons	Value: 700c	Frequency: 2	Era: All
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A common Elvish magical item is a Cloak of Seasons. It is a medium weight woolen cloak with a simply embroidered hem. It has several magical properties, including the ability to “heal” minor tears, to clean itself (if hung up for a few hours it will “shed” any accumulated dirt).

The cloak takes its name from its change of nature during seasons. It is always comfortable, except in the hottest weather. In the winter it keeps the wearer warm, like a heavy blanket. In the summer it feels lighter and cool, and allows the passage of breeze.

It also changes color—lush green in the summer, greens and yellows in the spring, reds, oranges, and browns for autumn, and brown or gray in the winter. It conveys a powerful camouflage and stealth modifiers if used out of doors.

- ◆ Stealth +2 if used out of doors
- ◆ Additional –2 to other's perception roll if the character is still
- ◆ Variable insulation and self regeneration
- ◆ 1/1 Armor

The Borson Road

Borson (or *Iyyeva*, in the language of the Elves) lay between the Kingdom of Summer and the Kingdom of Spring. It was a dense wood over troubled, broken terrain, and both sides had considered it lost to the impassable overgrowth. Age after age, their armies warred around it, fighting in the hills and bluffs to the north, and the river plains to the south.

And then, in the year MMCCXXX, Micaran Mulsuth, General of the Kingdom of Summer, High Commander of the Dragon King came to Borson with his army and a command that a great road be built. A road that would lead directly into the heart of the Kingdom of Summer.

There was a cry, and a blast of horns and the forest began to fall, yard by yard, before the axes and saw blades of the soldiers under his control.

The Elves of the deep wood watched this, silent and invisible, and they came to General Mulsuth in the night. “This wood is ancient—and no place for men,” They told him. “Your quarrel is irrelevant to us. We have no interest in the affairs of you or your enemies. But if you build this road, war will come. And we cannot have that.”

“I am here,” He answered, “And so war has already come. The road must be built. Summer must be defeated. And if you stand against us, then you stand with them and you will fall too.”

And so the war came to Borson forest. Soldiers stood guard, their eyes searching the dense wood line as the foresters worked. The Elves watched from the shadows waiting for the watchful eyes to wander or look away, and then there would be a singing of bowstrings and men would fall.

Hounds leading mounted knights rode by day and by night, silent, deadly scouts crept through the wood, searching for secret Elven enclaves.

Captains and Colonels were found dead in their tents, their throats cut, their drinks poisoned by assassins from the wood who were nothing but shadows in the moonlight.

Summer (the season, not the Kingdom) became Autumn, and then Autumn would soon be Winter and the road not a quarter done. General Mulsuth came to the forest and surveyed the camp. He saw fear there. Fear of silent assassins. Fear of longbow snipers. Fear of the further treacheries the deep forest had not yet revealed.

He spoke to the trees. “There will be no road. You have defeated me. Enjoy your victory.” And then he turned and left, and as he did, he gave the order that the dry, fall landscape be put to the torch. “Burn everything,” He said. “And let magic fire fall the natural flame. Let their forest become ash.”

The defenders heard him and they did what damage they could, but in the Age of Kings the Armies of the Dragon Kingdoms were unequalled in the arts of destruction and they knew well how to scorch earth they might not hold. There were nights of violence and torrents of arrows, but in the end, Borson burned.

“Very well, then,” The Elves said amongst themselves as the fires raged and coiled into the sky, towering over the trees. “Let us go then and find another home. But if we go now and the forest simply burns, in the spring it will be a plain, and in ten seasons hence, there will be no memory of what was done here. Let us leave them something to remember us by.”

The Elves are ancient practitioners of magic and they know the deep, elemental language of fire. They spoke to the flames, not ordering them back (for they were far too powerful for that), but welcoming them in. “Burn here,” The elves said in that ancient, inhuman tongue. “This forest is ours, but we make it yours. We invite you in—live here. Do not simply leave when you have eaten your fill, but stay—sleeping under the ground. Hide in the charred trees. Lay in the ash that will cover this land like snow fall.”

They cried out and the flames listened, and to this day, the Dead Forest is a sea of blackened trees and scorched earth. To this day the ground is covered with ash and still smells of fire. And the fire is still there, under the surface, waiting to erupt and feed.

And the Borson Road remains, wide, grand, and unfinished, but stretching into the dead wood, far past the depth that any man should dare pass.

Ashen staff	Value: 800c	Frequency: 2	Era: All
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Wood cut from the charred trees in the dead forest holds fire within it. A staff, fashioned from such wood can hold up to 10 spell points, 15 if they are only to be used for fire magic, and anyone (mage or not) can call fire from the wood by speaking the Elvish word for flame—*Syzurn*.

- ◆ 10 or 15 Long-term spell points
- ◆ Call fire

The Nature of Man

Once, long ago, two elves Anesh and Keilob, debated the nature of man. They were both students and philosophers of mankind, and they had both spent centuries traveling in human realms and watching the subject of their studies. And yet, when they met and talked to each other, they both realized that they had radically different views of humanity.

Anesh found men to be animals—language, art, civilization, were thin veneers; an attempt to cover the utter baseness of their true nature. He felt that their intelligence only made them worse—they were animals that augmented their teeth and claws with iron and fire.

Keilob was well aware of humanity’s lower aspects, and while they clearly struggled with their lower selves, he felt that in the act of creating civilization they had rejected their primitive selves and taken a serious, if first step toward the light of racial maturity.

Anesh and Keilob argued their perspectives in great debates, traveling through the Elvish lands, and speaking before crowds. Each had good points, each had arguments the other could not refute. Finally, after they had each had their say, they settled together and began to work out a way to settle the nature of Man once and for all.

They would perform an experiment—an experiment that would last 1000 years—and when it was over, the results would be clear: either humans were animals; slaves to their basic natures, or humans were enlightened creatures, not just capable of understanding higher concepts, but also of acting on them.

They had 1000 rings of invisibility made and gave them as gifts to a huge variety of humans—beggars, princes, scholars, washing women. These rings made the user impossible to see, letting them act without the constraints of civilization upon them.

To study how men might act when freed to pursue their basic nature, the rings would have a sapphire set within them that would remember how they had been used. The rings could then be collected, the stones questioned, and the results tallied.

The experiment continues—the rings are out there, amongst men, waiting to be used or misused, as Anesh and Keilob watch from afar and place their wagers.

Invisibility Ring	Value: 500c	Frequency: 2	Era: 400 RH to Modern
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The ring confers invisibility when worn (to become visible, the user must remove it). The Sapphire stone acts as any “eye” and can see and hear whatever happens. These stones have awesome memories and 800 years worth of experience, but the secret to withdrawing their histories remains a mystery.

- ◆ Invisibility
- ◆ Eidetic Memory

The Chess Master’s Spheres

Elves are good at chess—very good. But the best elves are not as good as the greatest humans. Human Chess Masters can, in a single human lifetime, best elves that have applied themselves to the game for centuries. The Elves are in awe of this; it defies their understanding.

There was a great tournament in 10 R.H. where the best of the humans and the best of the Elves settled this for all time. The Elves had more winners in more games, but the humans won the tournament.

The Elves’ gifts to mankind were the Crystal Spheres. These spheres begin as clear, perfect spheres, and when a chess player stares into it, he sees a game. As he plays against the sphere, the sphere plays back, learning his brilliance. After many games, the Sphere is “imprinted.” These spheres become colored—a deeper blue for a better player. The spheres imprinted by the true masters are of the deepest, richest, most beautiful blue imaginable.

The spheres, then, are named after the player who imprints them, and they can be used by others—set the sphere before a board, stare into it, and see the move the master would have made.

Chess Master Sphere	Value: Varies	Frequency: 3	Era: 10 RH to Modern
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An un-imprinted sphere appears clear (a crystal ball). A player may “bond” with the sphere by concentrating on it and thinking about the game of chess. As he concentrates, the board will become clear—visible within the sphere, itself.

Once bonded, the sphere will learn as the player plays. Each game played raises the sphere’s chess skill by one, until the sphere is as good as the bonded player. As the sphere learns, it colors, becoming a deeper and deeper blue.

The value of a sphere depends on the skill imprinted upon it.

- ◆ Un-imprinted value is 200c
- ◆ L2: Value is skill above 10 squared x 20c (so 18- is $8 \times 8 \times 20c = 1280c$)
- ◆ L3: Value is skill above 10 squared x 40c (so 20- is $10 \times 10 \times 40c = 4000c$)
- ◆ L4: Value is skill above 10 cubed x 100x (so 16- is $6 \times 6 \times 6 \times 100c = 21,600c$)

Elvish Glitter Ring	Value: 285c	Frequency: 2	Era: All
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Elves have a strong appreciation for art and they find beauty in woodwork and patterns, but they often have little use for jewels and jewelry. To elves, gemstones and worked precious metal holds the beauty to itself and they believe the one’s attire should enhance the natural beauty of the subject.

The Glitter Rings are a natural solution. Like the Illusionist spell, the rings make the wearer sparkle and shine. The effect is obviously magic, but it is compelling none the less.

- ◆ +1 to Enchant rolls as per the spell.

Spider Fell	Value: 395c	Frequency: 3	Era: 10 RH to Modern
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The *Farqure* came originally from the isle of Hanuck and for years they were unknown beyond those small, treacherous coasts. To men they are a rare, tropical breed of giant spider, interesting in that they are brightly colored, with brilliant yellows and oranges, and that they are particularly graceful—they have an almost mincing walk.

To Elves, they are death. Their venom, while potent against men seems calibrated for the Elvish biology, and whereas the bite of a *Farqure* might slow down or stagger a human warrior, it can paralyze even the most hearty elf.

The world is not going to be overrun with *Farqure*—their preference for the subtropical climate insures that they would never be common place, but the Elves find their very existence abhorrent (and hardly an accident, although they will not explain what their theories are). They have responded with the Spider Fell—blades magiced with Banes against giant spiders and arachnids. The Elves do not use these themselves—they prefer to trade them and let men do their fighting for them.

Spider Fell are usually short swords or long swords. They are slender weapons of obviously Elfin design (to those who do not know Elves, they still appear faintly alien). They have an 8 stroke rune on the base of the blade and a very delicate-looking guard.

- ◆ Power +1/+2 v. Giant Insects/+3 v. Giant Spiders/+4 v. Farqure

The Prince and the Siren

The elves rarely go to war, but they did once—to fight for the return of a Prince. The story of two young lovers fleeing together to avoid the wrath of their families is universal. It has happened a thousand times a thousand times in all races where there is a concept of youth and family loyalty and love. And it is usually tragic.

The Elvish Prince Haycalid and Mahraanja, a Siren in the harem of the Triton Sultan of the North Sea disappeared together without a trace. It was well known that the Prince often went by himself to the barren

cliffs of Anajoord to meditate. And it was known that the Sultan's "jewels" his stable of exquisite Siren elementals would have been pleased to have added an Elvish Prince to his collection of men-of-valor stolen from the surface world.

And, indeed, it was what he had attempted when he had sent Mahraanja to sing her song to the young noble. What he had not counted upon (and what the Elves would not believe) was that when she saw the serious and almost sad look on the young man's face she recognized a creature of depth and gentle strength, and she could not bring herself to betray him.

Instead, she appeared in the surf and confessed her mission—pleading with him to go and not return for a full month and tell no-one what she had done. And then, when he had gone, she lay upon the sand and sung her song to the bleak sky, so that if she had been followed (it would be at a distance), they would report that she had carried out her duties as ordered.

But he had not gone. Instead Prince Haycalid had stood nearby waiting and listening. No one knows what it is about a Siren's voice that is so intoxicating. Some have suggested that the sounds are primal and speak to the lower, more powerful, animal parts of a man's mind. Others have supposed that a Siren's song carries a magic, and that it might as well be the screech of a harpy or the hum of a tuning fork, and it the magic would be equally effective. We may never know, but there is a third theory and that is that the Siren's song is a pure expression of her soul—and that is what Prince Haycalid heard that day—he heard her soul.

He did not throw himself from the rocks. Instead, the thoughtful prince returned home. He was not enchanted, but he was fully under her spell. Every day that month he came back to listen and she came back to sing, and on the last day, when she was prepared to return home and report, regretfully, failure, he appeared over the bluff.

"I will not go back with you to be a trophy in the Sultan's museum, but if you wish I will join you—and we will both leave... to what adventures? I cannot guess." He extended his hand and she saw a Ring of the distinctive manufacture of the Oil states upon it. And she looked into his eyes and saw that he had heard her song—and that he understood.

"She is gone," The Sultan was told that night when Mahraanja had not returned. "He is missing," The Prince's mother was informed. And both sides uncurled their magic to determine where their subjects had fled. They could not trace them (The Prince had been too careful to permit that), but the Sultan learned that there had been transactions made—that rings had been purchased, and that word of the Siren's presence had reached interested ears.

And the Elves learned of the Sultan's plan and the pedestal in his museum where an Elven Prince might forever stand.

Both sides were proud. And both ignored the obvious clues, preferring to believe that they had been victimized by a clever and ruthless enemy rather than believe that the children had outsmarted them. The Elves and the Tritons prepared for war.

And what happened? As the forces arrayed against each other, facing off before the vast Panahos Trench, far under the North Sea, there was a cry from far above, and the Elf Queen, astride her Chimerical Hippocampus and the Triton Sultan, riding his Manta Ray Steed looked up.

The Siren and Elvish Prince were there, above the waves, looking down from a hot-air balloon sailing East, to the distant Asian Seas to live happily ever after—and to their homelands, never to be seen again.

Needless to say, a lot of cool underwater weapons ended up in circulation shortly after that.

Elvish Trident	Value: 1000c	Frequency: 2	Era: 200 B.H.
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The Elvish trident is a standard trident (as a spear, but +1 to hit and +1 to be blocked) enchanted to make the user maneuverable under the sea. It can pull the user along as per powered flight.

- ◆ +1 or +2 Trident
- ◆ Powered Flight PWR 14 (moves a 2 mass character 7 yards per second)

Helm of Sea Life	Value: 900c	Frequency: 2	Era: 200 B.H.
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This is a gold helm worked to appear as a nautilus shell. It acts as a Ring of Water Life, providing protection from the under-sea temperatures and the ability to breathe water like air (it does not convey an aura of protection).

- ◆ Temperature protection
- ◆ Breathe water

Horn of Tides	Value: 9900c	Frequency: 3	Era: 200 B.H.
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A coiled bone horn, this is a powerful magical weapon. The Horn of Tides causes a surge of water—at the coastline, this is a powerful wave. Under the sea, it is an explosion. It can be blown once per 10 seconds, no more than three times per day.

- ◆ Telekinetic Blow (40 Strength), area of affect 20 yard radius (30pts Damage under water)
- ◆ Range –1/15 yards

Underwater X-bow	Value: 80c	Frequency: 1	Era: 200 B.H.
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This is a standard crossbow designed to withstand the sea.

Oni

The Oni are Asian spirits (demons, by their appearance). They are colorful and joyous in their barbarism. They in intelligent (and literate), but wordless, unless they are disguised, and then they will only speak “in character,” never explaining what motivates them. They are violent and destructive, but appreciate art and music, and will sometimes (in magical disguise) visit plays or galleries to enjoy a human’s work.

A great deal is unknown about the Oni, but they seem to be related to the Faire. They are certainly magical in nature, but not (it is generally known) practicing mages. Still, the magical treasures that they own and use follow their colorful, exaggerated style—it is unlikely that they would have been made by anyone else.

Oni Scimitar	Value: 900c	Frequency: 2	Era: All
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The Oni often carry ornate weapons. When they can, they carry magical ones. The Oni Scimitar is such a weapon. Its pommel is adorned with odd gemstones—stones of a type that is not recognized (they are stones that are very, very rare on this world). Its guard and base are carved and delicately woven with metal thread (bronze and gold, usually). The blade is flat and sharp and well constructed. Some blades have blood grooves or wicked serration. It feels heavy and has an odd balance (-1 to skill roll with it until at least 20 hours of practice).

Some Oni Scimitars have a red and orange silk sash that hangs from the pommel. When the blade is used, the silk will flow behind it, giving the appearance of the weapon leaving an arc of fire in its wake.

- ◆ Power +2
- ◆ Dazzle: the weapon has PWR 14 Hypnosis (those who avoid looking at it are at -2 to block and it is at +2 to block their attacks.

Oni War Mask	Value: 6500c	Frequency: 3	Era: All
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The Oni are frightening, but they are even more frightening when they wear War Masks. These masks are truly horrific—they have giant, mad eyes (with orange and red swirls around black irises), sharp teeth in evil grins, and other distorted features. They are often inlaid with gold and red, orange and black precious stones.

Some of them are enchanted with Terror spells, and these may be mounted upon shields or doors, or other places that their owners want to keep safe.

- ◆ Defender +1 (all attempts to block are at +1)
- ◆ Spit Fireball 12pts damage once per 10 seconds
- ◆ Acts as a small shield and 16pts of armor for the face

The Dwarves

Dwarves are thought of as a practical race—a race uninterested in abstract or philosophical pursuits. Those that do not know them are often surprised to find that they approach magic with the same studious ethic that they approach all of their works—magic, to a dwarf, is a tool, and tools solve problems.

If Elves prefer not to enchant (unless absolutely necessary), Dwarves are great enchanters—a spell's power and applicability is multiplied many times if only one enchanter need learn it. Dwarves often use magic in their workshops for apparently mundane purposes—shaping stone, welding metal, and the like.

They also use it in war.

Gnomish Tools	Value: 4000c	Frequency: 3	Era: All
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Gnomes and Dwarves seem to share a kinship. Perhaps Dwarves are Gnomes that have drifted ever so slightly toward human. They often share responsibilities deep within the lower caves, and the Gnomes sometimes offer their tools as thanks for Dwarvish assistance.

It is rare, indeed that these are seen by surface dwellers and rarer still that they should fall into human hands. The tools appear to be made of a strange metal that is almost iron, but isn't quite.

- ◆ Hammer, pick, edge, other stonecutters and mason's tools. These shape stone as though it were clay. They do not add to a stoneworker's skill, but they reduce all time spent shaping stone, sculpting, and other such efforts by 8.

Smith Stones	Value: 240c	Frequency: 3	Era: All
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The Dwarves built (and build) rings that make the wear's body become like iron for a period of times (usually the better part of an hour). During this time, the wearer's flesh is hard and armored. Dwarven smiths wear these in their forges to withstand heat that would incinerate unenchanted men. The magic here is actually woven into stones—the stones are usually (but not exclusively) set into rings

- ◆ Iron Skin

Dwarven Elements of War

The Dwarves excel at war. Their methodical, almost clinical approach to it is psychologically terrifying to their less patient, more passionate enemies. It doesn't hurt they are unrivaled weapon smiths. The dwarves use a variety of non-standard weapons; often weapons that serve dual use as tools.

Weapon	Damage	STR Min	Swing	Back Swing	Reach	Cost	Notes
Dwarven Hammer	+10 IMP / +5 PEN	15	+2	+3	Short	100c	Backswing is PEN from the spike on the end
Steel Spear	+7 PEN	13	+1	+3	Medium	90c	
War Axe	+10 PEN	14	+3	+3	Medium	120c	

Titanium

There are few races that have ever traveled far enough into the earth to find titanium. There are even fewer that have the skill and the magic to work it. Dwarves are amongst them. The metal is natural—but mundane forges will not melt it. Mundane hammers will not shape it. To work Titanium requires magic tools.

Weapons forged from titanium alloys have the *effect* of +1 Power. Armor has +2 Defense. Weapons forged from *pure* titanium operate at +2. All of the dwarvish weapons listed (as well as more regular ones may be fashioned from Titanium

Titanium Broadsword	Value: 250c/750c	Frequency: 3	Era: All
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The Titanium acts as a +1 power blade. While the blade is not magic, the magic used to shape it remains (a wizard can see that it is magic), and the metal is clearly unusual.

Titanium Chain Mail	Value: 800c	Frequency: 3	Era: All
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This is a pure titanium mail shirt. These are both powerful and unnaturally light weight. This shirt gives 5/12 protection.

- ◆ Defense +2

Titanium Dwarven Hammer	Value: 800c	Frequency: 3	Era: All
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A pure titanium dwarven hammer strikes at Power +2 for 12 Damage Impact and 7 Damage Impaling on the back-swing.

- ◆ Power +2

Dwarven Enchantments

Dwarvish weapons are often enchanted after they have performed admirably in battle. A weapon that has been used to distinguished advantage will be given a new name (appended to the current one), and its history will be added to (a few marks indicating the year, the number of enemies felled), and then it will be enchanted.

The nature of the enchantment varies. Many weapons are enchanted with banes against the foes that were bested (+1/+2 v. Trolls for example). This section includes two examples of such weapons (Trog Hunter and Hand of Vengeance) and a list of common enchantments that are often applied to weapons of +2 Power or greater.

Trog Hunter	Value: 425c	Frequency: 5	Era: All
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Dwarves and Trolls sometimes battle for cave systems, and there have been, in ages past, entire underground wars (The Trolls are much less common in modern times because of this). Many dwarven weapons remain from this era, and those that served their owners well were enchanted—sometimes powerfully. Trog Hunter is an example of a unique weapon of a fairly common type (there is only *one* weapon named Trog Hunter, but there are many weapons of its general level of power).

Trog Hunter is a broadsword of distinctive, dwarven manufacture. It has its name cut into the blade.

- ◆ Power +1/+2 v. Trolls
- ◆ Detect Trolls 10 yard radius (-1/5y) Perception of wielder

Hand of Vengeance	Value: 2400c	Frequency: 5	Era: All
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The Hand of Vengeance is a more powerful weapon—a titanium hammer that was further enchanted during battles with ghouls. It is a huge dwarven hammer that hums faintly when struck, like a tuning fork.

- ◆ Power +2/+4 v. Ghouls
- ◆ Once per day the Hand of Vengeance can cast Shockwave (cast underground, this can cause localized cave-ins, seal tunnels, etc.

Voice of Storms Enchantment	Value: 2400c	Frequency: 3	Era: All
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The Voice of Storms allows a weapon to throw a Thunderbolt spell (18pts Lightning Damage) once per day. This enchantment is commonly applied to weapons that were used on battlefields, under the open sky (as opposed to weapons used in tunnels or the great Palaces, deep underground).

- ◆ Thunderbolt (18 Damage) 1x per day

Arc-light Enchantment	Value: 3000c	Frequency: 3	Era: All
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The arc-light enchantment is another lightning enchantment, but unlike Voice of storms, it is quiet and brilliant. Arc-light weapons can throw 3 9pt lightning attacks per day. They can also combine their strike with a lightning attack (one to-hit roll, and one damage roll, but damage is applied separately against armor and for wound purposes).

- ◆ Lightning 9pts 3x per day

Voice of Stone Enchantment	Value: 6500c	Frequency: 3	Era: All
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Voice of Stone is a terrifying enchantment—it is usually only employed against enemies of the Dwarves, themselves. Voice of Stone affects as PWR (WIL of user+2) Paralysis one time per day. It is often combined with powerful bane enchantments.

- ◆ Paralysis WIL of user+2 1x per day

Heat Enchantment	Value: 3500c	Frequency: 3	Era: All
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Heat Enchantment makes a weapon's strike explosive. The blast will not damage the wielder (who will be at its center) but is not otherwise selective (it will affect anyone, including allies caught in the area). Heat enchantment allows the weapon to fire up to 5 times per day.

- ◆ Plasma blast 8 damage 5x per day (8 at striking point, 4 at 2 yards, 2 at 4 yards)

Palladium Coins	Value: 250c/coin	Frequency: 4	Era: All
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Like the surface races, Dwarves mint their coins from silver and gold. But there are metals in the deep earth that are even more rare—and to the Dwarves, even more beautiful. These coins are not traded or bartered—they are struck and kept in special vaults in deep places. They are a secret foundation—a standard against which Dwarves may borrow.

There have been instances when these coins have seen daylight—during the fall of the empire, human moneylenders who had placed assets in the Dwarven Treasury had to be paid in Palladium after the run. The coins are magical—they must be. Without strong enchantments, palladium could not be extracted from the platinum ore it is mixed with.

Pure palladium will absorb magic. Each coin will generate 2 Long-term spell points per day. The coins also give an automatic spell block to those that carry them. Palladium is a steel-white metal, very similar in appearance to platinum. While humans are often unmoved by its appearance, dwarves find palladium sublimely beautiful.

- ◆ Long-term spell points (2 per coin)
- ◆ Automatic Spell block (may be used *instead* of a normal spell block) 6- for one coin, +1 for each doubling of the number of coins (2 coins gives 7-, 4 coins gives 8-, 64 coins gives 12-).

The Palaces

There are great chambers below the Deep Earth called the Palaces where there has never been sunlight. These chasms are unimaginably vast—The Palaces might swallow up small

Horn of Victory

There were two of these made: when blown by a commander the commander makes an immediate roll against a Critical Wound at -2. Whether he survives or not, his army will fight as though double their strength (if they hear the sound).

While there have been few willing to blow the horn—and the horns themselves have been hard to find and keep—there is no shortage of commanders who have, before their troops, blown a horn and been seen to sag in their saddles as though deathly ill—only to recover and call for their troops to fight valiantly!

kingdoms. The darkness below the deep earth is strange as well. It is not simply an absence of light; it is a thing of itself.

Monsters spawn there. Giants—true Giants—live in these places along with all manner of other abominations. Dwarves do not venture into the Palaces. They consider them to be primal places, places that they are not meant to explore. The Palaces, however, come to them. The world below the Deep Earth is an almost fluid place. Chambers open, passages close. The Palaces move, growing, shooting off tunnels like trees expanding their roots.

And when the Palaces reach the lowest of the Dwarven Tunnels in the Deep Earth, the things that live there come find their greatest delicacy—dwarven flesh.

Giant Slayer	Value: 100,000c	Frequency: 4	Era: All
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The Giant Slayers are ancient weapons wielded by the greatest Dwarven heroes. They are used to fight the creatures from the Palaces, and they are awesome weapons. When drawn, they throw off a light that is almost too bright to bear. They sing—not audibly—but telepathically. Their song rallies those who stand with them, and terrifies those who might dare stand against them. Their song sings of a confidence that is well deserved—for dwarves have wielded them and slain Giants.

- ◆ Power +30
- ◆ Might +20
- ◆ Shield 16- Block
- ◆ Blind PWR 14- (Dangerous to Look At)
- ◆ Song of Victory (Terror PWR 14-)

Games and Ale

Dwarves are often baffled (and, although they'd never show it, a bit put off) by other race's characterization of them as dour and overly serious. They find games, especially social games of great importance. It is not uncommon to find Dwarven miners and smiths gathering in their taverns and homes after work for a few hours of 'games and ale.'

Dwarven Stein	Value: 40c	Frequency: 1	Era: All
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The typical dwaven stein is an oversize metal cup with a hinged lid. A normal stein may be of simple, but quality manufacture. More 'important' steins may be named and then decorated. Dwarves name their important works—they see no difference between craft and art. Tools and weapons that have seen important events or served well, are given more important names.

The naming of Steins is an intentional parody of this tradition. While an axe or sword might be named for slaying a difficult foe or for a close, important battle, a stein might be named for an important victory in darts over a rival, or a wedding celebration, or some other important social event at which it served its bearer admirably.

While these steins are not magical, they are peerless props and give a +1 to a performance roll in which the bearer tells the story of the stein before a small (less than 50) group of people.

Siege Hammer

There were two Hammers created by the Empire of Winter. They are great hammers of +5 Might. When Swung with a Full Strike and striking by 5+ their base damage becomes +50. Everyone but the holder suffers an attack as though from a Dragon's Thunder Breath.

Dominos	Value: 65c	Frequency: 1	Era: All
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Dwarves love dominos, and many keep a pouch of bones in their traveling supplies in the hopes that a game might break out. Simple dominos sets are much less expensive than the one listed here, but a well built (although not ostentatious), quality set of dominos is highly prized and appreciated by knowledgeable players. Skill at dominos is a trivial skill.

Dwarven mages often enchant the bones so that they act as spell stones. Each bone holds a point, and an average set may hold 24 points.

Some sets have themes, and a popular them is metals, in which the bones are marked with inlaid runes of the metals used (often precious metals). These may be worth ten times or more the value of a standard game.

Ball and Pins	Value: 35c	Frequency: 1	Era: All
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Bowling and its many variants are enjoyed by dwarves who prefer a more active and boisterous pursuit than dominos. The ball and pins are only part of the required equipment—one needs a lane or a lawn, or some other suitable place. And while the ball and pins might not be suitable for carrying on a journey, it is uncommon to find a dwarf who does not have a set in his home.

Nine of Swords

In the Age of Kings, the Empire of Spring and the Dwarves of Nakango warred over the ore deposits in the Nakanago foothills. The battles were ruthless and pitched, taking place in both the fields and valleys and the tunnels underneath. If they had been tests of resolve and military might alone, the Dwarves would have won, but they were not—Spring was known for its skill at wizardry, and in a decisive blow, pulled the Dwarven patriarch into a slumber from which he could not be roused.

The Dwarves, their army unbeaten, stood at a turning point and finally sued for surrender. The ore would be Spring's. The mines, accessible to the surface would be Spring's. And, for the return of their Leader, they would pay a ten-year tribute.

So it was that for each year the dwarves would deliver a blade to the King of the Throne of Spring. These blades were of the finest craftsmanship and the most powerful magics the dwarves could produce. Although they were tribute paid to a victorious enemy, they built them as well as they could.

The blades make heroes—they are all forged with an intellect and a will. They are forged with skill and strength, and they can provide that to whoever wields them; the bearer of the blade must only surrender. The Nine, as they were called, were great gifts—they fought, it appeared, relentlessly in the service of their Lord.

But they were subtly and intentionally flawed. The blades crave bloodshed and violence. They lack patience. They have skill and understanding of the principals of battle and war, and they are smart enough to pay lip service to the objectives of their liege, but they have no interest in territory or land or anything other than bloodshed and carnage.

One by one, the Spring Monarch watched his leaders die in battles their swords drove them to. And while another man might easily replace those lost (a full avatar of the sword was a hero without training), he found his armies without leaders—or worse—lead by avatars of the blade.

And although he won many battles, war after war cut into his empire until he realized, too late, that he had come to rely on the Tribute.

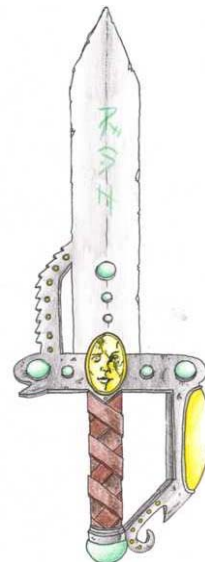
When his enemies marched on his palace, they found it all but deserted, the Dragon tyrant alone in his throne-room, surrounded by his Tribute.

Check mate.

Nine of Swords	Value: 30,000c	Frequency: 4	Era: All
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The blades are distinctive—they have ornate, marbled guards and light, strong blades etched with dwarven runes. The power they impart depends on the level of surrender that their wielder allows. At full surrender, the bearer becomes an Avatar of the sword—he still has his will and his knowledge, and he can act as he desires so long as the sword allows him.

- ◆ Telepathy L2 (Intellect 12)
- ◆ Sword bearer – Power +2 (The character can use the blade normally and can discard it as desired)
- ◆ Swords man – Power +3 L2 16- Sword Skill. Character cannot fight with another blade and cannot discard the Nine-Sword intentionally.
- ◆ Student of the Nine – Power +5, L3 16- Sword Skill. Deceiver –2 (all attacks made by the blade are at –2 to be blocked). Character must make a WIL roll at –2 not to enter a battle he believes he can win. Character must use the sword exclusively, and must speak for the sword (he may speak for himself as well). Furthermore, the character must seek out conflict (adventuring counts).
- ◆ Avatar of the Nine – The character is a Student of the Nine with +2 CON, +10 Toughness, +3 Might and +2 Protection. The blade can cure a minor-wound's worth of damage for *each* hit. The character, however, is totally under control of the blade and must follow its directives. It will seek battle, and will continue to do so, fearlessly, until its owner has perished and it must find a new bearer.



Fey Enchantments

The Fey (the race—not the fairies who are often referred to by the same name) don't usually have access to magical forges and the like. Their items, however, are enchanted by making pacts with either powerful magical forces or with those who do. Historically nobles spirited away have been ransomed for specific magical weapons. Items of great power have gone missing when the Fey are nearby. Some of this is conspiracy theory and delusion, some is not: despite having no army and no formal military power those who cross the Fey (and it has often been expedient for a ruler to scapegoat them) often find more than they bargained for.

Even less well known is the ongoing tension between the Fey and the rest of the Invisible World. The Fey know secrets; they walk in both realms. Their alliances are to both the ancient things and the future.

Bane-Sword	Value: 400c	Frequency: 1	Era: All
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Bane Swords are short-swords of +1 Power (Base Damage of 5). When swung with a Full Strike they howl and hit for an additional +1 damage (total base damage of 6 +2 for the Full Strike).

Razorn	Value: 1000c	Frequency: 2	Era: All
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Razorn are large knives that give their user an extra attack every other turn and ignore 2pts of Armor. If the Damage Resistance of Armor is reduced to 0 or less its Penetration resistance is halved.

Half-Night	Value: 1150c	Frequency: 3	Era: All
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Half-Night is a magical dagger with a mystical venom. It performs as a +2 Power large dagger (5 Base Damage) and, if it penetrates and does damage, inflicts PWR 13, Base Damage 12 poison on the target. This will only be done once in a fight (the first time damage gets through) against a given opponent. The blades are usually marked with a symbol of a serpent.

Umber Cloak	Value: 400c	Frequency: 2	Era: All
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Umber Cloaks look like unassuming traveler's cloaks but are magical in nature. They confer 2/4 Armor to the wearer (will not stack with worn armor or otherwise) and give +1 to Stealth rolls.

Ring of The Eye	Value: 700c	Frequency: 4	Era: All
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The Ring of The Eye is a largish ring (an inch wide) with odd runes on it. When the ring is activated the ring opens an eye—the person staring into it takes a Magical Hypnosis Resisted attack of the wearer's WIL in Power. This may only be attempted once and the target must not be in combat (it can be done if the target is "on guard" but the target gets +2 to his WIL defense roll if he expects trouble). The ring must be held in front of the target's face ("look at this!").

Sleight of Hand: Because using this is often dangerous if it fails, the user can be trained to hide the effect so the user will feel chilled but not see the eye or know what almost happened. The user may make a Sleight of Hand roll at –2 (no modifier if Level 3) against the target's PER roll to "hide" the effect. The user makes the roll and then determines his commands.

Result	Effect
Minor	No Effect—the target sees the eye open and feels chilled but isn't effected (hide the effect).
Standard	Bedazzled: the target does nothing for 1-3 seconds (random roll) unless touched, attacked, or otherwise inconvenienced. The seconds will be "lost time."
Major	Suggestible: the target will be suggestible for 3 seconds. The character may say "I paid you." Or "You want to let me go." This has limits and the GM should enforce them: guard might let a suspicious character go with a warning but a collared known murderer will not be released (items might be stolen but you can't convince the King you just paid him for his castle)
Critical	Sleep: The target can either be put into a semi-permanent daze or suggested as above.
Catastrophic	Orders: the target is in a daze but can be ordered to do things. The person won't do really dangerous or immoral things (but the user can take advantage of people!)

Jannaris	Value: 14,000c	Frequency: 5	Era: All
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Jannaris is an assassin's weapon—a named dagger. It has a twisted blade and ornate work—it is obviously a commissioned work of art. It has +4 Power and Penetrates 6pts of armor (if the Damage Reduction of armor is reduced to 0, Penetration value is halved). It is a smart weapon and can be thrown with 16- L3 skill. It was used to kill Sir Derangford, a landed knight, who tried to drive the Fey from his land. After persecuting them, he made an example of a Fey family found hiding: he slaughtered them and hung them from gallows for 3 days. Vengeance came within a fortnight in the form of Jannaris. It has seen many owners since.

Shadow Smoke	Value: 600c	Frequency: 1	Era: All
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The Fey have often had to move under cover of darkness. Shadow Smoke candles are small (votive) candles of a black wax. When burned they produce not smoke or light but shadow. The holder will receive -3 to visual perception rolls for 3 minutes (once snuffed the candle cannot be re-lit). This stacks with Stealth bonuses.

Branaok Vine Seed	Value: 225c	Frequency: 3	Era: All
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The Branaok Vine is all but extinct. It was taken from the jungles by the Empire and has died out (and not been recovered). The Fey, however, have secret caches of the vines and know the secrets of cultivating the seeds. They sell them. The seed is the size of a walnut and heavy. When thrown, it will crack and the vine grows explosively wrapping those who are nearby. The vine has the following effects:

- Grapple Score of 6 against all targets within 3 yards. It hits each target on a 15-.
- The second turn the Grapple Score goes to 8 (only against targets hit) and re-rolls. It only acknowledges a *better* success than the first. On the third turn the Grapple score goes to 10. Many seeds *don't* do both of these (some don't increase at all—it's a question of quality).
- The vine can be hacked off: it is tough. To break it one must do 15pts of PEN damage with a knife or sword. An axe will do +3 Damage Mod. The vine is at +0 to be hit, however wrapped characters will take negative damage mods.
- The negative damage mods are negatives to hit other targets in combat.
- Wraps the target:

Success	Effect
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Minor Success	Target gets no AGI bonus, moves at ½ speed. -2 Damage Mod to strike at vine.
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Success	Target can't move more than a step. -3 Damage Mod (no AGI bonus)
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Major Success	Target can't move at all (may still strike). -4 Damage Mod.
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Critical Success	Target is mummified: no strikes allowed until Break Grapple success wins.
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Whisper Bow	Value: 645c	Frequency: 2	Era: All
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Whisper Bows are short bows that the Fey have learned to make. Any arrow fired Penetrates 2pts of Armor. If the Armor is reduced to 0, its Penetration Defense is halved. The bow is also quiet: a normal perception roll will spot a bowshot. From the Whisper Bow it is at -2. No Whisper Bow has a STR of greater than 10.

Falcon Knife	Value: 500c	Frequency: 3	Era: All
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Falcon Knives have small wings. They are weapons that have been enchanted with the bound spirits of living falcons and they can be commanded. One must train with one (Animal Handling at Level 2 is required to use one well). When thrown they have +3 Power and will return to the sender the next turn. Catching the Falcon Knife is a 3 REA Short action (no roll is necessary).



Seeing Preparation	Value: 120c	Frequency: 2	Era: All
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There is a potion to be made from Pixie wings (either shed naturally or pinched from Pixies, themselves). It may also use leprechaun tears or blood. Witches know how to make it. So do fey.

The Seeing Preparation allows those who take it to see invisible things. It also reveals hidden things—this is tricky: if someone has buried treasure with the intent to hide it, someone “seeing” will notice that the earth is turned strangely there. If a wallet has been hidden under a pillow, the “seer” will notice the lump... but if the item were accidentally placed there, or placed without the intention to hide it, the seer would notice nothing unusual. Intention is the key.

Seers get +5 to their perception roll to notice hidden things (including sneaking characters).

Nightfall	Value: 120c	Frequency: 2	Era: All
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Nightfall is a potent spice that can be mixed with candles or torches, or other burning things. When incinerated, Nightfall spreads over the area in a fine mist. It encourages its targets to sleep or become fatigued in a very subtle way. Those who are sleeping will sleep deeply. Those who are not particularly alert may fall asleep. Even guards will become drowsy for a few hours.

Home Ward	Value: 250c	Frequency: 2	Era: All
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The original author of the Home Ward is lost in antiquity. Certainly there are many versions of the spell, including a runic version, dust, and dye. All work essentially the same way—the user marks (paints, impresses, or otherwise) himself and any equipment that is to be affected by the rune. The user then sets a beacon in a safe place (his “home”), no more than a mile or so from wherever he expects to encounter danger.

When the ward is activated, the user and any marked equipment will return to the Ward. Anything carried by the user that is not marked will be dropped when the teleportation occurs. Most beacons have a weight limit to what can be brought back beyond the person who activates it (one “living activator and up to X pounds of equipment).

Marking an item takes about 15 minutes and requires a Reason roll (any Artistic skill will suffice; so will a specific Trivial skill). Calibrating the beacon to accept a user and a “password” takes about an hour.

Glass Dagger	Value: 425c	Frequency: 2	Era: All
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Of the many weapons designed for stealth, the Glass Dagger is, perhaps, the most common. These weapons are delicate in appearance—the blade is an almost clear (it is of a slight, violet hue) glass on a jeweled pommel without a guard. These tools would not look out of place on a desk; they are often mistaken (and often used) for letter openers.

The blade is not fragile, and, in fact, is surprisingly sharp. It also carries a magical poison that makes its cut painless and inflicts sleep.

- ◆ -2 if used to parry
- ◆ Painless cut (CON rolls against damage are at +2). Cuts made by these daggers do not bleed. Damage heals in 1 day, no matter how bad a cut. Any result *above* unconscious is treated as unconscious (the weapon will not kill or cause internal damage).
- ◆ Power +1
- ◆ 2x damage *only for purposes of penetrating armor*
- ◆ PWR 13 sleep +1 if target is stunned +2 if target is dazed. Apply this effect *after* damage is calculated. The +2 CON *does not* affect the sleep power. Here’s how it works: After damage has been calculated, the target makes a CON roll. That CON roll is at +2 (reducing the probability that the target will take a serious injury, but if the target *would have been* stunned the PWR of the sleep attack is 14-. If the target *would have been* dazed, the power of the sleep attack is 15-, and if the target *would have been* unconscious, the power is 17-.

Uxuluxu	Value: 425c	Frequency: 3	Era: All
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The Uxuluxu are weapons made by the Folk and the Fey for use against the Folk and the Fey. In theory, they are never supposed to fall into the hands of humans or otherwise, but over the years they have. They are strange weapons—the markings on them fit no known language. They are rarely simple, straight swords, often having bent or curved blades. They may have an odd color to them, and they may hum.

- ◆ Power +1/+3 against the Folk.
- ◆ Defender Spell Block 14- v. Witchcraft spells

Shadow Caps	Value: 700c/3200c	Frequency: 3	Era: All
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There are many good reasons to kill a redcap. There's one to keep one alive: a cap given by a still-living red cap can be made into a shadow cap. The cap must be given (duress is fine), but one taken from an unconscious or unknowing redcap is no good. Further, the cap must have been 'colored' in the past 48 hours. The fresher the blood on the cap is, the more powerful the shadow cap will be.

The making of a shadow cap requires work by someone who knows the method (witches, fey, some other scholars of the Invisible World).

- ◆ Shadow Caps allow their user to turn invisible so long as they are "stealthy" This requires a stealth roll—and any activity that would negate it (making noise, picking up something that's in plain view, attacking someone, etc.) will also dispel the invisibility. A user who is being watched cannot turn invisible.
- ◆ Some very powerful shadow caps allow an invisible user to walk through walls.

Ring of Keys	Value: 1000c	Frequency: 3	Era: All
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Keys are very important in the Invisible world. They are symbols as well as simple tools for opening locks. They symbolize secrets, access, authority, and (most importantly), the ability to pass through barriers that others cannot.

Theoclonius Legions

Sometimes you don't need a magical forge and a host of enchanters. The vein of iron ore in the Caladril Mountains in the far north was a magical lodestone. The men who went into those caves sometimes came out as horribly mutated abominations but when the Empire came the 'barbarians' were able to draw out enough ore to build weapons of great power. The presence of magic on the battlefield from such an "unsophisticated" foe forced the Empire to reconsider its entire strategic doctrine.

Theoclonius, master magician and powerful Archon of the Second Dynasty believed that a properly outfitted magical force would be dominant on the battlefield. He petitioned the senate and was given funding to create a unit of men using his Theory of Magical Warfare. His first legion was deployed to the defenders at the battle of Evernway Pass. They had some success in limited engagements but disease was so rampant amongst the defenders that the first Theoclonius Legion had to retreat before the first major attack came. He appealed to the Senate a second time and was given permission to work in the northern provinces to secure the holdings of the empire. He created the Second Theoclonius legion and set to work training

them. When a small band of the highlanders struck at an Imperial outpost, Theoclonius' lieutenant set out with his forces ... and walked into the massive surprise attack onslaught of the first of the Northern Freedom wars. Outnumbered hundreds to one, the force was split and destroyed.

Undaunted, but unable to get more Senatorial Funding he moved south and worked with a coalition of wealthy barons to create the Third Theoclonius Legion. He wrote that his refined methods would be invincible. It was never proven: unexpectedly (for Theoclonius) the barons used his magically armed legion in a surprise war of succession against the empire and, due to a major and obvious tactical blunder by their mercenary general, marched the legion into a narrow valley that was surrounded by Imperial troops on high ground!

Amongst learning of his legion's defeat and now branded a traitor, Theoclonius fled East, leaving the empire and

Magdril

Magdril is an ornate 2 handed sword that cast light within a 20 foot radius. It can be wielded one-handed (it's Swing and Back Swing cost like a Broad Sword). If the user scores a hit by 4+ its Base Damage is 30!

This is one of the swords of the Winter Empire. As awesome as it is, it is believed to be one of the weaker relics.

working with Urmen tribes. There have been legends of tribes using his weapons and tactics like he described them—but the prevailing wisdom is that he was slain and eaten sometime in the Second Dynasty. Much of his gear remains (but his manuscripts defining the specific tactics were all destroyed). It is a matter of great debate as to how well the Theoclonius Legions would have fared in a fair fight.

Theoclonius Blade	Value: 800c	Frequency: 2	Era: 170 R.H
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These are broadswords that give +1 Power and +1 Might (Base Damage of 8). Three times per day they can fire a 9pt Lightning Bolt with a to-hit roll of 13- (or the user's COR or 'Fire Arms' skill, whichever is better). They are marked with the seal of Theoclonius.

- ◆ Power +1 (250c)
- ◆ Might +1 (400c)
- ◆ 3x per day lightning bolt (9 Lightning) (150c)

Theoclonius Glaive	Value: 700c	Frequency: 2	Era: 170 R.H.
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The Theoclonius Glaive is a large Pole Arm of +1 Power. Three times per day it can fire a Flame Bolt that does 18 Explosive Damage with a RAD of 2 yards. Firing this is an 8 REA Long action.

- ◆ Power +1
- ◆ 3x per day Flame Bolt (18 Flame), explosive – Long Action

Scout Rings	Value: 750c	Frequency: 2	Era: 170 R.H.
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Scout rings are bluish in color and allow flight and keen vision. Theoclonius envisioned flying scouts buzzing back and forth—the resulting rings don't have as much range as he desired (he blamed the budget). The wearer can fly at $[18/\text{Mass}]$ yards per second for $[50/\text{Mass}]$ minutes before landing. It may do this once per day. The ceiling is a mere 20 yards up.

- ◆ Flight Power 18. Max height = 20 yards. Seconds of flight = $50/\text{Mass}$ (25 seconds for an average, Mass 2 character)

Legion Long Sword	Value: 1750c	Frequency: 2	Era: 170 R.H.
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Long Swords aren't so popular (higher back-swing than a broadsword) but Theoclonius called for them in certain formations (he wanted the reach). These have +2 Power and are Fast granting an extra swing each 3rd turn of combat.

- ◆ Power +2 (750c)
- ◆ Speed (Extra swing each 3rd turn of combat) (1000c)

Golden Shield	Value: 1800c	Frequency: 2	Era: 170 R.H.
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These are Large Shields with gold painted fronts granting 13- Deflection against *all* incoming physical attacks for a 4-yard radius. They bear the black circular symbol of Theoclonius.

- ◆ Deflection 13- against all attacks, 4y radius.

Commander's Scroll	Value: 2300c	Frequency: 2	Era: 170 R.H.
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Theoclonius made dozens of these scrolls for the high-ranking leaders of his legions. When the scroll is read it bursts into flame and creates a missile—targeted by command of the reader. The missile flies at 12 y/s and explodes for 32 damage with an Explosive RAD of 2 yards. Many survive as early testing disasters ensured they were quickly disposed of!



The scrolls, themselves have instructions (written in common Imperial) and then a magical script which must be read phonetically. Note that characters who cannot read Imperial can still read the script...

- ♦ Guided Missile (32 damage, 2 yard RAD)
- ♦ Casting requires a full second of reading (all REA, character must stand, essentially still), followed by an 8 REA concentration action on the next second.
- ♦ The missile will travel at 12 yards per second under the mental control of the reader. It can also be detonated on command. It has a maximum range of 600 yards, and can fly for a maximum of 50 seconds (it can be commanded to hover, return, etc.) If it leaves the line of sight of the reader, the reader can decide to let it explode on impact or detonate it immediately. If it subsequently returns to the reader's line of sight control is re-established.

Captain's Blade	Value: 3300c	Frequency: 2	Era: 170 R.H.
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The Captain's Blade is a broadsword that has the following properties:

1. Fires Lightning (as a normal Theoclonius blade) 12x per day
2. Confers 5/10 Armor (does not stack with other armor) in the form of a faint glowing aura.
3. +2 Power +1 Might
4. Once per day can strike for +5 Armor Penetration (if armor's Damage Resistance is reduced to 0 Penetration Defense is halved).

Theoclonius Green – Fire Bow	Value: 8050c	Frequency 4	Era
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Theoclonius had a healthy respect for archers but changed his mind about their role several times. The Green Fire bow was very powerful but very rare. The bow is a STR 12 Long Bow painted dark green and marked with the seal of Theoclonius. An archer can take an extra 5 REA Medium action to “ignite” the arrow. The arrow then burns with a green flame. When it hits, there is an explosion—but within the radius of the spell, the green flame continues to burn for 5 minutes damaging with a +4 Damage Mod all who are within it. The fire burns for 8 Fire (Impact) damage and acts at the end of the turn. The radius is 2 yards.

Theoclonius Hydra Bow	Value: 4800c	Frequency 4	Era
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The Hydra Bow is also a very rare consideration by Theoclonius. Even he was never happy with it due to the cost to produce and the high chance of producing a non-functional bow. The results of the ones that were made, however, are hard to argue with. The Hydra Bow turns one arrow into eight! When fired beyond 30 yards of range, the arrow will split in air becoming eight. Each hits with a roll of a 12- (the original has the original to-hit roll) and all do the same damage. It is 75lb Long bow. Only one arrow will go after a specific target (unless that target is very large). They will target within a 6-yard radius of the original target.

Theoclonius Legionaries Armor	Value: 625c	Frequency 4	Era
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Theoclonius spent little time with heavy armor. He planned for a few knights but preferred to rely on numbers. The Legionaries Armor is Heavy Leather 3/6 with +1 Protection (4/8) and grants +6 DP when worn (re-figure all wound and condition levels). He had hoped to be able to mass-produce it but in practice only certain units got magic armor (despite his cost-cutting in going with heavy leather—which many scholars think was foolish). It did have one advantage: the lighter armor made the troops more active after long marches.

Mordant

Mordant is a black broadsword with the following properties: +3 POWER, it ignores 6pts of armor and is *vampiric*. When a living foe is struck, the weapon's owner gains Damage Points equal to those done. The exact origins of the weapon are unknown but it is believed to have been carried here by a summoned being.

Knights of Kanzabar Armor

The Knights of Kanzabar were organized by the powerful and skilled (but brutal and cruel) Sir Adathar during the reign of the Usurper. The eight head knights sat at an octagonal table and planned their conquest of surrounding lands. Kanzabar, Adathar's home province, was possessed of a magical forge and a skilled armorer. Adathar commissioned over 20 suits of knightly plate mail armor (it was not uncommon to lose a knight—entry into the group could be had by defeating one of the current seat-holders) and many more suits of chain for his men.

The only member with a conscience was Sir Dreinas, who was the sole survivor when the group encountered the peasant resistance leader Leonna Jocassa on the Kanzabas bridge. She met with them after harrying their troops for months with her tactically brilliant but underarmed resistance. After speaking with them for minutes atop the bridge (which stood over a deep cleft above a swift river that emptied into underground caverns) she turned and walked back to surrender. She took Sir Dreinas with her (who was personally horrified that his leader was planning to imprison and torture the woman—but had sworn an oath ...). Upon reaching the other side she gave the signal and the bridge collapsed, sending the knights, their men, and their armor into the river, never to be recovered.

Glamathon Plate	Value: 3000c	Frequency: 4	Era: 230 R.H.
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Named after the armorer who built it, this was Sir Adathar's personal suit of plate mail. It had rams horns on the helm. It is Fine Plate of 7/14 defense.

- ◆ Protection +2/4 (9/18)
- ◆ +3 to Resistance rolls vs. magical spells
- ◆ +2 Might

Glamathon Helm	Value: 800c/300c	Frequency: 4	Era: 230 R.H.
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An evil looking helm with rams horns (matches the plate). The helm can project magical blasts 3x per day, hitting with COR or a 13- (whichever is better) for 12 points of Impact Damage. Other helms were made that did only 8 damage.

- ◆ Damage bolt 12 IMP or 8 IMP 3x/day
- ◆ Automatic Guidance (minimum 13 skill)

Kanzabar Plate	Value: 2100c	Frequency: 4	Era: 230 R.H.
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Shining suits of plate armor with adorned helms, these have been made to stand up to blows, blades, the elements, and time. The suit is 6/12 mail and confers the following:

- ◆ Protection of +2/4 (total of 8/16)
- ◆ +2 to Resistance rolls vs. magical spells
- ◆ +1 Might

"Describe the weapon to me."

"It's a bastard sword. Weird. Kind of curved with like a hole in the end. Its blade has ... markings on it. Runes?"

"Runes are a very specific kind of marking. You are referring to magical script."

"Ah, yeah, well anyway. At the base is a circle with ... uh ... a dragon in it and a gem set—"

"Set in the hilt. Yes. What color is the dragon?"

"Black—the mark is black."

"I see."

"You want to buy it?"

"It's Jungle Sword. It's under a death curse. I don't wish even to see it and if I were you I'd, ahem, put your affairs in order."



Kanzabar Chain	Value: 800c	Frequency: 3	Era: 230 R.H.
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The chain mail was both more common and less valuable. It is a suit of 5/10 padded chain.

- ◆ +1/2 Protection (6/12 total)
- ◆ +1 might

Kanzabar Arm Ring	Value: 2500c	Frequency: 3	Era: 230 R.H.
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A metal band worn on the upper arm, these grant protection from fire (a favorite weapon of the resistance). The wearer gets +4 Damage Resistance against fire attacks.

Justonius and His Brigands

Justonius was, perhaps, the most famous scoundrel of the second dynasty. Working in the western marches, legend says that he came into his own when, for failure to pay taxes, the tax collector of the local count took, instead, his fair sister.

A wickedly smart, reportedly funny, and masterfully skilled man, Justonius spoke out against the right of the powers of the aristocracy. Pursued but undaunted, he gathered men and led a decades long war against the tax collector and his wicked master enjoying massive public support. He was so eloquent that, when captured in a neighboring province he not only managed by appeals to the Countess Vivian to secure his release but also to take with him a trove of magical treasure.

After years of hit and run raids, guerilla tactics, and a constant attack on the Count's money supply, the Count learned from a betrayer that the girl he had kept in his dungeons was the sister of his implacable enemy. He arranged, immediately, a public execution and a vicious trap. His legion of trained bowmen were ready in hiding to pick off Justonius and forces, waiting in reserve would flood out to slaughter his men.

Justonius, knowing that it was probable suicide (he didn't know just how carefully the trap was set) felt he had no choice but to disband his men and attempt the rescue of his sister alone. As he made his way, bow in hand, to the town gates he was surrounded. He fought valiantly and hopelessly until he was wounded and brought down. It is written that as he lay on the ground he felt the rumble of horses and heard the impacts of hundreds of hooves. His men had returned followed on foot by the people from the surrounding towns. Aside the ranks of his men were two troops of heavy Calvary led by Countess Vivian who had been informed of the Count's intent to execute an innocent. Legend has it that by the end of the day the Count and his men had fled, never to be seen again and Justonius, with the support of the townsfolk held the throne.

Boots of Wall Walking	Value: 500c	Frequency: 3	Era: 46 R.H.
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Soft leather boots that allow the wearer to walk on the wall at a maximum speed of [18/Wearer's Mass] yards/second.

Justonius Battle Staff	Value: 2100c	Frequency: 3	Era: 46 R.H.
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A thick combat staff of oak wood. These weapons have +2 Might and Deflector of 13- vs. one attack per turn.

Woodsmen's Bow	Value: 500c	Frequency: 3	Era: 46 R.H.
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These bows fire at +1 Accuracy (+1 to hit) and +1 Power (+1 damage). They are Long Bows requiring 11 STR.

Listener	Value: 100c	Frequency: 3	Era: 46 R.H.
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These are blocks of wood about 4 inches square inscribed with a rune on each side. A Listener is activated by the user and then placed. For 2 hours (or until the spell is actively broken by the user) the character hears as though he were standing where the block is. These were used to coordinate attacks and to monitor paths.

Cloak of the Forest	Value: 815c	Frequency: 3	Era: 46 R.H.
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These cloaks have forest colors on them. They give +1 to Stealth and +2 to Camouflage in the woods. They have a command word that projects an illusion of a shrub over the user. It may be used once per day and will not work if the user moves. It covers 2 Mass (although a handful were made that would cover 4 Mass for specific members of the group). The illusion is not perfect: a perception roll by someone paying attention at -8 will see through it (-4 if the character has Level 3 Survival and can see the strange behavior of the illusory tree).

Rope of Command	Value: 225c	Frequency: 3	Era: 46 R.H.
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Justonius' men used ropes they could command. These give +5 to climbing rolls and allow trees to be scaled with no difficulty. The rope can pull a character up at [5 - Mass] yards/second (mass higher than 5 can't be moved).

Everfull Quiver

The quiver produces arrows in batches of 12. If separated from the bow they will decay into smoke within a minute (and they don't quite look normal so they're hard to sell). They fly just fine, however!

Some are Everfull Quivers of +1 Power or Accuracy.

Nills Wood

The first evil Nills Tree stood at the top of WestGate Pass in the mountains. A massive intelligent tree, the ground around it for many yards was riddled with the tentacle like roots. An approach would be bludgeoned and crushed by the powerful branches. It gleefully drank the blood of its victims and none could approach it—it strangled trade. The great hero Corinthius (best known to historians for claiming to have fathered some 100 children and for eloping with the Princess of the second

empire on her wedding night) took his retinue up to the pass. There, he strapped on magical flying wings, took his spear, and flew over the tree. In a brave and nearly suicidal assault, he dropped from his bag fifty captured bats, whose sonar screams confused the tree, temporarily blinding it. Then he dropped between its branches and with his magic spear fought to and struck at its great black heart. Having slain it, he had it carved into black planks of lumber, which was used to make a variety of magical weapons.

Nills Bow	Value: 1200c	Frequency: 3	Era: 46 R.H.
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A black bow that confers +2 Might to the user. It never decays.

Nills Arrows	Value: 80c/arrow	Frequency: 3	Era: 46 R.H.
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These arrows are made of black wood and strike for +2 Power (damage). They come in groups of 12, the last two of which were feathered with Phoenix feathers. These explode for 24 damage with a 2 yard RAD (in addition to arrow damage).

Nills Staff	Value: 650c	Frequency: 2	Era: 46 R.H.
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The Nills Staves deal +2 damage.

Imperial Magic

In the days of the First Dynasty the aristocracy had access to great magical power. They did many things with it that could not or would not be done today. They also had many good ideas that are still imitated. Many of these items come from the 'Golden Age' when artifacts of both great and small power were common.

Flying Carpet	Value: 11,000c	Frequency: 4	Era: 0 - 145 R.H.
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Favored as a luxury for aristocratic travel, most think that they flew too low, provided too little protection, and had too much potential for catastrophe. The carpet flies at $[12/(\text{Mass}/4)]$ yards per second (treat mass of less than 1 as 1) for $[30/\text{Mass}]$ minutes. They have an STC of 14 and DP of 70. A Major Failure will make one fall. Standing on one requires 1 AGI roll per minute or balance will be lost (sit!). If balance is lost another roll is made—if it is failed (or the first is failed by 5+) the user falls.

- ♦ Flight PWR 48

Imperial Message Pouches	Value: 1800c	Frequency: 2	Era: 0 – 145 R.H.
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These are leather pouches with the seal of the empire. Basic pouches are simply 5x larger inside than outside. Secure pouches have a lock. It is at –5 to pick. If broken whatever was inside ceases to exist. These pouches are water resistant and suitable for documents and books.

Esquire Sword	Value: 600c	Frequency: 3	Era: 0 – 145 R.H.
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When the empire allowed sons of knights to pay a tax rather than taking up arms (the title became Esquire) many of these swords were in vogue (they would, 100 years later, be considered an embarrassment). They were ornate, fancy blades that were often given by fathers to young nobles who didn't wish to bother learning to fight. Many of these were quite fine magic weapons and many were powerful—when the nobles did use them, they didn't want to lose. Finding one with a hereditary seal on it today can be considered an insult to one's ancestors, however.

- ◆ Power +1
- ◆ Smart Weapon 14- L2
- ◆ Confers 2/4 armor (does not stack)

Twin Boxes	Value: varies	Frequency: 3	Era: 0 – 145 R.H.
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Each Twin Box came as a unique, ornate set of two. What was put into one would, after a time and some trigger, appear in the other (usually far away). These were too unreliable for military mail (mages had techniques for interfering and intercepting) and for travel (if the receiver is destroyed the person would be killed and they would fail to transmit—doing a Critical Wound to the target—on a 17+ roll). However many survive today, the twin usually lost. It is not unprecedented for a noble today, to own a special box and one day find his valuable goods have vanished. Some closet sized ones have suddenly had unexpected visitors appear. When one is found and the twin is believed to be somewhere interesting desperate people (or criminals) have been sent in with orders to return with the box and whatever is there.

- ◆ Matchbox size 80c
- ◆ Deck of cards 100c
- ◆ Breadbox 120c
- ◆ Hope chest 200c
- ◆ Wardrobe 500c

Auto-Knight	Value: 4400c	Frequency: 3	Era: 0 – 145 R.H.
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Sometimes the ruler of a province found knights hard to come by. They were often getting sent off on quests, fighting for their honor, or even going to aid comrades they'd sworn an oath to! The solution for the ruler with more money than men (or loyalty!) was obvious: the AutoKnight. AutoKnights are animated golems dressed in plate mail. They have massive butterfly knobs on their backs that turn as they walk. The owner can command them with special code words or give them standing orders (if you see someone attack!).

Falling meteorically out of popular favor (they were quite stupid and easy to lead into pits, quicksand, etc.) anyone owning one towards the end of the first dynasty would be the butt of jokes at the high society parties. Still, they are dangerous and not to be underestimated. Many still patrol ruins or wait in sealed basements for someone to approach.

AutoKnight				
PHY 15	STR 15	BLD 23	STC 15- (75 DP)	Armor 6pts
REF 11	COR 11	REA 11	AGI 10	To-hit 13-
INT --	RES --	MEM --	WIL --	To-be-hit +1
Grapple	12/10	Minor	Major	Critical
Move	6y/s	--	--	--
AutoKnights are large anthropomorphic forms dressed in plate mail. Butterfly "winders" protrude from their backs and turn as they walk. Their eyes glow red (12- PER roll, even in the dark). They can be "wound down." This involves grappling with them (they have a 6 Defensive Grapple from the back) and getting a Major success or three successes or 5 minor successes). This will stop the knight.				
AutoKnights use weapons on a 13- L2. Sometimes they use shields (using the AGI bonus and a 12- block).				

Homing Dagger	Value: 680c	Frequency: 3	Era: 0 – 145 R.H.
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When young nobles traveled they were sometimes given Homing Daggers. These were magical weapons (as well as defenses) but had another property as well: they would guide the holder home. Should he become lost, he could draw the dagger and find his way home. Now, hundreds of years later, the combat properties of the knife (and many were works of art as well) are more valuable but ... the magic doesn't work if the home is destroyed. Most are. However, if one is found and drawn and there is a faint tug ... then it leads the holder to the ancestral home where the blade was forged. Sometimes this is a keep or castle with ancient history ... other times it may be a lost ruin! These fell dramatically out of favor when highwaymen learned ways to detect the homing signal (thus detecting young nobles out on their own).

- ◆ +1 Might
- ◆ 8pts of healing once per day
- ◆ 2/4 Armor (does not stack)
- ◆ find way home



Atrocity Engines

In the end the Usurper was a madman and a tyrant. His vision was diabolic and his magi were very skilled. The results were items collectively referred to as atrocity engines. Some were built to increase his power. Others were the result of insane logic. Some had no purpose whatsoever.

Tax Golems	Value: 4400c	Frequency: 3	Era: 230 R.H.
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Tax Golems were monsters that were unleashed in an attempt to improve revenue. They are metallic golems with chambers in their stomachs and slots in their faces. If the golem is given sufficient quantities of coins it will remain passive and immobile. If it is attacked, or after a time, not paid, it will become a murderous destructive monster. Once it is full it will return to its "base." These were an unmitigated failure: In some cases they came to villages that had no prayer of paying them. In others these "walking piggybanks" became irresistible targets for the forces that might be able to stop them.

In any event, in the chaos that ensued at the Usurper's suicide many of these were lost altogether. Still dangerous, they can sometimes be found in ruins, lost in underground caverns, or, in some cases, full and complacent and treated as statues.

Tax Golem				
PHY 15	STR 15	BLD 23	STC 15- (150 DP)	Armor 4pts
REF 11	COR 11	REA 11	AGI 10	To-hit 13-
INT --	RES --	MEM --	WIL --	To-be-hit +1
Grapple	12/10	Minor	Major	Critical
Move	6y/s	--	--	--
TaxGolems appear as 7' high bronze men with spiky jawed mouths and one arm turned into a blade. They make clanking sounds when they walk.				
Tax Golems strike twice a turn: hitting for 10 IMPACT damage with their fists and swinging the blade for 16 PEN damage! If coins or valuable metals are placed before them, they will stoop to devour it. Usually the golem must be killed to get the coins out. A standard golem is "satiated" with 400c worth of copper, gold, or silver.				

Monster Ovens	Value: 8200c	Frequency: 3	Era: 230 R.H.
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When provinces rebelled these devices were sometimes used to coerce them into returning. A Monster Oven looks like a large, evil, pot-bellied stove (always of black iron). It generates monsters. The oven is placed (usually in secret) and will then produce a number of creatures over a given time (some work over hours, others turn out a monster every few seconds!).

A given oven can only have a certain number of monsters alive at a time (but when one is killed it will begin brewing another one). The intent is to force the people to plead for help from the storm of monsters that has plagued them. Eventually most Monster Ovens run down—but some never stop ... and some go dormant. Monster Ovens can produce undead, unique creatures, or just about anything else. A given oven may produce one very potent monster (and keep one out at a time) or may produce a score of lesser monsters.



Wands and Staves

Many magic items are simply repositories for spell points or spells themselves. Almost any object can be enchanted to hold power (the Elemental rings are excellent examples). These enchantments are relatively cheap and easy to produce. There are four levels.

Enchantment	Notes
Point Sink	The item holds a certain amount of long-term spell points. These points must be “given” by a mage (requiring an 8 REA Long action), and are then recovered normally. They are held until used. The item will not regenerate or otherwise add to the points and cannot be charged over its limit.
Point Source	The item regenerates spell points like a person (at the standard rate). Like Point Sinks, it has a limit and cannot be charged over that limit. Point Sources can also be “charged” (given points with an 8 REA long action) by a mage.
Spell Sink	<p>The item holds a “casting” of a spell and has a certain number of charges. The spell must be cast upon the item by a mage who can cast it (knows the spell, has the spell points, etc.) but the effect does not occur. Instead, it is stored and can be used later. Note that unless otherwise stated, Spell Sinks do not block or otherwise absorb spells that the caster does not intend for them to.</p> <p>When the effect is used, the user must pay any fatigue or spell point costs associated with keeping the spell running. For spells that cost spell-points / second, a “charge” is assumed to have enough spell points for 1 second.</p> <p>Spell Sinks can be combined with Point Sinks (or sources) to give longer running times.</p>
Spell Source	Spell Sources are like spell sinks in that they hold “charges” of a spell. Unlike sinks, Sources regenerate their charges (one charge per hour per level of spell; a wand holding a 2 character-point spell would regenerate 1 charge every 2 hours).

The possibilities don’t stop with the 4 types of items. Spell Sinks and Sources can be limited (making them cheaper and easier to make) so that they can only be used by mages. Point Sinks and sources can, likewise, be limited so that the points they hold can only be used for a certain college of magic or even a certain spell.

Staves

Traditionally staves are enchanted as spell sinks. A simple, 4pt sink staff is relatively inexpensive and is an invaluable mage’s tool. Staves that are spell sinks are often limited to mage-use only.

Wands

Typically wands are enchanted as spell sources or sinks and are often meant to be used by non-wizards. While staves are often chosen for spells that don’t need to be directed, wands are useful for attack spells. Spells stored in wands can be directed with firearms skills.

Examples

The following are examples of spell items that have been mass produced in various eras for various reasons.

Mage's Staff	Value: 400c	Frequency: 1	Era: All
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The archetypal mage's or wizard's staff is given to an apprentice upon graduation. It is usually (for men) a stout, hardwood walking stick and may be carved and polished or unfinished as the teacher's style and personality dictates. Many times, a mage will keep the graduation staff all of his life, enhancing it as success and necessity dictates.

- ◆ 4pt Point Sink

Adept's Crook	Value: 880c	Frequency: 1	Era: All
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The Adept's staff is a more serious and effective version of the Mage's staff. It simply has a higher capacity.

- ◆ 8pt Point Sink

Astrologer's Cap	Value: 2000c	Frequency: 1	Era: All
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The Astrologer's Cap is a hat (pointed, or, often, an elongated top hat) covered with astrological symbols. The cap is a point source, storing points for use when needed and then regenerating them over time. The cap is often found in the workshop, awaiting use.

- ◆ 4pt Point Source

Spell Book	Value: varies	Frequency: 1	Era: All
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Most wizards of traditional schools (the Imperial and Elder schools, certainly fit this mold) and education keep journals or workbooks in which they record their observations on the nature of magic. These tomes are not inherently magical and are simply a part of the well magic is taught.

In some places and schools, there are textbooks dedicated to the mastery of a specific spell (along with background history, charts and tables, and annotations). These are not magical either, but are often quite valuable (a wizard with points to spend and time to practice can learn a spell from such a book through self-study).

Spell books as items, though, are often Spell Sinks. Each vellum page is an enchanted item capable of holding a single casting of a specific spell. A book may have dozens of pages of the same spell. Mages often fill these books with spells that may be inconvenient or expensive to cast (spells that require more points than the wizard has will be cast and stored when help is available).

Note that such spell books are not vital to a wizard's well being, but they are often quite treasured.

Witch's Cauldron	Value: 4200c	Frequency: 3	Era: All
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The Witch's Cauldron is a massive black pot with a rack it sits over. It can be used for proper cooking, but after it has served its true purpose a time or two, anything cooked in it will not taste quite right. The Cauldron is a Point Source (8pts) that produces points that are only useful for Witchcraft and one other college (determined when the pot is cast).

The cauldron has a further special property. It will regenerate its points in the typical 8 hours, but if a proper witch's brew is boiled in it, it regenerates its points instantly (acting as short-term points), so long as the brew is kept at a rolling boil.

- ◆ Point Source (8 points)
- ◆ Short-term regeneration

Tracer Wand	Value: 100c	Frequency: 1	Era: All
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The wand casts the tracer spell upon an object touched. The Tracer Wand is a Spell Source holding one charge (and recharging every hour). This wand can be used by anyone.

Arcane Bolt Wand	Value: 2000c	Frequency: 1	Era: All
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The Arcane Bolt wand stores 10 charges. These can be used by anyone.

Burn Wand	Value: 1800c	Frequency: 3	Era: All
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This wand carries 6 charges of the Fire Spell Burn usable by anyone. It is a spell source, regenerating one charge every 2 hours.

Caduceus Staff	Value: 1000c	Frequency: 3	Era: All
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The Caduceus Staff is hewn of Necromancer's wood, and has the symbol of inter-twined snakes in it. It holds 4 minor healing spells (heal a minor wound) and 1 major healing spells (heal a major wound). It is a spell source, recharging the minor heals at 1 per hour and the major heal every 4 hours.

Only necromancers can use the Caduceus staff.

Call Lightning Staff	Value: 11,700c	Frequency: 3	Era: All
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This staff is a spell sink for the Call Lightning Spell, but it may be used by anyone.

Air Wand	Value: 90c	Frequency: 3	Era: All
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The Air Wand is a 4-point spell source that produces spell points for spells of the Air elemental college.

House Keeper Bell	Value: 1300c	Frequency: 3	Era: All
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The Housekeeper Bell is a brass bell (about the size of a small lantern) that, when rung, summonses a Housekeeper creature. It is a spell source, recharging once per day, and may be rung by

The Sultan's Blade

The Sultan of the Middle Empire had a general of great wisdom, strength, and courage. He was feared by his enemies, respected by his men, and led his army to many victories. When the Sultan received word that his other armies were not performing as well, he called his vizier and asked:

"How may I find another general as good as my finest?"

And he was told:

"It may be the will of the universe, sir, that there is no such other."

The Sultan was not pleased. He consulted his histories, his magi, and finally his keepers of treasure. Against the suggestions of his counselors, his wise men, and his vizier he called forth the pipe that held a captive Jinn.

"O' great and terrible Jinn," spoke the Sultan, "make me a weapon which has the wisdom, the intellect, the foresight, and power of my finest general."

"It is done," hissed the Jinn from its magical prison and on the floor lay a glimmering magical blade.

The Sultan was delighted. "Bring me my general," he commanded. "I will show him the sword I have before me—it speaks with his wisdom. It shall lead my second army!"

But the general was never found.

L3 16-, Diplomacy of 15- L3, Etiquette of L2 15-, and Heraldry of L2 15-. It is usually given to advise caution and can speak both telepathically to its owner and with a normal voice. It has +2 Might, confers 4/8 Armor, and Deflection of 15- against one incoming attack per turn.

- ◆ Might +2
- ◆ Armor 4/8
- ◆ Deflection 15-
- ◆ Literature, History, Diplomacy, Etiquette, Heraldry

The Jinn Weapons

When, in the mists of antiquity, humanity discovered that it was possible to bind the elemental power that was the Jinn they could do things that were otherwise impossible. Jinn could create, almost instantly and usually without fail powerful artifacts—these however, often had unintended side effects and the wiser usages of such power were usually restrained.

However, Jinn weapons are not most known for their power as for their personalities. Touched by the Jinn, these artifacts are often far more human than other magical weapons. As with the treason legion, there are souls of people bound in the iron.

Valatus	Value: 1750c	Frequency 5	Era
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Valatus is a curved eastern broadsword with a golden colored blade. It has +2 Power, strikes at +1 Accuracy, is intelligent, and can communicate telepathically with its wielder. It has very keen senses (PER roll of 15-) and has Strategy and Tactics at 15- on Level 3. The blade has the soul of an ancient general trapped in it—it is proud, intelligent, an impatient (especially with anyone it deems soft or slow).

- ◆ Power +2
- ◆ Accuracy +1 to Skill
- ◆ Telepathy L2 (WIL 14)
- ◆ Strategy, Tactics, Perception

Phirak	Value: 2450c	Frequency 5	Era
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Phirak is a broadsword with a jewel studded handle and carvings of geometric designs on the blade. The weapon is an anti-conscience. While not exactly evil, it will appeal to the owner's baser instincts (cheating at cards, taking advantage of women, etc.) It has a wicked sense of humor. Phirak grants +3 Power and can teleport the holder 20 yards once per day as an 8 REA Long action.

- ◆ Power +3
- ◆ Teleport 20 yards 1x per day

Nethunar	Value: 10,400c	Frequency 5	Era
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Nethunar is a massive two-handed sword. It is a skilled counselor: It has Photographic memory, Literature and History at L3 16-, Diplomacy of 15- L3, Etiquette of L2 15-, and Heraldry of L2 15-. It is usually given to advise caution and can speak both telepathically to its owner and with a normal voice. It has +2 Might, confers 4/8 Armor, and Deflection of 15- against one incoming attack per turn.

- ◆ Might +2
- ◆ Armor 4/8
- ◆ Deflection 15-
- ◆ Literature, History, Diplomacy, Etiquette, Heraldry

Angruven	Value: 1950c	Frequency 5	Era
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Angruven is a short sword of +2 Power (Base damage of 6) and Accuracy of +1. It does not talk but rather communicates through changing the color of its aura. It has the trait See Inner Person and will know if a person who meets its bearer is trustworthy or not.

- ◆ Power +2
- ◆ Accuracy +1
- ◆ See Inner Person

Potions

Many magical brews are available from the alchemist, the apothecary, the witches, and the magicians. Many animals and plants have magical properties that the knowledgeable can extract. Listed here are the potions whose secrets are mostly lost. At times, although the techniques were jealously guarded, these were available across the world. Now they exist in ancient cellars, private collections, and monster's hoards.



Potion	Cost	Notes
Potion of Flight	100c / dose	A bright blue bubbly potion, the drink confers POWER 20 Flight [20/Mass] yards per second for [40/Mass] minutes.
Potion of Invulnerability to Weapons	4000c / dose	A deep purple oil, the drinker receives a –10 Damage Modifier from non-magical weapons for WIL minutes.
Potion of Giant Growth	3500c / dose	The user and his gear grows! The potion is a murky forest green. The drinker gets +5 STR, +75 BLD, +75 DP for CON minutes.
Potion of Truth	1500c / dose	The drinker must tell the truth. The truth must be complete (i.e. the drinker cannot omit) and must answer. A draught will compel the answer to 1 question.
Potion of Might	300c / dose	The drinker gets +2 STR for CON minutes.
Potion of Power	800c / dose	A magician receives +4 Short Term Spell points for WIL minutes.
Potion of Vigor	200c / dose	The drinker gets +8 DP for CON minutes. When it wears off, make a CON roll at the appropriate level if the character's condition changes. A character can drink multiple doses!
Potion of Invisibility	1200c / dose	A 3 Mass character turns invisible so long as he does not take something, drop something, or strike another character (soft touches are okay). Casting spells at targets other than himself will also break the effect. The effect lasts WIL x 10 minutes.
Potion of Speed	2000c/ dose	The character gets +5 REA for 1 minute after drinking.
Metal Eater	150c (but rare)	This potion is designed to be hurled at an armored foe. It is an acid that viciously attacks metal. Plate or chain mail hit with the potion vial will begin to disintegrate. Armor makes three rolls—one each turn (starting at 15- for Plate Mail and 13- for Chain). Each turn the STC roll is reduced by 2. If any roll is failed by 5 the armor is destroyed.
Valliant	150c	A vile tasting liquid used by ancient armies. It requires a WIL roll to drink it. When drunk for the next 24 hours you get +4 STR, +2 CON, +3 REA, and +15 DP. Then at the next dawn you make a CON roll at –4 on the Critical Wound table (no counter-spell prevents this from happening).

The Pantheon

Throughout history there have been the Pantheons. In the Era of Kings the nature of the gods is shrouded in mystery—surely the same patterns existed but the names are unknown. Then, in the age of the Empire came the Old Pantheon. The names of the gods, the lineages of their heroes, and the legends that surround them are far too numerous to detail here (*and, ahem, would be different for each campaign—the Game Designers*) but they did exist and they made things to give to man.

With the fall of the Empire and a change across the known world, so did aspects of the gods change: the New Pantheon was born and these beings (perhaps different faces of the old?) did their own meddling in the affairs of the world. These are some of the legends and artifacts that have been handed down to the peoples of the earth from the pantheons.

The Adorema Hawk	Value: 4000c	Frequency: 5	Era: Old Pantheon
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The Adorema Hawk is a bird constructed of spun glass. The size of a large hawk, it is resplendent in its manufacture, breathtaking to behold, and noble of bearing. It was sent to aid the unlucky and unfortunate but widely respected hero Posthumous on his ill fated voyage across the Charnal Straights.

The Hawk can be ordered to fly (it is intelligent but the person who it bonds with will be able to telepathically control it) and the bonded can see through its eyes (which are keen: +2 to vision rolls).

Adorema Hawk				
PHY 08	STR 08	BLD 03	STC 10- (20 DP)	Claws: 4 PEN
REF 13	COR 13	REA 15	AGI 13	To-hit 15-
INT --	RES 07	MEM 12	WIL 12	To-be-hit -5
Grapple	6/4	Minor	Major	Critical
Move	7 y/s	--	--	--
The Hawk is a beautiful thing of delicately spun colored glass. It has internal organs, feathered wings, and wicked claws.				

The most notable thing is that, as a delicate piece of artwork from the vengeful goddess Anathema, it is jealously protected: anyone who strikes it, breaking it, *if it is not attacking them* will suffer an immediate Critical Wound (the death curse of Anathema!). It cannot be ordered to fly suicide missions and whatever aspects of the goddess remain would look poorly on those sending it into a fray. It does not die, however, a year later, it will reappear. It usually turns up when a hero is on an important quest—becoming a scout, spy, or guardian.

Javelins of Sol	Value: 5200c/2250c	Frequency: 4	Era: Old Pantheon
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The god Sol dragged the sun across the sky on huge bronze chains. He carried across his back a quiver of javelins that he could hurl down at his enemies below. The Javelins were nearly unerring and could strike mortal blows from far above. Sometimes he gifted them to his champions.

The Javelin of Sol suffers no range mods: it can be thrown [STR-10x100] yards at no negative to hit. In fact, it gains +4 Accuracy. When it does strike it hits as a spear of +3 POWER. It ignores 5pts of armor. Usually the Javelins only have one use in a decade but after being thrown it's still a +3 POWER spear.

- ◆ No range modifier (1x per decade)
- ◆ Accuracy +4 (1x per decade)
- ◆ Power +3
- ◆ Armor Penetration 5pts (1x per decade)

Necklace of Helene	Value: 6200c	Frequency: 5	Era: Old Pantheon
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The goddess of beauty, jealousy, and vanity had many rivals and many victims. Anywhere in the realm when a girl considered her own beauty such as to rival the goddess, measures would be taken: often severe ones. When the wise King Alkali of the Southern City States discovered that his daughter (whose beauty had already started a costly, annoying war) was speaking to her chambermaids about her unrivaled beauty, he acted to save her. Appeals to the clerics of Minerva brought this 'gift:' a necklace of seashells and pearls that glittered and glimmered and was nearly unsurpassed in beauty.

It contained a locket: a locket that would hold some of her hair. He presented it to his daughter and told her this: *"The fairer the face that puts hair into the locket, the more beautiful the necklace will become. Find a girl that is suitable to adorn your lovely visage and you shall have the greatest treasure of our kingdom."* It is said that it took her seconds to pluck hair from her scalp, place it in the locket, and wear the necklace. Nothing happened. Considering it one of her father's ill-fated projects, the princess retired to her chambers, removed the necklace and slept. In the night, the king had the necklace brought to him and it left on a boat that night—with his daughter's beauty!

Helene died happily married (after a long and interesting tale in its own right) but plain faced. The necklace, still holding her beauty will give the wearer (who must be female) Level 4 Attractive.

Casket of Heroes	Value: 8000c	Frequency: 5	Era: Old Pantheon
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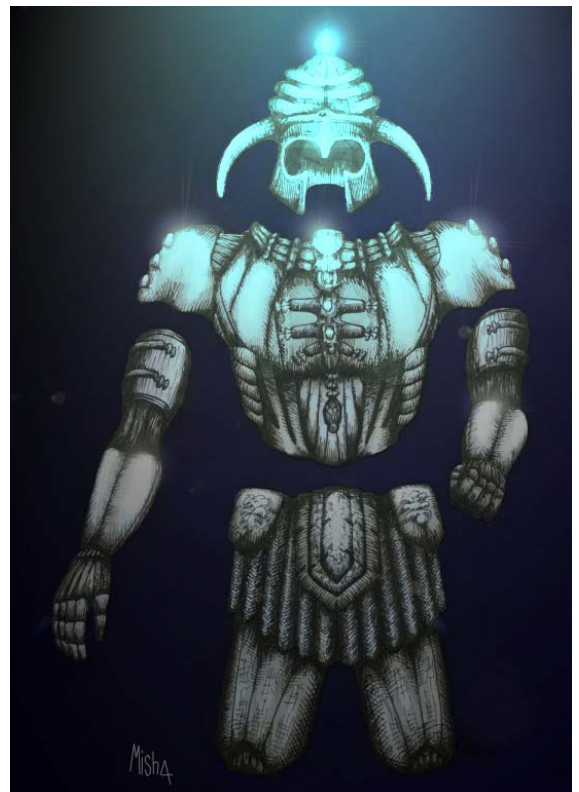
In the underworld, those heroes who had served their patrons valiantly only to displease their masters or mistresses at the end of their life were 'rewarded' in the Underworld with a Casket of Heroes. These stone sarcophagi were stacked in the underworld and were a somewhat peaceful if not exactly pleasant way to spend an eternity. Or so it was planned: Heterodox, a great warrior and master of unconventional battle tactics lost his brother in arms Aristol and went, unarmed and naked into the underworld to bring him back. He carried the heavy stone coffin on his back up to the sun-lit worlds and freed his companion from death.

The casket remains (having changed hands). It is a massive, somber stone box. Inside are ever-blooming flowers with soft petals. It is a prison: a person placed inside will last forever half in and half out of sleep. Kings have used it to hide in. Demons have been imprisoned. Others have sought it for study.

Battle Gear of Demark	Value: 8800c	Frequency: 5	Era: Old Pantheon
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Demark was a slave, scheduled to die in the coliseum for no reason other than the Usurper's need to distract his subjects from a crumbling empire. Placed in irons and having no formal combat training he slept, waiting for the morning when he would be given a sword and a shield and slaughtered by the trained warriors the coliseum employed. In his dream he knelt before a man of great stature and bulging muscles and battle scars: Marz—the god of war. Marz spoke to the slave and counseled him in the ways of combat and war. When he awoke he did so with a shining breastplate, a shield, and a sword. He wore them to victory and became a great warrior and hero in the ruins of the empire.

- Sword: Broadsword of +3 Might, +2 Accuracy
- Shield: Medium Shield Deflect (both ranged and HTH blows) on a 14- (will deflect 3 blows per turn)
- Breastplate: Defense +3 (8/16 Coverage 4 armor). Gives the wearer +15 DP (use to calculate wound and condition levels. If removed make an appropriate wound roll at the new condition level).



Seers of Klovak

High in the northern mountains the monastery of Klovak became known as a repository of great secrets. The monastery consisted of magi monks who were both skilled in divination and in scrying magic. As more became known about the reclusive monastery rulers came to them and requested of the nearly silent order that they produce items for them—items which would give them intelligence they needed.

At first the monastery refused but then, as the negotiations continued they agreed. Some scholars now believe that the monks decided that they could make their items to report to them as well as to their owners and increase their vision a thousand fold. Others think they simply fell to the persuasion (either the implicit threats or the explicit promises of great wealth).

Either way over the next seventy-five years buildings were built, forges created, glass blowing shops constructed and thousands and thousands of crowns flowing into the coffers. It is possible that much of that treasure still remains: the monks excavated tons of rock, emptied numerous mountain quarries, and built a massive complex atop deep tunnels. Then it ended.

Genalcus V, general of the Usurper marched to the mountains, up through the icy passes, and massed at the gates of the complex. He demanded a tribute: a massive return of the gold that had been paid, magic, magicians, and the divulging of secrets the Usurper was sure they possessed. The monk with whom the general spoke was the last Seer ever witnessed. When they moved in, after the last monk had returned they found the forges empty, the buildings cleaned out, and every trace of the libraries gone. Soldiers were sent into the caverns and did not return. More were sent and a single team came back with wild tales of underground temples, vast gardens, and walking sculputres of ice.

During their time, however, the Seers created many items that are considered the best of their kind. Some are simply utilitarian; others reflect the Seer's bizarre view of fate and destiny.

Crystal Ball	Value: 1000c	Frequency 3	Era All
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A sphere of leaded glass filled with a mystical murk that one can gaze into. Most of these are made to show the user visions of the future but some are designed to show specific types of futures (how you are most likely to die in the next day or week, the face of an enemy, etc.) In the hands of a Sensitive the finest of these can be used to ask questions and receive answers.

The answers are usually in the form of a vision. It may be clear or murky—plain or cryptic. Almost always these deal with probabilities. A person can usually gaze 1 time per pt of WIL above 10 per week or take a cumulative -1.

WIL Roll	Result
-5 or worse	Trance: the user goes into a trance/comma for a day (WIL rolls at -2 per day to recover)
-3 to -4	Backlash: the user suffers a massive headache (-2 to all rolls for 5 hours)
-1 to -2	Incorrect vision (not diabolically incorrect but misleading)
+4 to +0	Vision (it is not clear but should contain at least one decent fact)
+5 to +9	Clear Vision: the character sees a good deal and gets some actionable data.
10+	Perfect Vision: excellent answer to the question.

Deck of Blesses and Curses	Value: 6100c	Frequency 4	Era
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When the monks produced these the imperial mages had no idea what to make of them. The decks are card decks (use ordinary cards) but when drawn from work a powerful magic over the drawer. The consensus is that the deck looks into the future and reinforces the character's luck or unluck, thus "assisting" the universe. The GM is allowed to stack a deck before the character draws.

Red suits are good, black suits are bad. A character may draw multiple times but only the highest effect is used. Bad (greed) trumps good. Note: the deck is always “random” when someone draws. There is no way to force a card. After 1d6 draws the deck will vanish.

Card	Effect
Ace of Spades	Death: suffer a critical wound.
Ace of Hearts	Life: until you draw another card you have an extra life—a single event may be avoided. This bonus will fail on the roll of a 6 on one die.
2 through 10 of spades	Bad luck: take –2 increments to damage and CON rolls up to the amount picked. Intentional wounding doesn’t count.
2 through 10 of diamonds	Good luck: you get that number added to your roll in 1pt increments (so the 7 of diamonds adds +1 to the next 7 rolls).
Ace of Clubs	Bad Fate: One item (magic) chosen randomly vanishes.
Ace of Diamonds	Good Fortune: the characters coins become worth 5x their value. If the character has no coins his clothes will become very fine (200c value)
Spades Face Card	A being of roughly equal combat ability to the character will come into existence and be an enemy (it will stalk the character). The Jack should be slightly less powerful. The Queen equal. The King worse.
Clubs Face Card	Bad Fortune: the character will suffer some form of bad luck (being identified as a criminal, a bounty on the character for things he didn’t do may appear, etc.) The higher the face card the worse this is.
Hearts Face Card	The character gains an ally. Some NPC of power will be disposed towards the character. The GM may run this as fate or as an ‘agent of the deck’ contacts them and they agree to help. The higher the card the more powerful the person (but not the real king)
Diamonds Face Card	The next 1, 2, or 3 treasures the character finds will be worth 1-6x their monetary value (or include another item)

Monocle of Vision	Value: varies	Frequency 3	Era
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An enchanted eyepiece. These have various uses:

Type	Effect	Value
Acuity	+2 to Perception rolls	700c
Truth	See through illusions	250c
The Unseen	See invisible creatures, +4 vs. Stealth or other concealment	425c
Magnification	See at 20x distance or magnification	85c
Magic	See magic spells in use.	50c
Poison	Anything toxic will glow green	55c
Hatred	People who hate you glow faintly red.	65c
Love	People who love you glow faintly pink.	80c

Amulet of Vision	Value: 125c	Frequency 3	Era
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The amulet has a painting of an eye on it. When given to someone who wears it, you can see through their eyes (mages will see the spell working). The amulet must be worn around the neck and is large (you can wear something over it—but it is not easy to conceal—it would show up under a nightshirt). The effect is taxing: it costs running endurance (it is useable for CON minutes) and only once a day.

Quill of Knowledge	Value: 100c	Frequency 3	Era
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A magical quill that is enchanted so that its user can write an exact copy of something else that was written near it in the past 24 hours—or it can write what was written nearby in the past 24 hours. These have been used as espionage items to discover the contents of secret orders (a servant enters the room and writes a copy of what the general did yesterday).

Necklace of Lies	Value: 180c	Frequency 3	Era
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The necklace will determine when someone lies. It has 1 to 6 rubies and that is the number of charges per day that it will work on. If the lie is gray or part but not all of a statement is a lie, give it a 12- chance of doing what the GM thinks is most appropriate. NOTE: when faced with this, clever characters will be *misleading*. That's okay: if the character is telling the truth in a misleading way, fine. If the GM thinks that the omission of data (or the character's way of defining the question) is overly self-serving, go with the 12-.

Window Mirror	Value: 90c	Frequency 3	Era
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The Mirror acts as a window when it is hung on a wall (the mirror is about 18" by 9"). It must hang for 20 minutes before it can be seen through. It will see through up to 12 inches of wall. Once hung it can't be moved without breaking the spell. The codeword turns it back to a mirror.

Finder Compass	Value: 100c	Frequency 3	Era
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A Finder Compass is a very handy piece of gear. It can:

- Point north.
- Point "back the way you came"
- Point towards a character the holder knows within 1 mile.

Dust of Revealing	Value: 200c	Frequency 3	Era
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This is good stuff. A standard vial contains 12 doses. The dust is sprinkled on something (the ground, tracks, etc.) it does the following:

- Give +3 to traps or tracking rolls
- Make invisible things visible
- Get rid of illusions
- Create light within a 20' radius
- Show poison, invisible ink, and secret catches.
- Give +2 to Locksmithing rolls.

Disuvius The Mad

Disuvius was an imperial arch mage. Although he contributed greatly in the beginning of the empire he eventually became less politically involved ... and then he became ... well ... mad. His calling card was an evil-looking leering joker and he created numerous bizarre magic items that he gave out to senate members (who promptly and with great ceremony bestowed them on others ... usually others they didn't like).

As he became more reclusive it became a challenge to consult him: his keep was an interlocking maze of puzzles, tests, traps, and theater of the absurd. It became clear to the empire that Disuvius was playing with more power than they felt comfortable with. He seemed to be capable of manufacturing hundreds and hundreds of magical items a year and had created his own minions to distribute them to townsfolk during the winter solstices. Worse while his devices weren't usually all that dangerous (exactly) they had become more and more ... bizarre.

When two heroes were sent to bring Disuvius from his castle they returned, wounded, speaking of great wonders. The contents of their report have been destroyed. The castle and its occupant vanished soon after but there are still towns where the children wait up at night on the winter solstice listening to the sound of Disuvius' cadre bringing magical toys.

Box of Mazes	Value: 190c	Frequency 3	Era
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A wooden box inscribed with maze patterns on each face. The box is a subtly concealed puzzle box—sides slide and rotate. Pieces come out and the thing comes apart. It's devilishly complex. It requires RES rolls made by a total of +10 to open the box (one roll per 30 minutes). If the character ever gets to a total of -5, he's stumped. Wait 2 days and try again. When it is opened, there's a great suction and the character and the box vanish!

The character is in a maze—the maze is related to but not identical to the ones on the box. There are common patterns and themes repeated between them. Solving this maze is easier: it requires a total of +5 RES and the character gets one roll per hour. The character will never become "stumped." At the end of the maze is ... another puzzle box. This one is easy: it requires a total of +3 to solve. And then the character is returned.

Chores Broom	Value: 45c	Frequency 3	Era
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These are black, wicked looking broomsticks. They are enchanted and will (when they think no one is looking) sweep up, wash windows (they have telekinesis within a limited range). The brooms are creepy, though. They'll follow you around ... sweep through the house in the dead of night ... unlock doors ... dance with each other (if two are nearby) and other such things.

Jack in the Box	Value: 100c	Frequency 3	Era
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A box with a crank and adorned with lurid pictures. When turned it plays a simple tune building tension and suspense until ... Until it pops open and the inhabitant looks out. The box contains a Jack (a malevolent serial killer from the JAGS Monsters book). However: if the participant is a child the Jack will do what the child asks—and return to the box. It may be used once a month in this fashion. If the crank turner is an adult the Jack will attack!

Leading Marbles	Value: 30c	Frequency 3	Era
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Leading marbles are colored hard glass balls that seem oddly possessed of intellect and sense. They usually behave in a non-magical fashion but every once in a while one will become activated. When that happens it starts rolling. It can roll up hill, down hill, through grass, etc. They seem to know how to get into places that might otherwise be sealed (they 'know' where mouse-holes are, where the gates to castle water supply come out, etc. They go fast enough not to be caught (they can move at an astonishing 20 y/sec if they have to) but loiter long enough to be followed. Some lead the user to wealth. Some to danger. Some to things he may 'need' to see or to objects of temptation he 'shouldn't' see. Children will not be led into death but many have "gone missing" and "needed to be rescued" following them. Once a marble has led someone it becomes normal again.

Sprite Engine	Value: 180c	Frequency 3	Era
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A Sprite Engine looks like a large, complicate brass instrument (think French Horn) crossed with a crank-driven machine. In addition to the large funnel it has, in a rack along the top, multiple brass bells. When the crank is turned music comes out. The tune and tone can be changed by depressing buttons along the side: playing it requires Musical Instrument skill at -3 to rolls (L3 takes no negative modifier). When the music starts the bells quiver: each one will unleash small winged "sprites"—little people with androgynous features. Each is a separate color (and the cover the entire spectrum). They "paint."

In the hands of a person competent to play the engine (making 3 rolls) they will paint a target (an easel, statue, wall, etc.) if a roll is blown (or the user just starts turning the crank) they will paint at random. Each turn they "throw" pigment. It can cover an 8" radius circle but if the Sprites are berserk it will be a blotch of color. They are at -6 to be hit and if hit for damage explode into a 2 yard radius spray of paint. Fortunately this paint fades after 3 days (but the person who used it will be quite psychedelic looking for a while afterwards). The Sprites, if berserk, will also make quite a mess, pulling down curtains, tipping over cups and pulling hair!

Surprise Eggs	Value: 90c	Frequency 3	Era
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Surprise Eggs are colorful chicken eggs often with unusual designs or themes (some are painted with eyes, others are swirls of color, a few have writing about them). They are porcelain and are sometimes adorned with inset semi-precious stones. A careful examination will find a way to open them (usually they split about the middle).

When a Surprise Egg is opened it transforms with a sudden pop. They can turn into a dizzying variety of things but some examples are listed below. NOTE: Even if monsters are summoned, they won't hurt children (and in the presence of children won't attack unless attacked). They will still exist, though and after 24 hours will become 'wild.'

A dancing Knobling (tap-dances, dances a jig, and otherwise performs for 2 hours)
A bouquet of flowers. One contains an angry bee.
A broadsword hilt with an illusionary blade
100 copper crowns which spew upwards in a fountain of coins
A key for a lock the character will soon encounter
A key the character had believed lost since childhood.
A small purple tornado that will mess up any room it is unleashed in
A skull that chatters incessantly (doesn't talk)
A breakfast plate. The food is warm and good but all the colors are wrong
A thousand soap bubbles
A silk shirt in the character's size and appropriate to gender (40c value)
Embarrassing undergarments 'suitable' for the character!
Two more surprise eggs

Transport Tops	Value: 30c	Frequency 3	Era
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Transport tops appear as normal child toys: a weighted wooden top of excellent design and bright spiral colors. Spinning it, however, can have an unusual effect: on a roll of a 16+ the user and the top will be teleported. The tops seem to have an intelligence and some sort of sense of humor. They won't teleport the user into an imminently deadly situation but will often transport the user to a place he or she finds ... inconvenient (not so for children who are transported some place they find "fun"). The random effect only applies if the user is playing with the top for some time (after knowing its properties): if the top is discovered after a long period of disuse it may activate immediately. Some suggestions: into the washroom of a noble (while in use), amidst a private party of aristocrats, the princess's bedroom.

The Magic Shop

The Magic Shop will exist in any world where enchantment is still a known art. In some worlds (perhaps most notably those derived from computer RPGs) magic shops may have powerful artifacts for sale. More realistically the shop will sell items of lesser value: if a 15,000 crown magical broadsword is in the window of a shop with 300c defenses it'll be gone—probably taken by the Duke if the thieves don't get to it first.

We'll make the basic assumption that what the local magic shop has is a range of somewhat disposable common items—they're still pricey compared to what a normal night at the inn costs—but they're not in the ancient relic class of expense either. Note that while these are "available" in town they're also some of the most commonly found 'treasures.'

This list supercedes the list in JAGS Fantasy.

Item	Cost	Notes
Magic Detector	100c	A small stone pyramid that glows green when a spell is cast within 10 yards. It doesn't detect magical items and it won't detect creatures. There are ways to fool it—but they aren't common. You'll often see one of these near card tables.
Dead Light	25c	A gruesome skull with a magical blue-burning candle in it. It is said to keep undead away—and it does (roaming undead have a 13- chance of passing by a house with a burning Dead Light). It also burns different colors when fey or other incorporeal beings are nearby. It is lore that the Dead Light actually attracts such entities to the neighborhood, however.
Belt of Healing	60c	Holds 16pts of healing magic which is automatically applied when the character suffers a wound (major, minor, or critical). It will expend 4pts, 8pts, 12pts, or the full 16 as necessary to bring the character below Hurt Condition.
Healing Potion	8c	Heals 6 DP when drunk.
Potion of Mana	20c	Restores user's Long Term spell points at a rate of 10 per second (up to 30 per potion).
Traveler's Cloak	30c	Keeps wearer warm, dry, and clean.
Amulet of Defense	40c	Holds 4 charges. When the user is struck in combat (where he takes damage or not) it spends a charge adding +2/4 to his armor. This does not stack with other magical armor but will stack with worn armor.
Magic Leather	40c	Light Leather with 3/6 armor value.
Magic Shield	40c	Medium shield that gives +1 to shield blocks. After 10 blocks this only works on a 3-in-6 (roll one dice) of the time. After 20 blocks it works 2-in-6. After 40 1-in-6.
Guardian Statue	80c	Shrieks when it sees someone it doesn't know. Moderately artistic. It shrieks after 20 seconds of seeing them—so it can be shut off buy the owner in that time.
Potion of Restful Sleep	4c	A common sleeping draught. Holds 4 doses. Taking all of them at once can be something of a knock-out drug.
Potion of Easing Pain	4c	A popular magical medicine.
Glitter-Burn	2c	A pinch of powder (the container holds 20 doses) makes fires burn and sparkle in different colors.
Cold Cooking Oil	2c	The oil bubbles and smokes and gives off a cool white mist. Anything covered with it will cook as though in a cooking fire. It can be used by alchemists where flame is a danger or by travelers who don't want to start their own fires.
Affix	20c	A magical glue that is quite fast and strong. It holds with a 12 Grapple (but must be applied carefully—throwing the vial at someone can be inconvenient for them but won't "web them up.") Holds 4 uses. It'll work for things like horseshoes and even light construction.

Cloth of Mending	12c	A weapon rubbed with the cloth keeps its edge, becomes clean, etc. Other items "heal" when rubbed. The cloth lasts 7 days before losing its magic (an easy way to do standard upkeep)
Cold Stones	2c	The stones radiate cold and frost. They last 3 days.
Smart Candles	5c	The candles light when someone enters the room (they hear on an 11-perception).
Vermin Whistle	12c	Blowing it drives vermin (bugs, rats, etc.) away from a place for 8 hours (and they may not come back rapidly). The whistle has 5-10 uses (roll 1d secretly and add 4).

7.0 Appendix A – History

1400 B.H. to 609 B.H. (The Era of the Four Kingdoms)

Era of Kings: A 1000 year period starting at 1400 Before History and ending at 400 BH with the overthrow of the kings and the establishment of the Imperial Republic. The “Kings” were Dragons in human form. They were implacable and powerfully magical wars. Their human minions were not slaves—they were willing servants and powerful units in the “games” the Kings played.

All records of the Era of Kings are in (lost) dragon script. Humans kept records and had simple languages, but laws forbid writing anything that might be kept on stone or permanent script. All that remains are numeric records.

There are generally accepted to be four major Kingdoms. These are named after either card suits (Staves, Swords, Cups, Coins) or seasons (Autumn, Winter, Summer, Spring). There is considerable academic argument over this, since dragon bloodlines are also named after seasons and using the “season” names seems to support the (unproven and highly debatable) theory that the modern bloodlines can be somehow related to the kingdoms.

Artifacts from this period are often stamped with dates in the Draconian calendar, which covers several thousand years. 1400 B.H. is MMCCIX (2209). 400 B.H. is MMMCCIX (3209). Other important dates are MMDXVI (2516 or 1093 BH) and MMCMXCIX (2999 or 610 BH). The later is year in which the Kingdom of Swords (the Winter Kingdom) conquered and consolidated known lands.

610 BH to 400 BH (The Era of Swords)

The Era of Swords (or, simply, Winter) begins with the defeat of the three other houses and the consolidation of power under the Standard of the 4th Kingdom. This came after centuries of maneuver fighting and decades of all-out-war. As a result, the land was impoverished and destroyed. The Kingdom of Swords began to contract almost as soon as it was formed, as outer province after outer province slipped away. The Dragon Monarch made a few serious (and temporarily successful) attempts to retake the land, the forces of entropy that his efforts had unleashed were too strong, and by 400 BH, the land had shrunk to a fraction of its original size.

399 BH to 0 BH (The Rise of the Republic)

The Era of Kings came to an end with the overthrow of the Dragon Monarch. This is the beginning of the great Empire in its purest form—the Republic. All of the formal records of the Republic were kept in Draconic Script and are not translatable. During this period, the Republic expanded, recapturing much of the land that the Kings had fought over. It also made initial contact with human (and otherwise) civilizations to the South and the East.

In the absence of legible records the truth about the overthrow of the Monarch can never be known, but it is generally believed that the Kingdom’s forces were severely weakened by neglect from within and constant friction from without.

The invading (and ultimately victorious) forces were led by a former General of the Tyrant who, after escaping execution, gathered an army of barbarians and deserters. Even with aid of a powerful and well equipped army, it is generally believed that he would not have been successful if not for the turning of the Place Guard and (especially), the turning of the Ministry.

0 Recorded History to 45 Recorded History

Recorded History began after the overthrow of the Kings, but records are scarce and unreliable. History begin with the Historian—an otherwise anonymous author who penned a Common History of the Republic, describing how it had risen in a time of true heroes and fallen to a state of despair. The Historian records, for his own purposes, a highly suspect version of the overthrow of the Dragons, and the four-century decline of the State.

By 45 RH the Empire was undergoing a significant change. Its cities were massive and wealthy, its populace fat and rich on the spoils of war. It was highly advanced, and yet more degenerate than ever. They were looking for reasons to continue their expansion and conquest, and they found them in the enormously popular History.

The History, itself, was published for the first time in 12 B.H. It was published again, calling for massive reform (in this case, a more aggressive campaign of expansion) in the Senate, and finally, a third time in 33 R.H. calling for a hero to lead the Republic in its return to its “Days of Glory.”

The Hero who answered the call was another General. He overthrew the Senate, placing himself in charge of the Empire, and immediately began campaigns of conquest against neighbors in all directions.

45 RH to 143 RH (Three Kings; The First Dynasty)

The General reigned for 60 years (105), after which he retired (at age 90), and passed the throne to his son who ruled for 20 (125), before passing the throne to his son, whose rule lasted 18 years (143). During this time, the army conquered the Empire’s neighbors, and the Empire’s power and size nearly doubled. The Imperial City became as magnificent and awe-inspiring as the Dragon Monarch’s vast citadel had been in its day.

144 RH to 175 RH (The Second Dynasty Begins)

The Republic was now 100 years gone, and though it had lasted four times that period, its influence faded fast. The Empire was drunk on its unstoppable power and addicted to conquest. Its borders pushed south, into the Great Deserts, and even to the edges of the ancient Jungle. It pushed East to the arid, frozen Wastelands, and South East to the great Asian Kingdoms.

The General’s Grandson was sickly and had no heir, and so in 144 the mantle of authority passed to his advisors. Arronous slew the other two, becoming the new Tsar of the Empire and ruling for 31 years.

176 RH to 211 RH (The Son in the Second Dynasty)

Arronou’s son became the Tsar with his father’s retirement and ruled for 35 years, during which time he saw the beginnings of the Empire’s decline. He authorized and even demanded military campaigns that could not be won. He demanded that the flow of money from conquest continue, and when it failed to, he begin to issue debased currency.

In 211, with the economy stagnating, and popular opinion in turmoil, he turned over the mantle his fourth son, just eighteen.

211RH to 233 RH (The Usurper)

Arronous’s Grandson’s first born kills the fourth born (215), and assumes the head of state through assassination. His claim is viewed as valid, and he is ruthless in his desire to shame his father by undoing his failings. He commissions an army of summonsed beasts, and great elemental temples.

He fields his dark army to great effect, pushing back the Asian kingdoms, and nearly conquering, but not holding, the Near East and the Desert States. As lucrative as the successful wars are, the huge civic projects are expensive and taxing and disturbing to the social order.

He watches his kingdom slip even further into ruin, despite his successes. In 233 advance scouts find kingdoms rich with gold and diamond in the far south jungles. They are savage and primitive, and he begins the hideously expensive Jungle Campaigns.

His forces return with a cursed obelisk that causes him to commit suicide.

234 RH to 249 RH The Begin of the Fall

The Usurper's son takes the throne after the death of his father. He rules for a few years and the Obelisk gets him, too.

250 RH to 269 RH

The Usurper's daughter takes the helm. She is a witch. She halts the wars and gets rid of the obelisk. A bureaucrat and a royal guardsman reveal her secret and overthrow her. They re-instate the obelisk.

270 RH to 350 RH (The Fall Complete)

The Empire is falling apart. The wars are fiscally unsound (they cost far more than they make), policy is made by the military/industrial complex (the elementalists, the summoners, the army). The leadership classes are decadent and wasteful. The Empire splits into, and then sinks.

351 RH to 593 RH The First 200 Years of Darkness.

Chaos. Cities collapse. Barbarian Tribes from the North and the East sweep in. The Empire all but pulls out of the desert, leaving settlers to the mercy of a vengeful memory. The institutions (the Imperial College, the Elemental Universities, and the Summoner's Ministry) all begin to fail. Witch Cults grow.

594 RH to 836 RH The Second 200 Years of Darkness (the Plague)

Civilization retreats. Cities are wracked with plagues, sacked by Goths, and burnt to the ground. Books are burned in great infernos. Famine is widespread. The population drops as horrible Plagues sweep across the land. Magic becomes almost synonymous with witchcraft. Fear and superstition replace education of any kind. StrongMen become Lords. The Land remembers an ancient, feudal order, and crawls to claim it.

837 RH to 1090 RH The Rise of the Kings

The Third 200 Years of Darkness becomes Three Hundred. As the strong men become entrenched, dynasties begin. There are fifteen generations of order now, and the oldest, most powerful families make their claim based on ancient titles. They become Kings. The land is their Right, the men who work it, their serfs. In 1090, the first Games are held, marking the emergence of Nations. Cities start to grow, often built on Imperial foundations.

1091 RH to 1160 RH Trade and Warfare

Trade routes to the East, South, and Far East are re-opened. Once again, the forgotten world is discovered. The first Crusade occurs in 1153, and ends in 1160, with the return of Imperial Treasures to their rightful place.

Cities are bigger now. There are several Capitols of substantial size. The keeps and fortresses built during the Rise of Kings have become great castles with many walls now. There is an aristocratic class with wealth and time to consider the finer things—things forgotten during the Cycles of Darkness.

1161 RH to 1209 RH The Modern Era

Fledgling universities that began during the Rise of Kings are now institutions in and of themselves. Magic is a force in the world again, not something to be shunned or feared.

Artists

Dr. Howard David Johnson, Ph.D. is an artist and photographer with a background in the natural sciences and history. His works have been exhibited in the British Museum in London, as well as numerous American ones such as the Metropolitan Museum of Art. His games such as Res Publica, working with internationally renowned game designer Reiner Knizia are in every game shop on the planet, and his book and magazine covers have graced every major bookstore in America. Working in a Realistic style inspired by classic illustrators, "HDJ" deals with Mythic, Historic, and Fantastical themes. HDJ is a bigtime RPG fan and loves gaming with his fellow fans. Join over a million visitors from more than fifty countries to visit his on line gallery displaying over 200 full color paintings at <http://www.howarddavidjohnson.com>

Milos Milic (aka Misha) is the first JAGS artist. He's done work on JAGS Monsters, Season of Worms, The Necromancer's Tomb GURPS Conversion, and now JAGS Treasure. He lives in Yugoslavia and we're glad to have him on board!

Rick Hershey has done his first JAGS work here! You can check out his site here: <http://www.homestead.com/rickhershey/one.html>. Very cool!