

# FROM THE IMPERIAL FORCES 2

MORE MAGICAL ITEMS FOR  
WARRIOR, ROGUE & MAGE



IFs *Deeaz 2007*

BY COLIN CHAPMAN  
~ SUPPLEMENT #3 ~

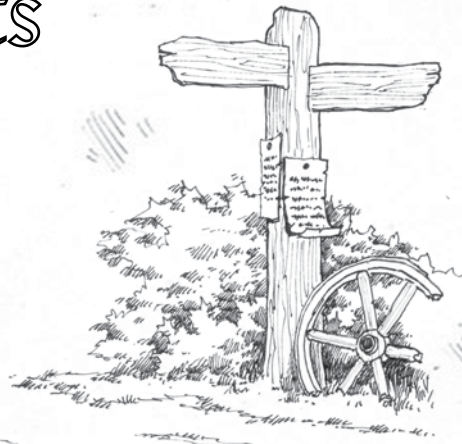
# Credits

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**Editing:** Colin Chapman, Michael Wolf

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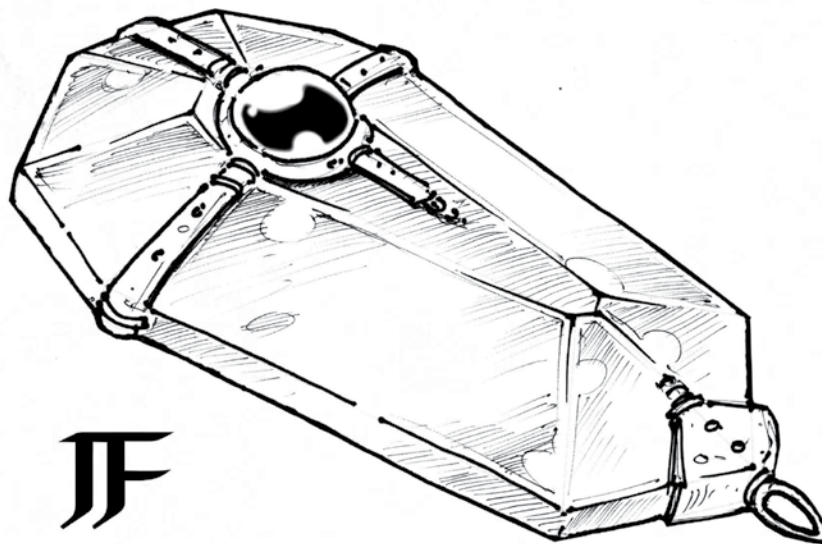
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IF

# Magic Items

## AMAZONIAN BRACERS

These fine silver bracers are inscribed with star-shaped sigils and provide the wearer with a +2 bonus to Defense against physical ranged attacks only such as arrows and thrown knives, as they deflect them.

## BELT OF MIGHT

This broad leather belt is inset with etched decorative metal plates and grants the wearer a +1 bonus to their Warrior attribute.

## CHANGELING VIZARD

This featureless white mask can change its appearance to perfectly mimic the face of any individual the wearer has seen and studied for at least a minute. It provides no other qualities of the individual whose face it mimics, however.

## CRYSTAL BALL

This polished crystal orb is a tool of divination; when infused with 1 Mana it provides hazy glimpses of the future pertaining to the user or another individual as selected by the user. These glimpses should be cryptic but potentially useful and are provided by the GM.

## DANCING BLADE

This amazing sword fights on its own when instructed by its owner, floating and slashing through the air as if wielded by an invisible swordsman. It can only be activated once per day and remains active for 10 combat rounds or until beaten before returning to its scabbard. It has the following abilities:

ATTRIBUTES: Warrior 5

HP: 10

DEFENSE: 10

SKILLS: Swords

DAMAGE: 1d6



## DRAGONSLAYER

This impressive sword is bronzed with heat and etched with runes. It does 2d6 damage to drakes, dragons, and other related species.

## EVERFUL QUIVER

This beautifully stitched leather quiver only contains a single arrow and resists all efforts to place more within it. However, when the arrow is drawn, another magically appears making the supply of arrows limitless. The arrows are completely mundane, and disappear after 2 combat rounds once drawn so they cannot be stocked up.

## FLAMING ARROWS

2d6 of these ebony-shafted bronze-tipped arrows are found, suitable for a bow or longbow. They burst into flame when loosed, adding +1

to the normal damage of the bow. They may set flammable enemies alight.

### **FOLDING BOAT**

This small boat, equipped with a pair of oars and small sail and large enough to seat six, mystically folds up like paper when instructed to by its owner, becoming a wooden tile that easily fits within a belt pouch.

### **PIXIE DUST**

This leather pouch contains glowing golden powder, enough for 2d6 applications. One application enables an individual to fly for an hour as swiftly as a bird of prey. When in flight, the wearer enjoys a +3 Defense bonus.

### **POTION OF MIGHT**

This vial contains a bubbling indigo fluid that provides the drinker with a +1 bonus to their Warrior attribute for one hour when quaffed.

### **SACRIFICIAL BLADE**

This vile dagger is stained black. The wielder gains 1d6 Mana when they use the dagger to slay an intelligent being, though the extra Mana only lasts an hour before it dissipates.

### **SEVEN LEAGUE BOOTS**

These sturdy, steel-toed boots can be invoked

once per day, allowing the wearer to make a single *štep* (actually an instant teleport) of up to 21 miles to anywhere they have visited before or can see unaided.

### **SILENT SLIPPERS**

Crafted from best quality black silk and batwing-leather, these supple shoes grant the wearer a +2 bonus to any attempts to move silently.

### **SKELETON KEY**

This bone key will open nearly any non-magical lock. Roll 1d6 when used on a lock to see if it works. If it fails, it cannot open that particular lock even with repeated attempts.

- 1: The lock stays locked
- 2-6: The lock opens

### **THUNDER HAMMER**

This rune-carved warhammer does 1d6+2 damage as it strikes with a clap of thunder and arc of lightning. It may also be used as a thrown weapon with range of 15 yards and instantly returns to its wielder's hand whether it hits or not.

### **UNICORN CHALICE**

This carved ivory chalice is inlaid with images of unicorns. Any fluid placed within it turns



virulent green if it is poisonous or contains poison.

### VAMPIRIC KNIFE

This foul dagger is stained red. It causes 1d6-1 damage and heals the wielder of 1HP whenever it causes a damaging strike. It provides no healing benefit if the wielder is at full HP.

### WEAPON CHARM

This miniature weapon resembles a painstakingly crafted pendant, and is suspended from a leather thong. When desired by the owner, it transforms into a full-sized normal weapon of its type, ready in hand, and transforms back again as desired. Roll 1d6 to determine the type, then another 1d6 to determine the actual weapon:

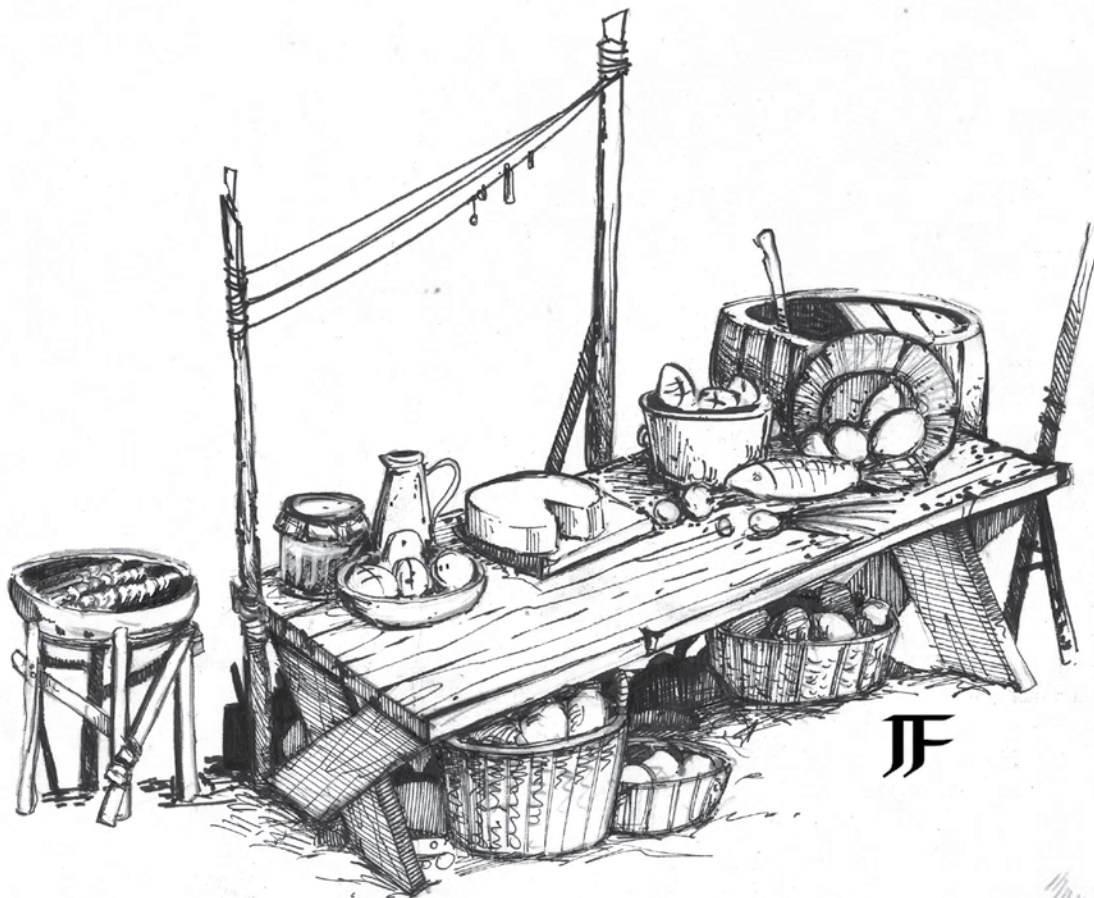
ROLL 1: TYPE  
1-3: Blade  
4-5: Bludgeon  
6: Other

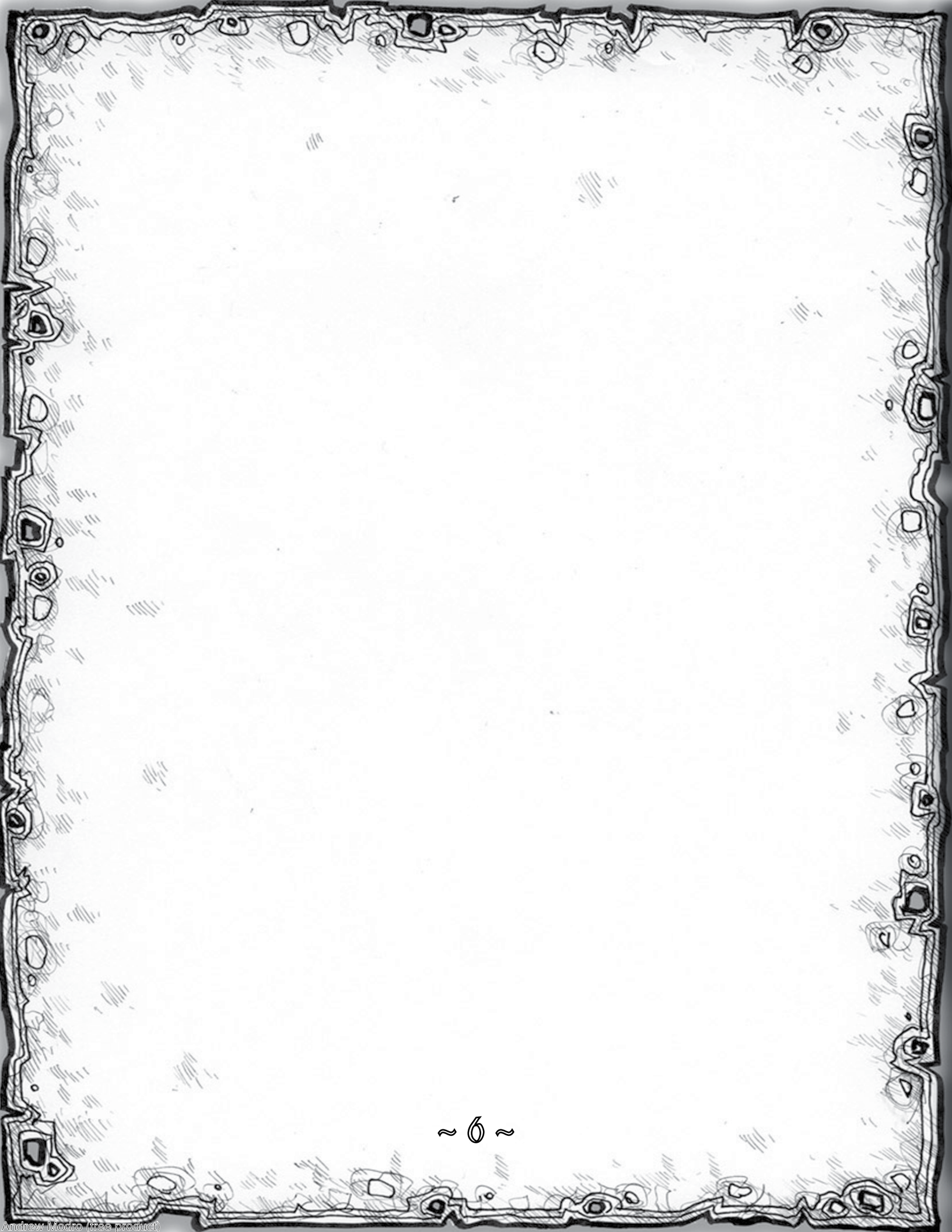
### ROLL 2: ACTUAL WEAPON

Blade - 1-4: Sword, 5: Dagger, 6: Two-Handed Sword

Bludgeon - 1-3: Warhammer, 4-5: Mace, 6: Two-handed Mace/Warhammer

Other - 1-2: Axe, 3-5: Spear, 6: Two-Handed Axe





~ 6 ~



## MORE MAGIC ITEMS FOR YOUR CAMPAIGN

From **The Imperial Forges 2** contains 19 unique magical items for your WR&M game. These items have been designed by ENnie-nominated designer Colin Chapman (<http://radioactiveapedesigns.com>) known for his post-apocalyptic roleplaying game Atomic Highway!

## What is Warrior, Rogue & Mage?

**WR&M** is a simple, lightweight roleplaying game that allows a group of players and a game master to experience epic adventures in a fantasy world filled with wondrous magic. This book contains the complete game rules, including character creation, combat, magic, equipment and monsters, as well as a complete fantasy setting, the Fallen Imperium of Vaneria.



**wyrm**  
Roleplaying System



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