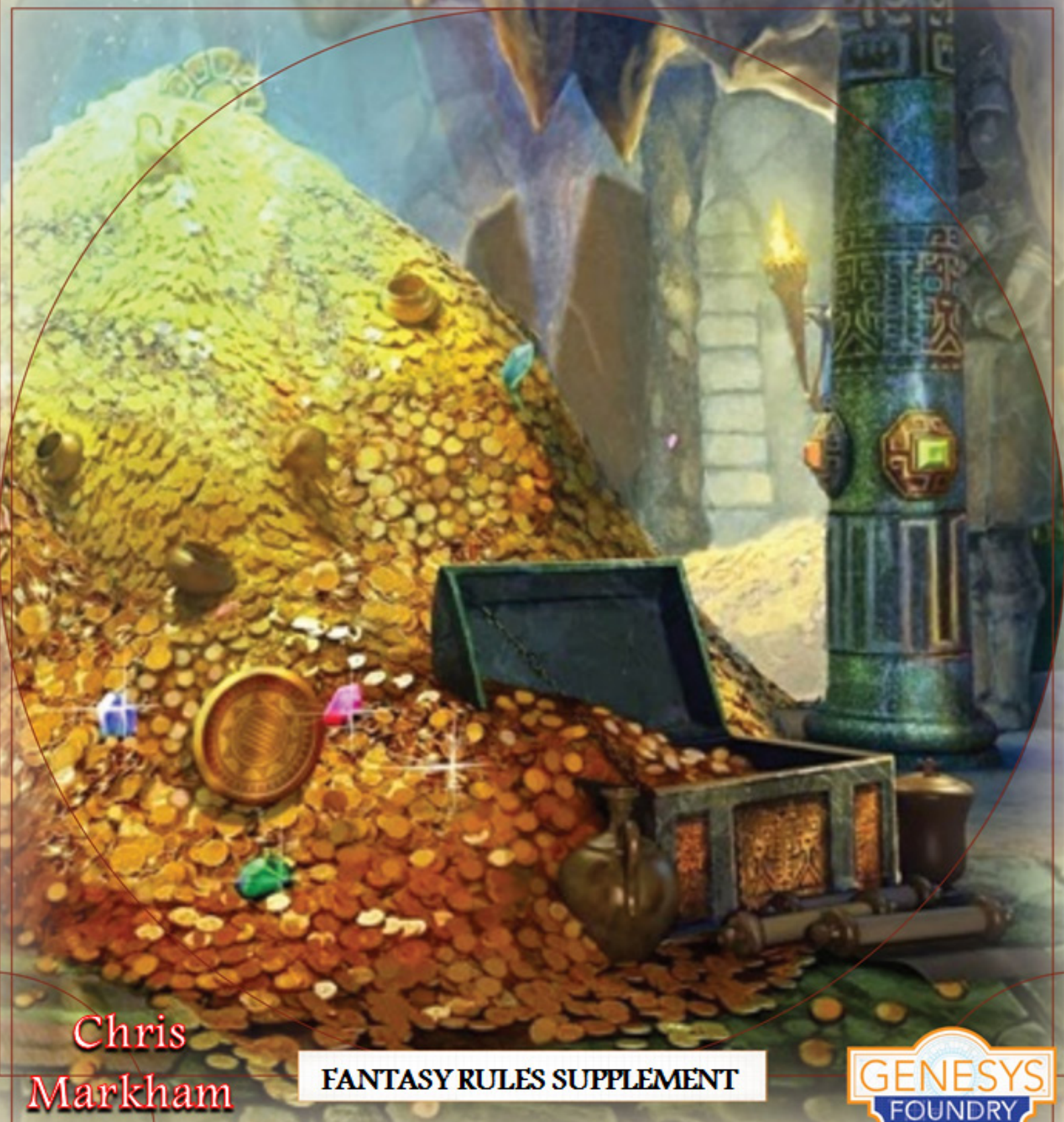


TERRINOTH SETTING
COMPATIBLE

TERRINOTH TREASURES

Volume II



Chris
Markham

FANTASY RULES SUPPLEMENT

GENESYS
FOUNDRY

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INTRODUCTION

This product is a supplement for the **REALMS OF TERRINOTH** setting. Though the supplement explores the world of Mennara, it can be converted for use in your own fantasy world. The **GENESYS CORE RULEBOOK (CRB)**, **REALMS OF TERRINOTH** setting (RoT), and either **GENESYS DICE** or the **GENESYS DICE APP** are required to use this product.

SYNOPSIS

Magical treasures are of course the most coveted and eagerly sought rewards an adventurer can hope to find. This supplement provides fifteen (15) new Terrinoth magic items. Each is derived from previous lore in the Terrinoth setting (such as **RUNEBOUND** and **DESCENT**), but now with new art and rules adapted for the **GENESYS ROLEPLAYING SYSTEM**.

In addition, this first volume of the supplement provides optional rules for crafting these magical items (and others), as well as suggested pricing guidelines to help GMs develop and adapt their own magical items for their campaigns.

This is volume II of more such volumes to follow, as more items are adapted for the system. Each additional volume will feature 15 additional items and contain the same level of detailed information.

ORGANIZATION

Each item is presented as a different page. Each one has an illustrative image, description, lore, and suggested rules and materials for the item's creation. The items are described by one of the most learned practitioners of the Art in Mennara, **Landrec the Wise**.



GENERAL INFORMATION

It is important to note that each of these items' magical properties are given as a standard variety of the listed item. Individual creations may have additional or slightly altered abilities at the whim and success of the individual item creator. All creation rules and suggestions are optional and guidelines only. This is up to the individual GM to adjudicate for his or her own campaign.

The lore of these items comes from their appearance in previous products based in the Terrinoth setting. In all cases, I have strived to maintain the purpose of the item from those games, but with Genesys rules.

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Each creature is presented as a separate page entry. As there are multiple varieties of Saurians, this entry will have numerous stat blocks and pages.

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A consolidated table of magic items (from Volume I and II) is presented at the end of the item information as an easy reference for those with both volumes. Additional volumes will also include such a consolidated list for easy reference.

Though **TERRINOTH TREASURES: VOLUME I** is helpful for the tables and creation rules therein, it is not necessary to use this product, as each entry has its own crafting details given.

EXPLANATION OF ENTRIES

An entry of an item explains the function of an item and how it fits in with the world of Mennara. Each item also has several different statistics and information regarding how to make and enchant the item.

- **Benefit:** This is what the item does, what bonuses it grants, how it works, and what it takes to use the item.
- **Enchantment Process:** These are the statistics of the item for enchantment purposes.
- **Skills Needed to Enchant:** These are the skills that one would need to make such an item. Some items can only be made using a specific skill. Other items may be made by those with any one of the skills listed.
- **Encumbrance:** This is the same value used in the Realms of Terrinoth sourcebook for how bulky an item is to carry.
- **Price:** The first number listed is the suggested retail price of the item. GMs are of course encouraged to use their own discretion on the price and availability of such items. However, these prices are in line with comparable items in the sourcebook.
The second cost given is the total price to make and enchant the item. This cost is further broken down, as adventurers may obtain some or all of what they need through an adventure, versus trying to track down a seller and spend the coin.
- **Rarity:** This is the same value used in the sourcebook, to determine how common or rare an item is to find in the setting. For the purpose of this tome, it is also the basis for many of the calculations for enchantment, such as time required and costs.
- **Enchantment Time:** This value represents how long the character must devote to enchanting the item. It can take hours or days, depending on the power of the item to be enchanted.
- **Skill Check Difficulty:** This value represents the difficulty of the applicable Magic skill check, whether Arcane, Primal, etc. Enchanting items is rarely simple, so the difficulties can be high.
- **Material Components:** Each item requires specially prepared base items to be enchanted, and rare components of varying expense to craft and enchant. These are broken down as some of the items may serve as Adventure Seeds to gain the needed materials, such as seeking a magical beast, a high priest, or exploring a remote forest.



- **Experience Cost (Optional):** The most powerful items often require the investment of experience points to represent the time and effort going into such a creation. When applicable, the cost is given in the entry according to **Appendix: Table 4** (in Volume I). **Note:** this is an optional rule to limit creation by PCs. You may also choose to limit it more by making the process harder to discover, so this is up to individual GMs.

ALCHEMIST'S FLASH BOMB

First developed by the Dwarves, many other alchemists soon imitated the success with their own flash bombs. Two twisted vials hold different alchemical substances. When the glass breaks, the two reagents combine and produce a bright and powerful effect.

"These devices are nearly as dangerous to the user as they are to the intended target. If someone in your party is carrying one of these, it would be wise to give them a wide berth..."

—Landrec the Wise

BENEFIT

This weapon counts as Ranged (Light), does 8 Damage, Crit 3, Range (Short), Blast 5, Burn 1, Limited Ammo 1. A result of Despair generally means the bomb detonated in range of the user. In addition, each target in the blast area must make a **Hard** (◆◆◆) **Vigilance** check or be **Blinded** for this and the following round.

ENCHANTMENT PROCESS

These fairly common items can be made by most skilled alchemists. The processes and formulae are well understood in the profession.

- **Skill needed to enchant:** Alchemy or Arcana. One needs to be trained in either of these skills to attempt this enchantment.
- **Encumbrance:** 1
- **Price:** 100 retail (50 to make in materials). This represents the expense to the caster of purchasing (versus finding) the needed materials. The bomb itself (10), and a drop of dragon phlegm and a drop of ichor (40). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 5 (No Experience Cost)
- **Enchantment Time:** 6 hours
- **Skill Check Difficulty:** Average (◆◆)



MATERIAL COMPONENTS

The first step in making an Alchemist's Flash Bomb is to obtain the double vial contraption shown above. It should be well made, both durable to jostling, but made to shatter with a hard impact. This component is roughly 10 of the total component cost of 50.

A drop of dragon phlegm is also needed for the item, as well as a drop of ichor from an opposing element. For example, if the dragon breathed fire, ichor from a water elemental would suffice. Competing ichors and other combinations can also be used to form the basis of the two volatile substances. The cost of these components is 40 (100 x the rarity) and is infused with other reagents to form the bomb.

EXPERIENCE COST

There is no Experience cost for this alchemical item.

BELT OF WATER WALKING

Belts of Water Walking appear to be a strange combination of rope, fish netting, and seashells, but they grant the wearer the ability to walk on water. Such items are prized by sailors, pirates, and fishermen.

"A fearsome weapon, as wounds from these swords tend to bleed profusely. Without expert or magical healing, one could bleed out from even a single wound."

—Landrec the Wise

Due to their components, these belts always smell slightly of the sea.

BENEFIT

Calm water or other liquid is treated no differently than ordinary terrain while the belt is worn. GMs should note the odor of the belt should be considered in making social skill checks. Note: a character cannot swim with such a belt, no more than they could swim on dry land. In rougher waters, the device will alternately work and fail.

ENCHANTMENT PROCESS

While rare to find as items, the secrets to making such swords are well established lore. Many tribal shamans know the methodology, and the information can be found in many magical libraries.

- **Skill needed to enchant:** Arcana or Primal. One needs to be trained in either one of these skills to attempt this enchantment.
- **Encumbrance:** 0
- **Price:** 3000 retail (1000 to make in materials). This represents the expense to the caster of purchasing (versus finding) the needed materials. The belt itself (340), powdered Starstone (600) and a vial of aquatic blood (60). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 6 (No Experience Cost)
- **Enchantment Time:** 7 days
- **Skill Check Difficulty:** Hard (◆◆◆)



MATERIAL COMPONENTS

The first step to enchanting a Belt of Water Walking is to obtain a belt made from a net woven by an Aquatic creature (one who can breathe underwater). This belt must also contain shells collected only from the bottom of the ocean. The belt component is roughly 340 of the total component cost of 1000.

An additional material needed for this item (and any other permanent magical item) is a suitable amount of powdered Starstone. This bluish-black stone has innate magical properties and can only be found in the Starfall Forest. For the belt, the cost of this powdered stone is 600 (100 x the rarity) and it is sprinkled over the item during the enchantment ritual (this item doesn't require a lot of dust).

A vial's worth of blood from an Aquatic creature with a silhouette of 2 or more is also needed for the ritual. The cost of this component is 60 (10 x the rarity) and is poured over the belt during the ritual.

EXPERIENCE COST

There is no Experience cost for this item. The process is well-known by skilled alchemists.

BLACK DAGGER

Black Daggers are rather simple weapons. They grant a bonus in melee combat.

"Sometimes, simplicity is the best route to take. These daggers are nearly common as far as magical weapons go, but in the right hands, they are equally as deadly as a much larger weapon."

— Landrec the Wise

Black daggers are made from darkened steel and the embedded Starstone is left as a textural element to the design.

BENEFIT

Use of this dagger grants the wielder ■ ■ to their **Melee (Light)** skill checks when held. Damage is +2, Crit 2, Range (Engaged), Reinforced, Superior.

ENCHANTMENT PROCESS

While rare to find as items, the secrets to making such daggers are well established lore. The information can be found in many magical libraries.

- **Skill needed to enchant:** Arcana. One needs to be trained in this skill to attempt this enchantment.
- **Encumbrance:** 1
- **Price:** 3000 retail (1000 to make in materials). This represents the expense to the caster of purchasing (versus finding) the needed materials. The dagger itself (340), powdered Starstone (600) and a few drops of swordsman's blood (60). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 6 (No Experience Cost)
- **Enchantment Time:** 7 days
- **Skill Check Difficulty:** Hard (◆◆◆◆)



MATERIAL COMPONENTS

The first step to enchanting a Black Dagger is to obtain the base dagger to be enchanted. This weapon must be of superior and reinforced quality. Such a dagger costs roughly 340.

An additional material needed for this item is a suitable amount of powdered Starstone, as previously mentioned. For the dagger, the cost of this powdered stone is 600 (100 x the rarity) and it is sprinkled over the item during the re-forging ritual.

The final component needed is a few drops of swordsman's blood (must have had at least 3 ranks in the Melee (Light) skill or possessed the Duelist talent. This blood costs 60 (10 x the rarity) and it is dropped onto the item during the re-forging ritual.

EXPERIENCE COST

There is no Experience cost to make this weapon, as the enchantment is not that unknown.

CHALICE OF TAMALIR

A Chalice of Tamalir is designed to help in social situations.

"One has to marvel at how many treaties and other agreements in history have been helped by these simple goblets. Of course, they are made in many places other than Tamalir, but they are far more used in that city than elsewhere I imagine."

—Landrec the Wise

Chalices of Tamalir can have varied looks, but they are always made of gold, and of exceptional quality.

BENEFIT

When activated (as a maneuver), the drinker gains the benefit to add ■ ■ to Charm, Coercion, Cool, Deception, Leadership, and Negotiation skill checks for an encounter or scene. The chalice can be activated once per day.

ENCHANTMENT PROCESS

While rare to find as items, the secrets to making such a chalice can likely be found through tireless research in some of the finer magical libraries in Mennara.

- **Skill needed to enchant:** Arcana. One needs to be trained in this skill to attempt this enchantment.
- **Encumbrance:** 0
- **Price:** 6000 retail (3000 to make in materials). This represents the expense to the caster if purchasing (versus finding) the needed materials. The chalice itself (900), Powdered Starstone (1400) and the tongue of a bard or a diplomat (700). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 7 (5 Experience Cost)
- **Enchantment Time:** 8 days
- **Skill Check Difficulty:** Daunting (◆◆◆◆◆)



MATERIAL COMPONENTS

The first step to enchanting a chalice is to obtain the base chalice to be enchanted. This vessel must be of exceptional quality and made of solid gold. Gems are optional, but often included. The enchantment requires the base chalice to cost roughly 900.

An additional material needed for this item is a suitable amount of powdered Starstone, as previously mentioned. For the chalice, the cost of this powdered stone is 1400 (200 x the rarity) and it is sprinkled over the item during the enchantment ritual.

The tongue of a bard or diplomat is also needed for the ritual. The cost of this component is 700 (100 x the rarity). During the rather gruesome enchantment period, the tongue is minced and magically infused into the chalice.

EXPERIENCE COST

The enchantment of a permanent magical item such as the chalice requires the character to expend Experience Points based on the rarity rating of the item in **Appendix: Table 4 (Terrinoth Treasures: Volume I)**. (5 experience points in this case). This cost represents the time and skill dedicated to performing the ritual as well as existing for game balance reasons to limit the ability to mass produce such items.

CURSED SCARAB

Cursed Scarabs are a mixed bag. While designed to aid the wearer in combat, such use does have a drawback.

"While 'cursed' is in the name of these items, they can still be beneficial, as long as you have the ability to heal..."

—Landrec the Wise

Cursed Scarabs are made of gold and often a variety of gemstones. To this end, they can appear as green, blue, red, or other colors depending on the base stone used.

BENEFIT

When the wearer fails to strike an opponent, the wearer takes 1 wound in damage, but simultaneously inflicts 2 wounds to his or her foe. When this occurs, the wings open with a soft glow. This activation requires no effort on the wearer's part. Once activated, the wings remain open for the encounter and the benefit cannot be used again until the wings close.

ENCHANTMENT PROCESS

This item is typically exclusive to the Al-Kalim region, though it isn't unreasonable to assume other enchanters have developed something similar (and possibly with different native insects).

- **Skill needed to enchant:** Arcane. One needs to be trained in this skill to attempt this enchantment.
- **Encumbrance:** 0 (it is worn like a brooch)
- **Price:** 3000 (1000 in materials). This represents the expense to the caster if purchasing (versus finding) the needed materials. The base brooch (340), Starstone (600), and bee venom (60). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 6 (No Experience Cost)
- **Enchantment Time:** 7 days
- **Skill Check Difficulty:** Hard (◆◆◆) though native casters of Al-Kalim get ☐ ☐ to the check.



MATERIAL COMPONENTS

The first step to enchanting a scarab is to obtain the base scarab piece to be enchanted. This brooch must be of exceptional quality and made of gold and precious gems. Gem types are optional, but factor into the final value. The enchantment requires the base brooch to cost roughly 340.

An additional material needed for this item is a suitable amount of powdered Starstone, as previously mentioned. For the brooch, the cost of this powdered stone is 600 (100 x the rarity) and it is sprinkled over the item during the enchantment ritual.

The final component is a vial of venom from a giant bee. The cost of this component is 60 (10 x the rarity).

EXPERIENCE COST

There is no Experience cost for this item.

DEMONHIDE LEATHER ARMOR

Demonhide Armor can give the wearer a boost of speed during combat.

"Any warrior who would wear the hide of a demon is not to be trusted. They are a sight to behold however, sprinting across the battlefield. Still, I'd rather have them in front of me than behind me..."

—Landrec the Wise

Demonhide Armor is of course, made from the hide of a demon. While there is nothing inherently sinister about such armor, GMs should consider how such equipment would be viewed in social situations. Some may view the adventurer with admiration for besting such a beast. Others may curse at his or her feet for wearing something from the Ynfaernal.

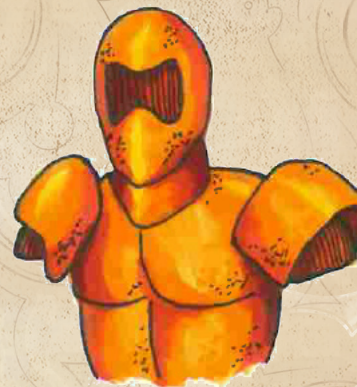
BENEFIT

Demonhide Leather Armor grants a Defense of 1, +1 to Soak and 2 Hard Points. The armor has an Encumbrance of 2. However, the wearer can suffer 1 Strain and move 2 range increments as a maneuver for that move.

ENCHANTMENT PROCESS

These commonly found items are not difficult to make, and many aspiring enchanters cut their teeth in the trade by making these primitive items. Many shamans and spirit speakers can make such items as well.

- **Skill needed to enchant:** Arcana or Primal. One needs to be trained in one of these skills to attempt this enchantment.
- **Encumbrance:** 2
- **Price:** 9000 (3000 in materials). This represents the expense to the caster if purchasing (versus finding) the needed materials. The armor itself (1600), Starstone (700) and demon blood (700). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 7 (5 Experience Cost)
- **Enchantment Time:** 8 days
- **Skill Check Difficulty:** Daunting (◆◆◆◆◆)



MATERIAL COMPONENTS

The first step to enchanting a suit of Demonhide Leather Armor is to obtain the base armor to be enchanted. The armor must be made from the prepared hide of a demon and of superior and reinforced quality. The cost for the base armor is around 1600.

An additional material needed for this item is a suitable amount of powdered Starstone, as previously mentioned. For the armor, the cost of this powdered stone is 700 (100 x the rarity) and it is worked into the item during the enchantment ritual.

The final component is a good amount of demon blood to stain the armor. The cost of this component is 700 (100 x the rarity).

EXPERIENCE COST

The enchantment of a permanent magical item such as the armor requires the character to expend Experience Points based on the rarity rating of the item in **Appendix: Table 4 (Terrinoth Treasures: Volume I)**. (5 experience points in this case). This cost represents the time and skill dedicated to performing the ritual as well as existing for game balance reasons to limit the ability to mass produce such items

DRAGONTOOTH HAMMER

Dragontooth Hammers are magical weapons made from an enchanted adult dragon's tooth.

"Nothing pierces a dragon's hide (or armor) like the tooth of another dragon!"

– Landrec the Wise

Dragontooth Hammers are made from the enchanted tooth of a dragon and rare Elven wood.

BENEFIT

These hammers often mark one as a dragonslayer. The hammer has a Pierce of 1, and does +6 damage, and is Unwieldy (3). At a cost of two strain, the wielder can have an attack inflict 2 additional damage.

ENCHANTMENT PROCESS

While rare to find as items, the secrets to making such hammers are well established if not well-guarded lore. Diligent research in large magical libraries or finding a rare shaman is needed to uncover the secrets of such enchantment.

- **Skill needed to enchant:** Arcana or Primal. One needs to be trained in one of these skills to attempt this enchantment.
- **Encumbrance:** 3
- **Price:** 9000 retail (3000 to make in materials). This represents the expense to the caster of purchasing (versus finding) the needed materials. The hammer itself (1600), powdered Starstone (1600) and a bit of Dragon blood (800). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 7 (5 Experience Cost)
- **Enchantment Time:** 8 days
- **Skill Check Difficulty:** Daunting (◆◆◆◆◆)



MATERIAL COMPONENTS

The first step to enchanting a Dragontooth Hammer is to obtain the base hammer to be enchanted. This weapon must be Reinforced and of Superior quality and made with a Dragon's tooth. Such a hammer costs roughly 1600.

An additional material needed for this item is a suitable amount of powdered Starstone, as previously mentioned. For the hammer, the cost of this powdered stone is 1600 (200 x the rarity) and it is infused into the item during the enchantment ritual.

The final component needed is a bit of Dragon blood. This blood costs 800 (100 x the rarity) and it too is infused into the item during the ritual.

EXPERIENCE COST

The enchantment of a permanent magical item such as the hammer requires the character to expend Experience Points based on the rarity rating of the item in **Appendix: Table 4**. (5 experience points in this case). This cost represents the time and skill dedicated to performing the ritual as well as existing for game balance reasons to limit the ability to mass produce such items.

EYES OF AVRA

Eyes of Avra are curious items, getting their name from a blind enchantress named Avra, who still wanted to explore the world after losing her sight. She created this item to aid in her travels. Prior to her injury, she had an almost supernatural sense of direction, and she wanted to preserve this ability. While the original item is lost to history, the method for making similar items was well-documented before her passing, and these items still bear her name.

"Rather grisly items, but invaluable to those who often encounter hazardous terrain such as explorers or adventurers."

– Landrec the Wise

Current Eyes of Avra most often use the eyes of minotaurs to aid in wayfinding. They are contained in a sealed golden container and preserved in ichor.

BENEFIT

The possessor of Eyes of Avra gains a great benefit when making any checks needed for movement. Once per such a check, the character can choose to reroll any amount of the dice but must accept the rerolled result. The item essentially helps the owner find their way.

ENCHANTMENT PROCESS

While extremely rare to find as items, the secrets to making such items can be found through diligent research.

- **Skill needed to enchant:** Arcana. One needs to be trained in this skill to attempt this enchantment.
- **Encumbrance:** 0
- **Price:** 3000 retail (1000 to make in materials). This represents the expense to the caster if purchasing (versus finding) the needed materials. The container of eyes (200), Powdered Starstone (700) and whale oil for the ichor (100). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 7 (5 Experience Cost)
- **Enchantment Time:** 8 days
- **Skill Check Difficulty:** Daunting (◆◆◆◆◆)



MATERIAL COMPONENTS

To enchant such an item, the base component is a well-made container with two Minotaur eyes. This costs about 200.

An additional material needed for this item (and any other permanent magical item) is a suitable amount of powdered Starstone, as previously mentioned. For the Eyes of Avra, the cost of this powdered stone is 700 (100 x the rarity).

The last component needed is whale oil for the ichor the eyes are to float in. This costs 100.

EXPERIENCE COST

The enchantment of a permanent magical item such as the Eyes of Avra requires the character to expend Experience Points per the rarity rating of the item in **Appendix: Table 4** (5 experience points in this case). This cost represents the time and skill dedicated to performing the ritual as well as existing for game balance reasons to limit the ability to mass produce such items.

FALCON CLAW TALISMAN

Falcon Claw Talismans are often carried into battle and used when the need is great. Though a one-time enchantment, the power it gives can be the difference between victory and defeat.

"Birds of prey can be especially vicious, and these talismans harness that ferocity to great effect for warriors."

— Landrec the Wise

Falcon Claw Talismans are made from a falcon's claws and enchanted for a one-time effect. They can be worn as a necklace or other adornment.



BENEFIT

This potent item can be used only once, but it is a powerful ability. Once activated (as a maneuver), the wearer can make an additional Attack action each round for 3 rounds. After this time, the charm becomes nonmagical, and the wearer suffers two strain.

ENCHANTMENT PROCESS

While rare outside of tribal societies, the secrets to creating these talismans are known by many learned shamans.

- **Skill needed to enchant:** Primal. One needs to be trained in this skill to attempt this enchantment.
- **Encumbrance:** 0
- **Price:** 500 retail (each) (250 to make in materials). This represents the expense to the caster if purchasing (versus finding) the needed materials. The gilded falcon claws (130), and a drop of giant's blood (70), and a few drops of Sabrecat's blood (50). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 7 (No Experience Cost)
- **Enchantment Time:** 8 hours
- **Skill Check Difficulty:** Daunting (◆◆◆◆◆)

MATERIAL COMPONENTS

The base component for the talisman is gold gilded falcon claws. The cost of this is about 130.

An additional material needed is a drop of giant's blood and the cost is 70 (10 x the rarity).

Finally, a few drops of Sabrecat's blood for a cost of 50.

EXPERIENCE COST

There is no Experience Point cost to make this item, as it is a one-use item.

JEWELLED MACE

A Jeweled Mace is a beautiful weapon that looks more like a regal scepter. These maces are simply enchanted to do more damage than a normal mace.

"Few priests I know would use such an ostentatious weapon or flaunt wealth in this way..."

— Landrec the Wise

These maces are always made of gold and inset with many different colored gemstones. Secure wrist straps guard against enterprising pickpockets looking for an easy mark.

BENEFIT

The mace does +7 damage, and is reinforced, superior, and has a Pierce of 1, Unwieldy 3. The owner of such a mace gets to social checks when dealing with those impressed by wealth.

ENCHANTMENT PROCESS

These maces are very rare. Exhaustive magical research is needed to learn the enchantment process.

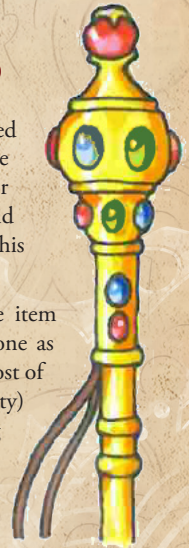
- **Skill needed to enchant:** Arcana or Primal. One needs to be trained in one of these skills to attempt this enchantment.
- **Encumbrance:** 3
- **Price:** 15000 (5000 in materials). This represents the expense to the caster if purchasing (versus finding) the needed materials. The base mace (2300), Powdered Starstone (1800) and a vial of royal blood (900). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 9 (10 Experience Cost)
- **Enchantment Time:** 10 days
- **Skill Check Difficulty:** Formidable (◆◆◆◆◆)

MATERIAL COMPONENTS

The first step to enchanting a Jeweled Mace is to obtain the base weapon to be enchanted. The mace must be of Superior and Reinforced quality and plated in gold and set with precious jewels. The cost for this weapon is around 2300.

An additional material needed for the item is a suitable amount of powdered Starstone as mentioned previously. For the mace, the cost of this powdered stone is 1800 (200 x the rarity) and it is sprinkled over the mace during the enchantment ritual.

A vial's worth of blood from royalty is also needed for the ritual. The cost of this component is 900 (100 x the rarity) and is infused into the weapon during the ritual.



EXPERIENCE COST

The enchantment of a permanent magical item such as the mace requires the character to expend Experience Points per the rarity rating of the item in **Appendix: Table 4** (10 experience points in this case). This cost represents the time and skill dedicated to performing the ritual as well as existing for game balance reasons to limit the ability to mass produce such items.

LESSER CHARM

Lesser Charms are simple one-use items. When you need a bit of luck, such a charm can come in handy.

"It may be considered peasant magic, but I'd rather have a lesser charm on me than be without one..."

– Landrec the Wise

These charms are often made of copper and resemble a large copper coin, but thicker. Different relief patterns are used by individual enchanters, but their function is quite uniform.

BENEFIT

When activated (as a maneuver), this simple one-shot item grants a bonus of ■ ■ ■ to any one roll. Once used, the charm becomes non-magical.

ENCHANTMENT PROCESS

Such charms are fairly common and the enchantment process is well-understood.

- **Skill needed to enchant:** Arcana, Alchemy, or Primal. One needs to be trained in one of these skills to attempt this enchantment.
- **Encumbrance:** 0
- **Price:** 300 retail (150 to make in materials). This represents the expense to the caster of purchasing (versus finding) the needed materials. The charm itself (100), and a drop of Fae blood (50). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 6 (No Experience Cost)
- **Enchantment Time:** 7 hours
- **Skill Check Difficulty:** Hard (◆◆◆)



MATERIAL COMPONENTS

The first step to enchanting a Lesser Charm is to obtain the base charm to be enchanted. This item must be of baked clay using the dirt of a fairy mound. Such a charm costs roughly 100.

The final component needed is a drop of Fae blood. This blood costs 50 and it is infused into the item during the ritual.

EXPERIENCE COST

There is no Experience Point cost to make this item, as it is a one-use item.

LUCKY CHARM

Like the Lesser Charm, a Lucky Charm is designed to increase one's luck. While also a one-use item, the Lucky Charm is far stronger magic.

"There's a reason such magic is outlawed from Vynelvale to Frostgate, at least in any gambling establishments."

– Landrec the Wise

A small, engraved tooth, claw, or horn from a Fae creature, these potent charms are invaluable to their owners.

BENEFIT

When in need, the character can activate the item (as a maneuver) and choose to reroll any amount of the dice for a roll but must accept the rerolled result. Once used in this manner, the item becomes non-magical.

ENCHANTMENT PROCESS

While rare to find as items, the secrets to making such a staff are well established lore. Many tribal shamans know the methodology, and the information can be found in many magical libraries.

- **Skill needed to enchant:** Arcana or Primal. One needs to be trained in one of these skills to attempt this enchantment.
- **Encumbrance:** 0
- **Price:** 500 retail (250 to make in materials). This represents the expense to the caster of purchasing (versus finding) the needed materials. The charm itself (180), and a couple drops of Fae blood (70). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 7 (No Experience Cost)
- **Enchantment Time:** 8 hours
- **Skill Check Difficulty:** Daunting (◆◆◆◆◆)



MATERIAL COMPONENTS

The first step to enchanting a Lucky Charm is to obtain the base tooth or claw of the Fae to be enchanted. This item costs roughly 180.

The final component needed is a couple of drops of Fae blood. This blood costs 70 (10 x the rarity) and it is infused into the item during the ritual.

EXPERIENCE COST

There is no Experience Point cost to make this item, as it is a one-use item.

MIRROR OF SHAEL

Mirrors of Shael are like many other items in Terrinoth, where there is a bonus, but also a cost. Such mirrors reflect damage to one's enemy but do nothing to help mitigate the damage to the owner.

"Stop hitting yourself... Stop hitting yourself!"

— Landrec the Wise

Mirrors of Shael are carved from black onyx and the mirror uses a solid silver backing. The glass of the mirror is especially strong after enchantment and does not break easily, making it simple to carry on adventures.

BENEFIT

The Mirror of Shael is sinisterly simple. When activated (as a maneuver) the owner receives one or more wounds, the attacker receives one wound. This damage cannot be soaked, nor does armor apply as it is necromantic in nature. This effect lasts for an encounter and the mirror cannot be used again until the following day.

ENCHANTMENT PROCESS

Rare to find as items, the secrets to making such a staff are well established lore. Many tribal shamans know the methodology, and the information can be found in many magical libraries.

- **Skill needed to enchant:** Arcana. One needs to be trained in this skill to attempt this enchantment.
- **Encumbrance:** 2
- **Price:** 15000 retail (5000 to make in materials). This represents the expense to the caster of purchasing (versus finding) the needed materials. The mirror itself (2300), powdered Starstone (1800), and a vial of Vampire's blood (900). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 9 (10 Experience Cost)
- **Enchantment Time:** 10 days
- **Skill Check Difficulty:** Formidable (◆◆◆◆◆)



MATERIAL COMPONENTS

The first step to enchanting a Mirror of Shael is to obtain the base mirror to be enchanted. This mirror must be made of onyx and silver and costs 2300.

An additional material needed for this item is a suitable amount of powdered Starstone, as previously mentioned. For the mirror, the cost of this powdered stone is 1800 (200 x the rarity) and it is infused into the item during the enchantment ritual, and strengthens the glass used in the mirror to the hardness of steel.

The final component needed is a vial of Vampire's blood. This blood costs 900 (100 x the rarity) and it is infused into the item during the ritual.

EXPERIENCE COST

The enchantment of a permanent magical item such as the mirror requires the character to expend Experience Points based on the rarity rating of the item in **Appendix: Table 4**. (10 experience points in this case). This cost represents the time and skill dedicated to performing the ritual as well as existing for game balance reasons to limit the ability to mass produce such items.

SPELL TALISMAN

Spell Talismans are one-shot items used to absorb the strain of spellcasting.

"I never leave home without one."

— Landrec the Wise

Spell Talismans can be made of nearly any material. They are often worn as a necklace, bracelet, or other jewelry item.

BENEFIT

A Spell Talisman can be activated (as a maneuver) to absorb 2 Strain instead of the caster, if the Strain is the result of spellcasting. Once used in this manner, the talisman becomes non-magical.

ENCHANTMENT PROCESS

While rare to find as items, the secrets to making such vestments are well established. Diligent research in large libraries or consulting learned shamans may be needed to uncover the secrets of such enchantment.

- **Skill needed to enchant:** Arcane, Divine, or Primal. One needs to be trained in one of these skills to attempt this enchantment.
- **Encumbrance:** 0
- **Price:** 500 retail (250 to make in materials). This represents the expense to the caster of purchasing (versus finding) the needed materials. The talisman itself (180), and dirt from the grave of a hero (70). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 7 (No Experience Cost)
- **Enchantment Time:** 8 hours
- **Skill Check Difficulty:** Daunting (◆◆◆◆◆)



MATERIAL COMPONENTS

The first step to enchanting a Spell Talisman is to obtain the base talisman to be enchanted. Such a component can be made of any material, but must be of exceptional quality and costs roughly 180.

The final component needed is dirt from the grave of a hero. This substance costs 70 (10 x the rarity). This is absorbed into the amulet.

EXPERIENCE COST

There is no Experience Point cost to make this item, as it is a one-use item.

TIVAL CRYSTAL

Tival Crystals are essentially healing crystals. Similar to health elixirs, these crystals are carried by those who expect to encounter danger on their travels.

"Easier to use than swallowing an elixir, and without the taste of one..."

– Landrec the Wise

These small crystals are often worn as a necklace, hair beads, or other such adornments.

BENEFIT

A Tival Crystal is a Painkiller, per page 116 of the GENESYS Core Rulebook. Once used, they are non-magical.

ENCHANTMENT PROCESS

These items are pretty common, and the secrets to enchanting them are well-documented.

- **Skill needed to enchant:** Divine, Primal, or Alchemy. One needs to be trained in one of these skills to attempt this enchantment.
- **Encumbrance:** 0
- **Price:** 300 retail (150 to make in materials). This represents the expense to the caster of purchasing (versus finding) the needed materials. The crystal itself (90), and a vial of Ogre blood (60). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 6 (No Experience Cost)
- **Enchantment Time:** 7 hours
- **Skill Check Difficulty:** Hard (◆◆◆◆)



MATERIAL COMPONENTS

The first step to enchanting a Tival Crystal is to obtain the base Tival quartz to be enchanted. This stone should be of good quality and costs roughly 90.

The final component needed is a vial of Ogre blood. This blood costs 60 (10 x the rarity) and it is infused into the item during the ritual.

EXPERIENCE COST

The enchantment of a permanent magical item such as the blade requires the character to expend Experience Points based on the rarity rating of the item in **Appendix: Table 4**. (5 experience points in this case). This cost represents the time and skill dedicated to performing the ritual as well as existing for game balance reasons to limit the ability to mass produce such items.

APPENDIX: COMPONENTS

The Realms of TerrinOTH sourcebook listed several alchemical items (page 102), and even hinted at components, however there was never a complete listing previously, so this information is presented below, in line with the info given previously.

ACID FLASK

Price to make: 100

Components: a few drops of Bane Spider venom (60), other assorted alchemical herbs (40).

BOTTLED COURAGE

Price to make: 13

Components: alcohol (3), other assorted alchemical herbs (10)

Note: This item can also be made using the Primal skill.

HEALTH ELIXIR

Price to make: 13

Components: a drop of Ogre blood (10), other assorted alchemical ingredients (3)

Note: This item can also be made using the Divine or Primal skill.

IMMUNITY ELIXIR

Price to make: 50

Components: a mix of diluted poisons and dead viruses (25) and Theriaca (herb) (25)

Note: This item can also be made using the Divine or Primal skill.

INVISIBILITY POTION

Price to make: 500

Components: a few razor-sharp silk strands from a Shadowlurker Spider (300), Avathian (herb) (50), and a puff of Elemental Air (150)

Note: This item can also be made using the Arcane skill.

POISON

Price to make: 100

Components: Poison can be made from a variety of venomous animals and poisonous herbs. (100)

POWER POTION

Price to make: 125

Components: a few drops of Giant's blood (100) and assorted alchemical ingredients (25)

Note: This item can also be made using the Arcane skill.

PROTECTIVE TONIC

Price to make: 63

Components: a few drops of ichor from a giant insect (50) and assorted herbs (13)

Note: This item can also be made using the Divine or Primal skill.

REGENERATION ELIXIR

Price to make: 25

Components: a drop of Ogre blood (10), and assorted herbs (15)

Note: This item can also be made using the Divine or Primal skill.

SMOKEBOMB VIAL

Price to make: 13

Components: a drop of Octopus ink (10), assorted herbs (3)

SPEED POTION

Price to make: 100

Components: a few drops of Sabrecat's blood (50), and assorted rare herbs (50)

Note: This item can also be made using the Arcane skill.

STAMINA ELIXIR

Price to make: 25

Components: a few drops of Bear's blood (15), and assorted herbs (10)

Note: This item can also be made using the Primal skill.

TABLE 6. CONSOLIDATED MAGIC ITEMS IN TERRINOTH TREASURES VOLUMES I AND II

NAME	VOL	SKILL	DAM	CRIT	RANGE	ENCUM	PRICE	RARITY	SPECIAL
Alchemist's Flash Bomb**	II	Ranged (Lt)	8	3	Short	1	100	6	Blast 5, Burn 1, Limited Ammo 1
Belt of Strength	I	–	–	–	–	0	15000	8	+1 to Brawn*
Belt of Water Walking	II	–	–	–	–	0	3000	6	Walk on water
Black Dagger	II	Melee (Lt)	+2	2	Engaged	1	3000	6	Reinforced, Superior
Bone of Blade	I	Melee (Hvy)	+6	2	Engaged	3	12000	8	Reinforced, Superior, Pierce 1, Burn 2, Unwieldy 3
Bone Wand	I	–	+3	–	–	1	3000	6	–
Chalice of Tamarir*	II	–	–	–	–	1	6000	7	Bonus to Social skills
Contemplation upon the Flametail	I	–	–	–	–	1	6000	7	Bonus to Melee skill
Corpse Acid**	I	–	7	–	Short***	0	500	7	Rating 7
Curse Doll**	I	–	–	–	–	0	300	6	Cancel a condition*
Cursed Scarab*	II	–	–	–	–	0	3000	6	Wounds foe
Dawnblade	I	Melee (Hvy)	+6	2	Engaged	3	12000	8	Reinforced, Superior, Pierce 1, Unwieldy 3, Attack Add. Foe
Demonhide Leather Armor	II	–	–	–	–	2	9000	7	Superior, Reinforced, Speed
Dragontooth Hammer	II	Melee (Hvy)	+6	2	Engaged	3	9000	7	Reinforced, Superior, Pierce 1, Unwieldy 3
Elven Wraproot	I	–	–	–	–	0	21000	10	Bonus to Ranged or Melee skill*
Eyes of Avra*	II	–	–	–	–	0	3000	6	Reroll dice for movement
Falcon Claw Talisman**	II	–	–	–	–	0	500	7	Grants an extra Attack action
Flare Crystal**	I	–	–	–	–	0	3000	6	Transport to nearest settlement
Fortuna's Dice	I	–	–	–	–	0	5000	6	Bonus to one roll*
Jeweled Mace	II	Melee (Hvy)	+7	2	Engaged	3	15000	9	Reinforced, Superior
Lesser Charm**	II	–	–	–	–	0	300	6	Bonus to a roll
Lucky Charm**	II	–	–	–	–	0	500	7	1 reroll
Mirror of Shael	II	–	–	–	–	1	15000	9	Damage reflect
Rage Blade	I	Melee (Hvy)	+6	2	Engaged	3	12000	8	Reinforced, Superior, Battle Rage*
Reaper's Staff	I	Melee (Hvy)	+2	4	Engaged	2	12000	8	Reinforced, Superior, Healing
Spell Talisman**	II	–	–	–	–	0	500	7	Absorbs 2 Strain
Tival Crystal**	I	–	–	–	–	0	300	6	Painkiller
Totem Staff	I	Melee (Hvy)	+2	4	Engaged	2	12000	8	Reinforced, Superior, Added Attack
Vestments of Kellos	I	–	–	–	–	0	15000	9	Armor
Winged Blade	I	Melee (Hvy)	+4	2	Engaged, Short	3	12000	8	Reinforced, Superior

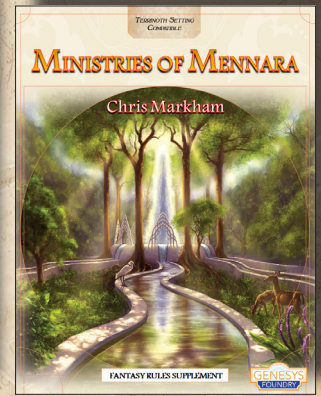
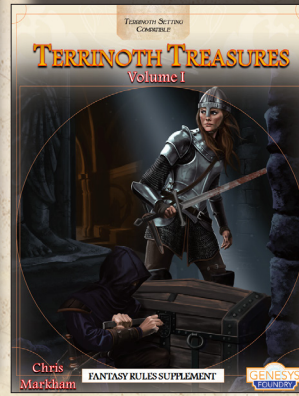
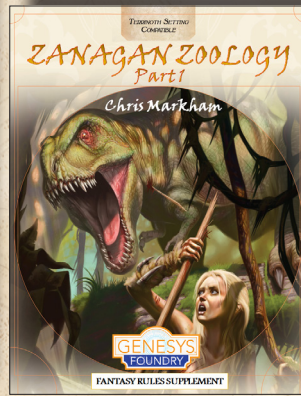
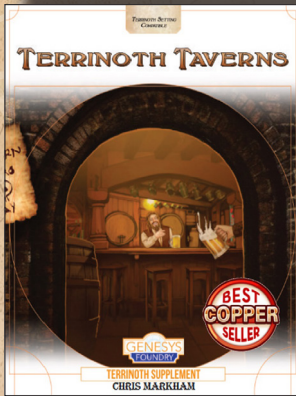
*Upon activation

**One-use item

***Must be in a ceramic container to use for Ranged attack

Thank you for purchasing this product, and I sincerely hope you enjoy using it in your games!

Please check out previous products (below) I've released for the Terrinoth setting, a setting I am most passionate about!



TERRINOTH TAVERNS

<https://www.drivethrurpg.com/product/296597>

ZANAGAN ZOOLOGY: PART 1

<https://www.drivethrurpg.com/product/302994>

TERRINOTH TREASURES: VOLUME I

<https://www.drivethrurpg.com/product/304475>

ALL 3 OF THE ABOVE AS A BUNDLE

<https://www.drivethrurpg.com/product/304935/Terrinoth-BUNDLE?term=terrinoth>

MINISTRIES OF MENNARA

<https://www.drivethrurpg.com/product/305055>

Volume III will be primarily Rune and Voice enchanted items, so look for it soon!

Thank you,

Chris Markham