Tome of Fantastic Items

*A Realms of Terrinoth
rules supplement
by Matheus Affonso*

GENESYS
FOUNDRY

TOME OF FANTASTIC ITEMS

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INTRODUCTION

This book is a toolbox for GMs who wish to have quick access to magic items to hand out to the players as treasure throughout their campaigns, beyond what is offered in the **Realms of Terrinoth** setting book. It is meant to be used in a **Realms of Terrinoth** campaign, with the **Genesys** system, though it will work in any fantasy setting.

While this book mostly focuses on having handy items with magic, different and unique properties that will provide PCs with different tools to do all sorts of things, you will also find some rules to deal with magic items in your campaign, like buying and selling rare stuff, dealing with magic item hoarding and using cursed items.

Even though the optional rules introduced in this book are meant to function together, it is easy to mix and match them to your liking.

This book is mostly written for GMs, but players can find inspiration here to suggest items and talents for their own characters.

One final introductory note that both GMs and players should be aware of is that every effect that can be activated with any number of ⚄ can also be activated with a ⊛, and every effect that can be activated with any number of ♢ can also be activated with a ⬖.

Enjoy.

MAGIC ITEMS IN MENNARA

As is specified in **Realms of Terrinoth**, magic items in Mennara are meant to be unique and wondrous, even when they produce similar effects to one another. As a GM, you are encouraged to never hand your players identical magic items. Even if they should encounter the same item twice, give them different descriptions, or maybe even tweak a number here or there, just to ensure that the aura of mysticism that surrounds such marvelous creations remains intriguing throughout your campaign. Whenever possible, bind your items to specific events or characters in your adventure, to make them feel more interesting and alive.

While magic items are almost never offered for sale, nothing should prevent you from having the occasional enchanter who peddles a couple useful trinkets, or even a large magic item shop in a big city, offering weapons and armor any adventurer could ever dream of, although an emporium of such high profile would naturally be protected by the highest levels of security systems, and its owner should be an immensely wealthy individual who sells their goods at an extremely high premium, of course.

However, the most common way by which player characters should come into contact with magic items is exploring, interacting with the world, following strange rumors. Perhaps the forgotten ruins sealed off below a dwarven city hides a marvelous cloak, or maybe the strange energies emanating from the old and isolated temple irradiate from a powerful necklace buried in its depths.

Whichever way the player characters acquire these items, they should feel as rewarding as the discoveries and stories behind them.

BUYING AND SELLING MAGIC ITEMS

You might want it to be easy to buy and sell magic items in your campaign. In that case, use these rules to handle commerce.

Big cities are likely to have one or two big magic item shops. The likelihood of them having incredibly rare items is not very high, though. They probably keep one or two big items showcased in the buyers' area, so as to entice and incentivize their customers to spend more and believe they are the greatest shop in the region. Most of the highest value stuff is likely kept inside secure vaults in the back.

If you wish to randomly determine the highest rarity item a shop has in its inventory, roll a D10 and check the table below. Otherwise, you can determine what is available and what is not. Whichever way you choose, a store shouldn't have more than 1 item of the highest rarity it has to offer.

TABLE 1: SHOP ITEM RARITY

D10	HIGHEST RARITY AVAILABLE
1-5	6
6-9	7
10	8

If no magic shop is available, the PCs can try to look for someone interested in buying or selling magic items — maybe some adventurers who came upon some treasure, or maybe some criminals who need to get rid of some stuff. When that is the case, anyone looking for a specific object can make a **Streetwise check** with a difficulty equal to half the item's rarity rounded up.

Whichever is the case, use the table below to determine item prices. When bargaining, most shops won't buy for over half the item's price, or sell for less than half the price. Independent parties, however, are more likely to be flexible. Follow standard negotiation rules for those.

TABLE 2: ITEM ENCUMBRANCES, PRICES AND RARITIES

WEARABLE ITEMS

Item	Enc	Price	Rty
Adul's Terrifying Visage	3	3,700	6
Amulet of Mental Projection	0	2,000	4
Armband of Unity	1	700	4
Baldur's Breastplate	4	21,000	10
Boots of Extemporal Movement	2	9,000	8
Cape of Convincing	2	4,300	6
Cloak of Illusory Disguises	2	8,000	8
Cocoon Cloak	2	3,700	5
Crude Leather Armor of the Wraith King	2	6,900	7
Frailward Amulet	2	4,900	6
General Lagoun's Collection of Hats (Each Hat)	1	1,200	5
Girdle of the Brawl Guild	2	4,200	6
Interphasic Ring of Helonisis	1	17,000	9
Lucky Trinket	0	2,100	4
Mantle of Anchoring	2	7,500	8
Mantle of Feline Protection	2	6,700	8
Padded Leather Armor of the Shadows	2	4,300	5
Ring of Protection	1	5,500	7
Thieves' Boots	2	2,300	5
Vash's Arcane Exoskeleton	5	19,000	9
Vash's Mechanical Gauntlet	2	15,800	8

WEAPONS

Item	Enc	Price	Rty
Captain's Shield	3	3,200	5
Boomerang of Godly Precision	1	2,800	4
Concentrated Blast Gem	1	230	3
		450	4
		790	5
		1,500	6
		2,200	7
		4,700	8
		7,900	9
		14,000	10
Concussive Blast Gem	1	200	3
		360	4
		650	5
		1,200	6
		1,900	7
		4,100	8
		6,600	9
		12,000	10
Hailing Shortbow	2	9,700	8
Mace of Blasting	1	2,200	4
Segmented Blade	1	3,700	5
Sureshot Glove	2	3,100	4
Switchblade Axe	4	3,200	4
Zapping Dagger	1	2,100	5

MAGIC IMPLEMENTS

Item	Enc	Price	Rty
Athalakk's Demon Bone Wand	1	12,000	9
Bottled Lightning	1	300	3
Constrained Blaze	1	300	3
Ice Elemental Essence	1	300	3
Staff of Annihilation	3	9,600	8
Staff of Heavy Winds	2	6,100	7
Tome of Secrets	2	4,200	6
Vessel of Cutting Winds	1	300	3

POTIONS

Item	Enc	Price	Rty
Elixir of Memory Shaping	0	4,200	8
Immediate Action Regenerative Oil	0	2,200	7
Potion of Heightened Reflexes	0	3,000	7
Potion of Sudden Clarity	0	1,700	7
Potion of Vitality	0	1,100	6
Refined Venom	0	800	5
Renewal Elixir	0	7,200	9
Restoration Elixir	0	6,600	9
Tonic of Deep Eyes	0	2,300	7
Tonic of Protection Against Death	0	3,100	8

UNUSUAL ITEMS

Item	Enc	Price	Rty
Athalakk's Extradimensional Cell	1	5,800	7
Athalakk's Figurine	1	4,900	7
Elemental Projector (Any Element)	0	1,900	5
Heroic Idol	1	5,900	8
Kobb's Silver Fork	0	2,200	4
Life Spark	1	5,300	7
Lucky Coin	0	4,900	7
Orb of Good Omens	1	5,700	7
Rod of Densification	5/2	2,700	5
Stunning Beam Projection Gem	1	5,700	7
Thimble of Sanguine Bond	0	2,200	4
Wand of Mind Control	2	12,000	9

ADVENTURING GEAR

Item	Enc	Price	Rty
Cornucopia	1	1,900	4
Disc of Luminos	1	1,000	3
Hestos' Bottomless Amphora	2	2,200	4
Key of Safe Regress	0	3,700	6
Lens of Identifying Magic	1	2,500	4
Narglfar's Brooch	0	5,000	7
Yormond Widefist's Masterwork Hammer	2	4,900	7

LEGENDARY ITEMS

Item	Enc	Price	Rty
Berett's Telescopic Crossbow	3	120,000	12
Bonebreaker	6	140,000	11
Curved Dagger of the Blood Pact	1	230,000	13
Elixir of the Gods	1	90,000	11
Empyreus' Figurine	1	71,000	11
Energy Rapier	1	110,000	12
Ivory Shooter	3	190,000	13
Malefacta	3	99,000	11
Mind Blast Helmet	2	160,000	13
Pentate of Infinite Power	1	290,000	12
Shimmering Gauntlets	4	210,000	12
Stormbringer	1	270,000	13
Talisman of Aris	0	190,000	11
Wishing Ring	1	Priceless	15

All wearable gear has its encumbrance value reduced by 3 when worn.

Even though they have a suggested price associated to them, legendary items are extremely rarely bought or sold. However, in a big commercial city, the PCs might be able to find someone looking to either buy or sell one particular item of such grandiosity.

In all of Mennara, Tamalir is the only place someone looking to buy (and having the resources to do so) or sell items of rarity 9 or higher can be found.

A character in Tamalir can make a **Formidable (◆ ◆ ◆ ◆ ◆) Streetwise check** when trying to find someone to either buy or sell a non-legendary item of rarity 9 or 10. For legendary items, a Story Point must be spent before attempting the **Streetwise check**, and the difficulty is upgraded once for each level of rarity above 10. A search of this kind takes days, sometimes even weeks.

Succeeding in the check when trying to buy ensures the character can find a seller, but not necessarily one carrying the item that is being sought after. A ⊛ can be spent to ensure the exact item the character is searching is being offered for sale.

When looking for a buyer, succeeding will let a character find someone who has the funds and is willing to pay 10% of the item's price. A ⊛ can be spent to find a buyer willing to pay 25% of the item's price. If the check is successful and generates ⊛⊛, the buyer offers 65% of the item's price.

For items of rarity 8 or lower, if a shop doesn't carry a specific item or is not willing to buy it from the PCs, independent traders may be found following the rules in pages 82 and 83 from the **Genesys** Core Rulebook.

Among likely buyers are collectors, nobles, guildmasters, crimelords and wealthy people in general. Among likely sellers are powerful adventurers, scoundrel groups, crimelords and powerful but shady people in general.

HANDLING MAGIC ITEMS

It can be tricky to handle magic items without introducing power creep and without getting in the way of making players feel like their characters are unique. If everyone has the best tools for every job, then talents and Heroic Abilities become nothing but flavor. In regards to power creep, having items that feel mechanically different from each other instead of simply being straight upgrades helps in keeping things balanced. Also, wearable items should be limited to their relative slots. A hat should not be worn over a helmet, just like bulky rings won't fit well over or under gauntlets. Plus, no one could possibly wear two pairs of boots simultaneously in a comfortable fashion and without looking silly!

When it comes to characters, be mindful of your party's Heroic Abilities. Avoid handing out items with special powers that might overlap with a PC's Heroic Ability too much. If someone has a signature weapon, don't go around distributing legendary weapons like candy in Halloween — let that player feel like the decision they made so early in the game has made their character unique. Or maybe do, without forgetting to remind the players that even the stuff of legends can break. Who knows? Finding a blacksmith to fix that broken legendary blade can turn out to be a great adventure on its own!

The bottom line is, don't be afraid to let the players feel like their characters are powerful and have access to more tools to most jobs than the ordinary peasant, but let those tools come from different places, and not just magic items.

All that said, the following rules allow you, as a GM, to restrict or expand magic items' use to your liking, according to the campaign's needs. Below, there are optional rules to **(1)** make carrying too many magic items a potential risk, **(2)** add cursed items to the game and **(3)** complement the players' Heroic Abilities with characteristic items.

ARCANE DANGER

When dealing with magic items, the sheer nature of their powers means nobody ever knows how they may react with each other when staying in close proximity for too long. The resonance of their enchantments can cause all kinds of trouble.

When using these optional rules, decide on the level of magic you want your campaign to have, then use the values in **Table 3: Levels of Power** to determine starting power threshold and how progression should follow.

TABLE 3: LEVELS OF POWER

Power Level	Starting Threshold	Rate of Growth	XP for Growth
Low	5	1	100
Medium	6	2	75
High	7	2	50

Using the table above, you can determine how many magic items each PC may safely carry at any time during the game, according to how powerful you want them to be. For low power campaigns, PCs start with a power threshold of 5. Then with every 100 XP they earn, their power threshold increases by 1. In medium power campaigns, characters start with a power threshold of 6, increasing it by 2 every 75 XP. Finally, for high power levels, characters start at 7 and increase their power threshold by 2 every 50 XP. Most loot-intensive campaigns should use the high power setting.

A character's power threshold determines how many magic items they can safely carry before facing any real danger. It is a measure of their knowledge and experience with magic items' arcane powers, which allows them to more safely keep such objects around.

A power level is assigned to each magic item (including magic implements, runebound shards and potions, no matter how common), which is equal to half its rarity, rounded down. Because the most common magic items — health elixir and stamina elixir — are rarity 3, no magic item will ever have a power level of 0.

If any PC has the Signature Weapon Heroic Ability, their weapon does not count towards their power threshold. They are well-attuned to it, and know well enough how it functions and interacts with other items to avoid endangering themselves by it.

A character may, at any time, safely carry magic items with power levels that add up to their power threshold. If the added power levels of items they carry exceeds their power threshold, they become endangered.

At the start of every encounter, roll percentile dice (D100) for each endangered character, adding 10 to the result for each power level that exceeds their power threshold. Then, for each roll, check the effects on **Table 4: Arcane Dissonance Effects**.

TABLE 4: ARCANE DISSONANCE EFFECTS

TOTAL VALUE	EFFECT
01-61	Nothing happens.
62-90	The character suffers 3 strain.
91-102	The character is disoriented until the end of the encounter.
103-114	Until the end of the encounter, whenever the character suffers strain, they also suffer 1 wound.
115-126	The character suffers 1 Critical Injury adding 30 to the result.
127-138	Until the end of the encounter, the character's wound threshold is reduced by 5.
139-150	The item with the lowest power level carried by the character (chosen by the player, if tied) explodes, dealing 12 damage to the character and everyone engaged with them. Those engaged with them (but not themself) may make a **Hard (♦♦♦) Coordination or Athletics check**, reducing the damage by 1 for each uncancelled ☼.
151-162	The item with the lowest power level carried by the character (chosen by the player, if tied) zaps out of existence, and the character suffers the **Horrific Injury** Critical Injury (**Genesys** Core Rulebook, page 115).
163-174	The two items with the lowest power level carried by the character (chosen by the player, if tied) fuse and create an arcane vortex, preventing everyone nearby from moving for a short while. Every character within short range from the vortex is immobilized and staggered for the next 2 rounds.
175-186	The two items with the lowest power level carried by the character (chosen by the player, if tied) degrade to their most basic arcane essence, ceasing to exist physically. Their essence feeds on the character's life force. They suffer 1 wound at the start of each of their turns until the end of the encounter. If they become incapacitated due to exceeding their wound threshold, they also suffer a Critical Injury at the start of each of their turns.
187-198	A burst of cacophonous sounds irradiates from the character for a split second. All the magic items they are carrying lose their magic properties. Weapons and armor affected this way become their closest mundane counterparts, as determined by the GM.
199-210	All of the character's magic items fuse together into a purple sphere of arcane energy, and a Djinn emerges from it (**Realms of Terrinoth**, page 248). The Djinn is hostile to the previous owner of the items, and will attack them and everyone who tries to help them. If the character is incapacitated, the Djinn will consume them and teleport home.
211+	The items combust into magical multicolored flames that burn for milliseconds, consuming the character and everything they are currently carrying. The character is irrevocably dead, and all of their belongings, gone. However, the sudden burst of colors is quite the spectacle, even if a short-lived one.

> **GM TIP:** When playing a low power campaign, if you really want to restrict the use of magic items, additionally to adding 10 for each power level exceeding the power threshold, add 50 to the result, so that characters will always be impacted by carrying more than they should.

It's important to note that the effects start very light, and will only really greatly impact the party after 100. That is due to how power levels function. Since you add 10 to the roll for each power level exceeding the power threshold, and not for each item, depending on what the party has found in a dungeon or at the end of an adventure, it is not uncommon for characters to temporarily exceed their power thresholds by 3, 5, or even 7, until they can either find someone to sell stuff or simply use their consumable items.

POWER DAMPENING

When using the rules for arcane danger, it should be of note that some places that are expected to have a higher density of magic items within their area (magic shops, temples, castles etc.) likely have safeguards to prevent major catastrophes from happening.

A location can be surrounded by special magic sigils and runes that both dampen the arcane signatures of magic items and make it harder for unauthorized characters to cast spells in the area, or even prevent it from happening. A special sizeable object, like a statue, an obelisk or a monolith can also be part of the whole power dampening ensemble.

When an area is under the effect of a power dampener, every magic item within it is considered as though it had a power level of 0. They may or may not retain their special abilities while inside. Additionally, an unauthorized character who tries to cast a spell inside a power dampened area increases the difficulty of the check by 1 to 5, depending on the dampener's effect.

As a general rule, the castle of a king who is concerned with being targeted by some crazy spell can be particularly protected with dampeners that increase the difficulty of casting checks by 5. An enchanter's workshop, on the other hand, may have a dampener that doesn't even increase the difficulty of casting

checks, but still prevents magic items from exploding inside.

CURSED ITEMS

Every now and then, adventurers may come across dangerous items that become bound to their souls when directly interacted with. These are cursed items, which should be treated both by players and GM as mysterious, powerful objects, tied to tragic stories.

Adding cursed items to a campaign is a great way to gently nudge the players towards a goal when they don't have a clear one. Cursed items should not be objects PCs will want to get rid of as soon as possible. Characters should strive to remove the curse, in order to utilize the item's full, unlocked power.

When using these rules, avoid making every other item cursed. That will just end up feeling tiresome for the players, who will eventually avoid interacting with any shiny object you put in front of them for fear of being cursed yet again.

As a general rule, you should avoid having more than 1 curse active at any time during the campaign. When a curse is lifted, give it time before introducing a new one. They can add some spice to the game, but they can also veer players away from previously established goals.

Cursed items should be of rarity 8 or higher, or at the very least be something the characters will greatly benefit from after breaking the curse.

Upon deciding an item is going to be cursed, roll a D10 and check the result on **Table 5: Curses and their Effects**. These are only suggestions. Feel free to create your own effects.

Most cursed items are bound to an individual's soul when picked up. Some curses might work differently, though, and you should do what makes the most sense with your campaign. A curse may be activated through touch, sight, or words uttered by a witch, but they all bind a character's soul to the item. Additionally, one curse cannot afflict two characters at the same time.

Once the curse is in place, any character may make a **Hard**

TABLE 5: CURSES AND THEIR EFFECTS

D10	EFFECT
1	**Curse of the Shapeshifter:** The cursed character immediately goes through the transformation process described in the Shapeshifter talent (**Realms of Terrinoth**, page 84). The first time it happens, the effect lasts for only a short time. After that, it follows the normal rules for the talent, with one exception: the transformation does not occur when the character is incapacitated due to having exceeded their strain threshold. Instead, the GM may spend ✪ ✪ generated in any check made by the character to trigger the transformation.
2	**Curse of the Unyielding Spirit:** A hostile spirit awakens. Every time the cursed character falls asleep, roll a D10. On an 8 or lower, shortly after the character falls asleep, the spirit appears to haunt them, and will stay around for a few hours. The ghost is immaterial and cannot be harmed by any means. The cursed character is the only one who can see or hear the spirit, and will not be able to rest until it is gone. The spirit whispers words to the character's mind in an incomprehensible language. For every full day the character goes without getting enough sleep, besides regular effects, reduce their strain threshold by 2, recovering it all back on a full rest.
3	**Curse of Silence:** The cursed character cannot hear or speak. They will move their mouth, but sound won't come out of it. They automatically fail any **Perception checks** that requires hearing, and add ■■■ to any social skill checks made to communicate with someone. Furthermore, they cannot cast spells.
4	**Curse of the Fragile Body:** The cursed character's wound threshold is reduced to half (rounded up), and their Brawn is reduced by 1, to a minimum of 1. Additionally, they upgrade the difficulty of any **Resilience checks** they attempt twice.
5	**Curse of Enduring Wounds:** The cursed character may not remove Critical Injuries they suffer by any means. Additionally, their wound threshold is reduced by 1 for each Critical Injury they are suffering.
6	**Curse of Phasing:** Before resolving any action, the GM may spend ✪ ✪ generated in any check made by the cursed character to force them to blink out of existence for a short time. During structured encounters, the effect is the first thing that happens when resolving an action or maneuver, and the character comes back at the end of their next turn. During narrative encounters, the effect lasts for a few minutes. They return as if resuming the motions they was previously making, and have no recollection of any gaps in their timeline. That means they may still hit an enemy who hasn't moved with an arrow, or jump over a pit if circumstances didn't change.
7	**Curse of Fading:** Any person who doesn't come into contact with the cursed character for even the shortest of periods gradually and completely forgets they ever existed. In 1 day without any contact, anyone who knew the character well will only vaguely remember them as either a distant ally, someone unimportant or an irrelevant rival. In 3 days without any contact, anyone who knew them well will remember that they exist, and not much more. After a full week without any contact, anyone who knew them well will have completely forgotten any and everything about their existence. Breaking the curse will not restore the memory of those already affected, only prevent it from affecting any more people.
8	**Curse of Rotten Odors:** The cursed character starts to gradually and constantly produce a stench of rotten carcasses, which becomes stronger each day and cannot be washed off. During the first day, the odor intensifies to an unpleasant amount. Upgrade the difficulty of any social checks made by the character once. During the second and third days, it becomes very noticeable at medium range and closer. Anyone engaged with the character is disoriented. Upgrade the difficulty of any social checks made by the character twice. After 3 days, the odor can be felt from up to long range; anyone within short range of the character is disoriented. Upgrade the difficulty of any social checks made by them three times. Some social interactions become **Impossible**.
9	**Curse of Truth:** The cursed character becomes incapable of lying and actively tries to speak true information whenever someone asks for any. They cannot speak something they know to be false, automatically failing any check associated with the attempt. Additionally, upgrade the difficulty of any checks made to try to conceal the truth three times, even when simply trying to remain silent or hide the information sought after with truthful facts.
10	**Curse of Time:** The cursed character feels their very existence start to steadily fade away. If the curse is not lifted in 7 days, they disappear from space and time. Nobody ever recalls them existing. It is as if they had never existed in the first place. They always know exactly how much time they have left.

(♦♦♦) **Knowledge (Lore) check** to roughly identify the curse's effects. A number of ⋀ may be spent to gain insight on the procedure required to lift the curse. ✪ may be spent to know either the exact effects, or the exact procedure to lift the curse. On a failed check, ⋀ and ✪ may be spent to know a place not too far away where the information might be found, or some old friend who knows about curses and could be of help with breaking it. As a GM, avoid hiding the information behind too many hoops, due to how severely a curse can hinder the party. Also, as a GM, make sure to let the players know a curse should be dealt with as swiftly as possible, for some of them can be even fatal if not cared for.

A cursed character may be physically separated from the item which originated their curse like any other object. That can make things more difficult, though, for the item is needed in the ritual, as will be seen below, and if it is destroyed, the curse may become impossible to break.

LIFTING A CURSE

When devising a curse, you also decide how the player characters are going to be able to lift it. Breaking most curses requires a number of steps, varying with how severe the curse should be. The final step of breaking most curses is the ritual: after everything else is done, a ritual, simple or complex, makes everything come together and frees the character's soul from the curse.

Table 6: Lifting a Curse gives you a descriptive overview of a curse's complexity and severity according to how many steps are required to lift it. If you wish to randomly define how many steps are required to lift the curse, roll a D10 and check the corresponding line.

The table is descriptive, and not prescriptive. You should not extrapolate the number of steps required to lift a curse from **Table 5: Curses and their Effects**. It instead shows you that, if 4 steps are required to lift the curse, that means it is of extreme severity and complexity. Because most curses should have escalating consequences, the more steps required to break them, the more they will demand the PCs' undivided attention.

The most likely needed steps to lift a curse, no matter how you decide to flavor them, are some combination of the following:

Retrieve an object — Be it a bark of the oldest oak tree in the kingdom or the long-lost Ceremonial Dagger of Unbinding, a step requiring characters to retrieve an item forces them to travel to a likely dangerous place. The challenge presented by this step should be the dangers of the place where the object can be found.

Get a person involved — Many curses need to be broken by a specific person. That person might need to be physically present during the ritual, or you might simply require their blood, or words might be needed to be spoken either to or by that person. No matter how the person may be needed, whether voluntarily or not, whether fully or partially, that should count as a "get a person involved" step. The challenge presented by this step should be either convincing the person to help or accomplishing to get their help regardless of their will.

Destroy an object — Something binds the character's soul to the cursed item. If that object is destroyed, then the curse can be broken. This can be an urn containing the ashes of the item's previous owner, or a trinket with which they were buried, or even a porcelain doll made as a catalyst for the curse to be cast. Anything can be the required object, and it should be somehow tied to the curse itself. The challenge presented by this step should be locating the object and identifying it.

Kill someone — Someone's life is bound to the curse. If that person is killed, the curse can be lifted. Killing someone, in the context of the curse, must not be the same as killing the leader of the bandits who have been tormenting the local villages for the past few months. Instead, it should be presented to the players as a terrible moral choice. If you want the players to kill the bandit leader, or someone perceived as dangerous and bad, instead of using this step, you should make them retrieve an object that is currently in the villain's possession. The challenge presented by this step should be both coming to terms with the decision and avoiding being arrested.

The ritual — A physical and spiritual procedure that requires certain actions to be performed at a certain place is usually the final step to end the curse. The ritual can require mundane objects like candles, plants and minerals, or the drawing of specific patterns on the floor and on the walls, or the undivided concentration of individuals around the cursed subject, or any combination of these. The place can be the old home of a deceased person somehow related to the curse, or the crypt of the family with whom the curse originated, or the bell tower of a specific church. If multiple steps are required to lift the curse, every other step must be accomplished before the ritual can be attempted. The ritual could be as simple as a Dispel Action, or as complex as a multilayered procedure involving the purchase of dozens of candles and making a circle of 12 willing people around the cursed item and character, who must be covered in the dust of fine-powdered lapis lazuli. The only 2 elements that must always be present in the ritual are the cursed character and the cursed item.

A single location should be assigned to a single step. If characters must retrieve 4 different items, but they are all found in the same place, that should be treated as only 1 step of the process. Additionally, avoid making 1-step curses as single Dispel actions if any of the PCs have that type of magic available. If they don't,

TABLE 6: LIFTING A CURSE

D10	STEPS REQUIRED	SEVERITY	COMPLEXITY
1-3	1	Inconvenient	Low
4-7	2	Moderate	Moderate
8-9	3	Grave	High
10	4	Extreme	Extreme

then having to rely on a third party is fine.

Do not worry too much about having the progression of the process tightly fit inside the definition of the steps described above. Ideally, PCs should experience diverse situations when attempting to break the curse. That's why each step is associated with a different type of challenge. The process is meant to create interesting scenarios, not to make the PCs' lives miserable.

ADJUSTING CURSED ITEMS

A cursed item does not function normally before the curse is lifted. It is still a usable item, but its use is greatly hindered.

If the cursed item is a weapon, its stats are those of a regular weapon that closely resembles the magic one's profile with a slight buff to one of its stats to make it resemble the magic weapon's profile. It also does not have any unique qualities it would otherwise.

For example, if the players find a cursed Ivory Shooter, instead of its legendary-grade stats and abilities, treat it as a Longbow with regular stats and Damage 9.

Additionally, when designing a cursed item, either by rolling a D10 or choosing manually, assign one of the following qualities to it:

TABLE 7: CURSED QUALITIES

D10	QUALITY
1-2	**Unlucky:** Every Check made with the item automatically generates ✷✷.
3-4	**Haunting:** Upgrade the difficulty of every check made with the item once.
5-6	**Ominous:** At the start of every encounter, move 1 Story Point to the GM's pool.
7-8	**Draining:** While carrying the item, whenever a check generates at least ✷, the character suffers 2 strain. This effect happens in addition to other effects the ✷ generated may cause.
9-10	**Unnerving:** While carrying the item, whenever a character suffers strain, they suffer 1 additional strain.

The additional quality is not bound to the cursed character, but to the item. Anyone who carries and uses the object suffers the described effects.

Once the curse is lifted, the item restores its original stats and qualities, and can be used normally, without any penalty.

SUPERCHARGED HEROIC ABILITIES

Heroic Abilities are the heart and soul of the **Realms of Terrinoth** setting. They make each character unique and powerful in a specific way. Because of the way they function, though, you should avoid, during the course of the campaign, handing out items with abilities that may overlap with those of the PCs.

That being said, if you are interested in letting the players feel even more powerful and specialized, add a characteristic item to their possessions — something they have inherited or found which has great power and, in a way, complements and justifies the acquisition of their Heroic Abilities.

Table 8: Heroic Abilities and Corresponding Items has a suggestion of characteristic items to complement each of the standard Heroic Abilities from the **Realms of Terrinoth** book (pages 74-78).

A characteristic item can never be bought or sold (the characters just can't seem to find any interested buyer, no matter where they go), but it can be lost or destroyed.

Additionally, for all entries that involve a consumable item, make it so that either **(1)** the character has learned how to produce other similar objects, or **(2)** the character, for some mysterious reason, ends up stumbling upon similar objects more often than would be normally expected. Either producing a similar item or stumbling upon one can be done once per session by spending 2 Story Points, as long as the party does not already carry a similar item. This power, however, is offered by the GM, who should signal to the player that, in a certain moment in the narrative, they have the chance to spend 2 Story Points to regain the item.

TABLE 8: HEROIC ABILITIES AND CORRESPONDING ITEMS

HEROIC ABILITY	MAGIC ITEM
Connected	Wand of Mind Control
Foretelling	Orb of Good Omens
Hard to Kill	Crude Leather Armor of the Wraith King
Influential	Cape of Convincing
Miraculous Recovery	Renewal Elixir
Paragon	Lucky Trinket Type 1 *(adjust the effect to make it work exclusively with the same skill the player chose for the Paragon Heroic Ability, and the player can spend 2 Ability Points to add an additional ▪ to the item's effect)*
Sixth Sense	Thimble of Sanguine Bond *(adjust the creature formed by the item to one compatible with the character's Heroic Ability and remove the Wound threshold reduction)*
Signature Weapon	Any legendary-grade weapon *(apply the effects of the Heroic Ability to the chosen legendary weapon and lock its unique qualities behind Ability Point purchases at a rate of 1 for each quality)*
Unbowed	Bracers of the Unbroken
Unleash	Concussive Blast Gem of rarity 6 *(the player can spend 2 Ability Points to make every subsequent acquisition of the gem 1 rarity higher)*

IDENTIFYING MAGIC ITEMS

While magic items are objects with particularly different and special properties, a character may only be aware of the details surrounding those properties by identifying them. A spellcaster can identify magic items without too much trouble, but there are items that speed up the process. Additionally, where there's an issue, there's a market! Specialty traders, merchants and enchanters can offer identifying services for a fee.

Quickly identifying that an object contains magic properties requires an **Easy (♦) Arcana, Divine, Primal** or **Verse check**. This check does not reveal an item's properties, or even whether it is cursed or not.

To find out exactly what an item does, a character with at least 1 rank in Arcana, Divine, Primal or Verse must spend a number of hours equal to its rarity analyzing the object, and make an **Easy (♦) check** of the desired magic skill. On a successful check, the item's basic properties are known, as defined by the GM. If the check generates ⋏ or ⋏, they may be spent according to **Table 9: ⋏ and ⋏ while Identifying Items**.

There are some items like the Lens of Identifying Magic and the Tome of Secrets that can help greatly speed up the process.

Enchanters and shops that are specialized in that kind of trade can provide the service for a price that varies between 300 and 2,000 silver per piece, depending on the size of the city they are based in and the rarity of the item. As a general rule, multiply the item's rarity by 100, adding a premium of up to the full base fee to the price if the service is being offered away from large commercial hubs such as Tamalir. Because they normally carry specialized tools for the job, they normally do not take more than an hour to have a whole batch of items identified.

TABLE 9: ⋏ AND ⋏ WHILE IDENTIFYING ITEMS

Result	Effect
⋏	Additional properties of the item are revealed.
⋏⋏	The time required to identify the item is reduced by 1 hour.
✹	All of the item's properties are known. If the item is cursed, additional insight into what is required to break the curse is known.
⋎	Fewer properties of the item are revealed. If the item has drawbacks, those should be the hidden properties, which players can find out once they effectively try to use the item.
⋎⋎	The time required to identify the item is increased by 1 hour.
⊗	While subjected to the caster's own energy for a prolonged period of time, the item flares out with volatile and dangerous sparks which inflict one Critical Injury to the character, adding 20 to the result.

MAGIC ITEMS

Below you can find a list of potions, unusual items, adventuring gear, wearable gear, magic implements, weapons and legendary items.

Every magic item in this book has 0 hard points and cannot have any attachments installed.

POTIONS

In this section you will find an assortment of potions, elixirs, tonics, oils and any other type of bottled liquid that can be imbibed or applied on an object for special effects.

ELIXIR OF MEMORY SHAPING

A bright red liquid, the result of an exotic mixture of fey blood, hairs of a unicorn's mane, petals of a wild rose, powdered starshard, alcohols and oils. When the stopper is removed, a strong acidic and citric smell comes out of the bottle.

Anyone who drinks his elixir feels a strong ferrous taste, followed by a rapid and intense burn going from the esophagus to the stomach, and, for the next hour, between foggy lights, some of their memories start to slowly mix themselves with the images of events that may or may not have happened. Add ■■■ to any skill check made during this period.

After 1 hour, the character may choose to forget up to 2 talents, being refunded for the corresponding XP. If a talent is a prerequisite for another one of higher level the character has, it cannot be removed this way. A lower level ranked talent cannot be forgotten if the character has it on a higher level, unless the higher level is also forgotten. The character can then immediately learn one new talent to prevent a break in the talent pyramid from happening.

IMMEDIATE ACTION REGENERATIVE OIL

A dark viscous oil made with a mixture of campion petals, whale fat and an assortment of salts. When the stopper is removed, a smooth and excessively sweet smell comes out of the bottle.

When this oil is imbibed, it gives a character a brief window of protection against bodily harm. All damage dealt by the first hit of the next attack targeting the character is reduced to 0.

POTION OF HEIGHTENED REFLEXES

A murky orange liquid made with an assortment of herbs and a few scales of a yellow catfish. When the stopper is removed, a sharp and salty smell comes out of the bottle.

When a character drinks this potion, they gain +1 defense and upgrade every **Coordination check** they make once until the end of the encounter.

POTION OF SUDDEN CLARITY

A shimmering liquid made with one eye of an ice wyrm mixed with different bases and honey. When the stopper is removed, the smell of rain with a hint of honey comes out of the bottle.

When a character drinks this potion, they become blinded until the end of the encounter, as if suffering from the **Blinded** Critical Injury (**Genesys** Core Rulebook, page 115). However, for the duration, whenever they make a skill check that relies on hearing, sense of smell or taste, they upgrade the check's ability 4 times.

POTION OF VITALITY

A translucent green liquid made with cereal, powdered gold, some hairs of a giant and a tiny emerald that are dissolved in a mixture of specific alcohols. When the stopper is removed, an abrasive metallic smell comes out of the bottle.

Anyone who drinks this potion has their wound threshold increased by 3 until the end of the encounter.

REFINED VENOM

A boiling dark purple liquid, made with the combination of different venoms mixed in acid and enchanted dust. When the stopper is removed, a charring fume lightly singes hair tips.

A character can spend a maneuver to apply this venom to a bladed or piercing weapon or unit of ammo. The next attack made with the weapon that causes damage applies the venom to the target, who must make a **Hard (◆◆◆) Resilience check**. If the check fails, the target is staggered and immobilized until the end of their next turn. A ⊗ can be spent to force the target to repeat the check at the start of the following turn.

RENEWAL ELIXIR

A stamina elixir enhanced with an assortment of powdered gems. When the stopper is removed, a soothing smell of vanilla and lavender comes out of the bottle.

Anyone who drinks this elixir immediately heals all strain.

RESTORATION ELIXIR

A health elixir enhanced with the right amount of powdered obsidian and dragon scales. When the stopper is removed, a subtle scent of fresh peppermint can be smelled.

Anyone who drinks this elixir immediately heals all wounds and a Critical Injury of Hard severity or lesser.

TONIC OF DEEP EYES

A deep red tonic made with demon blood and ground ghost orchids. When the stopper is removed, a strong acrid smell comes out of the bottle.

When a character drinks this tonic, their eyes become of a very deep tone, giving them a very alluring and menacing presence. Until the end of the encounter, whenever they make a social skill check, they reduce the difficulty by 1, to a limit of Easy (◆).

TONIC OF PROTECTION AGAINST DEATH

An opaque and viscous pale blue tonic made with ancient yew bark, ground mountain giant's bones and dragon's teeth dissolved in a dense quicksilver solution. When the stopper is removed, a scent of death comes out of the bottle.

Anyone who drinks this tonic has the power to cheat death. For the next 24 hours, the first Critical Injury of value 141 or higher suffered by the character is reduced to 5. The effects of the tonic end immediately thereafter.

UNUSUAL ITEMS

In this section, you will find items with diverse uses that don't quite fit the other categories, even though they may share some common traits between them. Some of them are enablers, some are facilitators, and some are just quirky objects with very niche application.

ATHALAKK'S EXTRADIMENSIONAL CELL

A light brown wooden sphere the size of a closed fist with dark round spots spread all over its surface. Each of the 4 concentric rings that form its structure can be twisted around and snaps in place at 4 different points of its trajectory.

It is believed that the necromancer Athalakk Aduluri, creator of these strange objects, kept many of them in her laboratory, where she kept distinct specimens for study.

A character can throw this sphere by making an **Easy (◆) Ranged check** against a living target within short range as an action. If the check is successful and the target has already suffered wounds exceeding half their wound threshold, or is incapacitated, the sphere transports them to a small extradimensional cell, large enough to comfortably keep them. It takes a form that best reflects the imprisoned creature's personality, and contains enough food and water to maintain them for 7 days. Inside the cell, the creature can act normally and experiences time without any change while inside the cell.

The cell can only hold one creature at any time. If the sphere is thrown while the cell is full, nothing happens.

As an action, anyone who holds the sphere can speak its activation words to free whoever is locked in the cell. The creature materializes in a place of the character's choice within short range. The creature is not controlled by the sphere's owner in any form.

ATHALAKK'S FIGURINE

A small ebony figurine of a humanoid creature with demonic wings, the head of a goat and widely spread horns.

Created by the necromancer Athalakk Aduluri in her incessant search for knowledge, it is said that anyone who possesses this object can gain insight on the collective knowledge carried by the souls of everyone who has died since the birth of the universe.

Anyone who breaks this figurine will enter a deep trance for 2 hours. During this time, the character has an audience with Death and can formulate up to 3 questions that can be answered with "yes" or "no". The questions are answered truthfully, but are limited to the knowledge of the dead.

After coming back from the trance, the character has their strain threshold reduced by 2 for the next 2 days.

> **GM Tip:** Athalakk's Figurine can be easily tweaked to contact different entities, like Kellos, Aris or Nordros. If the entity is changed, the figurine's shape and color should as well.

ELEMENTAL PROJECTOR

A golden jewel with a gemstone slotted in the center. The color of the gemstone determines its elemental powers.

As an action, a character can throw this jewel anywhere within short range. At the end of the character's turn, the jewel makes an attack with a dice pool of 🟡🟢🟢🟢🟢, ignoring any effect that would change the pool in any way. The attack hits every character within short range, and has a different weapon profile depending on the elemental gem slotted, according to the table below.

Item qualities can be activated normally and must be done so for each target hit by the attack individually.

The jewel is destroyed after the attack.

TABLE 10: ELEMENTAL PROJECTOR WEAPON PROFILES

Element	Dmg	Crit	Special
Earth	6	4	Stagger 1
Fire	8	3	Burn 2
Ice	6	4	Ensnare 2, Stun 3
Lightning	7	2	Linked 2, Disorient 4
Wind	7	3	Pierce 2, Vicious 2

HEROIC IDOL

An immaculate ivory idol, said to be attuned to the energy frequencies of higher beings.

When a character's Heroic Ability is activated, they can break the idol as an incidental to reduce the difficulty of every skill check they make while their Heroic Ability is active by 2, to a minimum of Easy (♦).

KOBB'S SILVER FORK

A plain but exquisitely crafted silver fork with three very sharp prongs.

When the flesh of a creature that has been deceased for less than a day is stuck by the fork, it transmits images of the creature's last moments of life, as well as of bonds the creature had with other living beings, to its wielder's mind.

The images aren't always clear. A character with at least 1 rank in Primal can easily interpret them. Those who don't must make a **Hard (♦♦♦) Knowledge (Lore) check** to grasp any meaning out of them.

LIFE SPARK

A thick glass cylinder about the size of a dagger's grip, completely sealed with black steel caps, the top one shaped like a flame, and the bottom one forming a sharp point. When charged, colored plasma freely flows inside the tube, its color varying depending on the charges held.

TABLE 11: LIFE SPARK'S EFFECTS

D10	EFFECT
1	**Monstrous Vitality:** Wound threshold is increased by 5 until the end of the encounter.
2	**Leopard's Stamina:** Strain threshold is increased by 3 until the end of the encounter.
3	**Amphibious Form:** The character can move and breathe freely underwater until the end of the encounter. they treat water as normal terrain. If this effect is used twice, they require 1 fewer maneuver to move between range bands while underwater, to a minimum of 1.
4	**Titan's Strength:** Brawn is increased by 1 until the end of the encounter. This does not affect the character's wound threshold or soak, but can make their Brawn exceed 5.
5	**Stone Skin:** Soak is increased by 1 until the end of the encounter.
6	**Sharp Mind:** Add 🟦 to every check the character makes until the end of the encounter.
7	**Amplified Mobility:** The character ignores hard terrain penalties until the end of the encounter. If this effect is used twice, they gain 1 extra free Move maneuver until the end of the encounter. They can still only make 2 maneuvers per turn.
8	**Spectral Wings:** The character can fly (Genesys Core Rulebook, page 100) until the end of the encounter. They need to spend 1 maneuver every turn to stay in the air. If this effect is used twice, a maneuver is not required to stay in the air.
9	**Phantasmal Presence:** Until the end of the encounter, add ⬛ to any attack that targets the character.
10	**Venomous Claws:** Until the end of the encounter, the character's Brawl attacks gain Damage +3. Additionally, whenever they cause damage, the target must be successful in a **Hard (♦♦♦) Resilience check** or suffer 3 extra wounds, plus 1 strain per �. This counts as a poison. If this effect is used multiple times, increase the claw's Damage by 1 and the extra wounds from the poison by 1 for each additional use.

> **GM TIP:** The Life Spark was designed as a self-restoring consumable item which acts as a form of self-contained random treasure generator. It should be used as often as desired, since there are no ill effects to using it. Remind the players that there is no point in accumulating charges to try to get a specific combo, since existing charges are randomly and automatically overwritten at the end of every encounter in which anything dies.

At the end of every encounter in which at least one creature died, roll a D10. The device gains 1 charge of the effect rolled on **Table 11: Life Spark's Effects**. A character cannot choose to not activate this effect.

The cylinder can only hold up to 3 charges. If a new essence is absorbed, 1 charge is replaced randomly.

As a maneuver, the user can consume one charge of their choice by injecting it in their body, receiving the associated benefits. The chosen charge is lost. This procedure can be repeated as long as there are charges left, and the effects are cumulative.

LUCKY COIN

A shiny silver coin, one side embossed with a crest of Fortuna, the other, with a tiger and a bear fighting. It doesn't seem to be valid currency anywhere in Mennara.

Although it seems to be perfectly balanced like any regular coin, it has a tremendous tendency to fall showing the face spoken aloud by the person who tosses it into the air.

When this coin is tossed, roll ⬡. Unless the die's result is ⊗, the coin will fall with the face chosen by the person who tossed it facing up.

Additionally, once per session, as a maneuver, a character who holds this coin can speak its activation word and toss it up to short range. Roll a D10 and see the effect on **Table 12: Lucky Coin's Effects**. Unless explicitly stated, the character who tossed the coin is considered outside of the effect's radius.

ORB OF GOOD OMENS

A perfectly spherical and large crystalline orb that reflects light like a mirror. Anyone who stares into the orb for a few minutes gains insight about their own near-future.

Once per scene, the orb can be activated by spending 1 Story Point and focusing intensely on the orb for a few minutes. The player can then choose one location they know about and ask the GM for a general assessment of the place, including possible threats and types of terrains in the chosen place.

The GM must answer truthfully, but can decide the level of depth with which they present the information. The information should, at the very minimum, allow the player to understand the general threat level of the location.

The character sees the information as fading images deep within the orb.

ROD OF DENSIFICATION

A short but extremely heavy solid metal rod with flared tips on both ends. It has the power to make inanimate objects extremely dense.

As a maneuver, anyone who holds this rod can touch an inorganic and inanimate object with one of the flared tips and whisper its activation word. The object's encumbrance is increased 10 times. Its volume, however, is not affected.

The rod transfers its energy to the modified object, becoming extremely light. In this form, as a maneuver, its carrier can touch the same object again with one of the rod's flared tips, returning

TABLE 12: LUCKY COIN'S EFFECTS

D10	EFFECT
1	**Deep Hole:** A hole of short radius and medium depth is formed centered on the coin. The material removed from the soil is disintegrated and ceases to exist. Each creature inside the area must make a **Hard (◆◆◆) Coordination check**, falling inside the hole if not successful.
2	**Dense Mist:** A dense cloud of mists of short radius is formed centered on the coin. The mist gives 3 levels of concealment (**Genesys** Core Rulebook, page 110).
3	**Fragment Explosion:** Each creature within short range of the coin (including the character who tossed it) suffers 10 damage. The coin is consumed in the explosion.
4	**Illusory Terrain:** An area of short radius centered on the coin becomes difficult terrain.
5	**Suction Membrane:** Each creature within short range of the coin becomes immobilized. A creature immobilized by this effect can, as an action, make a **Hard (◆◆◆) Athletics check** to attempt to break free from the membrane.
6	**Volatile Blast:** Each creature within short range of the coin (including the character who tossed it) suffers one Critical Injury.
7	**Iron Coffin:** The coin turns into a thick iron dome sealed at the bottom by a thick iron floor plate. Each creature within short range of the coin must make a **Hard (◆◆◆) Coordination check**, being locked inside the dome on a failed result. The coin is consumed with the effect. The dome is completely solid, and, anyone stuck inside it will start to suffocate in a few hours if the iron is not somehow damaged to let air flow.
8	**Impulse:** The coin accelerates rapidly towards a creature within short range chosen by the character who tossed it, dealing 12 damage. This counts as a ranged attack.
9	**Deafening Burst:** Each creature within short range of the coin is disoriented until the end of the encounter.
10	**Amplify:** Roll 2 more times and apply both effects. Reroll 10s or any repeated effect.

it to its original state, transferring the power back to the rod.

No two objects can be affected by this rod at the same time.

STUNNING BEAM PROJECTION GEM

A perfect sphere of blood red color. It appears to produce an unending explosion in its core, as if it had an ever-expanding galaxy trapped inside it.

Anyone who focuses on the sphere for at least 10 minutes without interruption and without any distraction must make a **Hard (♦♦♦) Discipline check**. If the check is successful, add ▨ to every check they make until sunset. If the check is unsuccessful, add ▧ to every check they make until sunset. A character can only focus on the sphere once per day.

As a maneuver, anyone who holds this sphere can point it to a creature within medium range and concentrate briefly on it. A red beam emanates from the sphere, rending the target staggered until the end of their next turn. The gem then immediately loses all of its magical properties.

THIMBLE OF SANGUINE BOND

A beautiful golden thimble with finely detailed bevels that perfectly loop around it.

When anyone inserts their thumb in this thimble, sharp blades spring out from the inside, permanently locking the object to its wearer. The character's blood start to slowly seep out from the minute cavities spread all over the object's surface, forming a small crimson orb, which in a few minutes solidifies in the form of a tiny creature with silhouette 0 which adequately reflects the wearer's personality.

When the thimble is put on, removed or destroyed, the character suffers 1 wound per minute, until they become incapacitated. The bleeding stops when the wearer's wound threshold is exceeded. While the thimble is worn, the character's wound threshold is reduced by 2. The thimble cannot be voluntarily removed.

The summoned creature has a wound threshold of 2, and a soak value of 5. They immediately create a two-way telepathic link with their master, with whom they can communicate freely, as long as both are in the same plane of existence. If the creature is killed, the thimble is destroyed and its wearer immediately suffers a Critical Injury, adding 50 to the result rolled. Like a PC, the creature does not die simply from exceeding their wound threshold and suffers Critical Injuries normally.

The creature has their own personality and will, and may not always obey their master, but will always be friendly to them and will never attack them.

WAND OF MIND CONTROL

A crystal wand with an ivory grip, bronze details and pink crystalline protuberances distributed throughout its length.

Once per session, as an action, a player can spend 1 Story Point to activate this wand. Their character then points it to any creature within short range, taking control over the target's actions.

At the start of their turn, the controlled creature must make a **Hard (♦♦♦) Discipline check**. If the check is successful, the effect is broken and the creature can act freely. If it fails, the wielder of the wand has full control over the creature's actions for the turn. If the creature is ordered to do anything that goes completely against their nature, the enchantment is immediately broken and the action is lost.

The wielder's knowledge of the creature's abilities is limited to their knowledge of the creature. If they do not know a creature can climb walls, fly or cast spells, they cannot order the creature to do those things.

If the enchantment is sustained, on each subsequent turn, the difficulty of the **Discipline check** to resist being controlled is reduced by 1, limited to Easy (♦). Additionally, the wielder must make a Concentration maneuver on each of their own turns to sustain the enchantment.

During narrative encounters, the target can make a **Discipline check** before they are compelled to do each action mandated by the wand wielder.

ADVENTURING GEAR

In this section, you will find items that will help players more easily deal with mundane tasks, like going from one location to another and staying well-fed during adventures. Items in this section are of great utility to the party as a whole, and are meant to fit the party no matter its size. That means when some effect is applicable to a number of people, that number should be tweaked according to the number of characters in the party.

On the items' descriptions, you will find that they can be used by +X people. That means the number of members in the party +X. For example, the Cornucopia, which feeds +2 people, when handed to a party of 4, should be described as something that feeds 6 people.

CORNUCOPIA

A vase made of wood and wicker, shaped like a bull's horn. It is a symbol of fertility, wealth and abundance.

GM TIP: When a PC uses the Thimble of Sanguine Blood, make the creature a tiny and agile strangely colored animal with a personality that makes sense for the character. Additionally, don't fret too much about characteristics and skills. The creature is supposed to be used in a more narratively enabling way. If a player wants to have the creature help during combat, remind them of the possible consequences and of the animal's low wound threshold, and if they are alright with that, allow them to use a maneuver to control the creature. When the creature is ordered to attack, their target suffers 1 or 2 wounds.

Once per day, the cornucopia produces enough fruit, vegetables and cereal to feed up to +2 adults.

DISC OF LUMINOS

A thick disc of solid glass with tapered edges with a flat black metallic structure on top, paired with a small purple jewel.

The disc can be activated by sliding a finger across the jewel's surface. When activated, the glass disc will float at a fixed distance from the ground, and it emanates light up to medium range, removing any penalties resulting from the lack of illumination. At long range, characters remove ■ added due to darkness from every check.

When active, the disc will always stay within short range from its controlling jewel. If it can't, it will slowly fall to the ground and cease to emit light. If the disc is further from the jewel than short range, it cannot be activated.

Whoever holds the jewel may command the disc through touch gestures made on the jewel's surface. As a maneuver, the jewel holder can command the disc to move horizontally in any direction, emit light or cease to emit light. The light produced by the disc is always bright, and cannot be dimmed in any way.

The disc supports an object of encumbrance 2 or less placed on its top metallic structure. If an object of larger encumbrance is placed on the disc, it slowly falls to the ground and stays there until the object is removed.

HESTOS' BOTTOMLESS AMPHORA

A rustic clay amphora with crudely designed motifs carved all over its outer surface. It is seemingly capable of producing an unlimited volume of excellent quality wine, and is said to have belonged to Hestos, the god of nature, joy and fertility himself.

The amphora can produce and hold the equivalent to approximately one barrel of wine, replenishing its contents slowly and steadily during the day, until it is full. It takes roughly half a day for an empty amphora to become full again.

KEY OF SAFE REGRESS

An ornate bronze key that seems to fit every keyhole. It allows its bearer to safely return to a previously designated location.

Though this key can mysteriously fit absolutely any keyhole, it cannot move any mechanism. It doesn't properly function as a key.

Whenever this key is inserted in a keyhole, the location becomes the item's return point. As an action, a character holding the key may activate it by speaking its activation words. When activated, the key and up to +1 creatures engaged with it, chosen by the key holder, are immediately teleported to the return point.

After an activation, roll a ⬢. If the die roll results in a ⊗, the key loses its power, becoming a useless, although beautiful bronze key.

LENS OF IDENTIFYING MAGIC

A single compact lens with a metallic frame, attached to either a chain or some form of handle. No enchanter worth their salt ever goes without one of these.

It is not exactly known what kind of material this lens is made of — it is a rare crystalline ore found in many different locations throughout Mennara that doesn't have many uses besides the construction of devices like this one. However, the polychromatic glimmer that emanates from the thin crystalline membrane that touches the delicate copper outer ring charms and intrigues even the most knowledgeable wizards all over Mennara.

This lens allows its bearer to detect magic objects, as well as identify their magic properties. When seen through the lens, an object engaged with the bearer will glow according to the amount of power it holds. Colder light glows indicate a power level between 1 and 3. Warmer light glows indicate a power level of 3 or higher.

When the lens is placed close to a magic object, the emanated energy is filtered by its crystalline structure and transmitted to the bearer's mind, giving them clarity over the uses and purposes of the object. The process of identifying a magic item takes between 30 minutes and 1 hour.

The lens does not detect magic concentrated in living beings or constructs.

NARGLFAR'S BROOCH

A red round brooch with golden trimmings and a golden horse embossed in its center.

Made by Narglfar, the Nomad, this brooch provides a simple, practical and compact means of transportation, very desirable characteristics for adventurers and those who tend to divide their time between the road and the countless villages in Mennara.

When the brooch's activation word is spoken, a ghostly looking carriage pulled by two glowing white horses is conjured from the Aen Long and projected outwards from the brooch, remaining under its bearer's control until recalled into the brooch.

The horses are telepathically linked to the brooch bearer, who can, by focusing their mind, conduct them through safe spots without issues. Whenever a challenge related to controlling the horses presents itself, a **Discipline check** is required (instead of a **Riding check**).

Despite the ghostly appearance, the carriage is built of scarlet willow, a species of tree with an extremely resistant structure which can only be broken and worked on by tools created in the Aen Long.

The horses are extraplanar beings and are immune to mundane wounds.

The carriage is big enough to comfortably carry +1 adults.

YORMOND WIDEFIST'S MASTERWORK HAMMER

A relatively small solid steel mallet. It has dwarven motifs engraved all over its surface area, and the big sapphires at each side of the head give it a beautiful glimmer.

Forged by one of the greatest master blacksmiths from the depths of Dunwarr, this tool helps its wielder accomplish tasks faster and more skillfully.

Add ▢▢ to any skill check made to craft, enhance or modify gear when using this hammer. Furthermore, any work made with this hammer has its time halved after any reductions resulting from spending a on the check, to a minimum of 1 day for crafting items.

WEARABLE GEAR

Wearable gear are pieces of armor, clothes, jewelry and all forms of items worn by the characters. As a general rule, characters should be allowed to wear one piece of gear on each part of their body. Notice that some items require only one hand (rings, armbands, bracelets and single gauntlets), while others require both hands (mostly gauntlets and gloves). If the item's name and description imply a pair, then both must be worn at the same time for the effect to function.

It is worth noting that all wearable gear has its encumbrance value reduced by 3 while worn.

ADUL'S TERRIFYING VISAGE

A piece of headgear shaped like a terrifying beast with glowing red eyes. Inspired by the god of the dead, Adul, this mask instills terror in the heart of those who see it.

While wearing this mask, any character upgrades the ability twice and adds ▢▢ to any **Coercion checks**, but upgrades the difficulty once and adds ■ to any **Charm checks** they make.

AMULET OF MENTAL PROJECTION

A tiny amulet built of uncommon metals and finely adorned with distinct geometric shapes. In its core, it keeps the secrets of the mind.

Once per session, its wearer may, as an incidental, emit one short telepathic message to one visible target within long range or detect the presence of any thinking creatures, as well as their exact numbers, within extreme range.

ARMBAND OF UNITY

A stone armband with carvings of multiple hands pulling each other fully looping around it.

Whenever the character who wears this armband gives assistance to an Athletics check, besides the regular benefits described in the **Genesys** Core Rulebook, pages 26-27, add ▢▢ to the check.

BALDUR'S BREASTPLATE

A sophisticated black breastplate built of starmetal and ornated with white motifs, said to have been worn by the legendary knight Baldur Kinsar. It is enchanted with the power of an iron-bound rune, making it almost supernaturally sturdy.

Soak	Defense	Special
+3	1	Reinforced

Its wearer removes up to ■■ from any **Resilience** and **Athletics check** they make.

BOOTS OF EXTEMPORAL MOVEMENT

A pair of crude tall leather boots, each with a gold hourglass-shaped plate studded to its side. They appear to be capable of briefly stopping time for everyone except their wearer.

As an incidental, their wearer may choose to suffer 3 strain to immediately teleport to any place they could reach with Move maneuvers up to 1 range band (from long to medium range, from medium to short range or from short range to engaged).

The boots cannot take their wearer to a place that would not be reachable without a skill check (an **Athletics check** to climb a wall or to jump a chasm, for example).

BRACERS OF THE UNBROKEN

A pair of leather bracers reinforced with dark metallic plates and adorned with silver flourishes.

Whenever its wearer activates a crit, they add 10 to the result for each Critical Injury they are currently suffering.

CAPE OF CONVINCING

A burgundy cape with golden trimmings. It makes its wearer particularly convincing, making it more difficult for others to see through their lies.

Once per scene, if a character wearing this cape fails a **Deception check**, they can choose to succeed instead. If this ability is used, treat the result as ✿✿✿.

CLOAK OF ILLUSORY DISGUISES

A royal blue cloak with silver trimmings.

As a maneuver, its wearer can activate the cloak to completely wrap around them and make them seem like a completely different individual. The illusory individual the cloak creates is always the same.

Anyone who is engaged with the wearer while the cloak is activated can make a **Hard (◆◆◆) Vigilance check** to see through the illusion and notice something is off. A ✸ generated on the check can be spent to identify the wearer beneath the illusion.

The cloak can be activated again to end the effect.

COCOON CLOAK

A green cloak with dark veins running along its length which seem to pulsate in the same rhythm as its wearer's heartbeat.

While wearing this cloak, once per encounter, a character can use a maneuver to envelop themselves in the cloak, which turns into a rigid cocoon. The cocoon has a soak of 15 and a wound threshold of 10.

While inside the cocoon, the character is impervious to attacks, and cannot be targeted by any effect. They are also completely immobile and cannot do anything on their turn. Additionally, at the start of each of their turns, they must make a **Simple (-) Resilience check**, healing 2 wounds, plus 1 for each ☼, and 1 strain for each ⋀.

When the wearer's wounds are completely healed, the cocoon reverts back to its cloak form.

If the cocoon's wound threshold is exceeded, both the cloak and the cocoon are destroyed and the character is freed.

CRUDE LEATHER ARMOR OF THE WRAITH KING

A crude leather armor with a ghostly presence. It emits a strange and uncanny aura that causes unease in those too close to it.

This armor has the following profile:

SOAK	DEFENSE
+1	0

When the wearer is targeted by an attack, if any of the attack's hits doesn't cause any wounds, the wearer heals 2 wounds.

The wearer adds ■ to any **Charm check** they make.

FRAILWARD AMULET

A round silver amulet with a spherical stone that spins erratically on its center. It protects those who most need protection.

Its wearer replaces the soak granted by their Brawn by 3.

GENERAL LAGOUN'S COLLECTION OF HATS

General Kesp Lagoun was an eccentric man, well-known for never appearing in public not wearing one of his many hats. Every single hat in his collection is enchanted in some particular way. When he passed away, his collection mysteriously disappeared. Some speculate that it was stolen, but no one knows for sure. Some claim to have found what they believe to be items from the general's collection.

Whichever the case, if the PCs ever come across any of the general's hats, use **Table 13: General Lagoun's Collection of Hats** to determine which one it is.

Each hat has a unique quality, and they are active while worn.

GIRDLE OF THE BRAWL GUILD

A wide girdle made with hemp, string and ropes.

"*We do not talk about the Brawl Guild*" -Dydar Charlton, guildmaster of the Brawl Guild

In addition to their Brawn, its wearer adds their Agility to the damage of each hit of any attack made with an unarmed Brawl combat check.

INTERPHASIC RING OF HELONISIS

A finely crafted platinum ring with details in gold and a big emerald on top.

Legends tell of the deeds of the great thief Helonisis, who had extraordinary abilities that allowed her to disregard walls and

> **GM TIP:** A character who has both the Interphasic Ring of Helonisis and the Boots of Extemporal Movement can pull some pretty impressive stunts. That is true for PCs as well as NPCs.

TABLE 13: GENERAL LAGOUN'S COLLECTION OF HATS

D10	MODEL	COLOR	ABILITY
1	Top hat	Black	Any character who makes a **Deception check** against the wearer upgrades the difficulty once.
2	Porkpie	Yellow	Whenever the wearer makes a **Charm check** to convince someone to help them, they may spend ✴ to move 1 Story Point from the GM's pool to the players' pool.
3	Bowler	Dark blue	Whenever the wearer makes a **Leadership check** to inspire their allies and fails, they may spend a ✴ to retry the check, upgrading the difficulty once. They may keep spending ✴ to retry the check, upgrading its difficulty once more for every new attempt.
4	Homburg	Burgundy	The wearer reduces the difficulty of any **Leadership check** they make by 1.
5	Stingy brim	Green	When trying to see through another character's deception, the wearer may choose to use the Cool skill instead of the Vigilance skill.
6	Wide brim	Dark brown	The wearer adds ☼ to any **Negotiation check** they make.
7	Boater	Light brown	Whenever someone uses Charm to try to convince the wearer to do something they don't want to, the difficulty is increased by 1.
8	Fedora	Red	The wearer adds ▪▪ to every **Charm check** they make.
9	Bucket hat	Bright orange	In any social situation, the wearer may spend 1 Story Point to have a convenient acquaintance who is friendly to both parties show up and give the wearer support to whatever they are trying to accomplish. The acquaintance will not fight for the wearer or help them with complex tasks, but will help them try to convince anyone that they should do what is being requested by the wearer.
10	Tricorn	Dark grey	The wearer adds ⋀⋀ to any **Coercion check** they make.

other solid obstacles entirely.

Its wearer can activate it as an incidental at the cost of 1 Story Point. It remains active until the end of the wearer's turn. While the ring is active, its wearer can ignore solid objects that would hinder their movement horizontally, moving through them as though they weren't there.

When the effect ends, if the wearer is inside a solid object, they are ejected horizontally to the closest open space, suffering 5 wounds, 5 strain and 1 Critical Injury for each range band they are forced to move.

The ring can be activated once per day. Its power is restored by being exposed to the moonlight for one full night.

LUCKY TRINKET

Sailors tend to pray to Fortuna to lay her blessings on bracelets, rings, amulets and other small, easily transported trinkets, wishing for good luck and safe travels.

A lucky trinket has one of the following effects:

1. Once per encounter, its wearer may add ▢▢ to one specific skill check.

2. Once per session, its wearer may add ▢▢ to any skill check.

3. Once per session, its wearer may remove up to ◼◼◼◼ from any skill check.

When the players acquire any lucky trinkets of the first type, choose one skill that is not a combat, magic or knowledge skill. The effect can only be activated when making a check with the chosen skill. If you wish, you can roll a D100 and check the result on **Table 14: Lucky Trinket Skills** to determine which skill is linked to the trinket.

TABLE 14: LUCKY TRINKET SKILLS

D100	SKILL	D100	SKILL
1-5	Alchemy	51-55	Medicine
6-10	Athletics	56-60	Negotiation
11-15	Charm	61-65	Perception
16-20	Coercion	66-70	Resilience
21-25	Cool	71-75	Riding
26-30	Coordination	76-80	Skulduggery
31-35	Deception	81-85	Stealth
36-40	Discipline	86-90	Streetwise
41-45	Leadership	91-95	Survival
46-50	Mechanics	96-00	Vigilance

MANTLE OF ANCHORING

A bright blue mantle made with fine silks and flash-eel scales. It is the perfect tactical tool for those who wish for more mobility in the battlefield.

Its wearer may, as an action, set the mantle's anchoring spot to the place where they currently are. The anchoring spot remains in that place until the mantle is moved beyond long range from it. When that happens, the anchoring spot disappears.

As a maneuver, its wearer may teleport to the anchoring spot.

MANTLE OF FELINE PROTECTION

An elegant dark orange mantle with wide shoulder supports. It was created by catfolk to offer protection against the many perils of the lands.

The mantle has 3 distinct functions, only one of which can be activated at any time.

• The wearer upgrades the ability of any **Resilience check** twice.

• The wearer upgrades the ability of any **Discipline check** twice.

• If the wearer is catfolk or half-catfolk, they gain +1 soak.

At any moment, the wearer may spend 1 Story Point to switch between effects as an out-of-turn incidental.

When the mantle is acquired, randomly determine which of the 3 effects is currently activated.

PADDED LEATHER ARMOR OF THE SHADOWS

A lightly padded black leather armor subtly enveloped in a faint dark mist. While wearing this armor, its wearer can hide particularly well while in the shadows.

This armor has the following profile:

SOAK	DEFENSE
+1	0

Whenever the wearer makes a **Stealth check** to stay hidden in a dark place, they reduce the difficulty by 2, to a minimum of Simple (-).

RING OF PROTECTION

A thick silver ring with a skull on top. In the skull's mouth sits a perfectly polished elliptic ruby of deep dark red tones.

Its wearer gains +1 defense.

When a combat check targets the wearer, after it is fully resolved (including rolling for Critical Injuries), they can, by sheer willpower, negate all of the attack's effects (damage, conditions, Critical Injuries etc.). If used in this manner, the ring loses all of its powers and the ruby on top becomes dull and opaque.

THIEVES' BOOTS

A pair of black linen boots with soft padded soles, enchanted for added use.

Its wearer adds ▢▢ to any **Stealth check** they make.

VASH'S ARCANE EXOSKELETON

A body armor that is made of many different alloys and gems, with moving plates and cogs, enchanted by runes. Both an arcane and a mechanical marvel.

When a character wears this armor, they can speak its command word to make it permanently connect to their own body,

forming an unbreakable link with the atlas vertebra and adapting its form for a perfect fit, amplifying their motor capabilities.

The armor can be regularly worn without the unbreakable link. However, the wearer does not benefit from the Arcanomechanical Boost unique quality.

SOAK	DEFENSE	SPECIAL
+1	0	Reinforced

Arcanomechanical Boost: When linked to this armor, its wearer increases their Agility by 1 (can go above the limit of 5) and removes up to ■■ from any **Coordination check** they make. Additionally, the armor's encumbrance is reduced to 0.

To safely remove the exoskeleton's link to the wearer's body, specialized tools are necessary. With the correct tools, a successful **Formidable (◆◆◆◆◆) Medicine check** will result in the complete removal of the link. The armor cannot create a new link with anyone else. If the check fails, the armor is destroyed and the wearer permanently reduces their Agility by 1.

VASH'S MECHANICAL GAUNTLET

A robust gauntlet made of many different alloys and leather, with numerous microgears installed between its structural layers, which operate in a semi-chaotic fashion.

As a maneuver, its wearer can change the gauntlet's mechanical configuration. Roll a D10 and utilize the result from the table below.

As an action, its wearer can make a **Medium (◆◆) Coordination check** to activate the effect of the gauntlet's current configuration, even if its current configuration is a weapon profile. After the effect is resolved, whether successful or failed, the microgears reconfigure themselves. Roll a D10 and utilize the result from **Table 15: Vash's Mechanical Gauntlet's Configurations**.

During narrative encounters, its wearer may choose to spend 10 minutes choosing the effect they wish to use. The gauntlet's erratic nature prevents it to hold any configuration for too long. Roll a D10 and utilize the result from the table below at the start of each structured encounter.

MAGIC IMPLEMENTS

In this section, you will find magic implements that will help characters cast spells more easily and with different results. For rules regarding magic implements, see page 218 of the **Genesys Core Rulebook**.

ATHALAKK'S DEMON BONE WAND

A crude dark bone with a tapered point made into a magic wand.

When a character uses Athalakk's Demon Bone Wand as a magic implement to cast an Attack spell, they may add the Deadly effect to the spell without increasing its difficulty. Additionally, Attack spells cast by the wielder increase their base damage by 5.

If the target of an Attack spell cast with this wand dies, it is immediately raised as a Reanimate, (**Realms of Terrinoth**, pages 166 and 167) under the caster's control. The caster can command all of their Reanimates using a maneuver in the same way they would if they had added the Summon Ally effect to a Conjure spell. Every Reanimate raised this way is destroyed at the end of the encounter.

When the wielder successfully casts an Attack or Curse spell using this wand as a magic implement, they heal 2 wounds.

BOTTLED LIGHTNING

A transparent bottle with a raging storm trapped within. When the stopper is pulled, the lightning can be used to enhance spells.

When a character uses the Bottled Lightning as a magic implement to cast an Attack spell, they must add the Lightning effect without increasing the spell's difficulty. The attack's base damage is increased by 2.

If the check generates ✪, one must be spent to exhaust the lightning trapped inside the bottle, making it unusable as a magic implement afterwards.

TABLE 15: VASH'S MECHANICAL GAUNTLET'S CONFIGURATIONS

D10	EFFECT
1	**Flamethrower:** Make an attack with the following weapon profile: Short range, Damage 12, Crit 5, Blast 7, Burn 1. Each uncancelled ✸✸ (instead of ✸) deal 1 additional damage.
2	**Phalanx Projector:** The gauntlet's distal phalanxes are launched up to medium range, grabbing and pulling back any one object of encumbrance 1 or lower not currently held by another character.
3	**Launch Propulsor:** An object that is currently held by the gauntlet is launched up to long range. Can be used as an attack.
4	**Crushing Grip:** A non-reinforced object that is currently held by the gauntlet is completely compacted and destroyed.
5	**Blade Form:** Make an attack with the following weapon profile: Engaged, Damage +2, Crit 2, Vicious 3.
6	**Blinding Flash:** Each creature engaged with the wearer is blinded until the end of their next turn.
7	**Automated Lockpick:** Can open a lock that would otherwise require a **Skulduggery check** of Hard (◆◆◆) difficulty or lower.
8	**Metallic Cacophony:** Each creature within medium range that can hear (including the wearer) becomes deafened and disoriented until the end of their next turn.
9	**Force Shield:** The wearer gets +2 defense until the gauntlet's next activation.
10	**Jammed!:** Whenever this result is rolled, the gauntlet is immediately jammed. To unjam it, the wearer must be successful in the gauntlet's activation action.

CONSTRAINED BLAZE

An undying flame held inside a transparent bottle. When the stopper is pulled, the blaze can be used to enhance spells.

When a character uses the Constrained Blaze as a magic implement to cast an Attack spell, they must add the Fire and Blast effects without increasing the spell's difficulty. The attack's base damage is increased by 3.

If the check generates ♻, one must be spent to exhaust the flame trapped inside the bottle, making it unusable as a magic implement afterwards.

ICE ELEMENTAL ESSENCE

The essence of a dead ice elemental kept in a transparent bottle. When the stopper is pulled, the essence can be used to enhance spells.

When a character uses the Ice Elemental Essence as a magic implement to cast an Attack spell, they must add the Ice effect without increasing the spell's difficulty. The attack's base damage is increased by 4.

If the check generates ♻, one must be spent to fully consume the essence, making it unusable as a magic implement afterwards.

STAFF OF ANNIHILATION

A willow staff with a twisted upper half that ends in an uneven black stone. Feels a bit heavier than it looks.

When a character uses the Staff of Annihilation as a magic implement to cast an Attack spell, the first Range effect added to the spell doesn't increase its difficulty. Additionally, Attack spells cast by the wielder increase their base damage by 3.

As a maneuver, any character wielding this staff can activate its augmentation, making the black stone shine with a dark purple glow. While this effect is active, for the next Attack spell cast using this staff as a magic implement, every non-cancelled ☼ deals 2 damage. The effect ends after an Attack spell is cast by the wielder.

Additionally, when the wielder successfully casts a spell using this staff as a magic implement, they add a to the check's result.

STAFF OF HEAVY WINDS

A wooden staff with amulets hanging from one of its ends, with boar skin wrappings and metal rings scattered along its length.

When a character uses the Staff of Heavy Winds as a magic implement to cast a spell using the Primal skill, the first Range effect added to the spell doesn't increase its difficulty. Additionally, Attack spells cast by the wielder increase their base damage by 3.

As a maneuver, any character wielding this staff can slam its bottom end into the ground, activating it. When activated, it becomes heavier and sturdier, and heavy winds surround it for a brief amount of time. It becomes a weapon with the following profile until the start of the wielder's next turn:

Skill	Range	D	CR	Special
Melee Heavy	Engaged	+4	2	Ensnare 1, Knockdown, Deflection 1

TOME OF SECRETS

A heavy and bulky tome of several hundreds of pages, bound in a red leather cover. Contains vast amounts of knowledge about wondrous objects.

A character can use an item's description to search the tome for its magical properties and purposes. Spending 1 hour searching the book, anyone can identify a magic item's properties. A character with at least 1 rank in Arcana, Divine, Primal or Verse needs only a couple of minutes. There is a rare chance the object is not indexed in the volume. Roll a ⬤. If it results in a ⊗, the search was in vain and the item was not in the book.

When a character uses the Tome of Secrets as a magic implement to cast a spell, they reduce the spell's difficulty by 2.

VESSEL OF CUTTING WINDS

A small hurricane seems to eternally spin inside a transparent bottle. When the stopper is removed, the hurricane can be used to enhance spells.

When a character uses the Vessel of Cutting Winds as a magic implement to cast an Attack spell, they must add the Deadly effect without increasing the spell's difficulty. The attack's base damage is increased by 2.

If the check generates ♻, one must be spent to fully consume the hurricane, making it unusable as a magic implement afterwards.

WEAPONS

In this section, you will find weapons of different qualities and varieties. It is important to note that no magic weapon will ever be just a weapon with an attachment added to it. They mostly do stuff that the standard weapons in the game don't.

CAPTAIN'S SHIELD

A closed metal gauntlet with a round shield magically attached to it. There are no special material connections where both objects touch. The shield can be thrown, and it returns to the gauntlet after a short while.

The gauntlet is rigid and closed in the form of a fist, in a way that prevents its wearer from using the equipped hand for anything that would require free movement from their hand.

The shield has the following weapon profiles:

Skill	Range	D	CR	Special
Ranged	Short	+1	4	Knockdown

On a successful attack with the ranged profile, ∧∧ may be spent to hit an additional target. This effect can be activated multiple times. Additionally, the shield comes back to the gauntlet at the end of the wearer's turn.

SKILL	RANGE	D	CR	SPECIAL
Melee Light	Engaged	+0	4	Knockdown, Defensive 1, Deflection 1

Whenever the shield is not attached to the gauntlet, the wearer does not benefit from the Defensive 1 and Deflection 1 qualities.

CONCENTRATED AND CONCUSSIVE BLAST GEMS

Gems of different types, colors, rarities and shapes are imbued with arcane powers that make them unstable, bursting with any hard impact. When these gems strike any hard surface with sufficient force, they explode, releasing the arcane energy they hold.

Concentrated and concussive blast gems can vary wildly in their weapon profiles. The rarer they are, the stronger they will be. Also, because they have much more power stored within, the rarer a blast gem, the more likely it is to react badly to other energies surrounding it.

All blasting gems have the following profile:

SKILL	RANGE	SPECIAL
Ranged	Short	Blast, Limited Ammo 1

Additionally, their damage is equal to their rarity × 2, and their blast rating is equal to their rarity × 1.5 rounded down.

Concussive blast gems have a Crit value of 4 and the Stun Damage and Stun qualities, the latter with a rating equal to half their rarity rounded down.

Concentrated blast gems have a Crit value of 2, the Pierce quality with a rating equal to their rarity and the Vicious quality with a rating equal to half their rarity rounded down.

Table 16: Concentrated Blast Gems and **Table 17: Concussive Blast Gems** contain the full assortment of blast gems.

BOOMERANG OF GODLY PRECISION

A four-winged cross-shaped black boomerang with red pulsating runes carved all over its surface. It will always hit its target, which makes it a great weapon for the inept.

The boomerang has the following weapon profile:

SKILL	RANGE	D	CR	SPECIAL
Ranged	Short	7	4	Limited Ammo 1

If the combat check is successful, resolve it normally. If it fails, the boomerang still hits its target, dealing only its base damage.

When the boomerang hits its mark, it flies away in a random direction, disappearing from everyone's sights. Eventually, when the individual who threw it least expects, it returns, hitting them in the head, inflicting 1 wound and 1 strain and falling on the ground.

HAILING SHORTBOW

A black shortbow with extremely firm limbs. Arrows shot from it split and multiply mid-flight, making it seem like a hail of arrows is being shot at the wielder's adversaries.

It has the following weapon profile:

SKILL	RANGE	D	CR	SPECIAL
Ranged	Medium	7	2	Pierce 1, Linked 3, Unwieldy 2

A ✸ generated on an attack check made with the Hailing Shortbow can be used to hit an additional target within short range of the original target with every hit of the attack. This effect can be activated multiple times, affecting a different target with each activation.

TABLE 16: CONCENTRATED BLAST GEMS

SKILL	RANGE	D	CR	SPECIAL	RTY
Ranged	Short	6	2	Blast 4, Pierce 3, Vicious 1, Limited Ammo 1	3
Ranged	Short	8	2	Blast 6, Pierce 4, Vicious 2, Limited Ammo 1	4
Ranged	Short	10	2	Blast 7, Pierce 5, Vicious 2, Limited Ammo 1	5
Ranged	Short	12	2	Blast 9, Pierce 6, Vicious 3, Limited Ammo 1	6
Ranged	Short	14	2	Blast 10, Pierce 7, Vicious 3, Limited Ammo 1	7
Ranged	Short	16	2	Blast 12, Pierce 8, Vicious 4, Limited Ammo 1	8
Ranged	Short	18	2	Blast 13, Pierce 9, Vicious 4, Limited Ammo 1	9
Ranged	Short	20	2	Blast 15, Breach 1, Vicious 5, Limited Ammo 1	10

TABLE 17: CONCUSSIVE BLAST GEMS

SKILL	RANGE	D	CR	SPECIAL	RTY
Ranged	Short	6	4	Blast 4, Stun 1, Stun Damage, Limited Ammo 1	3
Ranged	Short	8	4	Blast 6, Stun 2, Stun Damage, Limited Ammo 1	4
Ranged	Short	10	4	Blast 7, Stun 2, Stun Damage, Limited Ammo 1	5
Ranged	Short	12	4	Blast 9, Stun 3, Stun Damage, Limited Ammo 1	6
Ranged	Short	14	4	Blast 10, Stun 3, Stun Damage, Limited Ammo 1	7
Ranged	Short	16	4	Blast 12, Stun 4, Stun Damage, Limited Ammo 1	8
Ranged	Short	18	4	Blast 13, Stun 4, Stun Damage, Limited Ammo 1	9
Ranged	Short	20	4	Blast 15, Stun 5, Stun Damage, Limited Ammo 1	10

GM Tip: A player may want to be able to enchant blasting gems. If you wish to allow it, follow these simple rules. Any kind of gemstone can be imbued with arcane power. To do that, a character must have at least 1 rank in the Arcana skill. They also need a suitable gem that can hold the power they wants to transfer. In order to make a gem that is volatile, but not so much that it will explode randomly, a huge amount of concentration is required. A character can make a **Medium (♦ ♦) Arcana check** to attempt to enchant a gemstone. If the check is successful, the gem becomes either a concentrated or a concussive blast gem of rarity equal to the number of uncancelled ✷. If the check generates 2 or fewer uncancelled ✷, the enchantment is successful, but the amount of energy transferred is only enough to make the gem emit a faint glow. A number of hours equal to the gem's rarity of uninterrupted focus and concentration are required to create the object, and the character suffers 2 strain for every hour spent concentrating in the enchantment. Any gemstone can only hold an enchantment of its own rarity or less. Every ⋀ generated on the check can be spent to either reduce the time required by 1 hour (to a minimum of half the item's rarity, rounded down), or reduce the total strain suffered by 3. A ✦ generated on the check can be spent to increase the gem's Damage, Blast, Pierce or Stun quality by 1. If multiple ✦ are generated on the check, each must be spent to modify a different quality of the gem. If the players wish to buy the gems required for the enchantment, their cost varies according to **Table 18: Raw Gems' Cost**.

TABLE 18: RAW GEMS' COST

RARITY	COST	RARITY	COST
3	90	7	880
4	190	8	1,280
5	350	9	1,780
6	570	10	2,400

MACE OF BLASTING

A light mace made of solid metal with a blasting rune carved on the top of its head. The rune can be activated to cause a tiny concentrated explosion when activated.

It has the following weapon profile:

SKILL	RANGE	D	CR
Melee Light	Engaged	+3	5

On a successful hit, ⋀⋀ can be spent to make every uncancelled s deal 2 damage. If this ability is used, the wearer suffers 1 wound.

SEGMENTED BLADE

A sword with a blade made of segments. It can seamlessly assume 2 different weapon profiles, one slightly longer than the other.

A character wielding this sword can, once per turn, as an incidental, switch to the alternate profile.

When closed, the weapon has a smooth and sharp edge with the following profile:

SKILL	RANGE	D	CR	SPECIAL
Melee Light	Engaged	+2	1	Defensive 1

When extended, the weapon has a serrated edge with the following profile:

SKILL	RANGE	D	CR	SPECIAL
Melee Light	Engaged	+4	3	Vicious 4

The first time the profiles are switched right before an attack is made catches an opponent off-guard, removing all ■ added to the pool due to the target's defense. This effect only works once per target.

SURESHOT GLOVE

A leather glove with an elbow-length, very thickly padded wrist extension. Its lower part has a long and layered slit that runs the glove's length, as well as buckles and strips of leather, and a dark metallic button at the wrist. The inner part of the palm carries a padded, stiff and springy trigger.

When the button is pressed, a small crossbow springs out from the layered slit at the center and opens up, fully armed and with a bolt ready to be shot. When the button is pressed again, the crossbow closes down and disappears back into the slit.

Once per turn, its wearer may open or close the crossbow as an incidental. While open, the crossbow has the following weapon profile:

SKILL	RANGE	D	CR	SPECIAL
Ranged	Short	6	3	Accurate 1, Pierce 2, Unwieldy 3, Auto-Fire

Between the thick layers of leather, the glove carries an incredible number of custom-built crossbow bolts that are automatically loaded after each shot. If the glove runs out of bolts as the result of a ✖, it is impossible to refill it without destroying the whole structure.

SWITCHBLADE AXE

A small spear and a shield which connect to form an axe. This weapon can assume 2 different profiles. Its wielder can use a

maneuver to switch between them.

In its spear and shield form, the weapon requires 2 hands to be wielded and has the following profile:

SKILL	RANGE	D	CR	SPECIAL
Melee Light	Engaged	+2	4	Defensive 2, Deflection 1, Pierce 1, Linked 1

In its axe form, the weapon can be wielded with 1 hand and has the following profile:

SKILL	RANGE	D	CR	SPECIAL
Melee Light	Engaged	+3	2	Vicious 4, Unwieldy 3

ZAPPING DAGGER

A simple dagger slotted with a bright blue gem that crackles and sparkles with electric energy on each side of its crossguard.

The weapon has the following profile:

SKILL	RANGE	D	CR	SPECIAL
Melee Light	Engaged	+1	2	Accurate 2

When an attack using this weapon is resolved, if a crit is activated, don't roll for it. Instead, the character is **Fragilized**, a Critical Injury of Medium (◆◆) severity which reduces the character's soak by 2, to a minimum of 0.

LEGENDARY ITEMS

In this section, you will find legendary items, which probably gained their place in legends due to how powerful their effects can be. Legendary items must not be treated lightly, as they allow characters to heavily bend the rules of the game. The rarity of legendary items varies between 11 and 15.

BERETT'S TELESCOPIC CROSSBOW

An exquisitely crafted crossbow, made of strange metal alloys and springy metallic wires. It is longer than a heavy crossbow, but also lighter. It has a precisely tuned spyglass close to where the metal string keeps the bolt cocked. It was built by the legendary hunter Kowlem Berett, who was known for killing his prey with extreme efficiency. Without a doubt, this is the perfect weapon for an ambush.

It has the following weapon profile:

SKILL	RANGE	D	CR	SPECIAL
Ranged	Extreme	8	3	Prepare 1, Pierce 2, Accurate 2, Powerful Shots, Marked for Death

Powerful Shots: Each uncancelled ☼ deals 2 damage.

Marked for Death: As an action, its wielder may mark a target for death, using the spyglass to keep it precisely in their sight. The next attack made with Berett's Telescopic Crossbow against the marked target has its difficulty reduced by 2, to a minimum of Simple (-). This effect can be applied up to 2 times, and lasts until an attack is made or the wielder moves.

BONEBREAKER

An enormous steel mace with pearlescent carvings on its hilt and black oddly-shaped protuberances scattered all over its head. It is rumored to be the weapon that destroyed the King of the Dead, many centuries ago.

The mace has the following weapon profile:

SKILL	RANGE	D	CR	SPECIAL
Melee Heavy	Engaged	+12	5	Stagger 2, Inaccurate 2, Cumbersome 5, Demolish

Demolish: If an attack with the Bonebreaker hits, even if it doesn't cause any damage, the target is **Fragilized,** a Critical Injury of Medium (◆◆) severity which reduces the character's soak by 2, to a minimum of 0. If the target uses the Parry talent (**Genesys Core Rulebook**, page 74), the weapon used to parry the attack is completely destroyed if it is not reinforced.

CURVED DAGGER OF THE BLOOD PACT

A stunningly beautiful dagger with a black wavy blade that curves backwards and an assortment of red stones set on its pommel and quillon. The purpose of its creation has been lost to time for ages, and even though it is speculated that it could be linked to some profane event eons ago, as it stands, it is a very deadly weapon.

The dagger has the following weapon profile:

SKILL	RANGE	D	CR	SPECIAL
Melee Light	Engaged	+1	2	Pierce 4, Accurate 2, Bloodletter

Bloodletter: When an attack is made with the Curved Dagger of the Blood Pact and a crit is triggered, after rolling the D100 to determine the severity of the Critical Injury, its wielder may choose to suffer up to 5 wounds. If they do, add 20 to the result for each wound suffered this way.

ELIXIR OF THE GODS

A bright yellow liquid, produced by the mixture of health and stamina elixirs and a speed potion, half a bottle of acid and a paste made of cinnamon and powdered bismuth as a catalyst.

GM TIP: The first time the players find the Elixir of the Gods, make it so they find it paired with a Tonic of Protection Against Death with a note that warns whoever uses these to always drink them both in quick succession. If they have any means of identifying the elixir, give them details about the effects, but only limit the information about the adverse effects as "potentially deadly". Once someone drinks it, give them the full information. This is the only legendary item which is possibly found or made more than once.

When the stopper is removed, a very pungent but sweet smell comes out of the bottle.

When a character drinks this elixir, they immediately heal all wounds and strain.

Until the end of the encounter, their wound and strain thresholds are increased by 5, and they gain 1 free additional maneuver during each of their turns, which can increase their limit to 3 maneuvers per turn. Furthermore, while the effects last, whenever they suffer strain, they suffer 1 less strain (limited to 1).

When the effects expire, the character immediately suffers wounds and strain equal to their wound and strain thresholds. Additionally, they suffer 3 Critical Injuries, adding 30 to the result of the first one, 50 to the second and 70 to the third.

EMPYREUS' FIGURINE

A detailed glass figurine in the shape of a dragon. Its iridescent shifting red, purple and black tones give it an outlandish appearance.

The soul of Empyreus, the Great Emperor, who ruled over the Molten Heath for over 800 years, has been imprisoned inside this glass figurine.

Anyone who focuses on the figurine for 10 minutes without interruption or distractions has their consciousness transported inside the figurine, and find themself in the presence of the Great Emperor.

Minstrels sing stories of brave adventurers who sought audience with the Great Emperor, only to have their own souls imprisoned, to serve him forever in his tiny glass kingdom. It is believed that knowledge of the dragon's hoard can be acquired by speaking with Empyreus.

Although the figurine is built of some type of glass, it seems indestructible.

ENERGY RAPIER

An elegant rapier's hilt with a perfectly transparent crystal held above a bright purple gem by a ring that's connected to the crossguard by metallic structures. The gem holds an immense amount of arcane energy and is attuned to the hilt to disperse its power when it is held a certain way. The crystal both amplifies and restrains the arcane energy shot out by the gem, creating a focused purple energy beam that extends out of the hilt like a long blade, crackling with sparks.

Its wielder can extend or retract the energy blade as an incidental. While the blade is extended, it light up to short range, removing ■ added due to dark conditions from every check that requires sight.

While extended, it has the following weapon profile:

Skill	Range	D	Cr	Special
Melee Light	Engaged	8	2	Breach 1, Linked 1, Vicious 3, Deadly Finesse

Deadly Finesse: A ✿ generated by a combat skill check made with the Energy Rapier can be spent to activate both its Linked quality and its crit.

IVORY SHOOTER

A white longbow made of ivory and beautifully carved with curving lines. According to some legends, it was created by the First themselves when they conjured the Planes of Power.

Any arrow shot with this bow emits a pale green glow and goes through any material, no matter how reinforced it might be.

The longbow has the following weapon profile:

Skill	Range	D	Cr	Special
Ranged	Long	10	3	Breach 2, Sunder, Unwieldy 4, Penetrating, Godshot

Penetrating: When attacking with this bow, remove any ■ added to the pool due to the target's defense. Additionally, its Sunder quality can damage objects with the Reinforced quality.

Godshot: As a maneuver, its wielder can suffer 2 strain to add ✦ ✦ to the next combat check they make with the Ivory Shooter. The effect can be applied multiple times, but is lost if an attack is not made until the end of the character's next turn, or if any other action or maneuver other than moving is made between activating Godshot and attacking.

MALEFACTA

A very large dark colored sword with a deep blue blade that appears almost ghostly. Its name derives from the runic inscriptions on the lower part of its fuller, which, according to some scholars, means "evildoer" in an archaic demonic language.

Evil spirits surround anyone who wields the Malefacta, and it only reveals its true power to a servant of Nordros.

GM TIP: Warn players that, if they ever try to speak with Empyreus, the party should do it as a team. Whether tackled as a social or a combat encounter, it should be an extremely challenging one. The Great Emperor is a vicious creature who enjoys torturing the souls of those who try to trick him into giving away information about his treasure and keeping them as eternal servants in his glass kingdom. His adversary profile can be tweaked from the Ancient Dragon's profile (**Realms of Terrinoth**, page 195). Switch his fiery breath to molten glass, which solidifies into hard obsidian, and give him 2 or 3 Glass Golems (tweaked from Lava Elementals, **Realms of Terrinoth**, page 196) as servants. His kingdom inside the figurine is a huge land of glass, rock and sand, with strangely shaped glass statues scattered all around. He guards his own projection of his old hoard, and someone who touches it will gain insight on the whereabouts of his hoard in the Molten Heath. To leave the figurine, either the characters must be allowed by Empyreus or the dragon's soul must be destroyed.

Skill	Range	D	Cr	Special
Melee Heavy	Engaged	+6	2	Vicious 3, Unwieldy 3, Soulslash, Curse of Nordros

Soulslash: This sword cuts through its target's soul. Remove any ■ added to the pool from the target's defense. Additionally, ignore the target's soak.

Curse of Nordros: If the Malefacta is wielded by a character who does not have the Chill of Nordros talent (**Realms of Terrinoth**, page 88), whenever they suffer strain, they suffer 2 additional strain and 1 wound. Also, they add ■■■ to every combat check made using the Malefacta.

MIND BLAST HELMET

A sturdy iron helmet with a pair of twisting brass horns pointing backwards. It allows its wearer to concentrate their mind into a fierce psychic blast.

Once per session, its wearer may, as an action, spend 1 Story Point and suffer any amount of strain that does not exceed their strain threshold. They then choose one target within medium range, who suffers strain equal to 5 plus the amount of strain suffered to activate the helmet. This effect is not reduced by soak and does not count as a combat action.

PENTATE OF INFINITE POWER

Five tiny translucent spheres of different colors surround a white crystalline octahedron. While the item is synchronized, the octahedron floats a few centimeters above the character's open palm, and the spheres orbit it in a rhythmic fashion, emanating a faint blue glow.

To use this item, a character with at least 1 rank in the Arcana skill must spend 4 hours synchronizing the frequency of his own arcane energy to the crystalline octahedron. Once the item is synchronized, the spellcaster may, as an incidental, activate the objects, making them float above their open palm. If the item is destroyed while synchronized to the character, they suffer 5 wounds and 5 strain.

The Pentate of Infinite Power is a magic implement (**Genesys** Core Rulebook, page 218). When a character uses it as a magic implement to cast a spell with the Arcana skill, they reduce the difficulty of the check by 5, to a minimum of Easy (◆). However, before resolving the check, they suffer one Critical Injury of Medium (◆◆) severity called **Arcane Burn**. When resolving the check, for each **Arcane Burn** Critical Injury they are currently suffering, their Attack spells gain 2 base damage and they suffer 1 wound.

An **Arcane Burn** cannot be healed by **Medicine checks** or **Heal spell checks**. Instead, on their natural rest, a character heals 2 **Arcane Burn** Critical Injuries.

SHIMMERING GAUNTLETS

A pair of gold-plated steel gauntlets with articulated joints and round arcane energy foci placed on the center of each palm. They can concentrate a huge amount of energy on their palms and release it as a sphere of destructive power.

It functions as a weapon with the following profile:

Skill	Range	D	Cr	Special
Ranged	Medium	6	3	Cumbersome 4, Prepare 1

Any ⋏, ⌂, ❊ or ⊗ generated by a check made with these gauntlets may be spent according to **Table 19: Shimmering Gauntlets' Effects**.

TABLE 19: SHIMMERING GAUNTLETS' EFFECTS

RESULT	EFFECT
⋏	**Energy Surge:** The wearer can immediately make a maneuver, which does not count towards their limit of maneuvers this turn. This effect can only be chosen once.
⋏⋏	**Arcane Pillar:** If the attack hits its target, every creature within short range of the original target takes the same damage caused by the attack. This effect can be chosen multiple times, increasing its range by 1 range band with each additional activation, hitting the wielder if they are within the affected area.
	Focused Projectile: If the attack hits its target, increase the damage dealt by 3.
	Disintegrate: The attack gains the Breach 1 quality.
⋏⋏⋏	**Violent Momentum:** If the attack hits its target, it is pushed 1 range band away from the wearer and knocked down. This effect can be chosen multiple times, increasing the range by which the target is pushed by 1 band with each additional activation.
❊	**Paralyzing Beam:** If the attack hits its target, it becomes staggered and immobilized until the end of its next turn.
❊❊	**Complete Annihilation:** If the attack hits its target, it is immediately destroyed, reduced to nothing but ash.
⌂	**Explosive Recoil:** The wearer suffers 2 wounds. This effect can only be chosen once.
⌂⌂	**Electric Discharge:** The wearer is immobilized until the end of their next turn. This effect can only be chosen once.
⊗	**Sudden Blast:** The wearer suffers 4 wounds, is pushed 2 range bands in the opposite direction of their target and suffers one Critical Injury, adding 50 to its result. This effect can only be chosen once.

TABLE 20: STORMBRINGER'S EFFECTS

D10	EFFECT
1-6	**Strong:** The powerful storm completely razes one building. If it is conjured at sea, any ship in its area is wrecked. Everyone within the storm's range must make a **Daunting (◆◆◆◆) fear check**. Whoever is not successful must seek shelter and hide from the storm, terrified by the frequent thunder and lightning strikes. The strong winds carry any object of encumbrance 15 or lower that is not secured to a fixed reference up to medium range. Anyone who stays out in the open during the storm must succeed in a **Daunting (◆◆◆◆) Athletics check** or be flung away like any unsecured object, suffering 8 wounds and 8 strain.
7-9	**Terrifying:** The powerful storm completely razes up to 4 buildings. If it is conjured at sea, tidal waves are formed and any ship in the storm's area is wrecked. Everyone within the storm's range must make a **Formidable (◆◆◆◆◆) fear check**. Whoever is not successful must seek shelter and hide from the storm, terrified by the frequent thunder and lightning strikes. Additionally, anyone who fails the fear check is incapable of doing anything after finding shelter. The strong winds carry any object of encumbrance 20 or lower that is not secured to a fixed reference up to long range. Anyone who stays out in the open during the storm must succeed in a **Formidable (◆◆◆◆◆) Athletics check** or be flung away like any unsecured object, suffering 12 wounds and 12 strain. Low and enclosed spaces are completely flooded. The streets and open parts of a city or village are lightly flooded.
10	**Apocalyptic:** The powerful storm completely razes up to 12 buildings. If it is conjured at sea, tidal waves and tornadoes are formed and any ship in the storm's area is wrecked. Everyone within the storm's range must seek shelter and hide from the storm, terrified by the frequent thunder and lightning strikes. Additionally, everyone in the area is incapable of doing anything after finding shelter. The strong winds carry any object of Encumbrance 30 or lower up to extreme range. Anyone who stays out in the open during the storm is flung away like any unsecured object, suffering 20 wounds and 20 strain. The whole area affected by the storm becomes heavily flooded.

STORMBRINGER

A beautiful flute crafted with ivory and gold and ornated with flowers and strands of silk. When it is adequately played, it has the power to conjure heavy storms capable of extinguishing large fires, razing buildings and wrecking ships. The latter gave it the moniker "The Shipwrecker" among sailors and is the reason why it is banned in every crew if at least one person knows about the flute's mysterious powers.

The Stormbringer is a magic implement (**Genesys** Core Rulebook, page 218). When a character uses it as a magic implement to cast a Curse spell with the Verse skill, they can add the Paralyzed effect without increasing the spell's difficulty. The target also suffers 3 strain.

Additionally, the Stormbringer can be activated once per session as an action. Its wielder must make either a **Hard (◆◆◆) Coordination** or **Verse check** to play it. If the check is successful, an immensely powerful storm is conjured centered on the character. Either define the effects narratively or roll a D10 and check the results on **Table 20: Stormbringer's Effects**. If the check fails, everyone (including the wielder) within long range hears the cacophony created by the instrument and suffers 5 strain.

TALISMAN OF ARIS

A talisman built of two bent wooden rings that sit comfortably on anyone's collarbone, with a small round medal sporting the symbol of Aris, the patron of peace and prosperity.

The Talisman of Aris is a magic implement (**Genesys** Core Rulebook, page 218). When a character uses it as a magic implement to cast a Heal spell, the first two Range effects added to the spell don't increase its difficulty. The target also heals 5 additional wounds.

Any character with at least 1 rank of Primal, Divine or Verse who wears the Talisman of Aris can, as an action, suffer 3 strain and choose any creature within short range. The creature must

TABLE 21: WISHING RING'S CONSEQUENCES

WISHES	CONSEQUENCES
Minor: Preventing the death of a PC; teleporting somewhere far away; lifting a curse; coming into contact with a specific object; finding someone.	Someone the wearer knows dies. All the animals in a small grove or lake nearby die. The wearer suffers a Critical Injury, adding +30 to the result. All magic in the wearer's location is deactivated until the end of the scene.
Medium: Becoming the ruler of a small hamlet; killing someone; forcing someone to fall in love with someone else of your choice; forcing two nations to go to war; bringing someone recently decease, whose body is still mostly intact, back from the dead; permanently increasing a characteristic by 1; increasing a weapon's damage by 2 or reducing its crit rating by 1 (to a minimum of 1).	All the people in a small village nearby die. A big forest nearby withers and dies, along with all its fauna, becoming an infertile swath of land. An important river nearby dries out. Every non-legendary magic item the wearer is carrying loses its magical properties. The wearer ages quickly, becoming old and decrepit, reducing either their Brawn or Agility permanently by 1.
Major: Becoming the ruler of a large nation; destroying a massive army; erasing someone from existence, so that nobody remembers they ever lived; disintegrating a mountain; bringing someone back from the dead; increasing a characteristic from rank 5 to rank 6; completely removing any magical effect currently affecting any one object or living being.	All the people in a large city die. All life in the ocean dies. All the flora of an entire kingdom dies and cannot grow ever again. Every magic item the wearer is carrying, including those of legendary quality, loses its magical properties. All magic within a kingdom cease to function for hundreds of years. The wearer loses their life.
Campaign-Ending: Becoming a god; separating two planes of existence so that no travel between them may ever be possible again; eliminating a whole species from the world; turning the biggest desert in the world into a sprawling jungle full of life; reigniting the sun; the world is saved from its imminent destruction.	All the people in a large kingdom die. All plant life in the world dies. Every magic item in the world, including those of legendary quality, loses its magic quality. All magic in the world ceases to function for hundreds of years. The sun goes out. All the PCs lose their lives.

make a **Hard (♦♦♦) Discipline check**. If the check fails, the creature cannot attack or in any way harm the wearer until the end of the encounter. The effect ends if the wearer attacks or in any way causes any wound, strain or Critical Injury on the target.

Anyone within short range of the talisman (including the wearer) must suffer 2 extra strain to make an Attack spell. The extra strain is suffered after the spell's effects are resolved, and cannot be prevented.

WISHING RING

An intricately ornated golden ring with an enormous and perfectly faceted ruby slotted on top. This marvelous jewel, coveted by all who know of its existence, can grant its wearer absolutely any wish. However, the powers of the Verto Magica don't come cheap — the magnitude of the wish requires a shift of a compatible amount of energy from somewhere else.

While wearing this ring, a character can whisper its wish directly to the ruby slotted on it, and it will be granted. The ring immediately turns to ashes and cannot be retrieved.

The consequences of a wish are usually associated with death and decay, as the very lifeforce of other beings around is taken to accommodate the energy shift. **Table 21: Wishing Ring's Consequences** shows examples of suitable consequences according to a wish's magnitude.

HANDING OUT TREASURE

In a world of fantasy with dungeon-delving and monster-slaying being portrayed as big staples, having a balanced and steady character progression system is useful for keeping a long campaign going in a nice, linear and ascending path. With that in mind, the fact that higher XP characters are likely to face tougher challenges means they should also be likely to find more valuable treasure.

When handing out treasure, GMs can follow some simple rules to determine the adequate level of items players can find. Obviously, those rules were created with one specific style of progression (linear and ascending) and campaign (long-lasting, zero to hero) in mind. On more grounded campaigns that focus more on character development and discovery, you might want to hand out treasure on a more occasional and uneven way. For shorter, high-powered stories, you might want to hand out powerful items every other place the characters visit. That is up to you and your group to decide.

However, if what you seek is the steady, linear and ascending power progression that mimics the XP progression of characters, these rules will help you accomplish that.

At its most basic level, PCs of certain XP levels should have access to treasure of certain values and rarity levels. When handing out treasure, you can choose to do so in the form of money and valuables, items or a combination of both.

MONEY AND VALUABLES AS TREASURE

When handing out valuables as treasure, like gems, sculptures, jewelry and anything else that can be sold for a profit, it all comes down to the value of what is being handed out. Everything else is flavor, which helps with making the world feel more believable.

Because high fantasy settings won't normally have credit cards and paper money available, and because it's quite impractical to carry tens of thousands of coins in a backpack full of other important objects, the most common ways to make it easier to maintain credibility when using currency in a fantasy game are items of high value that can be sold or traded for money quickly and bills of exchange issued by trustworthy merchants and institutions.

Additionally, major cities have banks, which will gladly keep

GM Tips: The wishing ring can be a very powerful way to let players accomplish their final goal in a larger-than-life type of campaign. If players desire to use it in such a way, work with them to determine the scope and magnitude of both effect and consequence. Whichever way you decide to let the players come into contact with the ring, let them know that its powers will let them do pretty much anything, but also that everything comes at a cost. However, avoid showing them the table of recommended effects. Let them come up with crazy stuff, and give them consequences of compatible magnitude! Remember, the effects and consequences shown in the table are mere examples meant to help you, as the GM, to decide on the consequences according to what the players want to accomplish using the ring. The consequences don't need to happen instantly. They can happen throughout a few days or weeks, depending on the effect. Finally, think of the extension of the consequences. For example, if all the animals in a grove die and some small villages around hunted in that grove to survive, they may have to relocate or starve. If all life in the ocean dies, everyone who depends on fishing and exploiting the sea life in general will face major issues. One final note is: always keep in mind that the Wishing Ring is more a plot device than a piece of gear.

TABLE 22: VALUABLES AS TREASURE

D10	EFFECT
1	Assorted gems (sapphires, emeralds, rubies, diamonds)
2	Small animal-shaped figurine made of rare metals (gold, silver, platinum, bismuth, palladium)
3	Jewelry (rings, earrings, necklaces, tiaras, crowns, bracelets)
4	Rare painting (canvas only)
5	Ornate musical instrument (lute, lyre, flute, drum, harp, bagpipe, violin)
6	Beautifully crafted ceremonial object (dagger, urn, box, amulet, scepter, gloves, shoes)
7	Fine golden or silver cutlery (forks, spoons, kitchen knives)
8	Raw rare crystals (uncut amethysts, prasiolites, ametrines, rutilated quartzes)
9	Ornate and gemmed weapon (sword, axe, hammer, bow, dagger, katar)
10	Ornate and gemmed armor (breastplate, leather armor, chainmail, scale armor)

a person's money and valuables for a modest fee.

When handing out money and valuables as treasure, the value of the objects is calculated by a fixed base, which is constituted of valuable objects, and a variable amount, normally silver. The fixed base is 5 times the party's average XP times the number of members in the party. That means a party of 4 at 50 XP, for example, will have a base value of 1,000. The variable amount is a D100, which should be handed out as regular silver.

Use **Table 22: Valuables as Treasure** to determine what types of valuable objects the PCs can find in their adventures.

When rolling on the table above, you may do so as many times as you wish to dilute the value of the objects found. So, for a base value of 3,000, for example, you may wish to roll one, two, three or more times. Just keep in mind that the more times you roll, the more different objects the players will have found, but they will always add up to the same value. Note that weapons, armor and magic implements that happen to also be valuable objects have their base stats. An ornate and gemmed sword has the same stats as a regular steel sword. The only difference is in its value.

ITEMS AS TREASURE

Below you will find a few tables with both magic and non-magic items of varying values and rarities. Each table is assigned to an XP level, which means as PCs become more powerful, they will more likely find items of higher power.

When handing out items at the end of a scene or encounter, roll a D10 to determine the number of items and the tables they should be taken from, with results taken from **Table 23: Items as Treasure**.

When determining items randomly using the table above,

limit the item tables available to one over the average XP or the party. So, for example, if the party's average XP is 45 and you roll 7, instead of rolling once from table C and once from table D, roll twice from table B (one over table A, which is the item table tied to 45 XP).

The tables below contain extensive lists of items, from mundane to legendary, which are all categorized according to XP levels. To determine what the PCs can find when exploring the world, use Table 23: Items as Treasure to determine from which tables treasures will come from, or any other method you find more comfortable. After defining from which tables the items will come from, roll a D100 for each item and take the result from the corresponding line.

When handing out items to the players, remember to try and make things make sense. People are unlikely to find a big breastplate in a small box, for example. Also, if the players defeat a group of 5 minions wielding swords, it would only make sense to have them be able to retrieve the swords if they so desire.

Additionally, you can design encounters having specific item drops in mind. For example, at certain point, you might wish to specifically hand out Berett's Telescopic Crossbow, a legendary item, to the players. For that purpose, you can design an encounter with a group of bandits, their leader carrying and fully utilizing the legendary crossbow and everyone else wielding regular weapons, and maybe one or two lieutenants using a superior elven weapon.

Always keep in mind that the tables above serve a specific purpose: handing out random items to the players as they explore and find treasure you, as the GM, have not planned for. If the players are interested in specific items, don't be afraid to hand them out when the time is appropriate — perhaps by designing an encounter around those specific objects.

TABLE 23: ITEMS AS TREASURE

D10	EFFECT
1-3	2 items from table A
4-5	1 item from table A and 1 item from table B
6-8	1 item from table C and 1 item from table D
9	2 items from table D
10	1 item from table D and 1 item from table E

TABLE A: ITEMS FOR XP LEVEL 0–50

D10	EFFECT
1-20	Weapon of iron craftsmanship (**Realms of Terrinoth**)
21-40	Armor of iron craftsmanship (**Realms of Terrinoth**)
41-50	Weapon of steel craftsmanship (**Realms of Terrinoth**)
51-60	Armor of steel craftsmanship (**Realms of Terrinoth**)
61-70	Health Elixir (**Realms of Terrinoth**)
71-79	Stamina Elixir (**Realms of Terrinoth**)
80	Kobb's Silver Fork
81	Thimble of Sanguine Bond
82	Cornucopia
83	Disc of Luminos
84	Hestos' Bottomless Amphora
85	Lens of Identifying Magic
86	Bottled Lightning
87	Constrained Blaze
88	Ice Elemental Essence
89	Vessel of Cutting Winds
90	Amulet of Mental Projection
91	Armband of Unity
92	Lucky Trinket (Type 1)
93	Boomerang of Godly Precision
94	Concentrated Blast Gem (Rarity 3)
95	Concussive Blast Gem (Rarity 3)
96	Concentrated Blast Gem (Rarity 4)
97	Concussive Blast Gem (Rarity 4)
98	Mace of Blasting
99	Sureshot Glove
00	Switchblade Axe

TABLE B: ITEMS FOR XP LEVEL 51–150

D10	EFFECT
1-10	Weapon of dwarven craftsmanship (**Realms of Terrinoth**)
11-20	Armor of dwarven craftsmanship (**Realms of Terrinoth**)
21-30	Magic implement of oak (**Realms of Terrinoth**)
31-40	Health Elixir (**Realms of Terrinoth**)
41-50	Stamina Elixir (**Realms of Terrinoth**)
51-55	Disc of Luminos
56-60	Lens of Identifying Magic
61-64	Cornucopia
65	Lesser Rune (**Realms of Terrinoth**)
66	Acid Flask (**Realms of Terrinoth**)
67	Bottled Courage (**Realms of Terrinoth**)
68	Immunity Elixir (**Realms of Terrinoth**)
69	Poison (**Realms of Terrinoth**)
70	Power Potion (**Realms of Terrinoth**)
71	Protective Tonic (**Realms of Terrinoth**)
72	Regeneration Elixir (**Realms of Terrinoth**)
73	Smokebomb Vial (**Realms of Terrinoth**)
74	Speed Potion (**Realms of Terrinoth**)
75	Refined Venom
76	Elemental Projector (Earth)
77	Elemental Projector (Fire)
78	Elemental Projector (Ice)
79	Elemental Projector (Lightning)
80	Elemental Projector (Wind)
81	Rod of Densification
82	Cocoon Cloak
83	General Lagoun's Black Top Hat
84	General Lagoun's Bright Orange Bucket Hat
85	General Lagoun's Burgundy Homburg
86	General Lagoun's Dark Blue Bowler
87	General Lagoun's Dark Brown Wide Brim
88	General Lagoun's Dark Grey Tricorn
89	General Lagoun's Green Stingy Brim
90	General Lagoun's Light Brown Boater
91	General Lagoun's Red Fedora
92	General Lagoun's Yellow Porkpie
93	Lucky Trinket (Any)
94	Padded Leather Armor of the Shadows
95	Thieves' Boots
96	Captain's Shield
97	Concentrated Blast Gem (Rarity 5)
98	Concussive Blast Gem (Rarity 5)
99	Segmented Blade
00	Zapping Dagger

TABLE D: ITEMS FOR XP LEVEL 301–500

D10	EFFECT
1-10	Weapon of dwarven craftsmanship with superior modification (**Realms of Terrinoth**)
11-20	Armor of dwarven craftsmanship with reinforced plating (**Realms of Terrinoth**)
21-30	Weapon of elven craftsmanship with superior modification (**Realms of Terrinoth**)
31-40	Armor of elven craftsmanship with reinforced plating (**Realms of Terrinoth**)
41-48	Magic implement of bone (**Realms of Terrinoth**)
49-55	Magic implement of willow (**Realms of Terrinoth**)
56	Invisibility Potion (**Realms of Terrinoth**)
57	Explosive Missile Rune (**Realms of Terrinoth**)
58	Runic Flame Rune (**Realms of Terrinoth**)
59	Runic Frost Rune (**Realms of Terrinoth**)
60	Runic Thunder Rune (**Realms of Terrinoth**)
61	Ynfernael Corruption Rune (**Realms of Terrinoth**)
62	Lightning Strike Rune (**Realms of Terrinoth**)
63	Rune of Collection (**Realms of Terrinoth**)
64	Rune of Fate (**Realms of Terrinoth**)
65	Rune of Misery (**Realms of Terrinoth**)
66	Soulstone Rune (**Realms of Terrinoth**)
67	Stasis Rune (**Realms of Terrinoth**)
68	Sunburst Rune (**Realms of Terrinoth**)
69	Teleportation Rune (**Realms of Terrinoth**)
70	Terror Rune (**Realms of Terrinoth**)
71	Vision Rune (**Realms of Terrinoth**)
72	Wanderer's Stone (**Realms of Terrinoth**)
73	Bloodscript Ring (**Realms of Terrinoth**)
74	Gauntlets of Power (**Realms of Terrinoth**)
75	Prismatic Staff (**Realms of Terrinoth**)
76	Serpent Dagger (**Realms of Terrinoth**)
77	Shield of Light (**Realms of Terrinoth**)
78	Staff of Light (**Realms of Terrinoth**)
79	Truelight Lantern (**Realms of Terrinoth**)
80	Winged Boots (**Realms of Terrinoth**)
81	Elixir of Memory Shaping
82	Renewal Elixir
83	Restoration Elixir
84	Tonic of Protection Against Death
85	Heroic Idol
86	Wand of Mind Control
87	Athalakk's Demon Bone Wand
88	Staff of Annihilation
89	Boots of Extemporal Movement
90	Cloak of Illusory Disguises
91	Interphasic Ring of Helonisis
92	Mantle of Anchoring
93	Mantle of Feline Protection
94	Vash's Mechanical Exoskeleton
95	Vash's Mechanical Gauntlet
96	Concentrated Blast Gem (Rarity 8)
97	Concussive Blast Gem (Rarity 8)
98	Concentrated Blast Gem (Rarity 9)
99	Concussive Blast Gem (Rarity 9)
00	Hailing Shortbow

TABLE C: ITEMS FOR XP LEVEL 151–300

D10	EFFECT
1-10	Weapon of elven craftsmanship (**Realms of Terrinoth**)
11-20	Armor of elven craftsmanship (**Realms of Terrinoth**)
21-25	Magic implement of hazel (**Realms of Terrinoth**)
26-30	Magic implement of yew (**Realms of Terrinoth**)
31-40	Health Elixir (**Realms of Terrinoth**)
41-50	Stamina Elixir (**Realms of Terrinoth**)
51-50	Disc of Luminos
51-60	Lens of Identifying Magic
61-66	Lucky Trinket (Any)
67	Arcane Bolt Rune (**Realms of Terrinoth**)
68	Blasting Rune (**Realms of Terrinoth**)
69	Ice Storm Rune (**Realms of Terrinoth**)
70	Immolation Rune (**Realms of Terrinoth**)
71	Ynfernael Rune (**Realms of Terrinoth**)
72	Deepwood Longbow (**Realms of Terrinoth**)
73	Elven Boots (**Realms of Terrinoth**)
74	Horn of Courage (**Realms of Terrinoth**)
75	Warding Talisman (**Realms of Terrinoth**)
76	Immediate Action Regenerative Oil
77	Potion of Heightened Reflexes
78	Potion of Sudden Clarity
79	Potion of Vitality
80	Tonic of Deep Eyes
81	Athalakk's Extradimensional Cell
82	Athalakk's Figurine
83	Life Spark
84	Lucky Coin
85	Orb of Good Omens
86	Stunning Beam Projection Gem
87	Key of Safe Regress
88	Narglfar's Brooch
89	Yormond Widefist's Masterwork Hammer
90	Staff of Heavy Winds
91	Tome of Secrets
92	Adul's Terrifying Visage
93	Cape of Convincing
94	Crude Leather Armor of the Wraith King
95	Girdle of the Brawl Guild
96	Ring of Protection
97	Concentrated Blast Gem (Rarity 6)
98	Concussive Blast Gem (Rarity 6)
99	Concentrated Blast Gem (Rarity 7)
00	Concussive Blast Gem (Rarity 7)

TABLE E: ITEMS FOR XP LEVEL 501 OR HIGHER

D10	EFFECT
1-15	Weapon of ancient craftsmanship (**Realms of Terrinoth**)
16-30	Armor of ancient craftsmanship (**Realms of Terrinoth**)
31-40	Restoration Elixir
41-50	Renewal Elixir
51-56	Magic implement with the combined effects of hazel and willow build (**Realms of Terrinoth**)
57-61	Magic implement with the combined effects of bone and yew build (**Realms of Terrinoth**)
62	Rune of Blades (**Realms of Terrinoth**)
63	Rune of Severing (**Realms of Terrinoth**)
64	Ironbound Rune (**Realms of Terrinoth**)
65	Twilight Rune (**Realms of Terrinoth**)
66	Cloak of Mists (**Realms of Terrinoth**)
67	Dead Man's Compass (**Realms of Terrinoth**)
68	Mace of Kellos (**Realms of Terrinoth**)
69	Shadow Bracers (**Realms of Terrinoth**)
70	Soulbound Sword (**Realms of Terrinoth**)
71	Athalakk's Demon Bone Wand
72	Baldur's Breastplate
73	Hailing Shortbow
74	Interphasic Ring of Helonisis
75	Life Spark
76	Segmented Blade
77	Staff of Annihilation
78	Tome of Secrets
79	Vash's Arcane Exoskeleton
80	Vash's Mechanical Gauntlet
81	Wand of Mind Control
82	Zapping Dagger
83	Concentrated Blast Gem (Rarity 9)
84	Concussive Blast Gem (Rarity 9)
85	Concentrated Blast Gem (Rarity 10)
86	Concussive Blast Gem (Rarity 10)
87	Berett's Telescopic Crossbow (Legendary)
88	Bonebreaker (Legendary)
89	Curved Dagger of the Blood Pact (Legendary)
90	Elixir of the Gods (Legendary)
91	Empyreus' Figurine (Legendary)
92	Energy Rapier (Legendary)
93	Ivory Shooter (Legendary)
94	Malefacta (Legendary)
95	Mind Blast Helmet (Legendary)
96	Pentate of Infinite Power (Legendary)
97	Shimmering Gauntlets (Legendary)
98	Stormbringer (Legendary)
99	Talisman of Aris (Legendary)
00	Wishing Ring (Legendary)

APPENDIX: PRINTER-FRIENDLY TABLES

This book has many tables, some of which are meant to be used often or bound to specific items. In this section, you will find tables with white backgrounds, as well as some items fully confined within individual pages, which will allow you to print them and hand them out to players in a hassle-free manner.

ARCANE DISSONANCE EFFECTS

TOTAL VALUE	EFFECT
01-61	Nothing happens.
62-90	The character suffers 3 strain.
91-102	The character is disoriented until the end of the encounter.
103-114	Until the end of the encounter, whenever the character suffers strain, they also suffer 1 wound.
115-126	The character suffers 1 Critical Injury adding 30 to the result.
127-138	Until the end of the encounter, the character's wound threshold is reduced by 5.
139-150	The item with the lowest power level carried by the character (chosen by the player, if tied) explodes, dealing 12 damage to the character and everyone engaged with them. Those engaged with them (but not themself) may make a **Hard (♦ ♦ ♦) Coordination or Athletics check**, reducing the damage by 1 for each uncancelled ✇.
151-162	The item with the lowest power level carried by the character (chosen by the player, if tied) zaps out of existence, and the character suffers the **Horrific Injury** Critical Injury (**Genesys** Core Rulebook, page 115).
163-174	The two items with the lowest power level carried by the character (chosen by the player, if tied) fuse and create an arcane vortex, preventing everyone nearby from moving for a short while. Every character within short range from the vortex is immobilized and staggered for the next 2 rounds.
175-186	The two items with the lowest power level carried by the character (chosen by the player, if tied) degrade to their most basic arcane essence, ceasing to exist physically. Their essence feeds on the character's life force. They suffer 1 wound at the start of each of their turns until the end of the encounter. If they become incapacitated due to exceeding their wound threshold, they also suffer a Critical Injury at the start of each of their turns.
187-198	A burst of cacophonous sounds irradiates from the character for a split second. All the magic items they are carrying lose their magic properties. Weapons and armor affected this way become their closest mundane counterparts, as determined by the GM.
199-210	All of the character's magic items fuse together into a purple sphere of arcane energy, and a Djinn emerges from it (**Realms of Terrinoth**, page 248). The Djinn is hostile to the previous owner of the items, and will attack them and everyone who tries to help them. If the character is incapacitated, the Djinn will consume them and teleport home.
211+	The items combust into magical multicolored flames that burn for milliseconds, consuming the character and everything they are currently carrying. The character is irrevocably dead, and all of their belongings, gone. However, the sudden burst of colors is quite the spectacle, even if a short-lived one.

ITEM ENCUMBRANCES, PRICES AND RARITIES

WEARABLE ITEMS

Item	Enc	Price	Rty
Adul's Terrifying Visage	3	3,700	6
Amulet of Mental Projection	0	2,000	4
Armband of Unity	1	700	4
Baldur's Breastplate	4	21,000	10
Boots of Extemporal Movement	2	9,000	8
Cape of Convincing	2	4,300	6
Cloak of Illusory Disguises	2	8,000	8
Cocoon Cloak	2	3,700	5
Crude Leather Armor of the Wraith King	2	6,900	7
Frailward Amulet	2	4,900	6
General Lagoun's Collection of Hats (Each Hat)	1	1,200	5
Girdle of the Brawl Guild	2	4,200	6
Interphasic Ring of Helonisis	1	17,000	9
Lucky Trinket	0	2,100	4
Mantle of Anchoring	2	7,500	8
Mantle of Feline Protection	2	6,700	8
Padded Leather Armor of the Shadows	2	4,300	5
Ring of Protection	1	5,500	7
Thieves' Boots	2	2,300	5
Vash's Arcane Exoskeleton	5	19,000	9
Vash's Mechanical Gauntlet	2	15,800	8

WEAPONS

Item	Enc	Price	Rty
Captain's Shield	3	3,200	5
Boomerang of Godly Precision	1	2,800	4
Concentrated Blast Gem	1	230	3
		450	4
		790	5
		1,500	6
		2,200	7
		4,700	8
		7,900	9
		14,000	10
Concussive Blast Gem	1	200	3
		360	4
		650	5
		1,200	6
		1,900	7
		4,100	8
		6,600	9
		12,000	10
Hailing Shortbow	2	9,700	8
Mace of Blasting	1	2,200	4
Segmented Blade	1	3,700	5
Sureshot Glove	2	3,100	4
Switchblade Axe	4	3,200	4
Zapping Dagger	1	2,100	5

MAGIC IMPLEMENTS

Item	Enc	Price	Rty
Athalakk's Demon Bone Wand	1	12,000	9
Bottled Lightning	1	300	3
Constrained Blaze	1	300	3
Ice Elemental Essence	1	300	3
Staff of Annihilation	3	9,600	8
Staff of Heavy Winds	2	6,100	7
Tome of Secrets	2	4,200	6
Vessel of Cutting Winds	1	300	3

POTIONS

Item	Enc	Price	Rty
Elixir of Memory Shaping	0	4,200	8
Immediate Action Regenerative Oil	0	2,200	7
Potion of Heightened Reflexes	0	3,000	7
Potion of Sudden Clarity	0	1,700	7
Potion of Vitality	0	1,100	6
Refined Venom	0	800	5
Renewal Elixir	0	7,200	9
Restoration Elixir	0	6,600	9
Tonic of Deep Eyes	0	2,300	7
Tonic of Protection Against Death	0	3,100	8

UNUSUAL ITEMS

Item	Enc	Price	Rty
Athalakk's Extradimensional Cell	1	5,800	7
Athalakk's Figurine	1	4,900	7
Elemental Projector (Any Element)	0	1,900	5
Heroic Idol	1	5,900	8
Kobb's Silver Fork	0	2,200	4
Life Spark	1	5,300	7
Lucky Coin	0	4,900	7
Orb of Good Omens	1	5,700	7
Rod of Densification	5/2	2,700	5
Stunning Beam Projection Gem	1	5,700	7
Thimble of Sanguine Bond	0	2,200	4
Wand of Mind Control	2	12,000	9

ADVENTURING GEAR

Item	Enc	Price	Rty
Cornucopia	1	1,900	4
Disc of Luminos	1	1,000	3
Hestos' Bottomless Amphora	2	2,200	4
Key of Safe Regress	0	3,700	6
Lens of Identifying Magic	1	2,500	4
Narglfar's Brooch	0	5,000	7
Yormond Widefist's Masterwork Hammer	2	4,900	7

LEGENDARY ITEMS

Item	Enc	Price	Rty
Berett's Telescopic Crossbow	3	120,000	12
Bonebreaker	6	140,000	11
Curved Dagger of the Blood Pact	1	230,000	13
Elixir of the Gods	1	90,000	11
Empyreus' Figurine	1	71,000	11
Energy Rapier	1	110,000	12
Ivory Shooter	3	190,000	13
Malefacta	3	99,000	11
Mind Blast Helmet	2	160,000	13
Pentate of Infinite Power	1	290,000	12
Shimmering Gauntlets	4	210,000	12
Stormbringer	1	270,000	13
Talisman of Aris	0	190,000	11
Wishing Ring	1	Priceless	15

All wearable gear has its encumbrance value reduced by 3 when worn.

LIFE SPARK

A thick glass cylinder about the size of a dagger's grip, completely sealed with black steel caps, the top one shaped like a flame, and the bottom one forming a sharp point. When charged, colored plasma freely flows inside the tube, its color varying depending on the charges held.

At the end of every encounter in which at least one creature died, roll a D10. The device gains 1 charge of the effect rolled on the **Life Spark's Effects** table. A character cannot choose to not activate this effect.

The cylinder can only hold up to 3 charges. If a new essence is absorbed, 1 charge is replaced randomly.

As a maneuver, the user can consume one charge of their choice by injecting it in their body, receiving the associated benefits. The chosen charge is lost. This procedure can be repeated as long as there are charges left, and the effects are cumulative.

LIFE SPARK'S EFFECTS

D10	EFFECT
1	**Monstrous Vitality:** Wound threshold is increased by 5 until the end of the encounter.
2	**Leopard's Stamina:** Strain threshold is increased by 3 until the end of the encounter.
3	**Amphibious Form:** The character can move and breathe freely underwater until the end of the encounter. they treat water as normal terrain. If this effect is used twice, they require 1 fewer maneuver to move between range bands while underwater, to a minimum of 1.
4	**Titan's Strength:** Brawn is increased by 1 until the end of the encounter. This does not affect the character's wound threshold or soak, but can make their Brawn exceed 5.
5	**Stone Skin:** Soak is increased by 1 until the end of the encounter.
6	**Sharp Mind:** Add ■ to every check the character makes until the end of the encounter.
7	**Amplified Mobility:** The character ignores hard terrain penalties until the end of the encounter. If this effect is used twice, they gain 1 extra free Move maneuver until the end of the encounter. They can still only make 2 maneuvers per turn.
8	**Spectral Wings:** The character can fly (Genesys Core Rulebook, page 100) until the end of the encounter. They need to spend 1 maneuver every turn to stay in the air. If this effect is used twice, a maneuver is not required to stay in the air.
9	**Phantasmal Presence:** Until the end of the encounter, add ■ to any attack that targets the character.
10	**Venomous Claws:** Until the end of the encounter, the character's Brawl attacks gain Damage +3. Additionally, whenever they cause damage, the target must be successful in a **Hard (◆◆◆) Resilience check** or suffer 3 extra wounds, plus 1 strain per ✪. This counts as a poison. If this effect is used multiple times, increase the claw's Damage by 1 and the extra wounds from the poison by 1 for each additional use.

LUCKY COIN

A shiny silver coin, one side embossed with a crest of Fortuna, the other, with a tiger and a bear fighting. It doesn't seem to be valid currency anywhere in Mennara.

Although it seems to be perfectly balanced like any regular coin, it has a tremendous tendency to fall showing the face spoken aloud by the person who tosses it into the air.

When this coin is tossed, roll ⬡. Unless the die's result is ⊗, the coin will fall with the face chosen by the person who tossed it facing up.

Additionally, once per session, as a maneuver, a character who holds this coin can speak its activation word and toss it up to short range. Roll a D10 and see the effect on the **Lucky Coin's Effects** table. Unless explicitly stated, the character who tossed the coin is considered outside of the effect's radius.

TABLE 12: LUCKY COIN'S EFFECTS

D10	EFFECT
1	**Deep Hole:** A hole of short radius and medium depth is formed centered on the coin. The material removed from the soil is disintegrated and ceases to exist. Each creature inside the area must make a **Hard (◆◆◆) Coordination check**, falling inside the hole if not successful.
2	**Dense Mist:** A dense cloud of mists of short radius is formed centered on the coin. The mist gives 3 levels of concealment (**Genesys** Core Rulebook, page 110).
3	**Fragment Explosion:** Each creature within short range of the coin (including the character who tossed it) suffers 10 damage. The coin is consumed in the explosion.
4	**Illusory Terrain:** An area of short radius centered on the coin becomes difficult terrain.
5	**Suction Membrane:** Each creature within short range of the coin becomes immobilized. A creature immobilized by this effect can, as an action, make a **Hard (◆◆◆) Athletics check** to attempt to break free from the membrane.
6	**Volatile Blast:** Each creature within short range of the coin (including the character who tossed it) suffers one Critical Injury.
7	**Iron Coffin:** The coin turns into a thick iron dome sealed at the bottom by a thick iron floor plate. Each creature within short range of the coin must make a **Hard (◆◆◆) Coordination check**, being locked inside the dome on a failed result. The coin is consumed with the effect. The dome is completely solid, and, anyone stuck inside it will start to suffocate in a few hours if the iron is not somehow damaged to let air flow.
8	**Impulse:** The coin accelerates rapidly towards a creature within short range chosen by the character who tossed it, dealing 12 damage. This counts as a ranged attack.
9	**Deafening Burst:** Each creature within short range of the coin is disoriented until the end of the encounter.
10	**Amplify:** Roll 2 more times and apply both effects. Reroll 10s or any repeated effect.

SHIMMERING GAUNTLETS

A pair of gold-plated steel gauntlets with articulated joints and round arcane energy foci placed on the center of each palm. They can concentrate a huge amount of energy on their palms and release it as a sphere of destructive power.

It functions as a weapon with the following profile:

Skill	Range	Damage	Crrit	Special
Ranged	Medium	6	3	Cumbersome 4, Prepare 1

Any A, ♤, ⊛ or ⊗ generated by a check made with these gauntlets may be spent according to the **Shimmering Gauntlets' Effects** table.

SHIMMERING GAUNTLETS' EFFECTS

RESULT	EFFECT
A	**Energy Surge:** The wearer can immediately make a maneuver, which does not count towards their limit of maneuvers this turn. This effect can only be chosen once.
A A	**Arcane Pillar:** If the attack hits its target, every creature within short range of the original target takes the same damage caused by the attack. This effect can be chosen multiple times, increasing its range by 1 range band with each additional activation, hitting the wielder if they are within the affected area.
	Focused Projectile: If the attack hits its target, increase the damage dealt by 3.
	Disintegrate: The attack gains the Breach 1 quality.
A A A	**Violent Momentum:** If the attack hits its target, it is pushed 1 range band away from the wearer and knocked down. This effect can be chosen multiple times, increasing the range by which the target is pushed by 1 band with each additional activation.
⊛	**Paralyzing Beam:** If the attack hits its target, it becomes staggered and immobilized until the end of its next turn.
⊛⊛	**Complete Annihilation:** If the attack hits its target, it is immediately destroyed, reduced to nothing but ash.
♤	**Explosive Recoil:** The wearer suffers 2 wounds. This effect can only be chosen once.
♤♤	**Electric Discharge:** The wearer is immobilized until the end of their next turn. This effect can only be chosen once.
⊗	**Sudden Blast: The wearer suffers 4 wounds, is pushed 2 range bands in the opposite direction of their target and suffers one Critical Injury, adding 50 to its result. This effect can only be chosen once.**

STORMBRINGER

A beautiful flute crafted with ivory and gold and ornated with flowers and strands of silk. When it is adequately played, it has the power to conjure heavy storms capable of extinguishing large fires, razing buildings and wrecking ships. The latter gave it the moniker "The Shipwrecker" among sailors and is the reason why it is banned in every crew if at least one person knows about the flute's mysterious powers.

The Stormbringer is a magic implement (**Genesys** Core Rulebook, page 218). When a character uses it as a magic implement to cast a Curse spell with the Verse skill, they can add the Paralyzed effect without increasing the spell's difficulty. The target also suffers 3 strain.

Additionally, the Stormbringer can be activated once per session as an action. Its wielder must make either a **Hard (◆◆◆) Coordination** or **Verse check** to play it. If the check is successful, an immensely powerful storm is conjured centered on the character. Either define the effects narratively or roll a D10 and check the results on the **Stormbringer's Effects** table. If the check fails, everyone (including the wielder) within long range hears the cacophony created by the instrument and suffers 5 strain.

STORMBRINGER'S EFFECTS

D10	EFFECT
1-6	**Strong:** The powerful storm completely razes one building. If it is conjured at sea, any ship in its area is wrecked. Everyone within the storm's range must make a **Daunting (◆◆◆◆) fear check**. Whoever is not successful must seek shelter and hide from the storm, terrified by the frequent thunder and lightning strikes. The strong winds carry any object of encumbrance 15 or lower that is not secured to a fixed reference up to medium range. Anyone who stays out in the open during the storm must succeed in a **Daunting (◆◆◆◆) Athletics check** or be flung away like any unsecured object, suffering 8 wounds and 8 strain.
7-9	**Terrifying:** The powerful storm completely razes up to 4 buildings. If it is conjured at sea, tidal waves are formed and any ship in the storm's area is wrecked. Everyone within the storm's range must make a **Formidable (◆◆◆◆◆) fear check**. Whoever is not successful must seek shelter and hide from the storm, terrified by the frequent thunder and lightning strikes. Additionally, anyone who fails the fear check is incapable of doing anything after finding shelter. The strong winds carry any object of encumbrance 20 or lower that is not secured to a fixed reference up to long range. Anyone who stays out in the open during the storm must succeed in a **Formidable (◆◆◆◆◆) Athletics check** or be flung away like any unsecured object, suffering 12 wounds and 12 strain. Low and enclosed spaces are completely flooded. The streets and open parts of a city or village are lightly flooded.
10	**Apocalyptic:** The powerful storm completely razes up to 12 buildings. If it is conjured at sea, tidal waves and tornadoes are formed and any ship in the storm's area is wrecked. Everyone within the storm's range must seek shelter and hide from the storm, terrified by the frequent thunder and lightning strikes. Additionally, everyone in the area is incapable of doing anything after finding shelter. The strong winds carry any object of Encumbrance 30 or lower up to extreme range. Anyone who stays out in the open during the storm is flung away like any unsecured object, suffering 20 wounds and 20 strain. The whole area affected by the storm becomes heavily flooded.

VASH'S MECHANICAL GAUNTLET

A robust gauntlet made of many different alloys and leather, with numerous microgears installed between its structural layers, which operate in a semi-chaotic fashion.

As a maneuver, its wearer can change the gauntlet's mechanical configuration. Roll a D10 and utilize the result from the table below.

As an action, its wearer can make a **Medium (♦ ♦) Coordination check** to activate the effect of the gauntlet's current configuration, even if its current configuration is a weapon profile. After the effect is resolved, whether successful or failed, the microgears reconfigure themselves. Roll a D10 and utilize the result from the **Vash's Mechanical Gauntlet's Configurations** table.

During narrative encounters, its wearer may choose to spend 10 minutes choosing the effect they wish to use. The gauntlet's erratic nature prevents it to hold any configuration for too long. Roll a D10 and utilize the result from the table below at the start of each structured encounter.

VASH'S MECHANICAL GAUNTLET'S CONFIGURATIONS

D10	EFFECT
1	**Flamethrower:** Make an attack with the following weapon profile: Short range, Damage 12, Crit 5, Blast 7, Burn 1. Each uncancelled ✵ ✵ (instead of ✵) deal 1 additional damage.
2	**Phalanx Projector:** The gauntlet's distal phalanxes are launched up to medium range, grabbing and pulling back any one object of encumbrance 1 or lower not currently held by another character.
3	**Launch Propulsor:** An object that is currently held by the gauntlet is launched up to long range. Can be used as an attack.
4	**Crushing Grip:** A non-reinforced object that is currently held by the gauntlet is completely compacted and destroyed.
5	**Blade Form:** Make an attack with the following weapon profile: Engaged, Damage +2, Crit 2, Vicious 3.
6	**Blinding Flash:** Each creature engaged with the wearer is blinded until the end of their next turn.
7	**Automated Lockpick:** Can open a lock that would otherwise require a **Skulduggery check** of Hard (♦ ♦ ♦) difficulty or lower.
8	**Metallic Cacophony:** Each creature within medium range that can hear (including the wearer) becomes deafened and disoriented until the end of their next turn.
9	**Force Shield:** The wearer gets +2 defense until the gauntlet's next activation.
10	**Jammed!:** Whenever this result is rolled, the gauntlet is immediately jammed. To unjam it, the wearer must be successful in the gauntlet's activation action.