### Sample Magic Items

This section contains a list of magic items for your game. This list is meant to be a starting point for your own creations. More magic items will be published on the Bostonia website and in future supplements.

#### Wands, Rods and Staves

The Black Hand

Analyze DL: 15

The Black Hand is a powerful necromantic artifact of unknown origin. It is an ebony wand with a skull carving on one end and a bony hand on the other.

The Black Hand has two powers that are always in effect, regardless of how many charges the wand holds.

* Gives a +3 to all Necromantic Spells
* Gives a -3 to all Turn Undead/Priest Powers/Sacred Falls spells (Both within 100 hex radius)

In addition, the wand has a number of powers that can only be activated by their command words.

* Paralyze a target who must make a WIL save vs. DL 20 or be paralyzed for 10-60 minutes. (2 charges/use)
* Control all undead within 100 hex radius. (30 minutes/charge)
* Transfers 2d4 hit points from a touched target to wielder. Use unarmed combat, or staff to resolve attack. (1 charge/use)
* Amplifies summoning spells. They attract 10x times the creatures normally summoned. (3 charges/use)

The Black Hand recharges by consuming 100 pennies worth of silver and the bones of a living target. The target must be restrained and the recharge process takes 10 minutes. The process returns 2d4 charges.

Rod of Infinite Utility

Analyze DL: 12

This is a plain metal rod, about one meter long. Very tiny runes of command are etched on each flat end. When the proper command word is spoken, the rod will take the shape of the next tool the user names. The tool has to be about the same size as the rod (one meter in length), but the GM can allow any tool that he feels is reasonable. The rod will remain in the new shape for up to a day. Each transformation takes one charge. Recharging a rod of infinite utility takes 15-25 p of lead and a similar amount of iron.

Rod of Inscribing

Analyze DL: 14

This is a pointed metal rod with no markings. When a mage holds this rod and casts a spell, tiny glowing script appears on its surface. When activated, this wand allows the mage to inscribe spell runes onto a surface. The mage can inscribe the rune of any spell he can cast. To inscribe a spell, the mage casts it while writing with this wand. The mage must succeed at casting the spell, and level losses apply.

Once a spell is inscribed, its power is locked away. The spell remains stored in the rune indefinitely until someone physically disturbs the rune. This could be done through stepping on it, touching it or spilling something over it. When this happens, the spell activates as though it were cast at the person that disturbed the rune.

Each time this rod is used, from 1-4 charges are used. The number of charges is equal to the circle of the spell inscribed. The rod is recharged by consuming 50 p of lead for each charge.

Rod of Water Control

Analyze DL: 15

This is a short metal rod with a colorful, nearly spherical gem at one end. Runic script inside the gem can be seen when the wand is immersed in water. This wand can control and move water and can be used in several different ways.

First, the wand can be used to shoot a jet of water at enemies. At least a barrelful of water must be at hand to do this. The jet hits based on the users combat: magic skill level. If it hits, the jet does 2d8 points of damage and knocks the target to the ground. Each jet takes one charge from the wand.

Second, the wand can be used to part water. A tunnel up 200 meters long can be formed through a body of water and maintained indefinitely for a cost of 5 charges each hour. Shorter tunnels require proportionately less charges. So a 40-meter tunnel (or shorter) takes 1 charge each hour.

Third, the wand can move water. Up to 5 cubic meters of water (5 metric tons) can be moved. The user’s control lasts for as long as he maintains concentration on the control. The speed of the water (about 2 hexes/combat round) is not such that it could be used to strike or crush someone. However, this power could be used to dry an area, move water from a low spot to a higher one, or bail a boat to keep it from sinking. Each such use takes one charge.

Staff of Bridges

Analyze DL: 15

This staff is an obscure device of ancient manufacture. No known mages have learned the secret of its manufacture. When placed next to a barrier or chasm and the command word is spoken, the staff will become a solid, one hex wide bridge that will last until the user dispels it. The user of the staff must be able to see the point to which the staff will connect. When dispelled, the bridge disappears and the staff reappears in the user’s hands. Small gaps of 10 meters or less require one charge to cross. Gaps of 100 meters or less take two charges. Gaps of more than 100 meters take four charges. The maximum length of a bridge is 500 meters. Recharging this device requires granite, mortar or some other solid building material. A small one-story house made of brick will replenish four charges (one per wall).

Staff of Doorways

Analyze DL: 13

This wand has several uses. First, if the shape of a door is traced on a wall that is no more than 1 foot thick, the staff will create a functioning door leading through the wall and to the space beyond. The door vanishes in 5 minutes. Second, a door can be magically locked for a period of 4 hours. Third, by knocking on a locked door three times, it can be opened.

Each time the wand is used, a charge is consumed. This wand consumes diamonds. Each diamond it is fed (approx. value 500p) will replenish 10 charges.

Staff of Tentacles

Analyze DL: 16

This staff is jet black and has an oily appearance and feel. Runes are carved up and down its surface, but they are very difficult to see. This staff has three powers.

The first power is activated automatically if it is wielded in combat. The staff will parry for the mage with a parry skill of 16. This skill does not degrade regardless of how many times the mage is attacked in a given round (the mage has infinite free parries). When the staff parries a weapon, the weapon’s wielder must make a STR save vs. DL 17 or the weapon will be torn from his hand and land 1d6 hexes away in a random direction. This takes one charge for each parry.

The second power is activated by a command word. The staff will wrap the target in sticky tentacles of goop. The tentacles have a STR of 17 and the victim may attempt to break out every other round. Each use of tentacles takes two charges.

The third power is activated by command word. If the mage is in trouble, he can cause the staff to spew a pitch black, inky cloud blocking all vision (even magically enhanced vision) in a 6 hex radius. The wielder’s vision is unaffected. Each use of this power takes two charges.

The staff can be recharged by consuming black pearls. Each pearl returns 1d4 charges to the staff and costs around 300-500p.

Wand of Blood

Analyze DL: 13

These wands are short and made of featureless steel. There are rarely runes or markings on these wands. When activated, the wand of blood fires a beam of light at the target. The target must make an AGI save vs. DL 14 to dodge the beam. Otherwise, they take 2d10 points of damage. Armor does not protect from this damage. Each use requires one charge. Charges can be replenished by consuming a precious red gem called a bloodstone. On average, each bloodstone costs 200p and returns 1d3 charges to the wand.

Wand of Brilliant Light

Analyze DL: 10

This type of wand often looks like a wand of light (see below). It has the same power as a wand of light. However, this type of wand has the additional power of releasing a brilliant flash. This effect expends 6 charges from the wand and fires a directed beam of intense light. This beam can blind one target that is within 6 hexes and looking in the caster’s direction. The target gets a SPD save vs. DL 14 to shield his eyes in time. If he fails, he is blinded for 2d3 rounds.

Wand of Fear

Analyze DL: 13

This type of wand is often made of carved bone. Runes are carved down the side of the wand. When activated, a dim, purple light spreads in a cone that starts in the hex in front of the wielder and is 4 hexes wide at a distance of 4 hexes from the caster (for an area of 10 total hexes). Anyone in this area of effect must make a WIL save vs. DL 17. Anyone who fails cannot attack and can only move or defend at a –2. Anyone failing by more than 3 points must move as fast as possible away from the user. Each such activation takes one charge. To recharge this wand, a human’s worth of bones must be obtained, cleaned and consumed. The consumption takes about one hour and returns one charge.

Wand of Light

Analyze DL: 7

This type of wand is generally made of wood inlaid with bronze or copper script. Runes on the wand represent fire, light or glow depending on the type of mage that created the wand. When activated, this wand produces a smokeless light equal to torchlight. If the wand’s creator used a fire rune to create this wand, then it is possible that it produces a small amount of heat as well. Each charge of this wand lasts one hour. Recharging a wand of light takes between 10-20 p of copper or sulphur (it depends on the rune) per charge.

Wand of Lightning

Analyze DL: 12

This wand is made of iron, but usually has a handle made of wood. Several runes appear to be burned into the handle. Often, wooden handle of this device reveals its purpose; hence the relatively low DL to analyze it. However, activating it can be tricky, and a failure may mean the artificer is shocked (1 in 4 chance).

When activated, the wand of lightning can fire a bolt of lightning at one target. This bolt will hit its target unless the target can make an AGI save vs. DL 16. If the bolt hits, then the target takes 2d8 points of damage. Metal armor does not protect against this damage. This attack takes one charge.

In addition, a ball of lightning can be created. The ball of lightning fills a hex anywhere 7-12 hexes from the user. The user can choose the direction in which the ball is created, but the distance is random. Each round, the ball will travel from 1-6 hexes in a random direction. Anyone in the ball’s hex or in its path of movement takes 3d8 damage. Anyone adjacent to its path takes 2d8, but can dodge the attack with an AGI save vs. DL 16. The lightning ball takes four charges to create and one charge to maintain each round after the first.

Recharging a wand of lightning requires an amount of lodestone that costs roughly 30-50 p each charge. Alternately, the user can purchase simple iron for 10-20 p per charge and cause it to be struck by lightning. The GM can determine the success or failure of this enterprise.

Wand of Whipping

Analyze DL: 14

The wand of whipping creates a cone of force that picks up small, loose objects and sprays them in front of the caster at a dangerous velocity. The wand has two uses.

The first use is to create a cone of debris that will damage anyone within a 5 hex cone in front of the wielder. The debris will do between 3d3 and 3d6 to those in the area of effect. The amount of damage depends on the size and type of debris available.

The second use is to create a cone of dust in a 5 hex cone. This dust cloud will blind and choke everyone in it who fails a TOU or SPD save vs. DL 11. Anyone who fails the check will be blind for 2-4 rounds. Anyone who fails by more than 3 will be blind and choke in addition, being incapacitated for 2-12 rounds (cannot attack; can defend at –2 only).

The wand of whipping eats several types of clear gems. Approximately 30 p will replenish 1 charge.

Weighty Spike

Analyze DL: 11

This rod looks like a simple iron spike. The only odd feature is a tiny rune carved in its base. Despite its simple appearance, the spike can be a useful tool. It can be driven into any stone or earthen substance with no more than a person's hand. In addition, once driven, the spike cannot be removed unless the proper command word is spoken. The weight of the spike can be controlled by its owner and can range from near weightless to 400 pounds.

This “wand” has no charges. Instead, each time the spike is used, it destroys a mass of silver valued at about 40p. This mass is the closest mass to the person who spoke the command phrase. If there is no silver within 100 meters of the spike, then it cannot activate.

#### Rings, Amulets and Clothing

Amulet of Leprosy

Analyze DL: 17

The amulet of leprosy gives its wearer the ability to inflict anyone he touches with a curse of rotting flesh. The wearer must touch the victim on bare flesh, or thin cloth. The amulet does not work through armor. The target’s flesh rots away, doing 5-30 points of persistent damage. The amulet wearer can cause the damage to occur over the course of a single combat round, or over the course of a few hours.

The amulet is not charged, but it gives the wearer a lesser form of the rot, reducing his charisma by 2 and giving him the ugly disadvantage. In addition, for each point of damage the wearer inflicts with the amulet, the disease shortens his own life by one week.

Bracelet of Strength

Analyze DL: 14

This bronze bracelet can be worn on either wrist.  It is a series of interlocking bronze links.  The runes are engraved in fine script along the links.  The limb wearing the bracelet will have +4 STR.  This will affect  
the STR damage dice and any STR based combat skill.  Most other skills and hit points will be unaffected.  The limb will lose some fine motor control and thus any skill requiring it (such as lockpicking) will be at -2.

Duplicator Amulet

Analyze DL: 22

The duplicator amulet is a lead necklace with gold plating. It is set with a number of ornamental onyx and topaz. Symbols of multiplicity are delicately carved in the gold.

When activated, the duplicator creates a perfect duplicate of the wearer. The duplicate has the same stats, skills, equipment, condition, and hit points as the wearer. If the wearer is wounded, poisoned or diseased, then the duplicate will be identically afflicted. In addition, the memories, thoughts and state of mind of the newly created duplicate are that of the wearer at the moment of activation.

The duplicate is a living, thinking being and has the same attitude and personality as the original. However, the wearer does not control him and he will act of his own will. Generally speaking, the duplicate will be favorably disposed to the wearer’s point of view. Nonetheless, obviously suicidal behavior will usually be avoided.

The duplicate will remain with the wearer for 5-60 minutes, after which he will disappear. After a duplicate is created, the amulet has to recharge for at least 24 hours before being used again.

The duplicator amulet has no charges and thus can be used indefinitely. However, each time it is activated, there is a 10% chance that the duplicate created will be deranged and evil. He will try to kill his creator and if he succeeds, he will not disappear after the normal time. Instead, he will take the original wearer’s place.

After such an incident, the amulet will disappear never to be seen again by the wearer or his evil twin.

Elemental Rings

Analyze DL: 13

These rings come in various forms. Each resembles the element for which it is enchanted. The fire ring is mage of red crystal that shimmers and reflects light. The ice ring is white and cold and has the consistency of packed snow.

Each ring provides protection from its element. The wearer of the ring is immune to normal forms of the element and gets a +4 save vs. spells dealing with the element and -2 points per die of damage. However, the wearer is adversely affected by manifestations of the opposite element. He will get a -3 save and take +1 point/die of effect.

Ring of Flight

Analyze DL: 16

This azure ring has feather designs etched around the stone. It allows its wearer to fly at a speed of 10 hexes each round in combat and at a sustained speed of 15 Kph. This ring withers the legs of its wearer, resulting in a –1 base move and dodge (when on the ground), a –2 swimming, running, jumping and climbing skills. Presumably, the skill reductions should never matter since the wearer can fly in most situations. However, the ring of flight has a fairly common set of circumstances that render it powerless. This could be night, when it is wet, in the presence of a child or whatever the GM can come up with.

Ring of Light-footedness

Analyze DL: 14

This thin metal band has a dark finish that swirls black and brown across its surface. It is clearly marked with runic script in three places. This ring makes the character walk as lightly as a cat. He gains a +4 to stealth, breakfall, acrobatics and jumping. In addition, tracking tests made against the character (assuming he is alone) are at a –4. Any skills listed are at a +4 to the wearer’s skill or 14; whichever is higher.

The character that wears this ring acquires an aversion to water. The character will be reluctant to touch water, or get too close to water that could soak him. Drinking is not a problem, but reaching into a washbasin or sitting on a raft or bathing take a WIL save at DL 18. In addition, the ring makes the character slightly more prone to damage. Any attack, fall or other damage taken will be increased by 1 point.

Ring of Lightning

Analyze DL: 16

This ring is made of an odd, shiny yellow material. It is hard, and feels like stone, but it is not stone, or metal. The ring is styled like a jagged lightning bolt.

Whoever dons this ring has his skin become "charged". It will discharge whenever a metal weapon strikes the character. The attacker will take 1d6 damage (with no armor reducing the damage). In addition, the character can do an extra 1d6 points of damage with his bare hand, if he strikes a location covered by metal armor.

The character cannot wear metal armor, and experiences terrible discomfort (-2 to all skills and attribute rolls) when contacting any metal object against his skin. He takes damage from prolonged exposure, suffering 1d6 damage each hour.

Ring of Night

Analyze DL: 15

This ring is made of intertwined bands of red crystal and dark granite. Its form is said to represent the sunset and the closing of Father Stratus' eyes to the world. It is highly sought after by thieves, assassins, necromancers, college students and other creatures of the night.

When worn, it provides the wearer with night vision and a +1 to every roll made from sunset to sunrise. Every skill roll, to-hit, damage and initiative roll will be at a +1 bonus. The character also gets a +2 stealth skill (in addition to the +1) or a 14 skill if the character does not already have stealth.

The character also gains an unfortunate aversion to daylight and suffers a -1 to all rolls from sunrise to sunset. The light hurts their eyes and thus, they take a -2 to all perception rolls (in addition to the -1).

Ring of Nobody

Analyze DL: 20

This magical ring is a thick metal band of some base metal. It has no distinguishing features of any kind. Only the closest examination by a skilled artificer will notice the tiny runic markings that cover the inner surface of the ring. When worn, this ring makes its wearer totally non-descript and forgettable. His charisma score is immediately changed to 10 and all distinctive features are lost. He will be able to blend in with any crowd. People will not remember him, his name or what he looked like. People he talks to will tend to forget important details about the conversation.

In general, you can assume that the character goes unnoticed and unrecognized. If the person looking at or talking to the wearer of this ring will not notice or remember the character unless they are making a specific effort to do so. Even then, they have to make a PER test at DL 20 to succeed.

This is the perfect item for would be assassins, or their prey. However, the ring has the side effect of making the character a non-person. People will tend to ignore him, abruptly end conversations with him to talk to others. Waitresses will forget he is there. Even his friends will find it hard to pay attention to him. The character will be unable to lead, or participate in meaningful discussions or planning.

Ring of Phasing

Analyze DL: 18

This jet-black ring is said to contain the spirit of a were-creature. It allows the wearer to become insubstantial for a couple seconds at a time. This allows the character to pass through doors, floors and walls of regular thickness. Barriers over 5 meters will require a WIL roll be made to pass through. The DL of this roll is 12 and failure means the character fails to cross the barrier and takes 2d8 points of damage (no armor applies). Barriers thicker than 10 meters cannot be crossed.

Another use of this ring allows the character to phase to dodge blows. This gives the character an extra phasing defense mode against melee attacks that come from the front. Any blow the ring’s wearer could parry or shield block can be dodged using phasing. The phasing defense is equal to the character’s PER+4 (maximum of 18). Unlike other defense modes, phasing can only be used against one defender a round. However, if the character rolls a 1 on his defense die while he is using his phasing defense and he is hit, he takes double damage from the attack and no armor applies.

This ring makes the character less substantial and he loses 2 STR, 2 TOU and 3 HITS. Skill reductions apply.

Ring of Strength

Analyze DL: 14

This ring is made of ruby red crystal with veins of pearly white substance throughout. When worn, it gives its user incredible strength, increasing their strength attribute by 8 points, or to a score of 18, whichever is higher. Figured attributes and skill levels should be recalculated to account for this new strength. However, the ring also makes the wearer clumsy and he often has a hard time controlling his newfound muscles. A –3 to agility and dexterity is suffered. Skills and figured attributes based on these scores decrease as well.

Rings of Submission

Analyze DL: 21

This ring is a band of plain iron with no markings on it. A forge’s heat will cause the ring to glow red-hot and only then can the runes inscribed on the metal be seen. Rings of Submission are made in pairs. One ring is the Master and the other is the Slave.

The wearers of the rings can sense each other and communicate telepathically if they are within 20 kilometers from one another. When within range of each other, the rings’ magical effects become apparent. The rings alter the minds of their wearers and force the wearer of the Slave ring to be subservient to the wearer of the Master ring. The submission is complete and the Slave ring bearer will follow the Master’s orders unless the orders will obviously result in the death of the Slave, or the death of someone the Slave cares about. However, the Slave will fight for the Master (keeping in mind the certain death restriction) and carry out all other commands to the best of his ability.

Note that the Master can take his ring on and off at will. However, removing the ring frees the Slave from his submission, allowing him to remove his ring. Otherwise, the Slave ring binds itself to the hand of its wearer. The ring cannot be removed by any normal means short of amputating the finger. The magic of the ring prohibits the Slave from thinking of this, or submitting to it.

There are two main side effects of the rings. The first is that rings bind the life force of their wearers. If either of them removes their ring (or has it removed), then both Slave and Master suffer a wasting sickness, losing 1d6 hit points each day for 10 days or until the rings are back on the hands of both Slave and Master. This damage cannot be healed in **any way** until the sickness ends. The second side effect is a rumor. It is said that the rings occasionally (perhaps once every few years) switch roles, suddenly turning Master into Slave and vice versa.

Skywalker Boots

Analyze DL: 16

These boots look like knee-high soft, hide boots. Several tassels decorate them, each with several feathers dangling from it. A person wearing skywalker boots can run or walk on air as though it were firm ground. The wearer must imagine a staircase or surface upon which to walk. As they walk upon their imaginary surface, they will rise and move in the air as though the surface were real.

The boots have the basic limitation that the surface imagined must be one upon which the character could actually walk. This means that stairs, flat surfaces and reasonable inclines are permitted. In addition, the character still expends energy as though they were moving on that surface. Thus, climbing might be accomplished by skywalking 10,000 stairs, but the character doing so would become exhausted far before he reached the summit.

The boots have the side effect that they slow the character. A character wearing these boots will have his base movement reduced by 1 hex/round. His running and jumping skills will be reduced by 2 and his overland movement rate will drop by 10%.

Spider Ring

Analyze DL: 21

This ring will cause its wearer to gain the powers of a spider. He can effortlessly climb up walls and in webs; he gains the poison bite of a giant spider and he can shoot a web that covers a single character unless he makes a SPD or STR save vs. DL 14. If a character fails his save, he is trapped for 2 hours.

The ring wearer will gain a taste for blood and insects and over the course of 3 months; he will become unable to consume regular food. In addition, the wearer will take 1d4 points of damage anytime a spider is killed in his presence.

Torc of Fortune

Analyze DL: 14

This ornate necklace is made of silver and brass. It looks as though the metals are two cords woven together. A small ruby is set in the throat of the necklace.

The torc gives the wearer three levels of luck (as the advantage). Thus, three times a gaming session, he can roll a skill, to hit, damage or attribute roll three times and take the highest of the rolls.

However, the wearer also suffers from bouts of unluck as well as luck. When the wearer uses his luck, he must roll a d6. If he rolls a "1", then he rolls three times, and takes the **lowest** of the rolls. In addition, the GM should feel free to curse the player with occasional and minor unluck. He may lose small items, get splashed by passing ox-carts; get rained on by freak showers and so on.

#### Weapons and Armor

In Bostonia, nearly all magical armaments are made from a special metal called spirit iron. Spirit iron is quite rare. The only known source of the material is meteors. Spirit iron is easy to form into several very strong alloys. Weapons and armor made from these alloys do not take durability checks in combat. It takes extreme conditions to damage or break them.

Spirit iron also has an affinity for magic. Magic spells can actually be cast into the material. Once this is done, the spells are held in the material, waiting to be released. Once cast, the spells will recharge over time, drawing from the owner’s life energy to do so. These are the spell-like powers listed for the weapon. They may change over the lifetime of the weapon, as the spells in the blade are dispelled and new ones added.

This constant drain of energy does not seem to have any deleterious effects on the weapon’s owner. However, it does affect the weapon. Magical weapons and armor draw from their owners and somehow the legends that surround them. Over time, they gain powers based on their owners’ deeds and the stories that come from those deeds. Thus, older weapons with history and legends surrounding them tend to be more powerful than newly created weapons, or those that have no stories associated with them. These powers are listed in the weapon description as legendary powers.

##### Claw (Long Sword)

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Throw** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Str** | **Notes** |
| Claw | 0 | N/A | 1d10+1d10 | 0 | -1 | M | --- | 11 | magical long sword |
| **Analyze DL: 15**  **Legendary Powers:**   * Extra Damage:Claw does an additional 1d10 leverage damage, making its total leverage 2d10. Claw leaves horrible claw-like wounds on its victim. * Fear Aura: Claw casts an aura of fear within 12 hexes of it. Anyone affected (see history below) suffers a –2 to all skill rolls while they remain in the area of effect. * Susceptibility to Demonic Magic: Claw makes its wielder more susceptible to demonic magic. The wielder suffers a –3 to all saves against such spells or powers.   **Spell-Like Powers:**   * Climbing Claws:Claw can give its wielder claws that will allow him to cling to any stone, wooden, earthen or metal surface. The claws last for 1 hour. This power can be used 3 times each day. * Animal Affinity:Claw can grant its wielder the ability to speak with animals and command them. Up to 12 animals can be affected. The animals must be normal (wolf, bat, bear, etc.) and not controlled or summoned. This power lasts for 1 hour. This power can be used 1 time each day.   **History:**  Claw is a relatively new weapon, being perhaps 100-120 years old. Claw was originally forged for the master of a school of swordsmen known as the Beast Blades. The school taught that succumbing to one’s animal passions led to being a more ferocious and unpredictable fighter. The master Bern Yil was said to be a crazed combatant who would claw and bite at his opponents.  Some time later, Claw fell into the hands of Aldora Berg, a notorious pirate. Aldora sailed the southern sea for well over 50 years and earned the nickname The Butcher for her bloody exploits. One reason for Aldora’s success was that she openly cavorted with demons and The Five were rumored to have given her great gifts in exchange for her service.  One of these gifts was Aphade’s Aura. The aura gave Aldora the ability to charm men who looked upon her. She would charm entire ship’s crews and kill anyone not affected by her powers (including women, priests, eunuchs and homosexual men). It is said the sword fed off of Aldora’s power and compensated for her “weakness” by casting fear into the hearts of those who did not fall under her spell. | | | | | | | | | |

##### First Blood (Long Sword)

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Throw** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Str** | **Notes** |
| First Blood | +2 | N/A | 1d10+2 | +2 | 0 | M | --- | 10 | magical long sword |
| **Analyze DL: 12**  **Legendary Powers:**   * First Parry: In any combat, First Blood always parries the first attack against its wielder that would have done damage. * Immobilize Demons: When fighting creatures of demonic origin, First Blood will immobilize them on an attack where the wielder rolls an 11 or 12 on his combat dice and hits his opponent. The demon gets a SPI save vs. DL 25. If it fails, the demon will remain paralyzed until the sword is removed from his body.   **Spell-Like Powers:**   * Light: First Blood can cast light within 10 hexes of its wielder. The light lasts 1 hour and can be cast 5 times a day. * Detect Secrets: First Blood will vibrate softly when it is within 3 hexes of a secret door or compartment.   **History:**  First Blood was originally forged during the War of Unification to protect Dovid from his enemies in the Tunderrim and Ander tribes. Copied from The History of the War of Unification written by scholar Timmaeus Madelin:  *“As Dovid and his warriors rested and regrouped in the hills and caves, a corps of Ander tribesmen worked their way through the mountains to cut the Bost off from their homeland. Their leader, Yaelin Ander, possessed a powerful sword called Grunderkin. The legend of this weapon dated back to the tribal period. It always struck true against the leader of the enemy group. As Dovid's men tried to escape, Yaelin charged Dovid, attacking him with the fabled weapon. Dovid was felled, but miraculously, he survived the blow and was saved by his men.*  *Upon return to their homeland, the armies of the unification were demoralized. Their leader had been struck down and their force defeated. The Tunderrim, heady with their victory, were planning a counterattack into the north with the Ander and their foul weapon in tow.*  *At this time, a Pelar mage named Fermandel entered the Zealots' camp. He presented them with a weapon. It was a minor blade made with Borakki metals and had runes of skill and power. Into this, Fermandel had bound several minor spells. Still, the blade was far from powerful and certainly no match for Grunderkin. Furthermore, the powerful leader of the Bost armies was incapacitated.*  *A young warrior, Rehesse Jherod took up the sword and led Fermandel and a host of fresh Pelar troops to the south to meet the Tunderrim and Yaelin Ander. Before he left the northlands, an elder from the Bost church, Telerind took the sword and begged the Mother and Father to bless it, and its bearer in the coming battles.*  *When the two forces met, the battle raged for days. At one point, a group of Tunderrim, led by Yaelin overran a Pelar camp where Rehesse Jherod was resting. The two leaders met in battle. Yaelin strode forward, bearing Grunderkin. Jherod prayed to the Mother and Father that they would favor him. Yaelin attacked first and true to its legend, Grunderkin struck directly at the head of young Jherod. However, with the blessing of Aestra and Stratus, the magical blade provided by Fermandel moved to parry the deathblow.*  *With that amazing parry, Jherod momentarily had the upper hand and struck at Yaelin, killing him. The blessed blade was damaged, so Jherod picked up Grunderkin and seeing the lieutenant of the Tunderrim. He threw the blade at this leader and the foul blade flew through the air, piercing the chest of the enemy second in command.*  *With their leaders killed, the Tunderrim forces were in chaos and fled the field of battle. The forces of unification held the field. Grunderkin was lost in the chaos of the retreat, and a young Ander lieutenant, Vens Ander, retrieved it. He hid the blade and returned to his homeland. Fermandel took the damaged blessed blade and repaired it, but the force of Grunderkin's blow destroyed the runes on the blade. However, it was considered very lucky by Jherod and his troops. To commemerate his battle with Yaelin Ander, he called the sword First Blood.”*  More recently, First Blood found its way into the hands of a young demon-hunter known as Zahn. His exploits are said to have given the blade great power against demonkind. | | | | | | | | | |

##### Grunderkin (Broad Sword)

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Throw** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Str** | **Notes** |
| Grunderkin | +1 | Special | 1d8+2 | +1 | 0 | M | --- | 12 | magical broad sword |
| **Analyze DL: 12**  **Legendary Powers:**   * Beheader: When fighting the leader of an enemy group, Grunderkin always hits. This is true even when the weapon is thrown (Grunderkin normally can be thrown only at an enemy leader. Otherwise, like most swords, Grunderkin is too clumsy to throw.). On the first such attack, Grunderkin does 2d8+4 leverage damage (in addition to the wielder’s strength damage). * Unseen Killer: Though Grunderkin is a regular-sized broadsword, it size reduces when it is hidden, allowing it to be stashed underneath a cloak or robe with ease.   **History:**  Grunderkin is a powerful weapon dating from tribal times. Uln Grunder is said to have made the weapon for the leader of the Ander tribe, Yaelin Ander. The Ander tribe conquered neighboring tribes in the Seeker’s Valley. During these battles, Yaelin would challenge the enemy leaders to single combat. As he killed his opponents, the legends about Yaelin’s fighting prowess and the shining blade he carried grew. | | | | | | | | | |

##### Reflector (Small Shield)

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Shield** | **Acc** | **Throw** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Str** | **Notes** |
| Reflector | +0 | n/a | 1d3N | +2 | 0 | S | --- | 7 | magical small shield |
| **Analyze DL: 16**  **Legendary Powers:**   * Spell Reflector: Reflector gives its wielder the ability to shield block spells as though they were normal missile attacks. Any bolt or thrown magical attacks directed at Reflector’s owner can be shield blocked. A reflected spell travels in a random direction (roll 1d6 for the direction) and hits the first character it comes upon. If the attack fails by 3 or more points, then Reflector’s wielder gains some control over where the reflected spell goes.  |  |  | | --- | --- | | **Misses By** | **Effect** | | 1-2 | Roll 1d6 for direction. Spell hits first character/thing it encounters. | | 3-5 | Roll 1d3 for direction. Reflector’s wielder can determine the 3 contiguous hex sides into which the spell can be reflected. | | 6-7 | Reflector’s wielder can determine into which hex side to reflect the spell. | | 8+ | Reflector’s wielder can target the spell. |      * Gaze Immunity: Reflector makes its owner immune to all gaze and sight-based attacks. * Light Reflector: Any light striking the surface of this shield is reflected and intensified. A light as dim as a single candle will, when held next to the shield’s surface produce enough light to light a moderately sized room. A large fire would produce light comparable to daylight.   **Spell-Like Powers:**   * Eyebright: Once a day, Reflector can create a flash of light. The flash will blind any characters in the wielder’s front three hexes if they are facing Reflector. Flashed characters must make a SPD save vs. DL 16 or be blinded for 2d3 rounds.   **History:**  Camilla Verdas was a warrior in service of the Bostonian church. In her journal, she detailed her travels into remote regions of Bostonia in search of ancient pagan sites. On one of these trips, she found what she called a “Valley of Shields.” In her journal she describes an ancient forge containing ingots and armaments made of an unusual material.  A monstrous centipede with a metallic carapace and bladed mandibles guarded the valley. Camilla and her party did not have the strength to defeat this beast, but managed to avoid it and gain entrance into the forge.  Once inside, she found “…a small round shield made of a metal that resembled polished silver, but was strong and resilient to even the strongest of blows. The surface was neither dented nor scratched by our assaults. And it was so perfect – as smooth and reflective as a mirror. Only, it was clear that this was not an ordinary mirror, for even our dim torchlight was brilliant when seen in the face of the shield.” | | | | | | | | | |

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##### Pagan’s Tomb

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Weapon | **Acc** | **Throw** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Notes** |
| Pagan’s Tomb | 0 | n/a | 1d10 | 0 | +1 | M | --- | magical broad sword |
| **Analyze DL: 17**  **Legendary Powers:**   * Elemental Resistance: Pagan’s Tomb grants its wielder a +3 to all saving throws dealing with elemental powers and spells. * Elemental Damage: Pagan’s Tomb can hit all elementals and summoned elemental creatures, even if they are phasing or otherwise non-corporeal. * Elemental Seeker: Pagan’s Tomb can detect elemental creatures and magic without fail in a radius of 250 meters. * Entomb: Pagan’s Tomb can permanently trap an elemental creature. The attacker must roll a 11 or 12 on his attack die and hit the elemental. The creature is trapped in an inert state (such as a rock, or a pond, or an eternal flame) for as long as the blade remains within it.   **Spell-Like Powers:**  Pagan’s Tomb has powers for each of the four elements. Each elemental group can be used up to three times each day.  **Fire Group:**   * Bolt of Fire: The character uses combat: thrown, or combat: magic skill to determine the to-hit chance. Any other missile combat skill may be substituted at a –3 to hit. If the fire bolt hits, it does 2d12 points of damage. * Control Flames: The wielder can cause flames in a 10 hex area to move, become stronger or weaker, change color or extinguish. The control lasts for several minutes.   **Ice Group:**   * Bolt of Ice: This bolt does 2d8 points of damage, but affects the target like the 1st circle Blizzard spell, Frostbite. * Freeze: The wielder can cause an amount of liquid, or marshy ground up to 20 hexes to freeze and become passable. Creatures trapped in the ice need to make a STR save at DL 17 to break out.   **Earth Group:**   * Entangling Earth: The ground under the target gets soft, then hardens, trapping him. The target is held for 20 rounds unless an AGI or STR save vs. DL 17 can be made. Once the victim is trapped, a STR save vs. DL 21 will still free him. * Wall of Earth: A wall of up to 9 hexes may be created. It lasts for one hour.   **Air Group:**   * Powerful Gust: The target is picked up by a gust of wind and thrown 2d6 hexes (taking that much damage as well). Armor does not affect this damage. * Fly: The caster can fly for 1 hour at a rate of 11” each round.   **History:**  Many years ago there was a pagan cult that worshipped an earth elemental named Garok. Garok gave his followers power over the earth in the form of an earth rune (not detailed here). His followers provided him with sacrifice of precious metals and the occassional human prisoner. Using a powerful weapon, the leader of the First Order of Templars, Aln Tirnfaddon, battled Garok and imprisoned him in stone. However, in doing so, he lost the magical blade forever.  The name of this powerful sword is Pagan's Tomb and it is a weapon that feeds on elemental energy. Forged of "heavenly metal", the blade was designed to damage elementals and rob them of their magical power. Pagan's Tomb was created by the great elemental master, Caluud, and presented to Aln Tirnfaddon to aid him in ridding Bostonia of the pagan elemental gods. | | | | | | | | |

#### Miscellaneous

Drunken Porter’s Chest

Analyze DL: 16

This device looks like a fine chest with bindings made of precious metal. They can be found in various sizes, but are most often the size of a large footlocker. If something is placed in the chest and the lid is closed, the item inside gets lighter by a factor of 10. However, like other items of its type, the chest comes with an annoying side effect. Namely, something (or things) outside the chest becomes heavier to compensate for the weight “lost” by the items in the chest.

When the lid is closed, the GM should roll a 1d12. This is the number of items outside the chest that are made heavier by the chest. The weight displaced by the chest will be distributed equally among these things. Then the GM should randomly pick the items that will be affected.

Everlit Lantern

Analyze DL: 13

These lanterns are of ancient manufacture and look like regular lanterns, but for the lack of a wick. When activated, they produce as much light as a normal lantern, but without smoke, heat or fuel.

These lanterns are breakable and if the wielder falls while holding one, there is a 10% chance it will be broken and thus, useless.

Ivory Figurines

Analyze DL: 14

These are figurines made of carved ivory. They are amazingly lifelike and detailed. If broken, they activate and become a life-sized version of the creature they depict. The creature will remain for 20 combat rounds (or until it is destroyed) and will follow simple verbal commands from the person that activated it.

The device draws the life force of living beings to power its magic. When the figurine is activated, a random character within 6 hexes will suffer 2d6 damage. Armor does not protect against this damage.

Hourglass of Altered Time

Analyze DL: 20

This device looks like a finely crafted hourglass with a wooden frame. It is about one foot tall and fairly heavy and bulky. It is activated by flipping it while speaking a word of command. When it is activated it slows time for creatures within 20 hexes of the user. Time flows at ¼ speed for those within the area of effect. People inside the radius of altered time sense no difference, but see those outside moving at a lightning pace. So, two combatants within the radius would fight normally, but an archer outside the radius would get 4 rounds of action for each 1 action that occurs inside the area of effect.

Keep in mind; anyone that enters the affect radius has his time slowed. Thus, if a character is bleeding to death inside the altered time, a medic who enters to save him will be slowed and gets no extra time to save the victim. However, if a character is poisoned inside the altered time and the closest help is a mile away, then those who run to get the doctor will do so 4 times faster (according to the slowed dying character).

This device has two side effects. First, when it is deactivated, everyone that experience slowed time will experience an equal amount of accelerated time. Time will flow 4 times faster for these characters. They will get 4 times as many actions, eat and breathe 4 times as much, etc. Thus a character that spend 20 minutes slowed (while 80 minutes passed outside) will then experience a period of 20 accelerated minutes where he acts 4 times faster than those who were not slowed. 80 minutes will pass for him in this span.

The second effect is that anyone who experiences any amount of altered time has a chance of being aged by the hourglass. This chance is 25% and is rolled once for each 6 hours (or fraction of 6 hours) spent with altered time. So, a character that spent 1 second in altered time has a 25% chance of aging 1 year. A character that spent a whole day under altered time has to roll this chance 4 times, aging up to 4 years.

****Farscrye Shaft****

Analyze DL: 11

These are arrows or javelins that when fired or thrown, allow the caster to see and hear as though he were standing at the spot where the missile landed. A 360-degree view is permitted, as well as up and down. Viewing is instantaneous as soon as the missile hits something and lasts for up to 6 hours. However, the user's perception and consciousness is focused on the missile and things occurring right next to him will go unnoticed. In addition, it takes a full minute to "wake up" from viewing through this item.

Mage Chime

Analyze DL 16

The mage chime is a small, cylindrical, silver chime attached to a leather strap, or silver chain. The chime has runes carved up and down the length of it. When held in the air by its chain, the mage chime will start to ring when a magic spell or device is used within 100 meters. The range of the chime's detection power can be altered by holding the chain at longer or shorter lengths, thus allowing for more exact detection. The detection power includes spells and powers that are cast, or are active within the chime's radius. Magic items that are not being used are not detected.

If the chime is struck and the proper words of power are spoken, the chime sounds a loud note that disrupts spell casting. All spell casters within 50 meters of the chime get a -4 to all spell casting attempts for 3-12 rounds. The chime automatically disrupts spells that cannot be cast in combat. The chime can only be rung in this fashion 2 times each week.