

GADGET GUIDE: MAGIC

Not all superheroic gadgets are technological—far from it, in fact. Some are actually products of magic, from enchanted weapons and armor to cloaks, amulets, or “techno-magic” items fusing modern technology with ancient sorcery.

Gadget Guide: Magic looks at these magic items and their different uses in a *MUTANTS & MASTERMINDS* game.

MAGICAL ITEMS

As pointed out in the *Power Profiles* source-book, “magic” is a broad descriptor with a number of potential modifiers related to the type of magic in question.

Certain magic items may have additional descriptors to further define the type of magic associated with them, such as the magical tradition (divine, faery, hermetic, witchcraft, etc.), the magical “school” or purpose (divination, necromancy, sorcery), or the makeup of the item itself, such as adamantine, cold iron, hawthorn, and such, which can be quite relevant when dealing with certain weaknesses and vulnerabilities of magical beings.

UNIQUE VS. “STANDARD” ITEMS

Magic items tend to be unique—the work of particular enchanters—even if they fit into a general overall category. For example, while there may be many magical swords or weapons in the world, each one often has its own name, history, and particular qualities. Only in a setting with highly industrialized magic can you find a “standard magic sword” mass-produced like many modern commercial items.

This means magic items often have a particular character to them, different from conventionally produced technological gadgets. It’s not just “a magic katana”; it is Grasscutter, the legendary creation of the Japanese gods, whose merest cut is potentially fatal. It is not merely “a magic wand,” but the “Willow Wand of the Witches,” wielded by generations of spell-workers; and so forth.

The main exception to this is the Artificing advantage (*Hero’s Handbook*, **Chapter 5**), which specifically creates temporary and limited-use items. By their very nature, these things tend to have less individual character, although they might still carry a certain “signature style” able to identify their maker (with an appropriate Expertise: Magic skill check). Artificing tends to either place temporary enchantments on durable items (giving a weapon or armor a temporary bonus, for example) or else creates a short-term or single-use item, like a potion, powder, or talisman, that does that does its intended job, and then is used up.



TECHNO-MAGIC

While traditional magical items come from a pre-industrial civilization and are thus always hand-crafted things, that often is not the case when it comes to a superheroic setting where sorcerers may also be mad scientists, inventors, or hackers.

“Techno-magic” infuses technological items with magical powers or properties, allowing magic to take the place of super-science as a descriptor for gadgets with capabilities far beyond those of modern technology. This can range from enchanted guns (perhaps designed to slay magical creatures) to magic armor or magical constructs, such as golems or animated skeletons or suits of armor (see **Gadget Guide: Constructs** for details). Indeed, virtually any of the super-science items from other **Gadget Guides** can be made into techno-magical devices with just the application of the right descriptors.

SUFFICIENTLY ADVANCED TECHNOLOGY

Of course, not everything that *seems* like magic actually is. Some characters in a *MUTANTS & MASTERMINDS* setting may possess technology so advanced—thought-controlled devices capable of manipulating matter and energy, for example—that they might as well be magic. This can include aliens, time travelers, and visitors from other dimensions. Their abilities might be mistaken for magic, or the characters could deliberately mislead others into thinking that they have magical powers. Sometimes, “it’s magic” is the simplest explanation for what is, in fact, incredibly sophisticated technology that is difficult to explain to modern human “primitives,” just as a modern person would have a difficult time trying to explain what a smartphone is and how it functions to a Stone Age primitive.

The difference between techno-magic and sufficiently advanced technology is that the former truly does incorporate magic, while the latter does not. This can come as a surprise when a true magic-wielder tries to dispel or banish the effects of an alien “wizard” or likewise when a dimension traveler discovers that there *is* such a thing as genuine magic, rather than just technological trickery!

ACTIVATION AND USE

While technological gadgets generally work for anyone who knows how to operate them, magic items may have particular restrictions on their use; in particular, items may have the Activation and/or Check Required flaws.

Activation represents an item that requires more time to prepare than the usual action for its power effects. Magic items that take more than a standard action to prepare qualify for a full -1 point per rank flaw like the Slow flaw of the Variable effect (**Chapter 6** of the *Hero's Handbook*).

Check Required usually involves an Expertise: Magic skill check, representing the requisite knowledge to activate and use the item, although it could be another skill or even a trait like Will to represent "willful" items that require great mental strength to wield.

ARRAY ITEMS

Some magic items have a single purpose, and effects focused on that purpose, while others have an array of magical effects, possibly representing different spells, enchantments, or assembled items.

Array items may provide a base effect along with one or more Alternate Effects or they might simply offer Alternate Effects, requiring the user to have a base power (such as the Magic array described in **Chapter 6** of the *Hero's Handbook*) in order to provide the "power" to use the item's effects.

SPELLBOOK

While many magicians and magical traditions keep written records of spells and rituals, sometimes these spellbooks are useful for things beyond just referencing information. They may contain spells so potent that anyone reading out of the book can tap into their power—or, at least, anyone with some measure of mystical potential. Such a spellbook comes with the Power Loss complication: the user has to read from the book in order to access its powers. It may also have the Removable flaw, should the book ever be taken away.

Spellbook: Magic Array with Alternate Effects • 2 points per rank +1 point per spell (Alternate Effect)

CONJURE BAG

Similar to a spellbook, a conjure bag is a pouch, satchel, or even a deep-pocketed garment, from which can be drawn seemingly endless mystical talismans and trinkets to do the wielder's will. Some conjure bags can also store items, giving them the Dimensional Pocket power (see **Dimensional Powers** in the **Power Profiles** sourcebook).

Conjure Bag: Magic Array with Alternate Effects • 2 points per rank +1 point per talisman (Alternate Effect)

THE ARCANA OF SUMMONING

A set of 22 finely etched ivory plates of the major arcana of the Tarot, each card grants the power to summon, in turn, an avatar of that Trump, who will serve the holder of the card. The Arcana have been wielded for both good and ill over the centuries, and the Trump Avatars seems to care nothing for the intentions of their master, faithfully

doing whatever they are told. The card controlling a singular avatar is effectively Easily Removable, but the deck as a whole is simply Removable, and the loss of a single card does not greatly diminish its powers.

Arcana of Summoning: Summon Tarot Avatar 11 (165 points), Controlled, Heroic, Mental Link, Variable Type (General), Removable (-13 points) • 54 points.

OFFENSIVE MAGIC ITEMS

Common offensive magical items are enhanced versions of mundane weapons, usually with effects like Enhanced Fighting or Enhanced Damage, sometimes with an additional or different descriptor (such as turning a sword's slashing Damage into fire damage or mixed fire/slashing damage) or a Secondary Effect.

ABYSSAL TRIDENT

A savage-looking weapon of dark iron, an Abyssal Trident is both tool and badge of office for many Abyssal Lords and devils. It channels soul-searing hellfire at its wielder's command and can tear through the fabric separating the realms, allowing passage between worlds or bringing forth the denizens of those netherworlds (see **Demons** in **Chapter 3** of the *Gamemaster's Guide*).

A non-demon wielding an Abyssal Trident may gain great power, but usually acquires various complications, particularly a vicious Temper, and an Obsession with the weapon, and a gradual shift in motivation towards evil.

Abyssal Trident: Ranged Damage 12 (hellfire; AE: Close Damage 6 (Strength-based, piercing/fire), AE: Ranged Damage 8 (Alternate Resistance - Will)), Movement 2 (Dimensional Travel 2, Portal), Summon Demon Minions 8 (120 points, General Type), Easily Removable (-22 points) • 36 points

ANKH OF THE AVENGER

A massive golden warhammer in the shape of an Egyptian ankh, wielded by the earthly avatar of the god Horus the Avenger, the Ankh commands the light and heat of the sun itself and is a fearsome weapon in close combat. It also allows the wielder to soar through the depths of space or across the dimensions, and to pierce the veil of any illusion. Although Horus took the Ankh with him when he left earthly affairs behind, he might well loan or gift it to a worthy wielder.

Ankh of the Avenger: Ranged Damage 14 (fire and heat; Alternate Effect: Ranged Affliction 14 (blinding light; Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware; Cumulative, Limited to Vision), AE: Close Damage 8 (Strength-based, Penetrating 6), AE: Environment 14 (daylight)), Feature 1 (Instant Change), Flight 10, Immunity 10 (life support), Movement 4 (Dimensional Travel 2, Space Travel 2), Senses 7 (Vision Counters All Concealment and Illusions), Removable (Indestructible, -14 points) • 63 points



GRASSCUTTER

A katana with a shining steel blade etched with graceful, bending lines like tall grass waving in the wind, *Kusanagi* (Grasscutter) is the creation of the gods of the Japanese pantheon.

So sharp is its blade that the slightest cut may prove fatal, continuing to bleed until the victim perishes or is treated with magic. Because of this, Grasscutter's Damage is not Strength-based, as force is not a factor in its effectiveness.

Grasscutter: Penetrating Damage 14, Secondary Effect (Affliction 14 (Resisted and Overcome by Fortitude; Impaired, Disabled, Dying), Progressive), Easily Removable (Indestructible, -27 points) • 43 points

MOONSLAYER

A late 19th century six-shooter made of black iron engraved with mystic symbols, the gun Moonlayer is always loaded with six rune-carved silver bullets capable of wounding or even slaying many magical creatures.

Lore has recently surfaced to suggest the gun is one of a pair and that the other, Sunlayer, fires wooden bullets that burst into flames upon impact; its fate is unknown.

Moonlayer: Ranged Damage 8 (ballistic, magic), Affects Insubstantial 2, Feature (silver bullets) • 19 points

DEFENSIVE MAGIC ITEMS

As with offensive items, defensive magic items are often enhanced mundane defenses, particularly magical armor and shields that provide greater bonuses, or otherwise ordinary items of clothing enchanted to provide Protection as if they were armor, such as normal looking cloaks or shirts that grant the Protection effect.

AMULETS

A common type of defensive magic item is an amulet, a small item intended to ward off a particular danger or form of harm. Amulets often take the form of necklaces, rings, charm bracelets, and other jewelry worn close to the skin. The effect of an amulet may range from providing the Second Chance advantage on resistance checks against a specific hazard through Enhanced Defenses (perhaps Limited to a specific hazard, perhaps not) to outright Immunity, Limited to Half Effect for some amulets, with the most powerful offering complete Immunity to their particular hazard.

GHOST SHIRT

In Native American tradition, a ghost shirt is a linen or buckskin shirt, enchanted to provide protection against weapons. In modern usage, virtually any garments which magically provide Protection.

Ghost Shirt: Protection • 1 point per rank.

SECOND CHANCE RING

This metal finger ring, often engraved with symbols of life or infinity, provides its wearer with an opportunity to cheat death so long as it is worn.

Second Chance Ring: Immortality • 2 points per rank

WARDING BRACER

A warding bracer is a metal wrist-guard, used to block close attacks, and endowed with the magical ability to block more effectively than the wearer's normal level of skill.

Warding Bracer: Enhanced Parry • 1 point per rank

MOVEMENT MAGIC ITEMS

Magic can grant virtually any movement effect from the *Hero's Handbook*, and movement magic items tend to be focused on individual movement (with some exceptions, such as the **Magic Carpet**, following).

CONJURE CLOAK

A conjure cloak is created from the arts of the Wardens of the Dimension of Doors, a transitive mystic plane "between" other realities. The cowed cloak enables its wearer to "step" across space and dimensions as easily as crossing a room. Additionally, the conjure cloak can transport anything in its folds into a "dimensional pocket" and magically shed dirt and stains, even regenerating wear and tear over time, always remaining in pristine condition.

Conjure Cloak: Feature 1 (self-cleaning and repairing), Feature 10 (dimensional pocket, store up to rank 10 mass), Teleport 12 (Accurate, Change Direction, Change Velocity, Extended, Increased Mass 3; Alternate Effect: Movement 3 (Dimensional Travel 3)), Removable (–12 points) • 53 points

LEVITATION CLOAK

This high-collared cape allows its wearer to rise into the air and fly simply by willing it. Users beware: If the cloak is Removable (or subject to Power Loss), having it snatched away while in the air can result in a nasty fall!

Levitation Cloak: Flight • 2 points per rank

MAGIC CARPET

Like a levitation cloak for company, a magic carpet is an enchanted rug able to fly at its owner's command, bearing aloft additional passengers able to fit into a modified Line Area (10 feet by 15 feet). Larger carpets (with more Area ranks) can carry more passengers.

Magic Carpet: Flight, Affects Others, Line Area (modified, see description), Platform • 3 points per rank

SEVEN-LEAGUE SHOES

The wearer of this magical footwear (or any of a number of similar items) can cross great distances with but a single step.

Seven-League Shoes: Teleport (Accurate, Easy) • 4 points per rank

GENERAL MAGIC ITEMS

The following is just a sample of the broad range of other magic items.

THE EYE OF ARGON

A darkling gemstone dating back to pre-cataclysmic Atlantis, the Eye of Argon houses a malign intelligence with a desire to experience worldly pleasures and the power to do so. It once possessed society reporter Amanda McKittrick in 1940s Freedom City, transforming her into the villainess known as Opal, a foe of the Golden Age Siren and the Liberty League. Kept under guard in the vaults of Atlantis, the Eye now patiently waits, calling out to those susceptible to its influence.

The Eye of Argon: Create Object 8 (energy constructs; Movable, Precise), Enhanced Advantage 10 (Attractive 2, Ranged Attack 8), Enhanced Dodge 8, Enhanced Parry 8, Enhanced Stamina 5, Enhanced Strength 4, Flight 8 (500 MPH), Immunity 10 (life support), Protection 3 (Impervious), Removable (–20 points) • 80 points

MASK OF THE MODROSSUS

The Mask—more properly a helm, covering the wearer's whole head—is a magical item of legendary power, transforming its wearer into a living avatar of the Modrossus, the greatest mystical force for order, and permitting the Three-Who-Are-One to work through the body of their avatar, who is ideally a practitioner of the mystic arts.

As those who have attempted to turn the Mask's power to evil have learned, the Modrossus punish those with the hubris to don the mask without their blessing. The presumptuous wearer must make a DC 30 Will resistance check against a Progressive Affliction (impaired, disabled, incapacitated) for each round the mask is worn. Those incapacitated by it are often driven permanently mad.

Mask of the Modrossus: Enhanced Advantages 7 (Benefit (guidance from the Modrossus), Fearless, Luck 5), Enhanced Awareness 10, Enhanced Presence 5, Enhanced Magic 20 (adds 20 points to existing Magic array), Enhanced Skill 5 (+10 Expertise: Magic), Immunity 10 (life support), Protection 8, Senses 9 (Cosmic Awareness, Detect Magic (Acute, Analytical, Extended 3, Ranged), Magic Awareness), Removable (–14 points) • 60 points

MEDALLION OF THE MODROSSUS

This silver clasp bearing the Mark of the Modrossus (a circle within a triangle) is part of the regalia of Earth's Master Mage. The Medallion is a powerful talisman of light and

truth against the forces of darkness and chaos. When willed, it emits a pure blue-white light able to blind, read thoughts, or banish creatures of supernatural evil. Its power is limited, however, by the arcane knowledge and skill of its wielder, who must possess the Magic power (that is, an array of Alternate Effects with a magic descriptor). See the sample **Magic** power in **Chapter 6** of the *Hero's Handbook*.

Medallion of the Modrossus: three Dynamic Alternate Effects: Ranged Affliction (blinding light; Impaired, Disabled, Unaware), Cumulative, Limited to Vision; Mind Reading; Nullify Summon Supernatural Creatures, Perception Range), Removable (–1 point) • 5 points

THE PHILOSOPHER'S STONE

The legendary Philosopher's Stone is the ultimate instrument of alchemy. It has the power to transmute the elements, turning lead into gold, water into mercury, or oxygen into chlorine. The Stone itself appears fairly unremarkable: a polished grey rock that fits easily into the palm of the hand, although to those with Magical Awareness, the Stone is clearly a potent magic item, shining with power.

The Philosopher's Stone: Transform 11 (any element into any other), Easily Removable (–22 points) • 33 points

THE SCRYING STONE OF SIRRION

Some believe this obsidian sphere is the prototype for all “crystal balls” and seeing stones throughout history. Its purported creator, the archmage Sirrion, is known for discovering and codifying many of what would later be known as the fundamental structures of magic and artifice, so it's quite possible. The Scrying Stone has been a part of the inheritance of the Master Mage since Sirrion himself held the title. It rests upon a three-legged stand of dark metal, the sphere resting upon a metal ring, but rising up into the air when in use.

The Scrying Stone of Sirrion: Remote Sensing 20 (visual, auditory, mental; Dimensional), Senses 9 (Detect Evil 2, Detect Magic 2, Magical Awareness, Vision Counters Concealment and Illusion; Expertise: Magic Check Required, DC 13, –3 points), Removable (–14 points) • 53 points

THE SERPENT SCEPTER

A creation of the ancient Serpent Empire of pre-cataclysmic Lemuria, the Serpent Scepter is a roughly two-foot long rod of greenish stone, similar to jade, except infinitely harder. It is carved into the shape of four twining cobra-like snakes, their fanged, open-mouthed heads facing away from each other at the top of the rod, just beneath a sun-disk shape.

The Scepter is infused with preternatural serpent magic. Amongst other things, it is indestructible to any known force. It has been hidden away in many places—the deepest trenches of the ocean floor, in warded vaults, and deep underground—but always the Scepter seems to find its way into the hands of those who can be corrupted by its power.

The Serpent Scepter can control the minds of humanoid creatures, and those under its sway undergo an inexorable transformation into reptilian Serpent People, first developing small patches of scales and golden eyes with vertical pupils, eventually shedding their outer skins altogether and becoming full-fledged Serpent People. Thus the Scepter's magic ensures the continuation of its people.

The Serpent Scepter: Perception Range Burst Area Affliction 20 (Resisted and Overcome by Will; Entranced, Compelled, Controlled; Extra Condition (controlled subjects undergo slow transformation into Serpent People with one resistance check per day), Progressive), Side-Effect (wielder suffers from complications and Extra Condition effect), Easily Removable (Indestructible, –31 points) • 49 points

ARTIFACTS

In myth and legend, there are magical items far surpassing the powers of those described here, sufficient to grant any mortal wielder the powers of the gods themselves, or even more. These artifacts are pure plot devices, having no assigned game traits but capable of doing whatever is required to fulfill their role in the story. The classic example is a “wishing” item—from a genie's lamp to a magic ring—capable of doing anything its wielder wants. Artifacts often have a measure of awareness and agendas of their own, and some cause considerable complications for their owners, shifting their motivations or even transforming them altogether to suit the artifact's design.

This is not to say that artifacts are without limits. They often have particular quirks, such as a limited number of uses, or loss of their power under particular circumstances (such as during an eclipse or the dark phase of the moon, for example). Smart heroes can take advantage of any known limitations of an artifact, and an Expertise: Magic skill check might reveal them.

Villains often scheme to find or control artifacts, wielding their tremendous powers to further their own plans, while heroes try to stop them from unearthing “things man was not meant to know.” Stopping a villain who has gained control over a mystic artifact can be a major challenge for a team of heroes and the climax of an adventure series.

Gamemasters should be careful to keep artifacts from falling into the hands of player characters. While they might be able to use a “liberated” artifact to undo any damage caused by the villains, they should be wise enough to understand that “absolute power corrupts absolutely” and resist the temptation to keep the item and continue to use it. If they cannot, feel free to have some mystical higher power intervene and take it away from them, hiding it away from the sight of mortals once more, at least until another would-be world-conqueror manages to find it again.

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