**Item Lore and Artifacts**

When the party finds an artifact, they will know little about it, and will not have access to all of its powers. Unlocking the potential of a magic item requires one or more successful item lore checks.

**Types of Magic Items**

***Enchanted Items*** – Enchanted items are items that have been imbued with minor enchantments, usually by mortal mages. They do not have names, or lore associated with them, and just have a few abilities which will need to be unlocked. Because they have no name, enchanted items will never curse their bearer unless that is specifically the power with which they are imbued.

***Artifacts*** – Artifacts are more powerful items because they have a name, and a spiritual tie to the world. Often, these are items created by immortals, but it is possible for enchanted items with long histories to gain a name and become an artifact.

***Relics*** – Relics are artifacts but have complex secrets that can only be obtained through thorough study, and can only be unlocked under special conditions.

**Item Lore Checks and Item Aspects**

Each item lore check takes the better part of a day. Alternately, an artificer can study an item in the field during a camp action, but his skill level is -4 when doing so.

Success with an item lore check unlocks a single aspect of the studied item. When first interacting with an item (and before rolling his first item lore check), it will be clear which aspects exist, and an artificer can choose to study these aspects in any order.

**Item Aspects**

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| **Aspect** | **Effects** |
| Name | * Mastering the name means that the item will no longer curse you (unless it has a side effect, or cursing you is part of one of its powers). * If you unlock other aspects of the item before unlocking its name, you have a 1/12 chance of being cursed on each attempt. * If you use an item’s powers before unlocking its name, you have a 1/12 chance of being cursed upon each use. * Wielding a weapon before unlocking its name gives a 1/12 chance of being cursed each combat. |
| History/Lore | * Some items have special history and lore associated with them. Unlocking this aspect gives the artificer the story. * Typically, this will have no game effect, but might be relevant depending on the story. |
| Side Effects | * You learn any ongoing side effects from using or equipping this item. * Any curses for using the item without unlocking its name will be listed here as well. |
| Means of Destruction | * Enchanted items can be broken like normal items. * Artifacts and relics require special circumstances to be destroyed. * Unlocking this aspect tells you what special conditions must be met to destroy this artifact. |
| Means of Recharge | * Charged items might have a way to renew their power. Unlocking this aspect tells the artificer how this is done. |
| Powers | * Each successful unlock gives the artificer knowledge of one of the item’s powers. * That power is now available for use by the artificer, or anyone he instructs. * Some powers have the ***inherent*** tag. These powers do not have to be unlocked. They work for anyone who equips the item. They still can cause the user to suffer side effects, or be cursed. |
| Secrets | * Relics have secrets, and each unlock provides the artificer knowledge of one of the item’s secrets. |

**Examples**

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| **Enchanted Item – Wand of Butterflies** | |
| Name | None |
| History/Lore | None |
| Side Effects | Each time a power is used, the wielder has a 4/12 chance to sneeze |
| Means of Destruction | None |
| Means of Recharge | A butterfly must be captured and then “consumed” by the wand. Doing so restores 1 charge. |
| Powers | * A cloud of butterflies in a 1 hex radius appears up to 20 hexes away. These butterflies distract anyone in the cloud giving a -2 to any skill checks that occur in or through the cloud. (1 charge) * Once per day, the wand can touch an injured character and restore 1d4+1 hit points. (1 charge) * The wielder grows a large pair of butterfly wings and can fly for 10 minutes. (3 charges) |
| Secrets | None |

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| **Artifact – Timorigas the King’s Helm** | |
| Name | Timorigas |
| History/Lore | TODO LATER |
| Side Effects | This item’s curse is that it will permanently fuse to the head of its user. It has a 1/12 chance to do so at the beginning of each battle it is worn unless its name is unlocked. |
| Means of Destruction | Timorigas was created by Lex, and is thus bound to him. Destroying it requires either the blessing of Lex, which would require a pretty hefty sacrifice, or the intervention by another god |
| Means of Recharge | None |
| Powers | * provides armor to the head of its wearer (4 AV; 10 Padding) *inherent* * gives its user +2 charisma * Once per battle, the wielder can call up to 4 of his allies to him, instantly calling them to his side from up to 40 hexes away * Once per battle, the wielder can shout in a 3 hex cone, doing 2d8 damage and knocking enemies down (muscle 18) |
| Secrets | None |