

Items for DQ Characters

March 21, 2024

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1 Jedburgh

1.1 Box of Enhancement

This small wooden box is 1ft in each dimension. An item put in the box for a full 24 hours will be enhanced, any of the items random effect will be maximised (i.e. any D roll will be a 10). Only one item may be enhanced at any one time and must be used before the box can be to use used again.

(GMs discretion on use)

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1.2 Strength of Stone – target modification

When Strength of Stone is cast upon Marco and Jedburgh, they may choose to split the ranks across EN and STR. i.e. a R10 spell may give them +8EN and +2STR.

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1.3 Ultimate Outdoors Manual

This read must study this book for a week and then will permanently gain +5% to all ranger base chances. After it is read the book will disappear [Used].

1.4 Ribbon of Clarity

This is a brightly striped rank 8 silk ribbon made by Athena's lesser handmidens.

It will add 12% to the wearer's magic resistance vs general knowledge spells of the College of Sorceries of the Mind.

The ribbon must be tied into the wearer's head hair, and takes one day (24 hours) to adjust to the wearer before the bonus will apply.

1.5 Brided Lanyard

This is a rank 8 metallic black braid formed from a repetitive series of complex knots made by Athena's lesser handmaidens.

The wielder will never involuntarily drop the weapon to which the braid is attached, and can choose to ignore disarm attempts for this weapon.

The ribbon must be tied onto a specific weapon (it will not impede use) and takes one day (24 hours) to adjust to the weapon before bonuses will apply.

1.6 Liquid Moonlight

This small vial of liquid contains a distillation that confers extra potency to blades when upon them. It must be applied to a blade under the full moon and retains its properties till the next full moon. During this time the blade will glisten like moonlight upon water, and will do double damage to shapeshifters of any type and in any form, including lycanthropes, etc (doppelgangers included). This may be placed on magical weapons (within reason) [Used].

1.7 Dark Vision

Jedburgh has gained the talents of Dark Vision (as per Celestial College spell) and Spirit Vision (can see disembodied spirits).

1.8 Spectral Weapons

Jedburgh has a hand & a half, glaive, short sword and two dagger with Rank 19 Spectral Weapon permanently on them.

1.9 Glaive of Flame

This glaive is a magic weapon based upon a Rank 4 weaponsmithed (+1 damage) silvered blade. It has obviously been rehafted several times (it may not be rehafted as any other type of weapon and have the magical effects). In addition it is imbued with a very old Weapon of Flames style of magic. The original intention is to be flaming all the time but over the last 3,000 years the magic has waned somewhat until now the magic needs some assistance to get going. The blade must be lit by some means before the magic will take effect. Any magical flame or ignition talent will automatically start the magic in one pulse as will a small campfire sized flame. Sparks, such as from a tinderbox, have a 33% chance of igniting the weapon per pulse and a candle will have a 50% chance of igniting the glaive per pulse.

One lit the glaive will burn for 5 minutes and cannot be used again for 3 hours. Whilst burning the glaive is under the effect of a Rank 10 Weapon of Flames spell with all the normal benefits, i.e. +4 magical damage and +10% to Hit (+10 damage vs Cold based creatures and Undead).

In total this makes the glaive D+10 damage & +10% Strike Chance.

1.10 Wormskin Armour

This armour came from the skin of a lesser worm and is a dark grey in colour.

Protection	9
Weight factor	4
Agility modifier	2
Base value	20,000 sp

It was improved by the dwarves of the Superstition Mountains to Rank 10, with the following stats.

Protection	10
Weight factor	4
Agility modifier	1
Base value	22,500 sp

The armour has worm's teeth edged gauntlets, which can be used as cestii.

1.11 Prowess

Prowess is a special Adventuring Skill that may only be advanced once per adventure or season, whichever is least. It increases the Strike Chance of a Melee or Close Attack by 5 per Rank.

The Experience Multiple of this special Skill is 500.

1.12 Claw of the Nephilim

This claw and forearm has been preserved so that it may be worked on by a Weaponsmith who knows how to make hafted and experimental weapons.

1.13 Shield of Chaos

This octagonal shield weighs 5 lbs and is made of some iridescent, shell like material. It penalises MD by 2 but provides 5 Defence (+5 per Rank).

If it can be presented against an attack (i.e. a visible attack that approaches through the bearer's front hexes), then a D20 is rolled. If the result is a prime, then this amount is deducted from the damage. Note: 1 is not a prime.

1.14 Winged Helm

This helmet has wide, wing-like flanges on either side, and the face is open. It weighs 2 lbs, and allows the wearer to roll 2 × MD percentile chance to avoid a specific grievous injury to the skull (but not the eyes).

The "wings" can store 3 points of the wearer's TMR to be used at a later time. Increasing the TMR reservoir costs 1,000 Experience each and takes the morning half of a week of Skill Training Time.

The reservoir may be replenished one at a time by reducing the wearer's TMR by one for ten minutes, once per day. The TMR stored can be transferred directly to the wearer,. For so long as TMR remains in the reservoir, the wearer can increase their own by one or more, once per Pulse.

The helmet must be worn under the open sky for at least eight consecutive days to attune it.

1.15 Spell of Name Change

Range Self

Duration Conc. Max 30 minutes + 30 minutes per Rank

Experience Multiple 275

Base Chance 1%

Resist None

Storage Potion

Target Sentient Entity

Effects The Adept assumes the form or seeming of something whose Name they have Ranked.

If they wish to assume a physical form, then they must have at least Rank 10 in its GTN. When they transform they acquire the lowest value of the creature's physical stats: PS, MD, AG, PB and EN. They retain their own MA, WP, FT and PC. For every 2 Ranks in the GTN in excess of 10 they may add 1 to the form's physical stats. The Adept may not transform into a fantastical or sentient creature, nor one that weighs less than a few ounces (about the size of a mouse) nor more than 1000lbs (up to a large bull, but not a fully grown ox).

The cost to transform themselves is 12 FT - 1 per 2 Ranks in the spell.

They may assume the seeming of anything whose GTN they know. This will engage all of the usual senses. The size of the seeming can be no more than 1 hex per 3 or fraction Ranks in the Name. It is much harder to make a seeming that is smaller, however. If the Adept has Rank 10 in a Name, they can take the seeming of something half their size, one quarter their size at Rank 20. The limits on a seeming are much less constrained than for a transformation. However, the appearance of a particular

entity can be assumed only if their Individual True Name is known. In addition, the spell can only be sustained for either 30 minutes + 30 minutes per Rank of the spell or 10 minutes + 10 minutes per Rank of the ITN, whichever is lowest.

Each time an observer has reason to question the seeming, then they are allowed a Magic Resistance versus Namer Special Knowledge magic. The roll is penalised by the Rank of the Name used, but the observers gain a bonus to MR of their PC. If they fail this roll, but subsequently have reason to doubt the seeming again, they may make another roll. If they resist, they are undeceived. Seemings never inflict any damage. Indeed, physical contact sharp enough to require a Strike Check will cause the seeming to dissipate.

The cost to change their appearance is 6 FT - 1 per 4 Ranks in the spell.

This spell is not teachable to others.

2 Callas

2.1 Voidsilk Robe

This robe is made from voidsilk, and is the colour of migraines. It will conform in fit to anyone of size 6 or less. The wearer must sacrifice a point of EN to bind the robes to them. Once bound, it has the following properties:

- +1 WP
- 6 points of Protection and 8 points of Spell Armour which will stack with Natural Armour or that made from plant or animal fibres but not leather, wooden, ceramic or metal armour.
- Reduces damage by 1 point except versus Disruption, Putrid Wound, Necrosis, Torment, venom or similar.
- If the wearer is the target of a Defence spell, it increases that Defence by another 7
- The calculation for bonus to Magical Aptitude from Purification becomes 1 per four Ranks not 1 per five and 1 extra Magic Resistance for every four Ranks.
- The wearer may buy a point of spell casting FT for the robe at a cost of 1,999 Experience, which may be used (only) for the casting of spells or rituals. The maximum FT that can be stored is 10, and only one such point may be bought per season or adventure, whichever is least.
- If the robes are damaged, 1 point of Protection is restored at a cost of 3 EN which can only be recovered by Natural Healing.

2.2 Incantation of Spell Magazine

Spell Smoking Magma

Range 25 feet + 5 / Rank

Duration Special

Base Chance 7%

Resist Passive

Target Object/Entity

Effects This incantation of Smoking Magma gains a number of Prepare Actions equal to 1 (+1 for every three Ranks) so that they may Cast a Magma Bolt, which will fly from their hand to hit an object or entity. Since the Prepare Actions have already been stored into the Spell Magazine, the Adept simply makes a Cast Action to Fire a Magma Bolt which inflicts 1 roll-up D10 + Rank fire damage, Resist for half. The FT cost is paid for each bolt, however.

The magazine lasts for 10 seconds (+10 seconds per Rank) or until all Cast Actions have been used.

Cost 3000

Constraints Unracks the spell, reduces FT value by 3.

2.3 Enhancing Enchantment

Callas has been granted the spell of Enhancing Enchantment (S7 of the College of Ensorcelments and Enchantments) as an out of College, unteachable, Special Knowledge spell. As such it does not gain any bonuses from Earth College modifiers

(e.g. Place of Power) but nor is it subject to the College restrictions (i.e. it can be cast even if Callas is not in contact with the earth). Because it's therugic nature is slightly at odds with elemental magic, Callas will find it a little harder to learn and cast than normal. (EM slightly higher and BC slightly lower). Otherwise it operates in exactly the same fashion as the E&E spell:

Range 15 feet + 15 / Rank

Duration 10 seconds + 5 / Rank

Experience Multiple 350

Base Chance 20%

Resist None

Storage Investment, Ward

Target Area

Effects The Rank of this spell is added to the Rank of one characteristic of any spell being cast within the area of effect. Note that the actual Rank of the affected spell is unchanged — only the effect of one characteristic is enhanced (as per double and triple effects). While casting the Spell of Enhancing Enchantment, the adept specifies the spell characteristic to be affected. Only Range, Duration, Base Chance, or where appropriate) Damage, may be affected by this spell.

A spell may never have a characteristic enhanced by Ranks greater than its own rank by the use of this spell (e.g. a Rank 6 spell that is cast within a Rank Spell of Enhancing Enchantment will only gain the effects of 6 extra ranks in the affected characteristic). Only spells that are cast are affected, not spells being released from any form of storage.

The caster of the subject spell will be aware that their spell is being affected by enhancement during the pulse that they are preparing (as per high or low Mana). They will not know which characteristic is being affected nor the amount of enhancement. They may not restrict the effect of the enhancement, but may reduce the spell effects in the normal manner. If an attempt is made to cast a Spell of Enhancing Enchantment on an area that has some part of it under the effects of another Spell of Enhancing Enchantment, then the second spell will fail.

Special Duration, Range, or Damage effects may be caused by the use of this spell (e.g. Duration of Lesser Enchantment at Rank 20).

2.4 Return to True Form

Once a quarter – at exactly noon on each of the four high holidays of the year – Callas's True Form will be restored as though a Rank 20 Ritual of True Form (R6 of the College of Naming Incantation) had just been successfully completed upon her. As a reference for the GM the effects of this Ritual are:

Effects By means of this ritual the Adept may force a target that has been magically altered, cursed, or rearranged into a form other than their natural one to assume their true form and nature. It will not remove effects that could occur naturally. For example, the ritual would restore the form of a human that had been cursed into the shape of a toad, and would return to flesh a human turned to stone but would do nothing to remove a curse of weeping sores or restore a lost limb.

2.5 Callas' Arresting Gaze

Range 10 feet (+5 feet / Rank)

Duration Special

Experience Multiple 300

Base Chance Automatic

Cast Time Magical Fire Action

Effects This magic does not normally miss, and neither can it generate Double or Triple Effects. Callas has a gaze that she can fix on an entity or an object that can fit inside a volume of one hex (+ one hex for every ten Ranks). Objects or entities of greater size cannot normally be affected.

The effects of the gaze are Avoided or Opposed, not Resisted, and if this is done, then nothing happens to them. For a target that succumbs, however, the current Pulse does not end for them. They do not lose Actions directly, however, abilities that reset at the end of the current Pulse or the beginning of the next will not be renewed as the Future is warded away from them. Similarly, entities afflicted with continuous damage like bleeding wounds, Greek Fire, poison, the End of Pulse Stun Recovery

check, etc. will no longer experience them until She lifts her gaze, and provided she maintains the cost each Pulse. She cannot maintain the effect on multiple targets since she can only gaze at one thing at a time but she can lift it at any time without using any kind of Action at all.

Her gaze is Avoided if the target Breaks 100 and adds AG to the result, or WP if the effect is to be Opposed. This halves the Stat involved or reduces it by ten, whichever is the least, and lasts until the end of the next Pulse.

This magic draws one from a special reserve in her 'heart' . This starts at five, and may be raised by one at the end of an Adventure or Season, whichever is least, at a cost of two thousand five hundred Experience. It recovers as if it were normal FT, but only after all normal FT has been restored.

2.6 Ivory Wand

This wand will add 5% to the base chance of casting the Earth mage spell of Detect Poison.

2.7 Amulet of Luck

Made from tiger's or alligator's teeth. It increases the wearer's Magical Resistance by 3 and subtracts 2 from any Strike Check made against the wearer. Cost: 2400 SP.

2.8 Elder Flowers

Makes the wearer proof against the Evil Eye. Cost: 400 SP.

2.9 Hypericum

Increases the wearer's Magical Resistance by 10 to any magical act performed by a Demon or Daemonic being. Cost: 800 SP.

2.10 Shield of Disruption

This magical Small round Shield is of Dwarvern origin and bears a Rune of Disruption. Furthermore it is crafted by a Rank 10 Armourer and its exquisite balance provides the wielder with 5% per Rank of Shield to their Defence (ie 5–25%).

Every pulse the wielder is engaged in Melee Combat, any weapon spells of the opponent's within the wielder's front 3 hexes have a chance of being Disrupted and removed. Furthermore any *Magical* bonus to Base Chance and Damage of a Shaped Magic has a chance of being Disrupted and will be nullified for as long as the opponent remains in the wielder's front 3 hexes. The chance of this Disruption occurring is 10% (+5% per Rank in Shield).

Weapon spells include Enchanting Weapon, Phantasm, Weapon of Cold, Weapon of Flames, Self-immolation, Diamond Weapon, Light Sword, Shadow Sword, Dark Sword, Spectral Weapon, Minor Creation, Mending, Spectral Warrior, Runeweapon, Unbreakability and other spells the GM sees fit.

A Giant would treat it as a Buckler and would receive 4% per Rank of Shield to their Defence (ie 4–20%).

2.11 Short Sword

Rank 10 Weaponsmithed, +5% +1Dm, Silvered.

2.12 Castle

Callas has gained a small keep in the Duchy of Verbofnoc. The keep has a central tower 60ft high and four small towers forty feet high, two of which flank a gate house 20 feet broad. The gate towers occupy one corner of the keep and the main tower is in the corner farthest from the gates. The keep is garrisoned by twenty regular soldiers who are longbow specialists armoured in leather, four sergeants (chain, longsword) and a captain (plate and longsword). All have a light war-horses and remount. The staff of the keep number thirty five, the walls are 70 feet between towers. A 5 foot dry moat surrounds the keep. The area

commands a radius of 12 miles and services a population of 4,000. The area is rich in fruit trees and grains, a little iron ore and a stand of hardwoods, an oak forest around two miles in diameter. The keep fronts the main trade road in Verbobnoc.

Income per sea after taxes, tithes and costs is 600 silver pennies. The keep is sub-fiefed from Duke James of Verbobnoc, a tolerant and well meaning half-elven ruler. Around 1,200 of the population are gnomes and 800 dwarves. The inhabitants are happy with their lot and are trained to form a militia of unusual strength and morale.

2.13 Val Estate

- Count of Borderlay Manor
- Val Estate Ruins

Given your recent gift (of 100,000 SP) to the Count, the Count of Borderlay has invested Lady Callas Verdicini and Verdicini family of her line with the ruin estates of Val a 4,600 acres holdings outside the small Valyere town in northeast Borderlay close to County of Borovia border, about 5 miles away from the edge of the local forts.

As of Blossom 817 WK - your estates have 135 families living there at this time. Rumours of missing locals, underground ruins and dungeon, persist to this day. Retaining staff members is said to be hard because of the ghosts.

The house comes with; four stories being basement, ground, first floor, & attic. The six staff members have bedrooms in the attic level. All of the stable hands and groundsmen and woodcutter have a small cottage in the lower garden.

The manor house is large but old with two ruined mills and six bridges which have been knocked out since the Drow took Borovia. The area is rich in food and has a copper mine in the hills to the north and same rumours of Faye living in a wood that locals call the Enchanted Woods.

2.14 The Oerth Stone

This chip of rock is in fact a piece of the Oerth Stone, a stone intimately connected to the foundation of Oearth itself. As such it is of interest to many mages on Oerth and many inhabitants of the Elemental Plane of Earth. The has a variety of powers, some effective in the hands of anyone, others usable only by Earth Mages and creatures of the Plane of Earth.

2.14.1 General Powers

Protection from Earth Elementals Elementals will not willingly approach with 50 feet of the wearer. This protection is forgone if the wearer attacks, approaches or attempts to charm or dominate the elemental.

Adaption The caster may exist and move through the Elemental Plane of Earth without effect. But seeing where they are going is still a problem.

Sense Gems The caster sense gems over 100sp value in a 10 foot radius if they concentrate for two pulse.

2.14.2 Greater Powers

Commune Prior to any adventure an Earth mage may ask ten Yes/No questions of a general nature about the adventure they will be going on, provided the questions in some way relate to the earth or concern creatures that are in contact with, or stand upon or live within the earth. As stated previously, all questions must be a Yes or No nature. If an event relates to the future or events the GM can't answer then the answer is "can't say / impossible to tell".

Multi-Planar Adaption The gem confers additional adaption in the Quasi-Material Planes of Gems, Magma, Dust and Silt. Gems in a Quasi Plan where Radiance touches Earth; Magma is where Fire touches Earth; Silt is the boundary between Water and Earth and Dust is the boundary between the Negative Material and Earth.

Craft Soul Gems Using the Oerth Stone an Earth Mage who is also Rank 8 in Gems work, may craft a soul gem. The cost is a point of Endurance and takes 2d10 weeks to complete. The gem used must be a diamond of at least 10,000 sp value. A Soul Gem may be used as part of a Trap the Soul Ritual by an Earth Mage, Necromancer, Dark Mage, Wiccan or Enchanter.

Turn Elemental The Earth mage may Banish an Earth Elemental with the same chance success as their Summon elemental chance. This is a cast action, requires the Oerth Stone to be presented to the elemental, but does not cost fatigue or a pass action

to prepare. If failure occurs the mage may not banish the elemental in question until they have further ranked their Summoning ritual. Attempting to turn an elemental negates the protection value vs that elemental the Oerth Stone normally gives.

Summoning Elementals Increases control and summoning chances by 1% per 2 full ranks or fraction thereof. In addition, once per week the Earth Mage may attempt to summon a Greater Elemental. These Elementals are +2 points per rank of additional strength, fatigue and endurance above those the mage could normally summon. These greater elementals are always friendly to the Summoner and will never turn on them unless attacked or injured by the Earth Mage in question (attacked includes using the elemental as a fatigue or endurance source). They resist banishing at -20%.

Wall of Stone and Tunneling All effects increased by 50% for size, duration, area of effect etc. If an Earth Mage is Rank 20 in both spells, all effects are doubled.

See Through Stone Talent The Oerth Stone may teach this Talent. It may not be further taught or invested. Range is 2 feet + 1 foot per Rank. Allows the Earth Mage to see through stone and earth. Oddly enough a light source is needed by the mage for this talent to function and is stopped by iron. EM is 250.

Troll Guard Thrice per week the earth mage may sprinkle soil or pebbles on the ground to summon a troll guard (this is a fire action). Each troll guard summoned has endurance 40 and fatigue of 40 and a strength of 30. All other stats are as per the Summoner. The troll may not be used as a source of material components or as a sink for casting of troll skins or similar. The troll(s) last 1 round per troll skin rank of the summoner, regenerate both their fatigue and endurance back at the rate of 1 point per round and attack for 2d10 + 6 points of damage, 2 attacks per round. Strike chance is 70% normally and 100% in close. If a troll hits with both limbs it may bite for an additional 2d10 + 10 points of damage. The trolls may be banished, never stray more than 1 foot per Trollskin range from their Summoner and will never turn on them.

Immunity to Petrification Just that.

Crystal Tears Tears from an Earth Mage in possession of the Oerth Stone may sometimes manifest themselves as 100sp gems. Only tears generated by genuine joy or sorrow may thus be manifest themselves and never more often than once per day. Attempts to stimulate this ability e.g. onions, result in the Oerth Stone being lost to the users. Crystal Tears generated by genuine joy or sorrow may be dissolved in Holy Water to form potions of Love or Remorse. A potion of Love inspires fellowship, tolerance and liking in the drinker for d10 hours. A potion of Forgetfulness makes the character sorrowful, maudlin and remorseful for d10 hours. During this time the drinker will attempt to atone for any evil they have committed.

Elemental Swarm Once per decade the Oerth Stone may call forth an Elemental Swarm. The elementals summoned arrive in d20 minutes and the VERY angry at all concerned (including the summoner) and highly destructive. One uncontrolled elemental arrives for each summoning rank of the caster and they arrive at the rate of one every thirty seconds after the first. All these elementals have endurance, fatigue and strength of 100. All other stats are as per the caster. Fortunately the elementals have no idea who summoned them and simply go to work berserkly flattening the surrounding countryside. They show a preference for destroying structures of stone first, e.g. castles or stone bridges, or underground complexes, but anything will do at a pinch. The elementals stay for 10 minutes per rank for the caster.

Essence of the Mountain The Oerth Stone provides knowledge of the Earth particularly in Mountainous and Underground settings. Mountainous, hilly and underground terrain as level surface for the possessor of the Stone, including walking over steep and broken surfaces up to 90 degrees and taking no penalty to TMR or movement rate.

2.14.3 Trap the Soul Ritual

Taught by the Oerth Stone. May be further taught to Earth Mages, Wiccans, Necromancers, Dark Mages, Enchanters.

EM 600

Cast Time 24 hours - 1 hour per rank

Base Chance 20% + Willpower + 3% / Rank - (target's willpower + resistances)

Resistance Passive

Range 100 yards per Rank

Both target and caster must be in contact with the ground for this ritual to work. The target's Willpower plus any resistances they have reduce the base chance of success. If the ritual is successful the target's soul is drawn forth from their body and into the gem. If the ritual fails the gem is shattered and can never be repaired. A caster may use this ritual on themselves to hide or store their soul. Provided no one else finds the soul this is fine. If they are found then they are subject to the whim of the new owner and must obey their commands without hesitation. A body not currently possessed of a soul makes all checks vs possession or domination at +30%. If the Oerth Stone is used by a mage as part of this ritual, resistance is based on a subtraction for raw

Willpower alone. The target must be personally known (ie met in person) for this ritual to work.

2.15 Rank 11 Sabre

Teaching of one unique ability to Rank 11. This ability may be possessed by no other until irrevocable death occurs. Time contains still apply for training. This can include weapon Ranks.

2.16 A set of Meseemer's Plaques

These plaques (five in number) come in a carved ivory box. The plaques must be in the hand to have an effect. The plaques are:

The Fool. When presented at a critical moment the Fool steps out of the card as if prepared to juggle. The Fool then catches a magical or missile attack directed at its owner and manifests this as catching a juggling ball. The attack may now be tossed back at the tacker (grenado roll required) or the ball may be kept by the Fool. The Fool Plaque may be used up to four times and may store up to four balls. A fifth use of the Fool released all the remaining balls and the Fool disappears in a flourish of entertaining waves and bows.

The Artist. This plaque is blank but when drawn conjures a collection of tiny paint pots, inks and pens. The plaque then folds out as a paint board with holders for the above. The owner of the plaque may then paint or draw into existence any simple non-living non-metal object e.g. a door, window, stairwell, lamp etc. no larger than 10 × 10 × 10 feet in size. The plaque contains enough paints for a dozen drawings [now 11].

Gorgeous Companion. When drawn a companion of the appropriate sex and race steps forth from the card, dressed for the correct social occasion. The Gorgeous Companion is treated as a Rank 10 troubadour, spy and courtesan/courtier and is an expert at lip reading, memory etc., reading all details expertly. The gorgeous Companion has a PB equal to that of the drawer +5 subject to racial maximums. The Companion is an expert at conversation and after circulating for about 30 minutes will glean all there is to know from any particular social event. The companion then whispers the information in the owner's ear while making other suitable social comments. There is a 1/10 chance per use the Companion goes their own way at any event and never returns. Someone else may then find the card and may question the companion about their previous owner. The plaque has no current information on Lorefakir. [Gone].

Deferring Butler. A Butler complete with tails steps forth and from the card to intercept anyone approaching the plaque's owner. The Butler has an 10ft *Aura of Calm Disposition*, which calms those hostile to their master (save vs 2× Willpower or become non-hostile). The Deferring Butler may then produce an acceptable explanation to the Carmed character as to why their master cannot be disturbed at this moment. This deferral may last up to twenty minutes. This effect is broken when combat actually commences whereupon the Butler steps behind his master and offers useful observation and encouragement eg "Bravo Sir!" or "Oh, I say, Good Shot Sir!". The Butler will also hold the character's equipment, jacket, etc. The Butler retains employment with this master for as many encounters as twice the character's combined ranks of Courtier and Social Status. The Butler then seeks employment elsewhere. Encouragement by the Butler temporarily increases Willpower by 3 for the duration of the encounter. [Used twice].

Monologue. A character using this card can stay action (including combat) for as long as they can effectively speak (save vs 1 × Willpower). Villains and enemies will listen as long as the player can describe why they, the character, are important, why the enemy is (or isn't) and why they are destined to win (or not) etc. The conversation must be relevant in some way to the enemy (GM's call). Fighting begins again as soon as the Monologue ceases. Players may use this time to heal etc (so can the enemy) but cannot attack or the Monologue is broken. This card is destroyed when the talker is caught contradicting any part of their earlier monologue (unless they are particularly verbally agile) unless the result is humorous (GM's call).

2.17 The Wild Hunt of the Moon

Then the characters return to Alusia they each find around their necks a locket in the shape of a *Hunters Moon*. Stored within this locket is an aspect of the *Wild Hunt of the Moon*, a last gift from the Lady. This locket may only be used once per Chase of the Moon (thirteen years) and may effect up to one person for each and every Ranger, Warrior and Weapon Rank possessed by the locket's owner.

When grasped and invoked under a moonlit night sky, those affected take on the aspect of the Wild Hunt of the Moon. TMR becomes tripled and tireless and is unaffected by terrain - over water, through trees, over hills, cliffs and dales, its all the same to the Hunt. Movement rate becomes based upon the hights TMR in the party and mounts may be included if desired to enhance movement (but mounts must be fully grown stags, horses, wolves or dogs - all are treated as maximum sized medium war horses for the duration of the Hunt). A single mount per rider does not count against the total number of creatures that may be included in the Hunt. This TMR effect fails under flying magics. As stated, the Hunt is tireless and relentless, not requiring rest and incurring no fatigue penalty until the next dawn breaks.

Other Effects. All those effected by The Wild Hunt are enamoured of the Moon and may band damage in to their moon shadows for as long as the Hunt is in existance - roll d10 for damage that may be ignored from any particular blow of source. Once again this effect also applies to the Hunter's mounts.

All edges, thrusting or missile weapons in the hands of those affected by The Wild Hunt of the Moon are blessed as if by a Rank 20 Weapon of Darkness for as long as the Hunt exists. Unlike Weapon of Darkness **all** creatures may be affected by the blessed weapons. The Blessing effect lasts as loog as the weapon is dropped, broken, fired etc but any new weapon grasped by a Hunt member becomes similarly blessed. Blessed weapons appear spectral, thin and silvery to sight.

Characters caught up in the Wild Hunt of the Moon have their DB [Defense Bonus] increased by 20 for the duration and roll 3d10, not d10, for all initiative rolls. Members of the Hunt radiate Fear but only one check is required by those meeting the Hunt on any particular night. Death results from Fear do not apply.

The Wild Hunt of the Moon has one additional effect: If the total number of possible participants in the Hunt is not filled, those meeting the Hunt may be compelled to join it (save at 2 × Willpower) or willingly join the Hunt. Those who join the Hunt gain its benefits but are subject to the will of the Master of the Hunt and will not act against them. If a member of the Hunter is also Favoured by the Lady or may Draw Down the Moon they automatically gain a Hound of the largest size as a companion and guardian. The Hound does not count against the total number of creatures included in the Hunt, may only be affected by magical weapons, has an Endurance, Strength and Fatigue of 30 and a TMR and other statis equal to its master. Its DB is 50 and damge is 2d10+5. The Hounds appear as flowing spectral froms with green lambert eyes and tongues.

Other Notes. The Hunt may not enter buildings, venture underground, or enter or cross sanctified ground. The Hunt may take to the sky as if riding on solid ground. The Hunt must be raised with a particular objective in mind, e.g. scour evil from the land of Shawl this night; or slay the ogre of Tyre. When this objective is obtained the Hunt fades as if dawn had come.

2.18 Giant Spider Carapace

This is the black, chitin exoskeleton of a giant trapdoor spider. An armourer may use this to craft one suite of non-metallic, magical plate armour at the cost of 5000sp, which will provide one less protection than its metal equivalent but be half the weight. In addition the wearer will be unable to be ensnared in any web. The armour will be shiny black and will have a somewhat arachnid appearance. [Heavy Plate, 8pt armour, 24 lbs].

2.19 Eyes of Crystal Vision

Callas' eyes have been replaced with Saphires with gold irises. This enables her to have sharp, crystal clear vison, able to see though obsurement up to 150 feet (as per the Illusion Enchanced Vision Talent), and distinguish features as if they were a tenth of the distance.

Should these eyes be removed from her body they will dissolve into tiny shards of worthless value. These eyes can be regrown by a Rank 10 Healer as per vital organs will not be affected by her dying and being resurrected.

2.20 Snake Armour

An image of a single red serpent is wrapped around the breatplate of this learth armour. Weight: 3, Protect 7, AG, -1.

The wearer receives a bonus of +20% to resist any control/charm (or similar) spells. In additon their PB is boosted by 4 (not above racial maximum).

2.21 Hero of Seagate

Description This Character was part of the party which for no profit killed the child eating giant troll of Seagate harbour. Normally this army have been overlooked by any but a few of the witnesses, however it was witnessed by a troupe of bards travelling through Seagate at the time and they created a play with the names of the participants included in the story. This play is very good (Rank 9) and will be played in various forms throughout the Western Kingdom.

The Play Callas is portrayed as a beautiful princess, mage and champion of the light who calls upon the very forces of nature itself, summoning dozens of thousand foot elementals who do battle with the evil giant troll as tall as the clouds.

The Good Side Anyone who recognises this character as the member in the play will have their reactions appropriately adjusted as the mass of public opinion is that this character is a hero. This will override any antipathy towards the Adventurers Guild of Seagate with Callas being judged upon her merits alone, not those of the Guild as a whole. No Assassins Guild will accept a contract on this character as killing heroes is bad for business due to the inevitable harsh crackdown and public antipathy. Independent assassins may be warned off by the regular guilds also.

The Bad Side The character will be expected to be heroic, behaving in a cowardly, evil or non heroic manner will cause people to seriously question the heroic status of the character and may result in modifications to the play in future years with this character becoming a dark villain or coward. Future GMs should feel free to change how this character is portrayed to the public if their behaviour warrants.

2.22 Paragon of Female Beauty

Callas had been blessed as a paragon of beauty. This effects acts as a Rank 5 Charm spell on males should they fail a saving throw at -15%.

2.23 Flame Tattoo

Callas has a tattoo of a line of flames around her torso just above her naval. The flames are magically real and flamelike so are quite realistic, but shed no light / heat etc.

This tattoo will remain unless the area is destroyed.

2.24 Strength of Stone

Callas may cast her Strength of Stone on herself. However, her spell may only affect PS or EN when cast herself.

2.25 Strength of Stone

Carzon, Lord of Oz, has modified the Strength of Stone spell for Callas. The spell has been changed so that the Ranks can be distributed over Strength and/or Endurance at the discretion of the receiver of the spell at the time of casting. So, if Callas has Rank 15 in SoS, the receiver of the casting can choose to have 15 Strength, 15 Endurance, or a combination, such as 5 Strength and 10 Endurance, which totals to the full Rank.

In addition, Gayalette, Good Witch of the South, has added her own twist to the spell change. When casting on self, Callas may spread her Ranks across Willpower as well as Strength and/or Endurance. This represents the Earth Mages ground in the solidity and immovability of earth.

This change is a gift to Callas for services rendered and is a permanent change. This spell may still be taught by Callas, but will not include the modifications.

2.26 Invested Crystal

Powers The crystal can hold up to ten charges of investment, not necessarily all of the same spell. Each charge is "stored" in one face of the gem.

All the requirements for the Investment Ritual must be met, except that a spell can be invested in this item regardless of what is already invested in the item.

Investing a spell in a face requires successful cast of the Investment ritual, with all the costs that requires.

Value In itself, the crystal is worth 500sp. Invested spells will add value.

Description A high quality colourless crystal, as big as two clenched fists, rough cut over most its surface, with 10 cuts faces. Each face is carved with tiny runes in Ancient Quatarran script.

The crystal weights 8 oz. Like any gemstone, it is quite hard but brittle. It will not burn in normal fire.

Aura Magical, nature of magic is storage, plane of origin is Alusia.

2.27 Dainty Diary

The reader must study this book for two weeks and expend 500ep to learn a Courtier specialisation as if the reader was already Rank 10.

2.28 Bonus Rank in Unarmed Combat

Callas has defeated herself at the Temple of War and had gained an additional Rank in Unarmed Combat (ie she may Rank Unarmed to Rank 11 [EP cost: 4000]).

2.29 Lifetime Guild Membership

These members are now very respected and well liked in the eyes of the Guild. They are exempt from all Guild taxes. The guild is in many ways indebted to them and its employees and representatives will always be nice to them. Guild employees may find themselves peeling potatoes if their service to them is substandard. Generally the guild will extend services to them when thees services cost the guild nothing to itself, i.e. translation, the odd Shadow Wings, maybe an astrology reading now and then, etc.

2.30 Changes of Trollskin Spell

Carzon, Lord of Oz, has modified the Trollskin Spell for Callas. The range has been changed to 10 feet (+5 feet / Rank).

This change is a gift to Callas for services rendered and is a permanent change. The spell may still be taught by Callas, but will not include the modified range.

2.31 Blending

Callas may cast her Blending Spell on objects as well as Entities. The object becomes concealed in the environment, not invisible, e.g. Callas casts Blending on a Wall of Stone that she has created. The wall fades into the background and appear to be a natural part of the environment, an outcrop of rocks. The spell has *camouflaged* the wall. Blending things carried by Entities lose the benefit of the spell, unless the bearer remains still, in which case the object becomes concealed on their person.

This version of the spell will not hide things that are glaringly obvious (fire, pools of water, etc) but will conceal her Wall spells, even inside structures.

This can only be cast on objects smaller than 10ft (+ 1 per Rank of the Blending Spell) over its greatest dimension.

Normal Witchsight chances obtain.

2.32 Wall of Stone

Callas may add or subtract up to one foot per Rank from the height or length of her Wall of Stone Spell, to a minimum of one foot.

2.33 Fatigue Limit

Callas may increase her Fatigue stat by one point per season, provided she adventured in that season, at the cost of 2500EP. They may exceed racial maximums.

2.34 Sapphire Heart

Callas' heart has been replaced with an enormous sapphire, in fact a Great Sapphire. She may cast when not in contact with the ground, taking a minus 20 to her Base Chances. She is also immune to the Specific Grievous result that penetrates the heart.

Her rechangable ring of Enchance Enchantment had been set into her new heart. The spell now has a range of self, with no area of effect.

2.35 Ritual of Creating Restorative Waybread

Duration Special

EM 250

Base Chance MA + Herbalist Rank + 3 / Rank

Resist May not be resisted

Cast time 14 days - 1 day per 2 full days

Actions Cooking

Materials Cauldron, common grains, honey etc.

Conc Check None

The Adept may drate thin but hightly nutritious wafers that restore FT at the rate outlined below.

Rank	Fatigue Restored
0	1
1-2	2
3-4	3
5-6	4
7-9	5
10-14	6
15-19	12
20	24

This Waybread lasts until the next Solstice or Equinox, and the Adept may successfully cast this Ritual only once per Season. Failed casts do not count.

A successful cast produces 1 wafer + 1 per 2 full Ranks.

Five minutes after eating wafer, FT will be restored as determined by Rank. The waybread will restore FT lost any means except cureses.

Waybread is very filling, and may be used to replace a meal without penalty. Weight is 1 oz.

The Ritual does not backfire.

2.36 Blessed by Moonlight

The Lady has blessed the character such that the next irrevocable death the character experiences results in their re-incarnation at the place of the moon power of the character's choice. This effect is at the player's discretion but may not be activated by suicide.

2.37 Drawing Down of the Moon

Female characters are gifted with a vial of moon-silver which may be used to Draw Down the Moon. This power enables the character to invoke the name of the lady once per season under the full moon. The vial will then fill with Monlight which may be drunk or stored as a potion. The potion may be Fertility - effects females only, Love - effects males only with respect to females; Shadow Walking - effects all, Skyclad - effect females only; or a Horned blessing - effects all

Fertility is as per a Wiccan Rank 10 *Fertility* but PB is also increased by 5 up to the racial maximum. This effect last until the rising of the next full moon.

Love is as per the Wiccan rank 10 *Love Philtre* and the name of the one to be loved may also be embedded in the potion.

Shadow Walking is as per a Rank 10 *Shadow Walking* Spell, but the effect only applies under the open sky or in the Wilds. This effect will not work underground or indoors.

Skyclad - increases the character's effective MA by 3, and luck by 2 and makes character purified until the rising of the next moon.

Horned Blessing marks the drink as under the Hunter's Moon. A Hunter may pursue their prey without tiring over all terrains at double their TMR for one hour per highest ranked weapon, warrior or ranger skill. The strike chance of the hunter is increased by 10 for the duration of the effect, initiative is at +10 and damage result an extra die being rolled.

The Ritual of Drawing Down the Moon requires the vial, a full moon in the night sky and fifteen minutes of prayer and quiet contemplation.

NB: Were-creatures will hesitate to attack the bearer of the vial - 3 × Willpower check required.

2.38 Lunar Aspect

Characters are blessed with a Lunar Aspect during times of the full moon. They do not suffer from the ill effects of possession of a Lunar Aspect at other times. Additionally they are Aspect Blessed for the full nights of Samahain and Belataine. This Aspect is not cumulative with other effects - the best effect applies at the time.

2.39 Moonsight

Characters may see as in full daylight if under the sky and when the full moon is visible.

2.40 Favour of the Lady

A lock of hair on a character's head becomes tinged with silver, marking the character as having the favour of the lady. All were-creatures will hesitate to attack one favoured by the lady lest her reath fall upon them - 3 × willpower check required. Additionally all combats fought by male characters under the night sky, under a full moon or while in dark forests will result in the arrival of a night creature to aid the character. Creatures summoned will be of normal creatures but of maximum size, unnaturally quiet - stealth of 130%, and will fight to the death to preserve the character's life. Typical creatures are large owls, cats, hounds or wolves in urban or rural environments are stags or large felines in the wild. If a character is dead or unconscious the creature will guard the body until help arrives or the rising of the next moon. The creature will arrive in d10+1 pulses. [Not not apply to Callas].

2.41 Resist Pain Talent

Callas has been granted the Resist Pain Talent as a Racial Talent. Shw has until 30th of July 1995 AP to archive Rank 6 in this Talent or it will be lost.

Callas is more or less immune to pain. For every 2 full Ranks in this Talent +1 is added to the amount of effect damage required to Stun her (ie. damage required must be greater than $[EN / 3] + [\text{Rank in Resist Pain} / 2]$). At Rank 20 she will not be stunned no matter how much effective damage she receives. Should she become stunned, 2 times Rank in this Talents is added to the Base Chance of recovering from stun (ie. the calculation becomes $2 \times (WP + \text{Rank in Resist Pain}) + \text{current Fatigue}$).

Shw may add her Resist Pain to her Willpower for any calculation that uses Willpower as a resistance to pain (eg. if shw were tortured).

In addition, if there is a chance that her concentration may have been broken, $5 + 1 / \text{Rank}$ is always added to the Base Chance of maintaining concentration.

2.42 The Key of Love

Description A plain golden key about 5" long with the ring and key part being hearts.

DA Magical and very powerful, Finding

Value Priceless

GM Noel Livingston

Properties To possess this key you must be suitable, i.e. not in love or happily married as it will not destroy a current love. If unsuitable or the owner wishes to leave it behind when they travel then they will feel compelled to pass it on to a more suitable owner.

When the character travels about with this key there is a good chance they will meet their one true love, or recognise each other as this if they have previously met. They will then feel compelled to pass the key on.

If they marry their one true love the character and their partner gain the following abilities.

1. They have limited empathy with their partner which is cross planar and infinite in range, this in practice allow each other when concentrating to know how their partner is feeling at the time. If death, wounding or extreme emotions are experienced the partner will know without having to concentrate.
2. The character is immune to love potions.
3. The character is immune to the charms of nymphs and satyrs and other love based charming.
4. The character is immune to courtesan seduction and similar abilities.
5. The love is so pure and great and the nooky so utterly perfect that any other liaisons will be a pale shadow of what the character has.

GM Note. Their one true love will almost always be opposite sex and same species. They will not be in love or happily married but may be in an unhappy marriage, have parents which disapprove of the character or even be the girl of the local head of the assassins guild, this is really up to the GM.

Please let me know how many characters this item marries off cause I like to keep score. If thrown away, an attempt is made by someone to destroy, cause it to vanish or it is purchased by an NPC or retired character please contact me or feel free to reintroduce it at a later date.

2.43 Earth Door

Range Special

Duration One pulse

Experience Multiple 700

Base Chance 1%

Resist Passive only

Storage Potion

Target Self

This spell will transport the Adept and Rank / 3 other entities with her up to 1 mile + 1 mile / 3 or fraction Ranks through the Earth. At Rank 20 the range is increased to 21 miles. The Adept must be able to see their hoped for destination or have previously visited or seen it.

The other entities must be in physical contact with the Adept and all of the aspiring travellers must be in contact with the ground, although they may be on, say, the second or third floor of a building rooted in the earth.

Time to travel by Earth Door is one pulse.

This spell always Backfires on a roll of 100, regardless of Base Chance. If the Adept wishes to travel to a point that she cannot see or has never visited, then 30 is added to the die roll when she casts.

Should the spell backfire the result is entirely up to the GM.

2.44 Golden Ring of Enhance Enchantment

This ornate golden ring has 4 Dragons intertwined with 4 emerald eyes and is heavily inscribed with mystic symbols. It contains 4 charges of Rank 16 Enhance Enchantment. Before triggering, the user must state what is to be Enhanced; Damage, Duration, Range or Base Chance. The ring may be recharged by an Adept with Rank 16 or greater Enhance Enchantment conducting a Ritual Spell Preparation on the Ring (Minimum of 1 hour and 2 Fatigue). Provided the Ritual (Base Chance is that of the rechargers Enhance Enchantment +3% per hour) is successful the number of charges is increased by 1 (maximum 4). No materials are required. The Base Chance of triggering is always 121% (2x 18%, 3x 6%). Duration 100 seconds. Range 30 feet.

2.45 Life Aspect

Callas is Life-Aspected, except that the die roll modifier is caused by destroying Undead. Destroying Lesser Undead subtracts 5 from die rolls, destroying Greater Undead subtracts 10 from die rolls. There is no other die roll modifier as a result of this aspect, however the DM may assign a penalty if they see fit. This aspect reflects a connection to a Power of Trust, Undead existence being a primal deception of Life itself.

This aspect change does not replace any aspect other than Death Aspect, this aspect being in addition. Thus Callas might be aspected Spring/Earth/Life.

Any other Life-Aspect effect is over-ridden by this one, so they are immune to the result of having a standard Life-Aspect inflicted on them.

Duration and range is as for Death-Aspect, the effects are not cumulative, but the greatest modifier applies.

2.46 Life Undying

Callas does not die of old age, but may die of violence etc. She is not immune to the effects of magical aging, each year over 70 reduces all her primary and secondary by one, to racial minimum.

2.47 Witchsight Talent

Callas has gained a talent similar to the Witchsight talent of Elves. To see invisible creatures or entities, Callas must roll under her PC + 5 × Rank in this talent.

Callas can see at night as clearly as if it were a bright day out to a distance of 35 feet. Each rank that she achieves with this talent adds an extra 5 feet to this distance.

The Experience Multiple for this talent is 200.

2.48 Kausia of Fate

Felt cap made by the 3 Fates (Moirai). When worn on the head may be sacrificed to avoid any fate as a free action [Used 3.2.2025].

2.49 Hot Stone

This small pebble is placed in the mouth or swallowed. It helps protect against heat effects and shifts the Rate of Exercise one row or column in the character's favour. Reduce damage by heat sources (e.g. fire, light, lightning, star-fire, magma, steam etc.) by 3. Additionally it will negate ONE failed save against a Light Sphere, but is destroyed in the process. When swallowed there is a straight 35% chance of the stone being passed naturally per day. Does not stack with other Hot or Cold Stones.

2.50 Cold Stone

This small pebble is placed in the mouth or swallowed. It helps protect against cold effect and shifts the Rate of Exercise one row or column in the character's favour. Reduce damage from cold sources (e.g. darkness, dark, black-fire, void, ice, frost, freezing

etc.) by 3. Additionally it will negate ONE failed save against a Dark Sphere, but is destroyed in the process. When swallowed there is a straight 35% chance of the stone being passed naturally per day. Does not stack with other Hot or Cold Stones.

2.51 Acorns of the Eternal Oak

These enchanted acorns will grow into a full-size oak over the space of a single pulse. To start the acorns growing, they must be thrown onto the ground. [1 remaining].

2.52 Petrification

Range 15 feet + 10 feet / Rank

Duration Special

Base Chance 5%

Exp. Mult 550

Resist Passive

Storage Trap, Ward

Target Substantial entities of flesh or plant matter

Effects Range ignores the elevation of the target. Range is calculated from the Adept to the target along the ground.

This spell changes the target's flesh to stone, causing the target to take damage and lose Agility. This damage is $[D - 2] + 2 / \text{Rank}$ and the loss to Agility is $1 + 1 / 3$ or fractions Ranks. If the target resists then they take half damage, rounding up, and half the Agility loss, rounding up [Multihex creatures to a minimum of 10 AG].

Agility is regained at 1 point per hour after the next dawn.

Half the value of armour, rounding down, is subtracted from the damage of the spell, but the full value of Natural Armour applies.

In addition, damage from this spell will only reduce the target to 0 Endurance, but should the target fail to resist, and their EN was or becomes 0 or less, they are immediately petrified. That is, their body tissue and all their possessions are turned to a stone-like substance.

Petrified entities are not dead, and they do not lose any magic currently in effect, but run out when the duration expires. concentration spells and effects will be lost.

Petrification may be removed in three ways: The Special Knowledge Counterspell of the Petrification Spell, Curse Removal or Stone to Flesh Ritual.

2.53 Kerykeion of Hermes

This simple carved wooden staff has two snakes entwined at the top. It bestows on the wielder one rank in the Healer skill.

2.54 Close Casting

Callas has gained the ability to cast spells in close and/or for less Fatigue than is normal. This ability may be used a limited number of times per day. Callas must make a "Close Casting/Slough Fatigue" check before she can use this ability. A normal cast check for the spell is also required. This roll is a simple check and does not require an action. A failure counts as a usage of this skill. Only one check may be made per action.

EM 600

Range Self

Base Chance $1/2 \text{ MA (round up)} + 3\% \text{ per Rank}$

Rank	Frequency	Slough Fatigue
Rank 0	1 cast in close per day	May not Slough Fatigue
Rank 3	2 casts in close per day	May not Slough Fatigue

Rank	Frequency	Slough Fatigue
Rank 6	3 casts in close per day	May not Slough Fatigue
Rank 9	3 casts in close per day	1 pt per cast GK only
Rank 12	4 casts in close per day	1 pt per cast GK only
Rank 15	5 casts in close per day	1 pt per cast GK only
Rank 18	5 casts in close per day	1 pt per cast - GK & Spec
Rank 20	7 casts in close per day	2 pts per cast - GK & Spec

2.55 Immunity to Fear

Callas is immune to fear effects from any source, including spells. This doesn't apply to fear caused by Dragons, Demons and Powers, whether they are pig ugly, have a special ability or they cast spells to cause it.

2.56 Incomparable Duelling Pair [Given to Sabastian]

This is a matched set of duelling blades, a Rapier and a Mains Gauche. They are of the highest quality and inlaid with an intricate black adamantium filigree in the form of a long stemmed rose with its thorned stalk wound round the blade ending at the pommel in the shape of a rose flower in adamantium. The blades are indestructible and always sharp. While wielding these blades in a duel they confer the following benefits.

Rank 10 in both Rapier and Mains Gauche or one higher than the opponent, whichever is greater.

They never miss. Roll to track as normal counting all misses as a normal FT hit as long as hitting the target would be possible. If a drop or break fumble is rolled and the 3×MD check is not passed the blades will disappear, unwilling to be wielded by such an incompetent.

While evading, if an opponent missed and the wielder scores a riposte, they will catch the opponents weapon with the Mains Gauche and break it (assuming the opponent's weapon is of a reasonable size, i.e. not a giant weapon and it can actually be broken).

Bonus: If Sabastian wields these weapons in a duel, as his first attack he can inflict the slashed cheek specific grievous on his opponent automatically.

2.57 Master-crafted Shield

This Large Round Shield has been superbly crafted by a Rank 14 Weaponsmith from Granite Peak dwarven hold so that it has no negative modifier to MD when prepared. It has been customized for Callas and in anyone else's hands it will incur a penalty of -2 MD. The shield boss has been fashioned in the likeness of a stylised Dwarven face.

2.58 Master-crafted Sabre

This trusilver Sabre has been superbly crafted by a Rank 15 Weaponsmith from Granite Peak dwarven hold to provide +14% SC. It has been customized for Callas and in anyone else's hands it will only count as Rank 10 (+10% SC). It is simply adorned with "Granite Peak Hold" inlaid in mithril runes on the blade.

2.59 Ben Wa's Spheres of Ecstasy

This is a pair of one and a half inch diameter, smooth, metal spheres in a velvet drawstring pouch. When employed in love making {veil of decency lowers} they will allow the user to give a female partner the most amazing experience they have ever had, which will last up to 3 hours. This exertion will cost both parties all of the FT (and then some!). If the user shows them to an unwilling or reluctant prospective (NPC) partner and makes an appropriate suggestion, the target must make a 2 × WP check or succumb to the wiles of the user. This will not remove all inhibitions from the target and they will still have their usual morals.

Bonus: For Callas the spheres may be used on males partners {queue another veil of decency} aswell as female ones and will effect up to 3 partners at once. The experience will last up to 6 hours and Callas only uses half her FT while her partner(s) will be spent. Also, her partners will try most acts within reason at her suggestion.

2.60 Snake Dagger

This dagger has a snake twisted around the blade and enchanted to be deadly in combat. For every point the wielder reduce damage on the next blow their dice roll is reduced by 1 (up to five points). BC: 50% DM +4

2.61 Storm Orb

This fragile orb carries the power of a storm. When triggered an electrical storm will appear for a pulse in a mega hex centered at any point within 50ft of the caster. All within the area suffer 2D damage (resist for half, Air College). [4 charges].

2.62 Death Mask

This is a golden death mask from Pharos. While worn by a corpse it preserves the body as the Healer ability of the same name with no limit. While a corpse wears the mask the body and its soul are immune to all necromantic magic and influence. The mask weighs pounds and is solid gold.

The mask also has a once only ability. If the mask remains on a body for a day or more, the next resurrection attempt on them will be automatically successful and the person will be brought back to life with no ill effects from the resurrection and will be fully functioning immediately (this means they will not lose the point of Endurance from dying). They will also be fully cured of all curses including death curses. [Not used].

2.63 Sabre of the Silent Depths

This sabre has a pitch-black blade that seems to absorb light. It is a reforge of several magical swords into one, created by the Granite Peak dwarf hold weaponsmiths. It has also been infused with black mushroom essence, further enhancing the anti-magic properties of the original weapons.

The weapon was broken and repaired and is now brittle. If it is broken again the weapon will be damaged beyond repair.

BC: 70% DM: +5 Class: B IV: +10

It has the following abilities.

1. The chance of scoring an Endurance blow while wielding this sword is 20%.
2. Against creatures of the deep earth (excluding dwarves) it does an additional +5 damage that ignores armour.
3. Any entity struck by the weapon will have a random beneficial spell in effect on them dissipated unless they resist vs Namer college.
4. Weapon spells may be cast on it and they may be stored for up to a day until activated with a trigger action. Weapon of Diamond may be stored indefinitely.

2.64 Elemental Warding

Range 25 feet + 25 / Rank

Duration 1 day + 1 / Rank (30 days at Rank 20)

Experience Multiple 100

Base Chance 100% + 4 / Rank

Cast Time 1 hour

Resist None

Target Area, structure, wall

Material Chalk, paint, blood, cornmeal, ink or other symbol making materials

Actions Chanting and inscribing symbols

Concentration Check Standard

Effects This Ritual seals an area, structure or wall against entities from the elemental planes. The Adept must know the name of the planes, and the name of the plane that the Adept is currently occupying cannot be used. No entity whose plane of origin has been sealed against can voluntarily enter the sealed area. They will be stopped at the boundary as is all their Talent, Spell and Ritual Magic. Any entity taken into the area against their will (or without their knowledge, e.g. unconscious) will attempt to leave the area as quickly as possible. If an attempt is made to summon an entity from the named plane into the area the summoning will fail. Any entities from the named plane that are inside the area when the sealing is created are unaffected, but should they leave the area they will be unable to reenter it.

Non-namers can learn and rank it as a ritual. They may attempt to perform it quickly but each 10-minute reduction reduces the Base Chance by 6% to a minimum of 10 minutes and 70%.

Namers can learn and rank it as a spell. They may attempt to perform it quickly but each 10-minute reduction reduces the Base Chance by 2% to a minimum of 1 minute and 88%.

Elemental Wards can protect areas or structures within an existing Elemental Warding. The number of layers is a function of rank:

Rank	0	1
Rank	1-4	2
Rank	5-8	3
Rank	9-12	4
Rank	13-16	5
Rank	17-19	6
Rank	20	7

2.64.1 Modifiers

Inscribed in earth, ice, sand or similar	-20
Winds above 25 mph	- 5
Winds above 50 mph	-10
Winds above 75 mph	-15

Travelling circles may be made but tend to be bulky and expensive. The symbol necessary for this ritual is large enough for the target to sit in, and is inscribed in precious metals.

Metal	Add	Cost
Silver	+ 3	1,000 sp
Gold	+ 7	10,000 sp
Platinum	+ 10	15,000 sp
Truesilver	+ 15	20,000 sp

2.65 Falling Leaves

Each of these leaves was harvested and dried by Gayalette, Good Witch of the North on Oz, and imbued with special power. When crushed and infused in hot water, one helping of a brown tea can be made. The drinker of this tea will be completely immune to all forms of damage and effects from Earth, or Earth based magics, for a period of one season (13 weeks).

This includes, but is not limited to:

- Falling great distances to land on earth or stone

- Being hit by an Earth Elemental
- Being grabbed by a Hand of Earth
- Being crushed by a boulder. Though they may be trapped, they will not be crushed.
- Being hit by any weapon made of stone or earth.

The leaves will last indefinitely till used.

2.66 I See You

This small disc shaped crystal is 3cm diameter and 3mm thick. It has a small hole through it near the edge, so can be worn on a necklace, wristband, or such.

The crystal has been worked by the Wicked Witch of the West (WoW) on Oz to show when the wearer is being magically scryed. The crystal is normally a deep azure in colour. This colour will immediately change to deep magenta when the wearer is scryed magically.

This includes, but is not limited to:

- Telepathy or Empathy
- Wizards Eye
- Crystal of Vision
- Waters of Vision
- Detect Aura

The crystal will slowly fade back to its normal colour over a period of 1 minute once the source of magical scrying has gone.

The crystal looks somewhat fragile, but is nigh on unbreakable by normal means.

2.67 The Rose of Little Thorn [gone]

In appearance this is a perfectly ordinary red rose with a 12" long thorny stem, it has exquisite fragrance and is unblemished and would be considered an almost perfect specimen. For a year and a day it will provide the benefits below, after which it will turn to ash becoming non-magical. It is however remarkably durable, and can withstand damage similar to say a fired clay brick, then it will also turn to ash and lose all powers.

Name may invoke one power per day (renews at dawn) by holding The Rose and using a trigger action:

Fragrance of Tranquility A single entity can be allowed to truly smell The Rose and will have a fleeting vision of a peaceful city on a sunlit meadow, for some reason this will be intensely calming and will negate almost all extreme tendencies. This will instantly cure effects such as Berserk Rage, Hysteria, Phantasm (Mind S6) or other psychological influences both natural and magical. Most who smell the Fragrance of Tranquility will be amiable (+25 reaction), or at least willing to have dialogue, but usually have a wistful longing to find the city in the vision ever after.

Coming of Spring A single non-sentient plant may be restored to exceptional vitality. This will cure diseases, remove and make immune to parasites and magically grow and repair any branches, leaves and flowers which would normally occur for the season. The effect lasts until the next winter or a year and a day, whichever is first.

Nature's Calling Name may draw upon The Rose to enhance their horticultural abilities. When held throughout a spell, ritual or ability they may double their effective rank (no maximum). This will only enhance non-hostile effects, so would not work if say Healing (Earth G-6) could damage an undead creature, despite usually being considered a non-hostile spell. Suitable things to double include Earth G2, G6, G10, S8 (see caveats), Wica S1 and S19, appropriate Alchemist, Herbalist and Artisan skills. If the total time to enact the ability exceeds the new dawn rising it will fail.

Necessity of Pain Name may transform The Rose into a two-handed sword. It will revert back to The Rose each dawn, but if broken will turn to ash and lose all magical properties. The blade is wooden and may have a weapon spell cast upon it.

Thorn Blade:

Wt	PS	MD	SC	DM	Class	Use
5	11	14	75	2D10 + 10	A & B	M

The Long Sorrow Name may invoke resistance to poisons. By drawing the thorns across their flesh to create a bloody gash and holding The Rose in the wound, causing 1EN damage and 1 point bleeder thereafter, they will become immune to all poisons, venoms or other blood toxins. They will stop bleeding and the effects will cease once The Rose is removed, they have bleed out all their FT and EN to 0 or dawn rises.

3 Ishamael

3.1 Ambran Sash

Description Thin silk sash, about 4 feet long, about 6 inches wide. It is a pale grey colour (but see below).

Powers The sash gives its possessor +9 ranks in Ambran (but not literacy). I.e. someone who does not speak Ambran will have Rank 8. This does not stack with any other language magic. The possessor cannot teach the language.

The Sash protects its possessor against magic that detects Aura or Aspect or like (e.g. Detect Aura). The possessor is always actively resisting such magic (which will increase backfire chance where application). If the possessor spends an action to actively resist the magic, they gain no extra bonus. Any spells or items or other things that gives bonuses to MR will stack with this. The sash only makes the wearer actively resist all such magic automatically.

The sash colour coordinates itself. It has a continual colour cantrip which can be changed and turned on or off at a mental command from the wearer. This does not affect, and will stack with, any illusion magic on the wearer.

Value 1,200 sp

Aura Magic, nature of magic communication and obscuring; plane of origin Ambra.

Notes The sash is as fragile as a normal silk item (i.e. pretty tough). The strong weave means it will hold up to 50lbs weight. Water has no effect on it. It can be folded very small. It will not rip under normal use, but can be cut. If the sash is damaged, all enchantment is lost.

The Dragon Court of Ambra is a very cosmopolitan place. It is very likely that an entity who commonly travels planes has been there.

The mage who created the item, Viersaunt, can see through the aura and aspect protection of the sash (i.e. he can DA through the sash). The same goes for dragons.

Wearing two sashes does not double the powers - they don't stack with each other.

GM Graig Beere

3.2 Wiccan Amulet of aquilegius

Powers Wearer subtracts 10% from any roll on the Fright Table.

Value 2,880 sp

Description A roughly-crafted ceramic amulet with a cler crystal in the centre, strung on a horse-leather thong.

Aura Magical, nature of magic is protection, college is Wicca, plane of origin is Alusia.

Notes The is was made by Landbrother, a Wicca of The Children of the Traveller, a Sea of Grass noman tribe.

GM Craig Beere

3.3 Blade of Darkness

Plane of Origin Alusia

Nature of Magic Celestial

Physical Appearance This object is a finely crafted black tulwar, the hilt composed primarily of obsidian, rendered strong as steel, the blade of bound darkness. The blade does not radiate darkness, but it is highly visible under light conditions.

Weight 2lbs

Effects The Blade of Darkness is amagic sword which was weaponsmithed prior to enchantment. The total bonus is +10% to base chance and +2 to damage. The primary magic in the blade is darkness. On a successful strike, casuing effective damage,

an opponent who fails to resist may be struck blind for D10 pulses if the wielder of the sword subtracts a point of fatigue (or of endurance if they have no remaining fatigue). This fatigue loss counts as spell fatigue. Even those entities who do not use eyes to see with can be "blinded" by this effect, with the result that they must subtract 40% from melee strike chances.

3.4 Crystal of Vision

This is a standard Rank 6 Crystal of Vision.

3.5 Leather Armour

Wgt 18 lbs

Prot 5

AG Mod 0

Stealth Mod 0

Value 2200 sp

This suite of finely crafted hard leather armour has been armour-smithed to provide no Agility Modifier and an extra point of Protection. It is sized to fit a 5'10" to 6'2" human male. It would take a Rank 10 armour-smith 4 hours (and cost 55sp) to adjust the fit.

3.6 Main Gauche

This Rank 4 Weaponsmith Main Gauche has +1 damage.

3.7 Mana Potion [Used]

This potion, when imbibed, allows general knowledge spells to be cast with less strain on the adept. When ever a general knowledge spell is cast, there is a chance the fatigue cost will be reduced by one.

Chance = 90 - (Adepts total ranks in Special knowledge spells)%

The duration of this effect is twenty four hours.

3.8 Mana Tear

This looks and feels like a teardrop of obsidian about one and a half inches long and one inch in diameter at the largest point. The material is less brittle than obsidian, but quite as resilient as iron. When DA'ed, the Tear is "formerly living", Generic True Name: three-quarter devil, and from the 8th Plane of Hell. The tear is able to store one spell of up to Rank 10 for up to 1 week. To store a spell, an Adept must successfully cast a spell at the tear. If the cast roll is "00" then the tear is destroyed. The the cast is a double or triple effect then only a normal effect is stored. The tear is "triggered" to release the spell effect, with a trigger Base Chance of 75%. If the triggering roll fails and is not a "00" then the spell effect is still stored, and the trigger may be reattempted. If the roll is "00" then spell effect stored is lost.

3.9 Obsidian Amulet

This amulet of extremely hard, black stone, on a silver chain, seems to absorb all light coming into contact with it. It is a piece of darkness elemental, and must be worn against the skin to have any effect. While worn by a Celestial Dark Mage they will gain a minimum Lighting Condition Modifier of +5, and will always be in the presence of elemental darkness. Conversely, if worn by a Celestial Solar Mage they will gain a maximum Lighting Condition Modifier of -5.

The amulet will absorb 1/2 (round down) of all damage the wearer receives from Walls of Starlight, Light Swords, Bolts of Starfire, Webs of Light, and Solar Flames. But should the amulet absorb 10 or more points in one pulse it will explode, and in so doing inflict D10 damage directly to the wearer's Endurance.

This amulet may be banished as per Namer Banishing in conjunction with a Celestial Special Counterspell.

Aura Magical
Name Of Magic Summoning
GTN Dark Elemental
College Celestial Dark
Magic T/W/C No
Plane of Origin Elemental Dark

3.10 Favour from Randolph William Perrindale [Used]

Description Randolph William Perrindale the 3rd, a rich, retired adventurer, owes Ishmael a favour. This favour cannot be transferred.

Powers Randolph is a rich dilettante who lives in an exclusive area of Seagate. He has contacts with traders and black marketeers, and has access to a small but wide-ranging library. He is also a do-gooder, and involved with many charities and the like in Carzala.

Value: N/A

GM Craig Beere

3.11 Tulwar of Striking

This tulwar is magic in nature. When triggered the blade will take upon a noticeably silver gleam. This will last for the duration of a few minutes or until a successful strike is made.

When a successful strike is made, the damage dice is automatically a 10.

Its activation is a free action, and will inflict a point of endurance damage to the wielder.

Changes: 1

3.12 Waterskin of Purity

This simple water skin, made from the bladders of a goat, has absorbed magic from Oasis of Tranquillity. It will slowly transform and cleanse any water it holds. Over the space of a few hours its contents will become clean, pure, refreshing water.

3.13 Amulet of the Wolf Totem

Powers The wearer has a 20% reaction bonus from anyone friendly to the Children of the Traveller, if the item is visible.

The wearer has increased taste and smell. All perception rolls involving taste or smell are one step easier (e.g. a 3xPC check is modified to a 4xPC check).

The increased sense of smell and taste grants greater tracking ability. The wearer tracks as if their rank in the Ranger skill is one greater. If they are unranked then they can track as a Rank 0 Ranger. If they are Rank 10 then they can track as a Rank 11 Ranger.

The wearer has a bonus of 6% to their Stealth skill.

Note: the glove does not have to be worn on a hand to be effective. The wearer only has to have the glove somewhere on their person (but not in any container bigger than a small pouch).

Value 8,000 sp

Description The item is a glove made from finely worked grey wolf hide, sewn with black silk thread. It is limber enough to be worn under armour. It will reconfigure itself for right or left hand use.

Around the wrist edge is stamped and dyed red "the wolf hunt silently, little escapes her notice" in Common in the Western script.

Aura Magic, nature of magic is animal, college is N/A, plane of origin Alusia.

Notes This item was given to Ishamael by the Children of the Traveller. If it is sold or given away please contact the item's creator.

Unless otherwise stated above, this item will not stack with any other effects unless those other effects state they will stack.

GM Craig Beere

3.14 Pearl of Waterbreathing

This object looks like an ordinary pearl, but instead is a receptacle for a Water Breathing spell. The pearl has to be placed near the wearer's skin in order to function. Currently the pearl is empty. When a Water Mage holds the pearl and casts a WaterBreathing, the spell is immediately absorbed by the pearl and split into a number of charges equal to the number of hours that the spell would normally run. Each charge lasts for an hour and has a base chance of 45% + 3/rank of spell initially installed. The pearl can only be recharged when it is empty. If a backfire occurs when charging there is a 5% * spellrank chance that the pearl will crack and be rendered useless. As a safety feature, if the current charge runs out while the user is still underwater the next charge, if present, automatically activates. The user will be aware that this occurs.

Currently [Spring 821WK] it has 13 charges with 90% BC.

Value = 4000sp 19/6/98 JP Smith 2765069

3.15 Pact to the Outer Power Hades

3.15.1 Hades

Hades is a deity of lawful neutral alignment whose sphere is Death. He rules over an underworld plane named Hades which includes realms such as Tartarus and the Elysium Fields. He is fair and just, but stern and capable of very harsh decisions. His symbol is the ram's head. His avatar normally appears as a large, dark-skinned man with a black beard and fiery eyes.

3.15.2 Divine Intervention

Hades can be called upon through prayer. A reaction roll should be made to determine the deity's response, which may be modified by the character's recent actions.

3.15.3 Benefits

1. A character pacted to Hades becomes Death aspected if the character is not already Death aspected.
2. A character pacted to Hades receives a rankable talent in all respects similar to the Speak with Dead talent of the College of Necromantic magics.
3. A character pacted to Hades receives a special ability called the Kiss of Death through which the character may bring instant death to an entity on negative endurance through an appropriate touch. Using this ability requires two full actions, one to make contact and the second to sever the target's life.

3.15.4 Costs

1. Should a character pacted to Hades die resurrectably there is a -20% to the chance of successful resurrection in addition to the normal penalty for death aspect.
2. Should a character pacted to Hades die resurrectably the character will have to argue eloquently with Hades for their soul to be permitted to be returned to the mortal plane. If the GM wishes, this may be played out with the GM acting as Hades.
3. A character pacted to Hades is expected to serve Death in all its aspects. That character cannot ever learn to resurrect the dead or learn necromancy. The character is expected to bring merciful death to his or enemies quickly and expeditiously. The state of undeath is anathema to Hades and the undead are to be brought to their true Death summarily, even at the risk of the character's own life.

Ishmael willingly entered into this pact in the City of Kersoon on Thunor on 15 Fruit 798.

3.16 Reputation - Bakarat The Toad

Marco and Ishmael are known to Bakarat, a powerful crime lord of Sanctuary. Their activities have pleased him and they are in his good graces, he grant them a favour once (GM)

Terry Spencer - No 1 Detective Hobbit Agency - The Creampuff Catnapping Caper – Summer 820

3.17 #1 Hobbit Detective Agency

In recognition of their valuable field work, the #1 Hobbit Detective Agency has assigned Marco and Ishmael the rank of Special Junior Detective. While they hold this rank they receive; - Free training for all normal skills, up to rank 4. - Access to R7 weaponsmiths, armourers and technicians - General assistance (GM discretion) from the Agencies and detectives when in Brastor - 5,000sp of guild services, per session, for the next two year. - Free lodging in a detective agency in Brastor

If the Agency hears of them acting against honest hobbits, they will lose their rank in the agency and this benefit.

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3.18 Armour potion x1 [Used]

When green vial contains a sticky brown liquid. When drunk a D is rolled, for the next 12 pulses they will receive that as a reduction against all damage.

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3.19 Social potion x3

This delicate pot contains a sweet blue liquid. When drunk it will grant a bonus of +20% to all social rolls for the duration of an hour.

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3.20 Potions

- 5 × R9 Creating Restorative (S-9) potions
- 5 × R12 Waters of Healing (S-11)

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3.21 Wind walk (x5)

This is a rank 1 Wind Walking (S-17) with a BC of 65%.

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3.22 Boom stick (x3)

This 1 inch rod has a button flush to the top, when the button is pressed it triggers a R1 lightning bolt in the direction it is pointed. A dial on the base of the rod may be tuned to delay the triggering of the spell, from 0 – 7 pulses. Manufactured by a rank R10 Mechanician.

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3.23 Invisibility Scroll (×3)

This is a scroll of Invisibility (G-8) with a BC of 80%.

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3.24 Blade Venom – Antimagic (×2) [1 used]

This robust phial weighs 3 oz. It contains an orange viscous substance that may be applied to a weapon. For a minute the weapon will ignore magical defence when used.

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3.25 Blade Venom – Silence (×7) [3 used]

This robust phial weighs 2 oz. It contains a green viscous substance that may be applied to a weapon. Effective damage must be done to take effect, where the target must not speak for D pulses.

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3.26 Obsidian Snake Charm

This obsidian charm of a snake may be used by the wearer to avoid damage from a single attack. It will absorb 41 points before shattering. All the attack must be absorbed, it cannot be divided. If this would exceed the charm's damage capacity, it is destroyed. If it is not destroyed, the charm's capacity is reduced, and this may be used to absorb the damage from subsequent attacks [37 points used].

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3.27 Pot of healing Flesh (×2)

This pot contains a pinkish, oozing mass and weighs 4 oz. When its contents are applied to a wounded entity, a Specific Grievous Injury will be cured at the end of the next Pulse. In addition, D+5 EN damage is cured.

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3.28 Pot of beauty Flesh (×2)

This pot contains a pinkish, oozing mass and weighs 6 oz. When its contents are applied it will increase the PB of the target by 8 (may not exceed racial max) for a week.

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3.29 Dagger of Deception

This black dagger is inlaid with silver runes. On the night of a full moon it may be used to stab the palms of the wielder which will result in D5 EN damage – which may not be healed until the ability is used. The target can reroll a thief or spy roll at any time in the next month, at which point the damage can be healed. If the ability is in effect, and the target rolls greater than 90+ rank on a thief or spy check (00 always fails) the dagger will disintegrate.

The dagger may only be used once a quarter and must be carried to be effective.

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3.30 Merchants brooch

This brooch of a large, vibrant emerald set in patinaed gold. To be effective it must be covered the dust of a gem worth at least 1,000sp once a season.

The amulet will add a rank to all merchant calculations. While in effect if the merchant roll exceeds 90 + Rank the amulet will disintegrate.

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3.31 Potion of speed [used]

This small yellow potion will add 10 to the drinker's initiative rolls for the next week.

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3.32 Teak Wand

This wand contains R14 firebolt BC 105%

Charges 8 7 6 5 4 3 2 1 [5 used]

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3.33 Funeral Mask

This finely painted paper mask may be placed on a corpse, it will add 20% to any resurrection attempt on the body.

Charges 2 1

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3.34 Enhance Characteristic Potion [used]

This is a rank 10 Enhance Characteristic herbalist potion will add 8 to any one characteristic for 8 hours.

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3.35 Green Emerald of Perception [used]

This green emerald must be ground in dust and drunk with milk to take effect. For the next quarter, the drinker will add 2 to PC.

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3.36 Amulet of Message

This small gold amulet is the shape of a small bird. When triggered it sends a message to an entity using the winds. The user must know the name of the entity and be able to pick them out from a crowd. The maximum length of the message is 15 words. The messages will be in the voice of the Adept at the same volume as when spoken and can only be heard by the target. There is a noticeable but minor effect of swirling air when the message is sent and received. The time taken for the message to reach the entity is 1 min per 10 mile.

Charges 8 7 6 5 4 3 2 1 [3 used]

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3.37 Silver Nail (x4)

When this silver nail is hammered into the footprint that is less than a day old it may then be used in conjunction with a scrying any time in the next 7 days.

When scrying (Crystal of vision, Waters of Vision etc) the nail may be used (and consumed) to target the scrying on whoever left the footprints (limited by the range etc of the scrying).

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3.38 Twin Human Amulet of Luck

+2 MR +3 DEF, stacks with amulet of luck (12,000 sp)

3.39 Tarsik Bone Rapier

Rank 10 (D+6) with Rank 20 Spectral Weapon (7,000 sp)

3.40 Tarsik Bone Main Gauche

Rank 10 (D+4) with Rank 20 Spectral Weapon (4,000 sp)

3.41 Mass Fear Invested

3 × 1 Mass Fear Invested Rk 8 BC 85 8,000

3.42 Damnum Minatum Dust

3 Damnum Minatum Dust - Deafness, Cowardness (-3 WP & +5 Fright/Awe rolls) and Wasting Disease (Wasting disease causes -1 Strength and -1 Endurance per day until stopped by Cure Disease. The Strength and Endurance lost will be recovered at 1 point per day, or treated by Repair Muscles. 5,000

3.43 Hemlock Potion

3 Hemlock Potion - Subtract 6 EN per hour for 48 Hours 9,000

3.44 Walk Unseen

4 Walk Unseen Potion Rank 10 4,000

3.45 Restorative

10 Gut Busters Rank 10 (-12EN and 24FT) 10,000

3.46 Sleep Dust

1 Sleep Dust Rank 10 Can't be woken 5,000

3.47 Oil of Enchant Weapon

7 Oil of Enchant Weapon Rk 10 (+11% +4 Dm) 7,000

3.48 Oil of Enchant Armour

1 Oil of Enchant Armour Rk 10 (+22 DEF) 1,000

3.49 Mass Fear Trap

1 Rank 1 Mass Fear Trap Rg 25 1,000

3.50 Waters of Healing

4 Waters of Healing 15 Points 4,000

3.51 Healing Potion

6 Healing 10 Point 5,500

3.52 Healing Potion

3 Healing 20 Point 6,000

3.53 Healing Potion

1 Healing 40 Point 4,000

3.54 Poison

5 Poison Rk 10 Slow (Save vs EN for no effect) for 3 minutes 10,000

3.55 Poison [2 used]

10 Necrotic Poison D10 / pulse (Save vs EN for half effect) for 1 minute 10,000

3.56 Venom

3 No Healing Venom (Save vs EN for no effect) Duration D+2 minutes 12,000

3.57 Venom [2 used]

6 Refined Basilisk Venom D + 10 Damage 3,000 (No Save, reduced by Amulets etc.) One off effect.

3.58 Extract of Halfling (10,000sp)

Extract of Halfling +3 MD, +1 AG, +1 WP (Not above Racial maximum). Infravision, see faint red shapes where living beings are located in the dark. Range 100 feet

3.59 Darkness Points

3 Darkness Points 30,000

3.60 Raw Mana Points [used]

2 Raw Mana Points 20,000

4 2025-04-06

- Kill demilich
- Get two baltic amber eyes
- 21 brothers and 3 mind flayers in the teeth

- Use charge of storm orb
- Lost 24 FT permanently but restored from destroyed teeth
- Find scrolls from monks and mind flayers
- +5 sanity

Gilded in flame, he coils through the night,
Lurking where shadow devours the light.
A whisper of doom in a dreamer's breath,
Unwinds the sweet thread that leads into death.
Rising in silence, unseen by the eyes,
Under the skin, he spins whispered lies.
Neither sword nor strong will can break his spell,
Ghosts heed his call from where secrets dwell

GLAURUNG