

Magic Items

Armor & Clothing

Winged Boots

Leather sandals with delicate feathered winds on each side of the heels.

Three times per day, when the wearer successfully Dodges, they can move up to 15-feet instead of 5 and can move omnidirectionally. Once per day, as a free action, they can gain a Speed of 6 and can move omnidirectionally. This effect lasts 6-rounds or until the boots are removed.

Worm-Skin Boots

Stitched boots of light grey fabric. They have an earthy smell and can never seem to be cleaned completely.

The wearer of these boots can cast Sense Vibrations as a free action, with no roll, up to 3 times per day. They roll a d10 Strength when resisting the effects of poison and get +3 to Stealth rolls while in subterranean environments.

Boots of Sea and Snow

These heavy plate greaves have fur lining and faintly glowing blue runes cover the soles.

These metal boots allow the wearer to cast Water Walking on themselves at will, without rolling. And do not have to re-cast it when taking damage. The wearer is also immune to the Chilled condition and cannot have attributes reduced by cold.

Boots of the Spider Queen

Ornate black boots with silver webs embroidered up their sides.

These boots grant their wearer the ability scale surfaces with no handholds. Their hands and boots simply stick. They get a +5 Acrobatics when climbing and can roll to climb things other people couldn't even attempt. If they go slow, they can scale sheer surfaces with no need to roll and can suspend themselves from the ceiling for as many rounds as their Strength die.

Goodfellows Plate

This polished armor always seems to catch the sunlight and gleam.

This masterwork Plate Mail armor has no spell-casting penalties if casting Divinity.

Harbinger's Mail

This fine vest of chainmail is made up of metal that shines blue in the right light.

This masterwork Chain Mail armor has no spell-casting penalties is casting Aeromancy, and grants immunity to Lightning damage.

Warden's Leathers

This oiled leather armor has embroidered vines curling around the pauldrons and patches of moss always seem to grow readily on it.

This masterwork Leather Armor has no spell-casting penalties if casting Geomancy or Animalism. It grants the wearer a +3 to Stealth rolls while in forested terrain.

Keeper's Robes

These old dusty robes were probably black at one point but have long faded to a worn grey. But the symbols of Ithil are still visible on their back.

The wearer of these robes gets a +3 when casting Commune with Spirits, Exorcism, Animate, Annihilate Spirit and Incinerate Soul. And allows them to cast those spells with a Divinity, Arcana or Pyromancy skill.

Robes of Concealment

A long trench-style coat, covered in a mind-bending pattern.

The robes have 3 inside pockets. Each one can hold an object that is no larger than a human head, or a weapon with the Concealable tag. The illusory fabric makes the coat appear flat and empty from the outside, no matter what is stored inside. Any attempts to pat down or search the wearer are halved. The robes do not help conceal anything that is not stored inside its 3 pockets.

Raven-mantle Cloak

This cloak has a padded collar of black feathers that seems to ruffle and move in unison. The rest of the violet cape falls all the way to the ground.

The wearer may cast Commune with Animals with no roll but only targeting birds. Once per day, as an action, the wearer may take to the skies. They get a Speed of 6 and can move omnidirectionally. This effect lasts for 5-minutes or until the cloak is removed.

Regenerating Hide

This natural stitched leather armor has a greenish, scaly appearance. It has a way of sticking to its wearer and mending itself once sundered, leading some to ask if the armor itself is alive.

This Leather Armor self-mends, automatically regaining 1d6 Durability every 24 hours. But it cannot be repaired through regular means. The armor seems to have some regenerative properties, anyone wearing it while resting adds +2 to their roll to heal. The more time the wearer spends in the armor the more it becomes attached to them, increasing its restorative properties. After a full day of wearing the armor, the wearer regains 2 health instead of 1 when resting. For every week that they wear the armor (up to three) they gain one use of the Adaptive Camouflage ability per day. As a free action, gain +5 to Stealth, a bonus that ends as soon as you move. If the armor ever reaches 0 Durability it is rendered mundane Leather Armor and loses all other properties.

Grappler's Gauntlets

These rough-hewn leather wrist wraps are studded with runic-etched bronze plates along the knuckles and imbue their wearer with super-human dexterity. \

These enchanted gauntlets have the stats of Armored Gauntlets. Whenever their wearer disarms a weapon with them, they may immediately make a melee or thrown attack with that weapon.

Glove of the Life-giver

This brass gauntlet has four opals inlaid at the knuckles and a large ruby imbedded in the back of the palm. This gauntlet starts with 4 opals and 1 large ruby. When the wearer successfully casts Mend, they can destroy one opal to increase the amount of Health regained by 1. Or destroy the large ruby to increase the amount of Health regained by 3. Replacement opals can be purchased at any gem-crafter for 50 silver, the large rubies are rarer and cost 200 silver.

Wrester's Belt

A thick leather girdle with several steel chains interlaced through it.

This belt allows the wearer to take a Melee Combat Action as a free action after taking the Tackle action. Additionally, when they roll Strength against another character's Strength they may roll twice and take the higher of the two results.

Shadow-step Sash

A wide sash of dark grey silk that trails behind the wearer as they move. A shadowy silhouette also follows the wearer whenever they move too quickly.

After the wearer moves two spaces, they become invisible until end of turn. They get +5 to Stealth if they move past someone and if they break line of sight before their turn ends no perception can locate them. If they make an attack after moving at least 3 spaces while invisible they treat the target as Surprised. You can only use this ability three times per day, and only in low-light or darkness.

Champion's Girdle

According to legend, this belt was given by the Witch Queen as a symbol of station and a token of good fortune to her favorite knight. Unassuming yellow fabric and a golden buckle would belie its mythical origins.

The wearer rolls a higher die of Strength while living by honorable, chivalric codes. The belt starts with a single use which can be spent at any time to prevent all damage that would be dealt from one source to the wearer. If the belt has no uses remaining, or if the wearer ever acts out of greed or cowardice the girdle loses all properties until they redeem themselves through a heroic act while wearing it.

Weapons & Shields

Saber of the Battlemage

An elegant silvery blade with a large amethyst at the cross-guard.

This masterwork Scimitar grants +2 to attacks and parries made with it if you cast a spell last turn. It grants a +2 to every magic school if you made an attack with it last turn.

Retribution's Edge

A Masterwork long sword with a golden blade and a cross-guard modeled after flames.

The wilder gets +1 to attacks against characters who have dealt damage to them or an ally in the last 24-hours. Once per day, when this sword incapacitates a character who has, brilliant white flames roll outward in 5-foot radius. The fire doesn't blacken or char the environment and doesn't start any smaller fires. It washes harmlessly over characters you consider righteous. All characters who you do not consider righteous must roll an Agility + Acrobatics of 5 to dodge out of the area of effect. If they fail, they take 2 fire damage (ignoring damage reduction). Undead take double damage.

The Black Blade

Handling this otherworldly weapon is difficult and potentially deadly. But it can carve a swath through the battlefield in the hands of a master. The sword itself consumes all light, making it appear as a paper-thin hole in space itself.

This masterwork Short Sword can cut cleanly through any substance except for the metal of its sheath. If dropped into the ground it will sink until the cross guard stops it. It has the stats of a Short Sword except it deals 2 damage instead of 1 and ignores damage reduction completely. Damage and the effects of Maiming Attacks dealt by this weapon never heal naturally. At the end of each turn that the wielder is holding the Black Blade they must roll a Discipline of equal to the number of rounds it's been held. If they fail, they lose one Health which never heals naturally.

Berserker's Axe

A jagged axe-blade attached to a blood-stained wooden handle, with a two-handed rough leather wrap.
This Battle Axe grant's the wielder +1 to Initiative for each missing Health they have. When the wielder only has 1 Health remaining, they can take two actions on their turn.

Glaive of the Sun and Moon

A long, elegant weapon has a two-sided blade, one of resplendent bronze, the other of matt iron.
This masterwork Glaive gets +2 Parry during the day, and +1 Damage during the night. Once, during each day, the wielder can cast the Flare spell centered on themselves without a roll, or a fire source. Once, during each night, the wielder can cast Darkness without rolling and take bonuses as if they had rolled a total of 13.

Seismic Maul

This maul has a huge, natural stone head and a haft of leather wrapped steel.
This masterwork Maul allows the wielder to, as an action, bring down the hammer slam it against the earth and casting the Tremor spell without rolling. The wielder of this hammer is immune to the effects of Tremors they cast (with or without the hammer). Once used the Hammer cannot be used again for 24 hours, or 1 hour at a Place of Power.

The Dreadmace

A wicked flanged mace-head hands from a black iron chain. Its wooden haft is unadorned except for a single wrought iron spike at its bottom.
This masterwork Flail grants +2 to attacks against targets who are under the effects of Fear or Howling Wind. Additionally, if you have the Flail Spin Trait, once per day when you start spinning the Dreadmace you can declare you are focusing its foreboding presence. For the duration of that spin, all characters within 20-feet who consider you a foe are targeted with a Fear spell as the start of each of their turns.

Rollach's Whip

The notorious Zytharian vizier left a loathsome legacy and dozen artifacts, this barbed whip is one of them. This masterwork Whip breaks the spirits of those it strikes. Whenever someone takes damage from it, they must roll a Discipline of 5. If they fail, they must either take an extra damage (ignoring armor) or be Stunned, their choice.

Witchbane

This dagger has an unassuming design, little more than a leather-wrapped stake of dull grey Nulliphyte. But it has been passed down through many generation of witch-hunters.

When the wielder of this masterwork Dagger deals damage to a character with a magic attribute, they roll 2d8. The target loses that much Essence, and the wielder may any lost this way (provided it does not exceed their Essence limit).

Nulliphyte Buckler

A chunky small shield of a strange metal. It reflects no light at all and has an ashen texture to it.

This masterwork Buckler allows the wearer, once per day, to deflect a spell targeted at them at someone else. This cannot deflect an object or element that is enchanted or moved with magic, the spell itself must list the wielder as the target. The wielder can either choose to deflect the spell into the ground (countering it) or at another character (other than the caster) within range of the relevant spell.

Talim's Tear

A water droplet shaped kite shield with faintly glowing blues runes around the edge.

This masterwork Kite Shield has a Rune of Geyser on it, which starts the game empty. As a free action, 3 times per day, the bearer can conjure 2 gallons of water, which is enough water for a single Manipulate Water spell or creating a d8 Heft weapon (or smaller) with the Icicle Spell.

Beloved Blade

A Masterwork throwing dagger. Its hilt is cast in the shape of the female form.

If ever thrown and lost it will return to the thrower within 1d12 hours. It does not simply appear back in its sheath but is mysteriously found in a place where it does not belong. Regardless of how unlikely or strange the circumstance it appears back in the thrower's environment. This effect only triggers when thrown or taken, not when it is given away.

Javelin of Thunderbolts

This throwing spear has an unmistakable jagged end, and occasionally shocks those that touch it.

Once per day, when this weapon is thrown, its wielder can imbue it with energy. The attack does 2 additional Lightning damage, and they must roll a Strength of 6 or be stunned. All characters in a 15-foot line behind the target must roll an Agility + Acrobatics of 6 or be affected in the same way.

Templar's Crossbow

A sturdy crossbow with religious iconography inscribed along its brass lathe.

This Crossbow allows you to cast True Shot without an Areomancy skill. And when you reload it, you can cast True Shot as a free action on the bolt you are loading.

Bow of the Blood-tracker

An unassuming longbow except for the strange, whittled bone charms hanging from the top of the string.

This bow gives its wielder the unnatural ability to know the direction of the last character who was struck by an arrow from it, but it gives no indication of distance. Attacks made against them with this bow are at a +1. After a day, if the target still lives, this bonus increases to a +3. After three days, details of the target's surroundings start to come to the wielder in dreams. As soon as the target is incapacitated all effects end, until a new target is struck.

Seeker's Arrows

A masterwork arrow with exotic feathers that leaves a faint green trail behind it as it flies.

A quiver of 3 Seeker's Arrows. When this arrow is fired from a bow it gets +2 to the attack roll and ignores penalties from cover. It can target anyone who you've seen in the last 10 seconds, even if they are around a corner or no longer in line of sight. The arrow is supernaturally durable and will never break on impact.

Giant Toe Bones

A draw-string pouch of bones, supposedly from the toes of giants they are the perfect size for a sling.

This pouch of Sling ammunition holds 8 Giant Toe Bones. They do an extra damage against targets with a higher Strength attribute than the wielder. For each rank of Strength, the target has over the wielder, they also get a +1 to the attack's roll. Critical attacks with Giant Toe Bones Stun.

Elden's Finger

A crooked bone wand with dangling charms attached.

The wielder can cast spells as if they had a +2 Animalism skill. Casting still requires a Magic attribute, and this skill can never be improved through experience or downtime.

Enigmatic Rod

A straight scepter of iridescent metal which shines many different colors and looks distorted in some lights.

At each sunrise, roll a d8 to determine a magic school (1 being Arcana and 8 being Aeromancy). The wielder of the Rod gets a +1 in that Magic school even if they have no skill in it. Once per day, the wielder may, as an action, roll a d12 + 2 to determine the difficulty of a spell (from the current school) that they can cast without rolling. If you do not use this ability, you can save the charge. The Rod cannot hold more than 3 charges at a time.

Storm Scepter

A 3-foot-long steel rod with a Storm Stone mounted on the tip.

This masterwork Short Spear has a Storm Stone mounted on the end which can be used as if it were held. If it breaks a new one can be slotted into the mounting. Additionally, after a successful attack the wielder may cast Shocking Touch on the target as a free action.

Staff of the Tempest

The roots of this gnarled wooden staff clutch a large stout Stormstone.

This masterwork Staff has a Storm Stone mounted on the end which can be used as if it were held. If it breaks a new one can be slotted into the mounting. Additionally, the wielder increases their Speed by 2 when Levitating or Flying, and can cast Redirect Surge with no roll.

Staff of the Spider Queen

A tall slender staff of shiny black wood. A silver-cast spider perches atop the gnarled top.

This masterwork Staff allows the wielder to, as an action, up to 3 times a day, shoot a ball of webs toward on character within 20-feet. The target must roll an Agility + Acrobatics of 6 or be trapped by it. While trapped they cannot move and halve their dodge rolls. Each turn, as a free action, they can attempt to break free by rolling a Strength of 5. If they, or an adjacent character have a blade or suitable tool, an action can be spent to roll an Agility + Fighting of 5 and free them.

Archlich's Staff

A perfectly straight staff of black metal, which clutches a green-glass orb at its top.

Whenever the wielder of this masterwork Staff successfully casts Drain Life, instead of gaining the benefits of the spell they can add one Soul to the staff. The staff cannot hold more than 5 Souls at a time. As an action, the wielder can spend 1 Soul to regain 1 Health and 1d8 Essence. As a free action when reduced to 0 Health or less, they can spend 3 Souls to set their Health to 1 instead.

Jewelry & Trinkets

Ring of the Owl

A silver ring with the horned face of an owl on it.
The wearer gains the Dark Vision trait. They also get a +2 to all visual Perception rolls which can exceed their Mastery.

Ring of the Spider Queen

A beautiful silver ring shaped like 4 legs on each side of a large, round onyx stone.
When the wearer hits with an unarmed melee attack on a Grappled or Surprised target you may choose to bite them. If bitten they must, at the end of their next 3 turns, roll a Strength of 5. If they fail twice, they are paralyzed for one hour.

Bloodletter's Band

A cruel ring with sharp barbs on the inside of the band. Only useful for masochists and berserkers.
The wearer gets +1 Initiative for each Fervor they have (Requires the Battle Frenzy Trait). At the end of the round, they may lose 1 Health to gain 2 Fervor.

Ring of Cat's Luck

A strange ring of cut onyx stone. It gives the vague impression of a cat with 9 tiny rubies inlaid into the band.
This ring starts with 9 uses. Once per session, the wearer can spend 1 use to re-roll any die that they rolled. They must use the second result. Anyone with a Jewelry skill of +3 can add uses to the ring by replacing rubies (of 60 silver each).

Cartographer's Chain

This wood and metal amulet is modeled after a compass but doesn't work as one. It hangs from a long leather cord.
The wearer of this amulet has the supernatural ability to always know which direction is north. They can never get disoriented or lost. The wearer also gains the Perfect Memory trait while wearing the amulet. If separated from the necklace, recalling those memories requires an Intelligence roll, but it takes a week of separation until the exact details of those memories are lost.

Trinket of Many Facets

A shiny iridescent rock affixed to a fine silvery cord. Supposedly created by Nobin-Ry when he was a child.
After the wearer rests, they can declare any one skill. They get +1 to that skill (which can exceed their Mastery) as long as you continue to wear the amulet, or until they rest again. They cannot declare the same skill two days in a row.

Hand of Protection

According to legend, this small stone hand belonged to a young Priest of Alric who was petrified to save his village from a rampaging immortal. It now hangs from a heavy iron chain.

The wearer of this necklace gets a +5 Divinity when casting Divine Intervention. If you try and fail to cast Lay on Hands, you can break the stone hand, rendering it a mundane stone, in order to succeed instead. All spent Essence is refunded. Only the effects of a Miracle can repair the Hand of Protection.

Circlet of Steel Mind

A perfectly round crown of thin silver.
The wearer cannot be affected by the following spells: Sleep, Flicker, Illusion, Fear, Howling Wind, Pacify, Calm, Confession, Amnesia, Telepathy and Mind Control.

Crown of the Tyrant

A natural loop of gnarled wood with arrowhead like teeth pointing upward in a circle.

Once per day, when the wearer incapacitates a character, they can, as a free action, roll Strength + Persuasion of 8. If they succeed everyone in earshot who is not allied with them must, until the end of their next turn, roll a Courage of 4 when trying to move toward an enemy in battle, or attack. Iron-willed characters are immune to this effect.

Surge Crown

An intricate lattice of silver and purple stones that wraps around the temples of the wearer.

The wearer of this circlet doesn't lose Charge from not casting Aeromancy spells (requires the Electromancy Trait).

Hypnotic Flute

An intricately worked flute or dark wood with inlaid turquoise stone.

After the wielder has played the flute for at least one consecutive minute they can roll an Agility + Flute of 7. If they succeed (and haven't succeeded in the last 12 hours), cast Sleep on all other characters within ear shot.

War-Caller's Drum

A wooden drum with grooves along its side. Taught leather is stretched over the top featuring simplistic depictions of figures spear fighting.

After the wielder has played the drum for at least one consecutive minute they can roll an Agility + Drum of 7. If they succeed (and haven't succeeded in the last 12 hours), everyone within ear shot must roll a Discipline of 5 or be instigated. This does not change their opinions about the topic, but they will pursue discourse in passionate and rash ways instead of relying on calm logic. If someone is already agitated or angry, they are pushed into an explosively violent state. Iron-willed characters are immune to this effect.

Whistle of the Beast-Tamer

An obviously ancient wooden whistle, carved into the shape of a snarling wolf.

The holder of this whistle can, as an action, once per day cast Animal Guide without rolling. If they lost health in the last 10-seconds when they use the whistle, they can cast Nature's Protection instead.

Cerelonite Crystal

This amber crystal structure is the size of a human head and glows from the inside.

Every minute this crystal rests at a place of power it absorbs one Essence, up to a maximum of 15. Anyone with a magic attribute who is holding the crystal can, as an action, draw any amount of stored Essence from it (up to their limit). For every 3 Essence is stored inside the crystal it illuminates 5-feet around it unless stored in a box or thick bag.

Scrying Orb

A milky white glass ball that sits on a wire stand of silver paws.

Grants you a +3 when casting the Scrying Pool spell. When casting Scrying Pool with way, you no longer need a pool of water and can cast the spell any number of times per day.

Magic Seeds

An unassuming cloth bag filled with loose soil and walnut-sized seeds. Ready to grow they already have a coiled sprout protruding from the husk.

This bag contains 6 magic seeds. As an action, one can be thrown anywhere within 15-feet. Or you can roll an Agility + Throwing of 7 to toss it up to 40-feet, but a result of 1 causes it to fumble and land at your feet. Mark wherever it lands. At the start of next round, a 5-foot patch of grass miraculously sprouts up at the marked location. Thick enough to cast Tendril or Entangle with. At the start of the second round, vines expand 5-feet in all directions (including up nearby surfaces). Climbing surfaces with vines on them only requires an Agility + Acrobatics of 3. The central stalk is now thick enough to cast Branch Whip on. At the start of the third round, the central stalk is a 15-foot-tall tree which is large enough to cast Grasping Branches with. The vines also grow to extend 10-feet in all directions.

Djinn Vessel

A container of any kind, that contains an ancient and honorable Spirit of the Unknown. The more humankind discovers about magic, the less power these spirits possess. The only ones capable of great miracles are those who were trapped in captivity, unable to learn how much we have. They will constantly telepathically bargain with the owner of their vessel. Describing deeds, they could perform in exchange for their freedom.

As an action, the holder of this vessel can open it, rendering it a mundane container. Doing so allows them to cast any one spell before the end of the round. For the purposes of calculating bonuses, consider the total to be 20.

Magnifico's Deck of Tricks

This esoteric deck of cards is worn at the edges and its strange illustrations are fading. Cards are clearly missing from the set, and no one knows what game it was once intended for.

This strange deck only has 21 cards remaining. As an action you can tear the card in half releasing the stored magic inside. You can concentrate on who or what you want to be affected, but don't have absolute control over the effect.

The Deck Contains:

x3 Goats

Casts Flicker on one target with the sound of a goat's bleat.

x2 Guardsmen

Casts Flicker on two targets with the sound of: "Hey, you there!"

x2 Messengers

Casts Whispering Breeze.

x1 The Chest

Casts Conjure Object with no material component. After the duration, it transforms into a playing card folded to look like the chosen object.

x1 The Castle

Casts Secluded Sanctum.

x1 The Will-o-Wisp

Casts Mesmerizing Lights on one target.

x1 Reverse!

You can cast Counter Spell once before the end of the round.

x2 Prince of Cups

Conjures 2 gallons of water.

x2 Prince of Beasts

Casts a random Aspect on you for 1 hour. Roll a d8:

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|-------------------|---------------------|
| 1. Wolf's Senses | 5. Snake's Reflexes |
| 2. Turtle's Shell | 6. Bear's Claws |
| 3. Fishes Gills | 7. Eagle's Eyes |
| 4. Horse's Hooves | 8. Monkey's Feet |

x2 Queen of Mirrors

Casts Illusion on one target so they see a copy of themselves.

x2 Queen of Cups

Casts Sway Currents.

x1 The King of Cups

Casts Animate with no material component on any cup.

x1 The King of Swords

Casts Animate with no material component on any sword.