



LOOT HARDER: A BOOK OF TREASURES

BY ASH LAW & PAUL FANNING

13TH AGE

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INTRODUCTION

The bad guys are dead, the monster slain.

Now let's go through their gear and search the lair!

WELCOME TO LOOT HARDER: A BOOK OF MAGIC TREASURE!

In this book you'll find magical items. Lots of magical items. Loot to be stolen, rewards to receive from grateful patrons, and items to quest after.

The first *Book of Loot* had a section on treasure troves. This book skips that to introduce campaign-shaping item sets and artifacts. There is also a ton of new consumable items—some useful, some whimsical, others darker in theme—as well as new story items that aren't quite artifacts but have stories just as deep.

Have fun storming the castle and bringing back treasure!

FINDING ITEMS

Most chapters of this book contain true magic items and are arranged by icon to help GMs stock a dungeon or plan an adventure appropriate to the icon(s) involved. The final three chapters cover consumable items, artifacts and item sets, and story items.

If you're looking for a specific item type, there's an index at the back of the book.

MINOR MAGIC ITEMS

We're adding another category of magic item alongside the true magic items and one-use items we've had from the beginning. It's no big deal: it's minor.

Minor items: Minor items don't acquire attunement and they don't occupy a chakra. They're often expressions of the fact that magic is everywhere in this world, and are generally more useful for telling interesting stories and setting the scene than as functional parts of heroic arsenals. Minor items don't have quirks, but a few come equipped with story hooks!

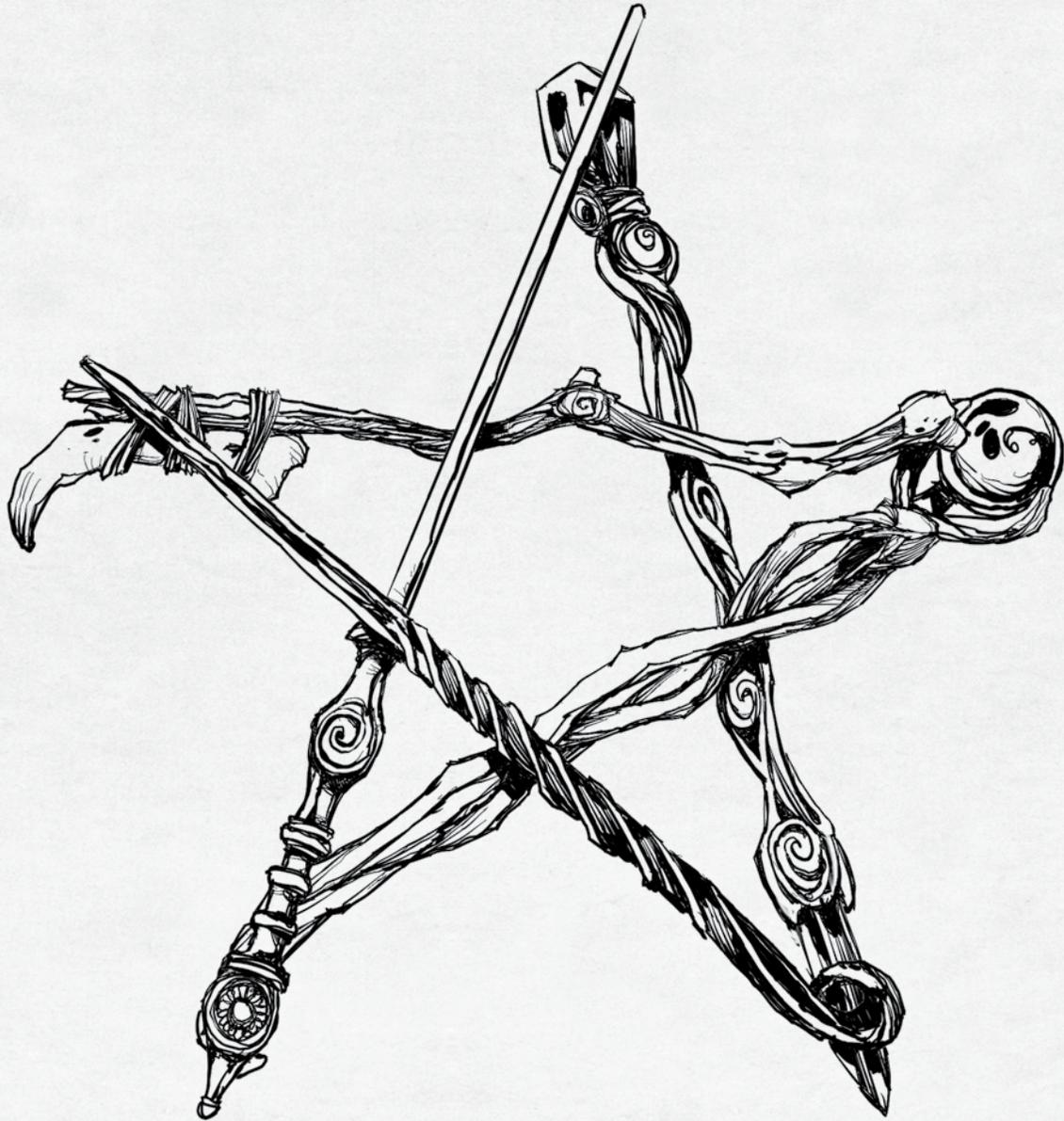
Most campaigns will probably want to treat them as rare, but that's up to you. You'll find a sidebar of minor magic items in each of the icons' chapters below.

RELENTLESSLY PRACTICAL TRUE ITEMS

Captain's horn, gloves of the kineticist, hovering platter, iron fortress, sack of looting.

UNFORGIVEABLE PUPS

Bear arms, cincture of famine, discus shield, goblin goblet, golden fiddle bow, indivisibility cloak, killer heels, mantle of mists, ring of purity, victorious secret, weapon of the woad-warrior.



CHAPTER 1

MAGIC ITEM PRIMER

ATTUNING TO
TRUE MAGIC
ITEMS

To make use of an item's bonuses and powers you must attune to it. The method of attunement depends on the specific item. Within five minutes you can *usually* figure out how to attune to an item, except for books, scrolls, tomes, and grimoires, which take hours to read through.

Magic items occupy 'chakras,' and you can attune only one item per chakra (or slot)—the exceptions are rings (x2) and different types of weapons (types as in a short sword and greatsword, but not two greatswords). You can attune as many wondrous items as you like, because they don't occupy chakras.

GAMEMASTER

Some items might require extraordinary or obscure methods of attunement if that fits the story you want, but most shouldn't.

MAGIC ITEMS AND
QUIRKS

Magic items have quirks—urges that the attuned wielder of the magic item feels. If you become over-attuned (that is, you have more magic items slots filled than you have levels) then the quirks take over your character until you are no longer over-attuned.

With this book, we want to introduce a new concept about how magic items that are at a higher tier than their wielders work with attunement. At adventurer-tier, a champion-tier item counts as two items for the purposes of over-attunement, and an epic-tier item counts as three items. At champion-tier, an epic-tier item counts as two items' worth of attunement. Stronger items have more personality, after all.



When I'm describing over-attunement I say, "You're no longer a character with magic items, you're a collection of magic items with a captive character along for the ride."

My gaming group has a tradition that when a PC is over-attuned other players get to dictate the actions of the over-attuned character when the quirks are relevant. Other groups I know of have the GM take over the character, and some groups let the player of the over-attuned character act out their possession by magic items.

MAGIC ITEM
DEFAULT BONUSES

Most magic items have a default bonus. Rather than list these over and over in each chapter they are right here at the front of the book.

ARMOR, ROBE, SHIRT,
TUNIC

Default bonus: Armor class: +1 (adventurer); +2 (champion); +3 (epic).

ARROW, CROSSBOW
BOLT, SLINGSTONE

Default bonus: Crit range expands by 1 (usually 19+). If fired from a magic weapon, use the weapon's bonus for attack and damage.

BELT, SWORDBELT, KILT,
GIRDLE

Default bonus: Increase your maximum recoveries: by 1 (adventurer); by 2 (champion); by 3 (epic).

BOOK, SCROLL, MANUAL,
GRIMOIRE

Default bonus: None.

BOOTS, SANDALS,
SLIPPERS, SHOES

Default bonus: Disengage checks and other checks involving fancy footwork: +1 (adventurer); +2 (champion); +3 (epic).

BRACERS, HAND- WRAPPINGS, VAMBRACES

Default bonus: Attack and damage when making an unarmed melee attack, or an attack with an improvised or monk weapon: +1 (adventurer); +2 (champion); +3 (epic).

NEW ITEM TYPES

Some of these magic item types didn't appear in the previous *Book of Loot*. Many are from the "Tales of the 13th Age" adventures, "13 True Ways", Pelgrane Press' "See page XX", or "13th Age Monthly". Others are wholly new.

Not each of the new types will appear in every icon's chapter. The icon associations of the new types are as follows:

- **Bracers:** Icons who claim monks among their followers
- **Chalices:** Icons who expect you to sacrifice
- **Orbs:** Icons linked to arcane magic
- **Scepters:** Icons with a noble title

CHALICE, GOBLET, GRAIL (IMPLEMENT)

The powers associated with these implements are more potent than those of other implements—because you must spend recoveries to activate them. You can describe that expenditure however you want, whether it's having to fill the cup with your blood or the item somehow draining your essence.

Default bonus: Attack and damage with an arcane or divine spell or attack: +1 (adventurer); +2 (champion); +3 (epic).

CLOAK, MANTLE, CAPE

Default bonus: Physical defense: +1 (adventurer); +2 (champion); +3 (epic).

GLOVE, GAUNTLET, MITT

Default bonus: None.

HELMET, CIRCLET, CROWN, CAP

Default bonus: Mental defense: +1 (adventurer); +2 (champion); +3 (epic).



The core book suggests that characters should upgrade their items as they advance through the tiers, and that maybe each character gets a signature item that advances with them and upgrades from adventurer to champion to epic. My group's house rule is that all magic items advance in tiers with characters. The way we spin the fiction is that the power of an item is tied to the 'power of the soul' of the adventurer—all items are potentially of epic-level power and just need the right hero to unlock their full potential.



Mixing It Up

I can see the virtue of that approach, but I'm going to experiment in the opposite direction. Until now, I've tended to give the PCs the true magic items they want when they're due a reward. The arrival of *Loot Harder* will shift my approach a bit. The bad news, for my PCs, is that I'm looking forward to experimenting by choosing truly random icon-related treasures from the full range now available from this book, *Book of Loot*, and *13 True Ways*. The good news is that I'm going to loosen up and award magic treasure a lot more often. I want to see the PCs experiencing changing situations and improvising with magic that isn't exactly what they had hoped for, and it's only fair to give them more chances at finding cool stuff.

NECKLACE, PENDANT

Default bonus: +1 to saves when you have 10 hp or fewer (adventurer); 25 hp or fewer (champion); 50 hp or fewer (epic).

ORB (IMPLEMENT)

Only characters that are ritual casters (either as a class feature or as a feat) can attune to orbs.

Default bonus: Attack and damage with an arcane or divine spell or attack: +1 (adventurer); +2 (champion); +3 (epic).

You can attune to up to two orbs. If you do, the recharge powers of each orb is reduced (recharge 16+ becomes 11+, recharge 11+ becomes 6+).

While wielding two orbs, you only use the default attack and damage bonus from the strongest orb. However, you do get to benefit from both their powers.

RING

Default bonus: None. You can attune to up to two rings.

SCEPTER, ROD, CAPSULE (IMPLEMENT)

Default bonus: Attack and damage with an arcane or divine spell or attack: +1 (adventurer); +2 (champion); +3 (epic).

The first time each battle you cast a spell using the scepter that does less than average damage, increase the damage to the average value—thereafter, until the end of the battle, you may take the unrolled average damage for spells through the item.

SHIELD

Default bonus: Increase your maximum hit points: by +4 (adventurer); by +10 (champion); by +25 (epic).

STAFF (IMPLEMENT)

Staves are champion-tier and epic-tier items, and dislike being around other 'lesser' implements (especially wands).

Default bonus: Attack and damage with an arcane or divine spell or attack: +2 (champion); +3 (epic).

SYMBOL, HOLY RELIC, BLESSED SICKLE, SACRED BRANCH (IMPLEMENT)

Default bonus: Attack and damage with a divine spell or attack: +1 (adventurer); +2 (champion).

WAND (IMPLEMENT)

Wands are adventurer-tier and champion-tier only.

Default bonus: Attack and damage with an arcane spell or attack: +1 (adventurer); +2 (champion).

WEAPON, MELEE

Default bonus: Attack and damage while using the weapon: +1 (adventurer); +2 (champion); +3 (epic).

WEAPON, RANGED

Default bonus: Attack and damage while using the weapon: +1 (adventurer); +2 (champion); +3 (epic).

WONDROUS ITEMS

Default bonus: None. Wondrous items do not occupy a chakra.

RULES ON BONUSES

NO STACKING BONUSES

You can't stack magic item bonuses. When two items give the same sort of bonus, take the better bonus of the two rather than adding them together.

For example: *you have an amulet that gives +2 AC while you're in water, and armor that gives +1 AC. You have +1 AC until you go into water and then you have +2 AC (not +3 AC).*

Some rare magic items break the no-stacking rule, but each such item description specifically says so. Note, however, that an item that has a default bonus and a power that gives the wearer a short-term bonus of the same type stacks with itself just fine.

Magic item bonuses do stack with other bonuses granted by spells, class features, etc.

CUMULATIVE BONUSES

Some bonuses are cumulative, which means that they stack with themselves (but only with itself).

For example, a weapon that gives a *cumulative* +1 attack bonus each time you miss while making an attack with that weapon, until you hit. So, the first time you miss it would gain a +1 attack bonus, if it missed again the bonus would become +2, if it missed again +3, and so on until you hit with the weapon.

Cumulative bonuses sometimes have a maximum that they can accrue, usually listed in brackets (Max +4).

BONUSES OF X

Some magic items have variable bonuses which are dependent on the situation. A prime example is magic item sets with bonuses of X, where X is the number of items in the set that you have attuned to so far.

USING MAGIC ITEMS

Magic items that have powers that you need to decide to use (rather than always-on benefits) state what sort of action is required to use them. If the item description doesn't say, it's a free action on your turn to activate the item's power(s).

RECHARGING MAGIC ITEMS

Unless otherwise specified, item power recharge rolls are made after battle during a short rest (or after about five minutes if used outside battle). Items that might recharge instantly are listed as 'recharge after use.'

TIMING AND DURATIONS

Most items are either always active ("Gain a +2 bonus to climb skill checks") or can be activated depending on a triggering condition ("when an enemy attacks you, do something."). Sometimes a power will create an immediate effect; other times it will have a duration, such as "until the end of the battle or scene." The use of "scene" in this case means that you might not be in a battle when you use the power, so it's usually about five minutes, but might be longer depending upon the scene in which the adventurers are acting and how the GM sees it.

RANDOM ADDITIONAL POWERS

If you want to change up your magic item powers for extra fun, here are some interesting random powers to add to magic items. These powers are more story-oriented than straight-up benefits, and some can be as much of a hindrance as a help. Use one of these powers as a one-off to add spice to an item, or give a unified flavor to items linked to a single icon.

For groups using the 7-Icon Campaign variant, we've included those items in brackets, though for this book we've named some of them slightly differently to create unique names instead of reusing existing icons.

Oh, and coincidentally, 13 icons plus 7 icons equals a neat d20 chart.

1. *Archmage*: This item is surrounded by a dim, twinkling aura.
2. *Crusader*: This item occasionally drips blood.
3. *Diabolist*: Unnerving whispers can be heard if this item is held close.
4. *Dwarf King*: This item sings in ancient dwarven while it's being cleaned.
5. *Elf Queen*: This item glows in the presence of orcs.
6. *Emperor*: Coins near the item spontaneously spin or flip.
7. *Great Gold Wurm*: This item is always warm to the touch and smells faintly of dragon.
8. *High Druid*: Moss and lichen grow on this item, and it's hard to keep it clean and free of flora.
9. *Lich King*: Loose bones rattle near the item.
10. *Orc Lord*: This item screams in rage when dropped.
11. *Priestess*: This item is covered in holy writing that foretells (in vague prophetic terms) a future event.
12. *Prince of Shadows*: This item's shadow produces wispy tendrils of darkness.
13. *The Three*: This item 'accidentally' cuts and bruises its owner if mishandled.
14. *Archmage OR Priestess (Hierophant)*: Birds follow this item about.
15. *Diabolist OR Lich King (Queen of Hell)*: Fires near this item flicker so that they resemble demons and hellish scenes.
16. *Dwarf King OR Crusader (Mountain King)*: Rocks and stonework occasionally rumble and groan near this item.
17. *Elf Queen OR High Druid (Wild Queen)*: Plants near this item grow unusually large and quickly.
18. *Emperor OR Great Gold Wurm (Golden One)*: Those sleeping near this item experience unusually vivid dreams.
19. *Orc Lord (Dark Lord)*: This item attracts flies and other insects.
20. *Prince of Shadows OR The Three (The Shadow Dragons)*: This item casts the shadow of a dragon.

CHAPTER 2

THE ARCHMAGE

“The thing about wands is that when magic backfires, the wand explodes and not your finger!”

—Din Wencyr, vice-wizard of the Imperial council

Magic items related to the Archmage tend to be focused around arcane magic, and are either whimsical or deadly, or both—as befits the preeminent wizard of the age.

ARMOR, ROBE, SHIRT, TUNIC

Idiographic Robe (recharge 16+): This silk robe’s lining is embroidered with spells. When a nearby enemy hits you with a spell attack, that enemy rerolls the attack with a –2 penalty. If the attack hits, one of your daily spells recharges. Quirk: Haughty.

Mage’s Leather (recharge 16+): This armor isn’t made from a wizard’s hide, but can save a magician’s skin sometimes. When you cast a daily spell, teleport somewhere nearby you can see (champion: recharge 11+; epic: recharge 6+). Quirk: Twitchy.

Robe of Blurring (recharge 16+): The silk for this translucent robe is spun by the ghosts of moths. Enemies have a 50% miss chance against you for 1d2 rounds. If you are also affected by a *blur* spell, the % miss chance stacks. Quirk: Sly.

Victorious Secret: This magically reinforced garment can be worn unobtrusively under regular clothing. It counts as light armor for attack penalties and its default AC bonus. Additionally, it has concealed dimensional pockets that can hold up to a backpack’s capacity without the weight. Quirk: Never on time, always late or early.

ARROW, CROSSBOW BOLT, SLINGSTONE

Enchanter’s Arrow: A glass arrow forged in silver fire, with a glimmer of that flame still within. When you hit an enemy with an attack using this ammunition, the target is vulnerable to daily arcane spells until the end of the battle.

Magician’s Bolt: This ammunition has sigils that light up when it’s fired. When you hit an enemy with an attack using this ammunition, the target is lit up and your allies gain a +1 attack bonus against it until the start of your next turn. When you roll a natural even miss with this ammunition, the bolt isn’t expended and teleports back to you.

BELT, SWORDBELT, KILT, GIRDLE

Belt of Dials: By spending 1d3 + 1 rounds (or about half a minute outside combat) turning the decorative brass buckles, you can make yourself younger or older, taller or shorter, fatter or

thinner, change your hair length, etc. It’s not quite as versatile as a wizard’s *disguise self* spell (you’ll end up looking like a distant cousin), but creatures that can see through illusions can be fooled by the physical transformations bought on by the belt. You set the duration of the change (anything from seconds to permanent change). Quirk: Physical dysphoria.

BOOK, SCROLL, MANUAL, GRIMOIRE

Deeds of the Wizards of Neem (quick action – 1/day): You experience a flash of insight and can swap two unexpended spells (spell slots) that you know for one wizard spell that is lower level than both expended spells. You cast that spell using your primary spellcasting ability. The swap remains in effect until your next full heal-up. Quirk: Conceited.

Tome of Relics (1/day): This tome details the secret history of certain magic items. Expend a recharge or daily spell to recharge a magic item power. Quirk: Treasure aficionado.

CHAMPION

Manual of the Realms (move action – 2/day): This manual has more pages on the inside than its size would suggest. When you use the manual, you can teleport somewhere nearby that you can see. Quirk: Distracted by visions of other realities.

Tome of Beasts: This tome contains anatomical and cryptozoological diagrams. After each full heal-up, choose a specific creature. Until the end of the day, you gain a +3 attack bonus against that specific creature (e.g., “the stone golem that we saw yesterday”); a +2 attack bonus against creatures of the same species or ilk (e.g., *stone golems*); and +1 attack bonus against creatures of the same type (e.g., *constructs*). Quirk: Always consulting the tome.

BOOTS, SANDALS, SLIPPERS, SHOES

Slippers of Astral Travel (1/battle): These curly-toed slippers are made from phase-spider velvet. When an enemy intercepts you, you teleport back to the spot from which you started your move (epic tier: and can retake the move action with a new destination). Quirk: Always looking over your shoulder.

CLOAK, MANTEL, CAPE

Living Cloak: This scarlet cloak won’t let you unknowingly walk into danger. When you fall far enough to be hurt or move into an area and trigger a trap, roll a hard save (16+). If you succeed, the cloak animates and keeps you from falling or drags you away from harm (champion: normal save; epic: easy save). Quirk: Misinterprets harmless situations as dangerous.

Mantle of Mists (recharge 16+): This hooded mantle is woven from fog. Until the end of the battle, attacks against you have a 20% miss chance (champion: 25%; epic: 30%). Quirk: Overly sneaky.

GLOVE, GAUNTLET, MITT

Gloves of the Kineticist: These white gloves fly off your hands and float about when you call upon their power. You can wield items (weapons, a shield, implements, etc.) as you normally would but using the floating gloves. You can't wield extra items with the gloves (you must keep your hands relatively free for gesturing and directing the floating gloves) and two-handed items still require both gloves...but you have your hands free to do things like drink potions (it becomes a quick action), climb ladders more easily while fighting, and similar actions or climb ladders more easily while fighting and similar actions (if the action would require a skill check, gain a +2 bonus). Quirk: Shameless self-promoter.

Spell-catching Gloves (recharge 11+): The fingertips of these elbow-length gloves are made of rare metals. When a nearby ally misses every target with a spell attack, that ally can recast the spell, using your position as the origin point and with targets of your choosing. Quirk: Eager for your friends to fail so that you look better.



HELMET, CIRCLET, CROWN, CAP

Arcane Eyes: This set of 12 glass eyes levitates around your head in a halo, and at your direction, some can float off to investigate nearby objects. You can see through the eyes, giving you 360° vision and excellent night vision (gain a +2 bonus to checks to avoid surprise). Twice per day outside of battle, you can send some eyes nearby to look around corners or into pits. Quirk: Enjoys people-watching.

Coronet of Certamen (quick action – 1/battle): This battered metal headband shows signs of having been repeatedly struck by magic and survived. Cast any at-will spell at your level. If it's an attack spell, it deals only half damage. Quirk: Steely gunslinger (or spell-slinger) gaze.

Gems of Elemental Magic: These gemstones float above your head like a crown. When you cast a spell that deals cold, fire, thunder, or lightning damage, you gain *damage resistance 14+* to that damage type (champion: 16+; epic: 18+) until an attack beats that resistance, or end of battle. Quirk: Haughty demeanor when dealing with non-wizards.

NECKLACE, PENDANT

Cameo of Disguise (1/day): This cameo has been attached to a choker made of leather taken from a mimic. When you use it, you can cast the wizard spell *disguise self* as though you had memorized it at your level, even if you aren't a wizard or don't have it prepared, but the disguised target looks like whoever's picture is on the cameo. Quirk: You prefer the disguise to your regular appearance.

String of Lights (quick action – 1/day): You can command the jewels of this necklace to detach and float around you (a free action), shedding enough light to illuminate a dungeon corridor or forest clearing. When you use the daily power, you can direct the lights to strobe quickly, dazing one nearby enemy until the end of its next turn. Quirk: Pride, the kind that goes before a fall.

ORB (IMPLEMENT)

Orb of the Phoenix (recharge 11+): This marbled reddish-yellow sphere is always warm to the touch. When you make an attack that deals fire damage, you can teleport somewhere nearby you can see. Quirk: Broad-minded.

Orb of Seeing (recharge 16+): A clear glass orb that magnifies things oddly. You gain a +4 bonus to skill checks to detect illusions

(you still must have reason to suspect an illusion exists). This effect doesn't continue after you use the power, though illusions revealed to you continue to be obvious to you. Quirk: Paranoia about magical traps.

Sphere of the Arcane Princess (recharge 11+): This purple orb is chased with gold filigree. You gain a +2 bonus to PD or MD until the end of the battle. The first time the orb fails to recharge, you gain a +1 bonus to AC until your next full heal-up. Quirk: Love of luxury.

RING

Ring of Minor Illusions (standard action – recharge 11+): This ring changes appearance depending on which finger it is worn on. You turn invisible until you take any action or until the end of the battle. While invisible, enemies have a 50% chance to miss you completely. As an at-will quick action, you can also create and maintain small illusions hovering above the palm of your hand. Quirk: Over-complicate your plans.

Ring of Minor Transmutation (a number of times per day equal to the highest modifier of your Int, Wis, or Cha): This ring is made of many twisted bands of different materials. Pass your hand over a small object to transform it in a minor way (e.g., a rag into a silk handkerchief, a copper coin into a gold coin, a blank parchment into a map, an iron nail into a key). Transformations last up to an hour. Quirk: Sarcastic.

CHAMPION

Ring of Iron Tides (recharge 6+): An iron ring, decorated with black pebbles from the shores of the Iron Sea. When a nearby enemy pops free or disengages, you can move as a free action. Quirk: Your hair grows (and un-grows) along with the tides.

EPIC

Ring of Major Transmutation (recharge 16+): The many bands of this ring coil and twist when you cast a spell. When you hit an enemy with an arcane spell, deal 3d20 extra ongoing acid to the target; or send a squirt of powerful acid that can dissolve metal and wood. Quirk: Acerbic humor.

STAFF (IMPLEMENT)

CHAMPION

Astral Staff (recharge 16+): This staff is inscribed with star maps. When you teleport somewhere nearby as a move action, each negative effect on you ends. Quirk: Obsessive astrologer.

Crystalline Staff: A staff made of a single crystal. When you make your second attack each battle using this staff, deal +4d6 damage of a random type (1. acid; 2. cold; 3. fire; 4. force; 5. holy; 6. lightning; 7. negative energy; 8. poison; 9. psychic; 10. thunder) to one of the targets of that spell (epic: +4d10 damage). Quirk: Fascination with rainbows.

EPIC

Staff of Time (1/day): The staff is a long, thin, and very durable hourglass. When you use this power, you gain your own escalation die to use during battle. Roll a d6: on a 1–3, your escalation die increases by 1 above the existing escalation

die; on a 4–6, it increases by 2. Your escalation die advances normally, and it only affects your attacks and effects. Alternately, you can give one enemy that uses the escalation die (like a dragon) its own escalation die with a similar penalty instead. Quirk: Always seems to know what is about to happen.

WAND (IMPLEMENT)

Stick of Tricks (1/day): This wand looks almost like a child's toy. As an at-will quick action, you can create minor, random, harmless cantrip-style effects (*sparkles, sounds, strange lights, bubbles, streamers, etc.*). When you use the daily power, create a helpful effect or trick that is as useful as a utility spell—enough to distract some guards, hold a door shut, open a lock, or a similar open-ended effect that the GM will allow—and you can't use the at-will power until you regain the daily power. Quirk: Love of practical jokes.

Wand of Many Hurts (1/day): The wand is hard to describe; it hurts to look at it. When you roll damage dice for an arcane spell, reroll the damage against one of the targets you hit and take the second result. If the second result is lower than the first, the damage becomes ongoing damage instead. Quirk: Excessive brutality toward fallen foes.

Wand of Turning Cogs (quick action – at-will; or special): A wand, made of interlinked cogs. If you're not a wizard, you can cast the wizard *mend* cantrip using this wand. If you are a wizard, you gain an extra daily use of *utility spell* at the highest level that you can cast spells while using this wand. Quirk: Always tinkering.

CHAMPION

Wand of the Burning Moon: This pearlescent wand sheds bright light when moonlight falls upon it. While you are helpless, your spirit leaves your body and can take normal actions. You can make only basic or at-will attacks. Enemies have a 50% miss chance against your spirit-form, but damage you take in spirit-form is applied to your body (your HP) as normal. Your spirit returns to your body when you are no longer helpless. Quirk: Overly optimistic.

WEAPON, MELEE

Arcane Blade: The twisted body of this weapon is inscribed with sigils. You can apply this weapon's default bonuses to arcane spells as though the weapon were an implement. When you score a critical hit with a melee attack using this weapon, you can immediately cast an at-will spell that you know as a quick action. Quirk: Obsession with trivia.

Last Hope: The metal of this weapon was quenched in tears; its look depends on who those tears came from. You can apply this weapon's default bonuses to arcane spells as though the weapon were an implement. While you are engaged with one or more enemies with fewer hit points than you, your daily spell attacks against that enemy or those enemies deal 1d4 extra damage, hit or miss (champion: 2d4; epic: 2d8). Quirk: Fear of storms, earthquakes, and other destructive natural phenomena.

WEAPONS AS IMPLEMENTS

Characters who mix melee and magic may want to use a weapon as an implement because it fits their concept, or maybe they don't want to have to use two chakras instead of one to improve all of their attacks. There's no reason a group couldn't allow magic weapons that aren't called out as functioning as implements, to function as such. Many character choices and concepts can easily incorporate wielding a weapon-as-implement—a Battle Skald bard, a cleric with the Strength or War domains, a dwarven paladin with a few spells and a hammer, a spellcasting elven ranger with a bow, etc.

CHAMPION

Mana Drinker (recharge 11+): The grip of this weapon is wrapped in a strip of dragon hide. When a spell or breath weapon attack hits you, that attack has no effect as the weapon absorbs it, and you deal +2d6 damage of the type absorbed with your next attack using this weapon that hits this battle. Quirk: Bravery that verges on foolishness.

WONDROUS ITEM

Hovering Platter (move action – at-will): This 3-foot-wide concave brass disk levitates when you mentally command it. As a move action, you can remain still (perhaps sitting on it) and move it, or you can move it as part of your own move action. It can travel as fast as you normally can, can float up to 3 feet above the ground, can flip over if you direct it to, and can carry twice as much as you normally can. The disk hovers (allowing it to cross water, quick sand, or trapdoors, for example), but doesn't fly (so it will fall into a pit). Quirk: You tense up in dangerous situations, especially in prolonged battles.

CURSED ITEM

Wizard's Skull (wondrous item, 1/day): This talking skull gives advice, most of it good. Use the power during a short rest; you gain one of your expended daily spells of your level or lower. Curse: The skull knows a lot of obscure facts and long-forgotten lore, and gives very good advice—until it sees its chance to betray you to further its own goals. Quirk: Ancient wisdom is better than common sense.

ADVENTURE HOOKS

The Talismancer Returns—The Talismancer of Fullcatch Bay has returned from a trip to a far-off land, with a load of potions that need testing in field conditions. What strange effects will the Talismancer's potions have? Will the adventurers be brave enough to chug unknown magical elixirs on their next adventure, and take careful notes?

ARCHMAGE: MINOR ITEMS

Accurate measuring spoons: A set of small measuring spoons, labeled things like “a pinch”, “a dash”, and “a smidgen”. When used for cooking that requires following a recipe, they make food taste better. When used for ritual magic that requires following a recipe or resembles cooking, they give a +1 bonus. Story hook—Which well-known magical cook wants these spoons back, and what will the cook do to get them from the adventurers?

Uncandle: An uncandle absorbs light, spreading deep shadow around it and freezing anything that touches its unflame. Uncandles are made from tallow runoff collected from the graves of wizards. Some books of magic can only be read by the light of an uncandle. Story hook—What type of unlikely un-ink is needed to write words that can only be seen in the uncanny un-light of an uncandle? Who needs the adventurers to fetch them un-ink ingredients?

Tiny scroll: A minute magical scroll, perhaps an inch wide, which unrolls to several inches long. The writing is too small to make out. Trying to read the writing gives a +1 bonus to examine other very small things immediately afterwards. Story hook—Was a famous wizard of the past who disappeared under suspicious circumstances actually permanently reduced in size? Why is that going to be a problem for the PCs?

Incised rolling-pin: Cut with the backward images of mystic sigils, when used to roll out baked goods (pie crusts, cookies, etc) the images make the correct impression, imbuing the baked goods with magic. The magic of the pies is pretty random—one pie might levitate, another might glow, another might release blackbirds when cut open. Story hook—The rolling pin itself must be stored carefully—the backwards symbols have power too. What strange powers might a carelessly stored rolling pin unleash?

School for Wizards—The adventurers have been invited to a far-off wizarding chantry to teach the apprentices there some of the practical skills that the adventurers know. In the night after the feast to welcome the adventurers, the chancellor of the chantry is killed in the great library. Who did it? Was it the conniving potions master? The surly dwarf librarian? The scorned summoning tutor? The adventurers better find out who killed the chancellor and why before they get the blame.

Deep and Dark—The adventurers are hired by a wizard to design a tomb-robber-proof tomb for her, hiring workers, creating the traps, and capturing monsters to stock the local area with. The wizard is very elderly, and the adventurers will only get paid (in magic items from her will) if they finish the tomb complex before she needs her final rest. What is the elderly wizard not telling the adventurers?

CHAPTER 3

THE CRUSADER

"Fight, you lousy maggots, your lives depend on it!"

—Sir Zeiss, tiefling dark paladin

The Crusader, the iron fist of civilization raised to protect it from demonic incursions. His methods are harsh, but the world would be harsher still if he wasn't in it.

As befits the servant of the dark gods, items associated with the Crusader tend to be brutally martial in nature.

ARMOR, ROBE, SHIRT, TUNIC

Demonbane: This armor is covered in screaming faces—decorations or something more? When an attack by a demon or devil misses you, it deals no damage and has no effect.

Quirk: Hates demons—like *really* hates demons.

Flamesteel (recharge 16+): The scales of this armor have a flame motif. When an enemy fails to disengage from you, make a basic melee attack against it that deals fire damage. If that attack misses, this power recharges. Quirk: Pyromaniac.

CHAMPION

Soulbound: Gems in this black carapace seem to pulse in time with your heartbeat. When you heal using a recovery, gain a +2 bonus to AC until the start of your next turn. Quirk: Aggressive.

Thirsty Iron (heavy): Blood splattered onto the surface of this armor (usually made of iron) seeps in instead of flowing off it. While you are taking ongoing damage from an effect created by an enemy, gain a +3 bonus to AC. Quirk: Drinks blood.

EPIC

Chained Demon (recharge 6+): Yep, this is a demon—chained, beaten, and forged into armor. When an enemy engaged with you moves away (yes, even if it successfully disengages or pops free), its movement stops, it's still engaged with you, and it takes 20 damage. Quirk: Enjoys bossing others about.

Stormwing (move action – recharge 11+): This armor, which usually is a breastplate of some type, has demon wings attached to the back. When you

use this power, you gain flight with your next move action and your next attack roll this battle that hits deals 3d12 extra lightning damage. If your flight ends before you land or rab onto a secure surface, you fall. Quirk: Loves storms.

ARROW, CROSSBOW BOLT, SLINGSTONE

Demonseeker: When you attack a creature with the demon type with this ammunition, hit or miss, the target take a –2 penalty to its next d20 roll.

Flintfire Bolt: When you attack using this bolt and the natural roll is equal to or less than the escalation die, the target takes ongoing fire damage equal to twice the attack roll (champion: triple the roll; epic: five times the roll).



BELT, SWORDBELT, KILT, GIRDLE

Girdle of Gigantic Strength: This wide belt is decorated with runes worn smooth by time. You gain a +2 bonus to Strength skill checks (champion: +4; epic: +6). Quirk: Needlessly loud.

BOOK, SCROLL, MANUAL, GRIMOIRE

The Hammer of Ages (recharge 16+): The stone cover of this book is pitted and worn. As a standard action, identify nearby and far away demons, devils, spirits, undead, and possessed characters—even if they are hidden, invisible, or disguised by illusion. The book also counts as an arcane or divine implement with a default bonus equal to its tier against enemies of a type it can identify. Quirk: Paranoid inquisitor.

Tome of Demon-binding (quick action – recharge 16+): A heavy book, bound in demon skin. When you use the power, 1d3 random nearby demons and devils become stuck (hard save ends, 16+). Quirk: Sadism.

BOOTS, SANDALS, SLIPPERS, SHOES

Threatening Boots: These boots have spiked cleats. When you disengage, expand the crit range for your next attack by 1. Quirk: Eager to fight.

BRACERS

Spiked Hand-wraps: Your crit range against demons and devils expands by 1, and when you score a critical hit against them, you deal triple damage instead of double damage. Quirk: Scourges self.

CHAMPION

Iron Petal Bracers (quick action – recharge 11+): When you drop a non-mook enemy, pop free from each other enemy engaged with you, and you can move somewhere nearby. Quirk: Recites names of enemies at sunrise.

EPIC

Bracers of Irresistible Discipline: These leather bracers are warm to the touch. When you score a critical hit, you can choose to pop free of each enemy engaged with you. Quirk: Plays with fire and likes to walk across hot coals.

CHALICE, GOBLET, GRAIL

Goblet of Proffered Blood: The interior of this cup is inscribed with many symbols—some you recognize as being sigils of the icons. When you roll icon relationship dice, you can spend a recovery to reroll one of the dice. Quirk: Worships authority.

Iron Grail: When you make an attack using this implement and miss, you can spend a recovery to reroll the attack using two d20 and taking the higher result. Quirk: Levity causes you pain.

Spiked Chalice: Spend a recovery to prevent a nearby enemy from healing until the end of the battle. Quirk: Envy those more powerful than you.

CLOAK, MANTLE, CAPE

Chasuble of Fell Might: This item's cloth is woven from the hair of enslaved spellcasters. When you cast a daily spell against a target vulnerable to holy damage, the target is also vulnerable to your spell attack, and takes triple damage if you score a critical hit against it. Quirk: Collects trophies from the dead.

EPIC

Mantle of Dark Power (recharge 11+): This hood casts odd shadows over your face when raised. When a spell attack targets your PD, heal using a recovery (before the attack roll). Quirk: Hatred of arcane magic.

GLOVE, GAUNTLET, MITT

Red-iron Gauntlet: You gain a +4 bonus to all defenses against attacks that deal fire damage. Quirk: Plays with fire.

CHAMPION

Black-iron Gauntlet (recharge 11+): When you take negative energy damage, roll a save. If you succeed, instead of taking damage, heal that amount instead. Quirk: Disdainful of those who can't stand up for themselves.

EPIC

Hell-iron Gauntlet: When you miss with a basic attack or at-will attack against a single target and roll a natural 2 or 3, you can reroll the attack. Quirk: Has waking nightmares.

HELMET, CIRCLET, CROWN, CAP

Helm of the Beetle: You have *resist poison 18+* and gain a +4 bonus to PD against close-quarters attacks that deal poison damage. Quirk: Claustrophobia.

Helm of the Ram (recharge 6+): Add +2d6 damage to your miss damage against a single target (champion: +4d8; epic: +4d12). Quirk: Pounds fist into palm repeatedly while talking.

RING

Ring of Confidence (recharge 11+): This ring is carved from the bone of a slain honey devil. When you roll an attack, save, skill check, or other roll that you can fail, add +1 to that roll. Quirk: Smarmy.

SHIELD

Dark Guardian (recharge 11+): This shield has demons imprisoned within it. Pick an area of the battlefield (or tavern, or wherever the fight is taking place)—the first time an enemy moves toward the area, pop free from each enemy engaged with you and move to intercept that enemy. Quirk: Only you are vigilant enough to stand watch.

CRUSADER: MINOR ITEMS

Batwing backpack: Made from a demon's wing-leather, anything placed inside the backpack is invisible to servants of the Diabolist. Story hook—Who would want to hide things from the Diabolist? What would they do to get a backpack?

Chainmail sock puppet: Jokes told via the sock puppet are better received by the audience than the joke might otherwise be, especially if the audience are soldiers.

Small pocket knife: This magically dull knife cannot be sharpened. Other blades kept near the knife actually get sharper.

Leather belt-pouch: Has bread inside it, at least several small rolls per day. Not great quality bread, but certainly quantity bread.

Nautilus shell: When held to the ear, this shell produces a stream of sea-water. Useful if you need water, and don't mind a wet ear. The shell usually makes a keening sound when near demons. Story hook—What is the connection between seawater and demon-detection that caused this item to be made in the first place?

SYMBOL, HOLY RELIC (IMPLEMENT)

Symbol of Wrath: You use your own escalation die, a d8. Your allies still use a d6. Both escalation dice advance normally, and escalation die effects affect both dice. Quirk: Rage.

CHAMPION

Figure of Courage: Your allies gain a +1 bonus to attacks against enemies that are engaged only with you. Quirk: Shame at others' failings.

WEAPON, MELEE

Chain of Conceit (1/battle): Perform a reach trick (core rulebook, page 44). Quirk: Deny that you have any quirks.

Deceitful Dagger (dagger – 1/day): Flip a d20 result around (a 1 becomes a 20, a 2 becomes a 19, etc., a 20 becomes a 1). Quirk: Unable to tell the truth.

Vainglorious: You always know who the 'biggest baddest' enemy is (the GM will let you know based on HP left, monster level, etc.). When you attack that enemy, you gain a +1 bonus to attack and damage that stacks with other magic items. Quirk: Insists on going first into danger.

CHAMPION

Dark Smiting (recharge 11+): Declare that you are using this power before you make a basic attack. You deal 2d12 extra damage with that attack on a hit (epic: 3d12), or deal half damage (no extra damage) on a miss. If you are a paladin, you can't use this power on the same turn you use your Smite Evil class feature. Quirk: Refuses to help the weak.

EPIC

Demonic Deathknell (quick action – 1/round): The hilt of the weapon features a tiny bell whose ringing is painful to demons.

Drop a nearby demon or devil that has 20 hit points or fewer (the GM should let you know what enemies qualify). Quirk: Worships death.

WEAPON, RANGED

Iron-chain Bow: This bow has a thin iron chain instead of a string. When you hit with an attack with this bow against an enemy your size or smaller and roll a natural 18+, you can pull that enemy into engagement with you. Quirk: Eager to oppress.

Screaming Bow: The bow is carved with a hawk's face. When you hit an enemy engaged with you with this bow, it takes 3d10 extra thunder damage (champion: 6d10; epic: 10d10). Quirk: Loves loud music.

WONDROUS ITEMS

Horn of the Battle-steed (recharge 11+): Spend a 3 or 4 icon die result with the Crusader to summon steeds for you and your allies (yes, this means you'll need to track those rolls). Spending a 3 yields regular horses, while a 4 brings something unusual. Quirk: Eats raw flesh.

CHAMPION

Iron Fortress (1/day): You make this small iron cube unfold into a small fort with a gatehouse, palisade wall, small barracks room, and kitchen. At epic-tier, the fort comes with bound demonic slaves to care for your mounts and cook food for you (if you don't mind the fare). Quirk: Over-developed killer instinct.

CURSED ITEMS

Killer's Almanac (book – recharge 6+): When you hit a staggered enemy, you score a critical hit instead. Curse: The next time one of your allies is hit, that ally must roll a save. If they fail, the hit becomes a crit. Quirk: Eager to add new entries to the book.

ADVENTURE HOOKS

Angel Feathers—The adventurers have heard that a messenger of the gods of light has been captured and is being held captive by the Crusader. Moreover, they discover that the divine messenger has a message for them. Can the adventurers break into the fortress where the messenger is held to discover the message (and possibly rescue the messenger)? Just what is the message?

Roll Call—The adventurers awaken with headaches to discover that they drunkenly signed up for the Crusader's army and are now among the raw recruits and about to go into battle. Actually, the adventurers are on a secret mission and took a *potion of lethe* that made them forget the past 24 hours. Were the adventurers smart enough to leave themselves clues? What is their secret mission, and why did they need to forget it?

Officer's Ball—Life in the Crusader's army isn't all blood and mud. Due to a case of mistaken identity, the adventurers are invited to a gathering of high-ranking servants of the Crusader. Can the adventurers turn this to their advantage somehow? Just what does the Crusader's high-ranking henchmen consider a party? Which unexpected person will be at the party, and why?

THE DIABOLIST

What price power? Priceless to those that desire it, invaluable to those who have the courage to grasp it.

—Ildurzak, tempter demon

The Diabolist—kind and cruel in equal measure to her followers. If it has the hint of the infernal about it, or it is magic that comes with a catch, then the Diabolist is probably associated with it.

ARMOR, ROBE, SHIRT, TUNIC

See Cursed Items.

ARROW, CROSSBOW BOLT, SLINGSTONE

See Cursed Items.

BELT, SWORDBELT, KILT, GIRDLE

Serpentkind Sash (quick action – recharge 11+): You (and your equipment) transform into a pile of harmless snakes. While you are a pile of snakes, you can't be intercepted or targeted with attacks, and you can't cast spells or make attacks. Changing back is a move action; you also change back at the end of battle if you haven't already. Quirk: Ssstressed sssilibant sssoundsss.

BOOK, SCROLL, MANUAL, GRIMOIRE

The Adventurer's Cookbook (1/day): When you take a quick rest, one PC (including you) can eat something you've prepared to heal to 1 hp above staggered. Of course, to get the benefits requires eating what you cooked. . . . Quirk: Cannibalistic urges.

BOOTS, SANDALS, SLIPPERS, SHOES

Boots of Demonkind: While wearing these cloven-toed boots, your creature type is demon or your normal creature type (whichever would be most beneficial in the situation). In addition, when you use an action to move, you gain *resist fire 18+* until the start of your next turn. Quirk: Admires demons.

CHAMPION

Killer Heels (move action – recharge 16+): Teleport somewhere nearby you can see, and one enemy engaged with you either before or after you teleport takes twice your level in damage. Quirk: Insecure about height.

BRACERS

Bracers of Agony (1/day): When you roll a natural 1 with an unarmed attack, you can lose hit points equal to five times your level to turn it into a natural 20. Quirk: No pain, no gain.

Claws of the Demon: These leather hand-wraps are made from hide taken from a demon's arms. You can spend a point of ki to gain a +4 bonus to a physical skill check. Quirk: You hiss when practicing your attack forms.

CHALICE, GOBLET, GRAIL

Glass of Fire: When you make an attack, you can spend a recovery to add fire damage equal to 10 times your level to the attack, hit or miss (if the attack targets more than one creature, divide the extra damage among the targets). Quirk: Consumes spirits.

Grail of Execration: You can spend a recovery to cast the *charm person* spell at your level using the modifier of the highest of your Intelligence, Wisdom, or Charisma for the attack roll. Quirk: Desires to corrupt others.

CLOAK, MANTLE, CAPE

Nocturnal Coat: The eyes inscribed on this coat's many brass buttons sometimes blink. You gain a +3 bonus to skill checks for rituals you perform at night (champion: +4, epic: +5). Quirk: Prefers to do all important things at night.

Fiend's Mantle (recharge 16+): When an enemy scores a critical hit against you, it must reroll the attack and you can teleport somewhere nearby you can see after the attack. If the attack deals fire damage, the attack misses instead (no reroll required). Quirk: Ravenousness.

GLOVE, GAUNTLET, MITT

Hummingbird Feather Gloves (quick action – recharge 16+): Tasks that mostly require your hands (picking a pocket, whittling a figurine, writing a diary entry, etc.), take almost no time as your hands move almost too quickly to be seen. When you perform an action that requires your hands and a Dexterity skill check or Dex-based ranged weapon attack, roll twice and use either result. If the chosen roll is a natural even success, the action was too fast for anyone to actually see you do it. Quirk: Hum as you work.

HELMET, CIRCLET, CROWN, CAP

Animated Ribbons (recharge 16+): These long scarlet ribbons animate to keep you safe. When you are helpless and an enemy tries to attack you, the ribbons pull you out of danger (for example, popping you free from an enemy about to perform a *coup de grace*). In addition, when you go a full day without



becoming helpless, during the next adventuring day you gain a single use of an at-will or basic attack as a quick action as the ribbons use your weapon or spells for you. Quirk: Keeps pointless secrets.

Diadem of Command (recharge 6+): You command a normally inanimate object with moving parts to fulfil its function (i.e., locks lock and unlock, clasps clasp and unclasp, doors open and close, crossbows fire, lanterns douse and light, etc.). Quirk: Expects obedience.

Exquisite Mask (recharge 6+): This painted mask animates and blends with your face. When you fail a Charisma skill check, reroll it and take the better result. Quirk: Has stage fright.

Horned Mask (recharge 11+): This mask can make you look downright infernal. You gain a +10 bonus to a skill check (or checks if multiple targets and rolls) to intimidate or frighten. Quirk: Better to be feared than loved.

Wig of Fabulous Loveliness (recharge 6+): This color-changing wig animates at your command, altering its length and style. When you use its power, the wig acts like a prehensile limb to block blows and you gain a +1 bonus to AC and PD from attacks that target a single enemy until the end of the battle. Quirk: Changes mind at the last moment.

NECKLACE, PENDANT

Collar of Obedience (recharge 6+): When a nearby ally uses a quick action to command you to do something that requires a d20 roll, you gain a +3 bonus to that action. Yes, you can put this collar on your animal companion, but it must still be one of your allies that gives the command. Quirk: Rebelliousness.

Pendant of Passions: The pearl on this necklace subtly changes color to match your mood. When you attempt to sway others, whether by using a magical attack (like the *charm person* spell) or with a skill check, you gain a +1 bonus to the roll or check. Quirk: Plays with other's feelings.

ORB (IMPLEMENT)

Globe of Glory (recharge 16+): This golden globe is studded with varicolored cabochons. When you cast a recharge spell, describe a special effect as you cast it to have the spell do something extra interesting (see sidebar). Quirk: Glory hound.

Pearl of Chaos (recharge 11+): The colors of this oversize pearl shift and swirl. Roll for two chaos mage results on the *high weirdness* table (13 *True Ways*, page 18) and choose which one takes effect; if you are a chaos mage, both take effect. Quirk: You start to resemble an icon that you have a positive relationship with (or are the least hateful of), and over time the resemblance becomes stronger. The change is quicker and deeper if the icon is the Diabolist.

Sphere of the Witchqueen (recharge 11+): This orb is almost completely black. When you target or damage an ally with an attack, reroll any damage dice that are less than half of their maximum result (i.e., 2 or less on d6, 3 or less on d8, etc.). Quirk: Yours is an evil laugh.

GAMEMASTER

The *globe of glory* is kind of vague in its description of what it does, because we are leaving things open for you. Whatever the 'something extra-interesting' is, it should be worthy of a recharge 16+ magic item and shaped by whatever special effect the player describes.

EPIC

Orb of the Abyss (1/level – recharge special): This sphere is made of a polished, petrified heart. When you use its power, you open a portal to hell. You can use the orb to do something like banish a nearby normal strength creature of your level or lower (or a group of weaker creatures), or non-artifact magic item, to hell. You also could let something through the portal,

like a balor (or a group of weaker creatures), which is/are just as likely to be hostile toward you as your enemies. To recharge the orb, you must sacrifice an ally or non-enemy creature that is friendly to you. Quirk: Desires to open portals to hell.

RING

Ring of Petty Concerns (quick action – 1/day): This tarnished silver ring lets you clean yourself, mend your clothes, style your hair, apply cosmetics, etc. freely at will. When you use its power, hamper an enemy you are engaged with until the end of its next turn. Quirk: Distracted by mere baubles.

Ring of Regal Wrong-headedness (recharge 6+): When you miss with an attack that has a miss effect harmful to the target, you can take a –1 penalty to all defenses until the start of your next turn to reroll that attack. Quirk: Contrary and often surreal.

SHIELD

Mirrored Shield (1/day): Looking in the polished surface of this shield shows your heart's desire. When you hit an enemy with an attack targeting MD, force the target to move as a free action to a location of your choice. If the forced movement is dangerous (making an enemy walk into a fire or off a cliff) or provokes opportunity attacks, the enemy can roll a save. If it succeeds, the enemy ignores the effect and the shield's power recharges at the start of your next turn. Quirk: Overly passionate.

STAFF

Staff of the Prime Mover: When you roll initiative, if you have the highest initiative (not including ties), the staff's default bonus increases by +1 that battle. Quirk: Keeps meticulous records.

SYMBOL, HOLY RELIC

Nominus of Cruelty: When you heal, one enemy engaged with you takes your level in negative energy damage. Quirk: Enjoys cruel tricks.

Symbol of the Noose (recharge 16+): When you roll a death save or last gasp save, you regain an expended recovery. Quirk: Panics and gets short of breath when in a tight spot.

CHAMPION

Token of Kindness (1/battle): When you roll recovery dice to heal, set aside any number of those dice before rolling, and give the healing from those dice to an ally next to you. Quirk: Generosity.

WAND

Golden Fiddle Bow (quick action – recharge 11+): A nearby demon or devil becomes stuck (save ends) as it begins to dance in place. Quirk: Makes unwise wagers.

Wand of Ironic Twists (recharge 11+): When you attack an enemy and fail to overcome its damage resistance, the target loses that resistance and gains a vulnerability to that damage type until the end of your next turn (and typeless resistance means it's vulnerable to all attacks). Quirk: Laughs at others' misfortunes.

DIABOLIST: MINOR ITEMS

Sewing snips: Dainty sewing scissors, shaped like an elegant bird— the beak the cutting edges, the feet the handles. They can cut through almost anything, but take only the tiniest of nips, so doing anything useful may take some time.

Ring of fire: Any food handled by the wearer becomes very spicy. The side-effect is that the wearer's scent is unpleasant to animals that track by scent.

Animated teeth: Chattering false teeth, these jiggle and jump around on the floor and bite at the ankles of anybody who gets too close. The teeth are sneaky and like to lie silently in wait inside packs for unsuspecting fingers.

Spectacular spectacles: This outrageous looking eyewear is magically distracting, allowing the wearer to get away with wearing otherwise unsuitable clothing.

WEAPON, MELEE

See Cursed Items (per previous page).

WEAPON, RANGED

See Cursed Items (per previous page).

WONDROUS ITEMS

Cauldron of Progenation (recharge 16+ after the homunculus melts): This cauldron magically fills with bubbling protoplasm. You can produce a homunculus from the cauldron to perform a task for you. The homunculus can't fight but it can spy on your enemies, fetch items, check for traps, etc. The homunculus is harmless, has 1 HP, has your defenses, and performs skill checks as if it were you. It lasts for an hour or two, until the task is completed, or until the start of the next battle. Quirk: Wicked inclinations.

CURSED ITEMS

If any icon would be associated with curses and power that comes at a price, it's the Diabolist.

CURSED ARMOR

Default bonus: Armor Class: +2 (adventurer); +3 (champion); +5 (epic).

Demonhide (2/battle, or every five minutes): Reduce an enemy's d20 roll (attack, save, skill check, etc.) by 1 if it would turn a success into a failure. Curse: When an enemy scores a critical hit against you, the next attack against you is also a crit. Quirk: Dreads dying . . . or rather what happens after death.

Hexed Carapace (heavy armor only): When an enemy with the demon, devil, or undead type hits you with an attack, you gain a 'pain point.' As a free action, you can give any number of pain points to allies next to you (and they feel pain) but an ally can't have more pain points than the value of the escalation die. As a free action after rolling save, you or an ally can spend any

number of pain points to gain a +1 bonus to that save for each point spent. Curse: You are vulnerable to attacks by demons, devils, and the undead . . . and they know it. Quirk: Dresses flamboyantly.

Tephritic Armor (heavy armor only): You gain a cumulative +1 bonus to AC and PD each time you are hit with a fire attack. The bonus ends at the end of your turn if you have not been hit with a fire attack since the end of your previous turn. Curse: When you take cold damage, you take a cumulative -1 penalty to all defenses, saves, and skill checks until the end of the battle. Quirk: Never warm enough.

CURSED AMMUNITION

Backbiter Bolt: When you hit with a natural even attack roll with this ammunition, it's a critical hit instead. Curse: When you miss with a natural even attack roll using this ammunition, the attack hits you instead (in the back!).

CURSED WEAPON, MELEE

Default bonus: +2 to attack and damage (adventurer); +3 (champion); +5 (epic).

Flint Blade (one-handed): When you roll a critical hit with this weapon, deal 2d4 extra fire damage after the crit damage has been rolled (champion: extra 6d4 damage; epic: extra 10d4 damage). Curse: When you roll a natural 1 or a critical hit against an enemy that resists fire with this weapon, you take double the extra fire damage instead of applying it to the target. Quirk: Pyrophobia.

Hammer of Cursing: When your attack roll is equal to the escalation die value, make a basic attack with a +2 attack bonus as a free action. Curse: When you roll a natural 1 on an attack with this weapon, the attack hits you or an ally next to you instead (your choice). Quirk: Clumsy.

Hellforged: Each battle while staggered, when you first take damage that has a type (acid, cold, fire, etc.), you deal +1d6 damage of that type with weapon attacks for the rest of the battle (champion: +2d6; epic: +3d6). Curse: When you roll a natural 1 (on any d20 roll), you take double the weapon's extra damage. Quirk: The grass is always greener.

Soul-drinking (recharge 11+): The first time each battle you hit with an attack using this weapon, you gain 1d10 + 2 temporary hit points (champion: 2d10 + 2; epic: 4d10 + 2). Curse: The first time each battle each of your allies heals using a recovery, that ally heals 8 fewer hit points (champion: 13 hp; epic: 24 hp). Quirk: Very pale complexion.

CURSED WEAPON, RANGED

Default bonus: +2 to attack and damage (adventurer); +3 (champion); +5 (epic).

Demonic Bow (recharge 16+): This weapon whispers to you, promising victory if only you'll let it kill your allies. When you roll a natural 1 on an attack roll, skill check, or save, you instead count it as a natural 20. Curse: The first time each day after using this weapon's power that you roll a natural 20 attack roll with this weapon, the ammunition curves in flight and scores a critical hit against one of your random allies instead. Quirk: Unlucky at games of chance.

ADVENTURE HOOKS

The Alchemy of Hell—An alchemist has begun melding humans and demons together to create an army of hybrids loyal to the Diabolist. What magic item lets the alchemist achieve this feat? Are the hybrids actually loyal to the Diabolist, or is something else going on? Is this how tieflings got their start? The adventurers get involved when they meet a runaway experimental subject.

Extremely Star-crossed Lovers—A tiefling and an aasimar are in love, and both have run away from their respective people and cultures to start a new life together. The pair have stolen a powerful magic item from the Diabolist, which they intend to trade to another icon for safety and protection. The adventurers are sent to retrieve the item—but can they trust the information given to them by the iconic agent who dispatched them?

Small Mercies—Demons have been attacking trade caravans passing through the Giantwalk Mountains. When the adventurers investigate, they discover that the trade goods are being distributed among impoverished villages. Is the Diabolist behind this, and if not who is? What greater design does this unexpected kindness play into?

THE DWARF KING

“The glittering halls of the dwarves have no equal in terms of riches . . . nor are any troves more jealously guarded against the dark elves, thieves sent by the Prince of Shadows, or envious dragons.”

—Durak Farmaul, licensed dwarven treasure seeker

Lord of Forge, monarch of the dwarves, defender of the Dragon Empire’s northern border, and master of treasures—that last epithet of the Dwarf King should give you some clue as to his attitude to anything found in a deep tomb or lost city (he considers it his).

The Dwarf King lets those who find treasures in his domain keep some of them—as an incentive to go out and find more; just don’t expect to keep it all, and certainly never try to lay claim to anything that the Dwarf King wants.

ARMOR, ROBE, SHIRT, TUNIC

Ancestor’s Plate (heavy armor only): The default bonus of this armor increases by +1 if you are a dwarf (or have a positive relationship with the Dwarf King), as long as you are not fighting dwarves or those linked to the Dwarf King. Quirk: Gruff and stoic.

Rune-smithing (quick action – recharge 11+): Create and apply a magical rune (*13th Age Core Book*, page 284) to a weapon that you are holding. This does not require you to be carrying a rune and does not expend a rune that you are carrying. Roll for the effect as normal, and remember that rune bonuses don’t stack with a magic item’s inherent bonus. Quirk: Chronic chronicler.

Stonemail (heavy armor only): You gain a +2 bonus to AC, PD, and saves while you are standing on solid stone. Quirk: Fear of ships and open water.

CHAMPION

Tremors (recharge 11+): You cause a minor quake, and each nearby non-huge (or larger) non-flying creature in the battle can roll a disengage check as a free action. Each affected creature loses its move action during its next turn. Quirk: Agoraphobia.

EPIC

Lavamail (heavy armor only): When an enemy without fire resistance moves into engagement with you, it takes 10 fire damage. Quirk: Love of deep places.

ARROW, CROSSBOW BOLT, SLINGSTONE

Ramshead: Firing this magic arrow at a non-magical door will bust it wide open. Magical barriers and magically sealed doors roll a save to resist the arrow’s power; GM determines the save on a case-by-case basis.

BELT, SWORDBELT, KILT, GIRDLE

Dwarven Might (recharge 11+): When you fail a Constitution skill check, you succeed instead. Quirk: Sings dwarven drinking songs.

Scabbard of Scars (recharge 16+): The crit range of one of your weapons expands by 2 until the end of the battle. Quirk: Always sharpening and oiling blades.

BOOK, SCROLL, MANUAL, GRIMOIRE

Map of the Deeps: While attuned to this item, you gain the 2-point background, “knows secret dwarven tunnels.” Quirk: Love of gemstones.

BOOTS, SANDALS, SLIPPERS, SHOES

Dwarven Doomsteppers: You gain a +2 bonus to miss damage with melee attacks (champion: +4; epic: +6). Quirk: Tromps and stomps loudly.

CLOAK, MANTLE, CAPE

Delver’s Hood: You can see in darkness, and magical darkness doesn’t affect you. Quirk: Star-chaser.

GLOVE, GAUNTLET, MITT

Glove of the Forge: While wearing these gloves you should never fear working with hot iron. You have *resist fire 16+*, and gain a +4 bonus to saves against fire effects (like ongoing fire damage). Quirk: Traditionalist.

HELMET, CIRCLET, CROWN, CAP

Helm of Domination (recharge 6+): When you make an attack roll that targets MD, gain a +2 bonus to the attack after seeing the roll. Quirk: Wears an unnerving grin.

CHAMPION

Crown of Candles (quick action – 4/day): Snuff one of the four magical candles on this lit crown to roll a save to end an effect on yourself (effects that aren’t save ends require a hard save). If you fail, the candle stays lit and can be reused (epic: roll a save to end an effect on yourself or a nearby ally). Quirk: Fear of the dark.

ПЕСКЛАСЕ, РЕНДАПТ

Lodestone Pendant (recharge 11+): You always know exactly where you are (depth, direction, and distance to places that you know, etc.) until the end of the battle or scene. Quirk: Fear of becoming lost.

РИНГ

Ring of Riches (recharge 11+): You can sense nearby gold, jewels, and similar wealth until the end of the battle or for the next five minutes. Quirk: Envious.

Ring of the Underking (recharge 16+): You create a door in a rock wall or a short passageway through rock. Magical barriers or materials require a skill check for the ring to work. Quirk: Needs to sleep on good honest dirt.

SCÉPTER, ROD, САПЕ

Rod of Dwarven Might (recharge 16+): This scepter produces a glowing axe-head on your command. You can use the implement as a two-handed axe you are proficient with. Its default bonus is the same as the implement, and you use your highest ability modifier for attack and damage while attacking with it. Quirk: Imperious demeanor.

Scepter of the Mountain King (recharge 6+): You animate nearby tools to do the work they were designed for (axes chop, picks dig, mops mop, etc.) until the end of the battle or for five minutes. Quirk: Likes to prove worth.

SHIELD

Discus Shield: This shield also acts as a +1 throwing weapon that returns to you after the attack (champion: +2; epic: +3). Quirk: Eager to discuss your opinions.

Roaring (recharge 11+): When you fail a disengage check, make a basic melee attack. Quirk: Angry.

SYMBOL, HOLY RELIC (IMPLEMENT)

Fork of Feasting (recharge 11+): This brooch has a fork-like pin. When you or a nearby ally roll recovery dice, distribute half the dice among the allies of your choice; those allies roll and gain the healing instead. Quirk: Gluttonous.

Gem of Riches (recharge 6+ after use): Gain a bonus to miss damage equal to twice your level against the richest enemy in a battle (based on the loot they are carrying). You can't use this power against a single enemy remaining in a battle, or if the richest enemy in the battle drops (but you will know which corpse has the best loot), or if no enemies have anything worth looting (GM's call in all cases). Quirk: Materialistic.

WAND (IMPLEMENT)

Wand of the Under-river (recharge 6+): Tap the wand against a rock to produce a freshwater spring. While next to the spring, creatures gain a +2 bonus to all defenses against attacks that do fire damage, and a +2 bonus to saves against effects caused by attacks that do fire damage. The spring usually dries up within five minutes, though some become permanent. Quirk: Thirsty.



DWARF KING: MINOR ITEMS

Seasoned fork: A weathered wooden utensil with many teeth marks upon it, the magic of the fork makes any food eaten with it twice as tasty (and twice as fattening). Story hook—This fork could be found in the possession of a tavern con-man, taking bets as to who can eat the most disgusting things.

Carved pipe: This pipe is carved to resemble the head of a dwarf, and the first time the pipe is smoked each day, the pipe smoke billows toward the nearest gold. Useless for finding treasure if the smoker of the pipe is carrying gold coins already.

Plumb line: Anything architectural that is measured with this tool becomes slightly straighter. Story hook—The Architect's Guild will pay handsomely for this item – the rumor is they want it destroyed. Why?

Falconer's leather glove: Whistle loudly while wearing the glove and the nearest bird will land on it. Just don't use it around a phoenix—the magic of the glove will protect it but not you should the phoenix combust.

Feller's axe: This metal-hafted axe hatchet glows green and sings a dwarven war song when in the presence of plant monsters. The axe shuts up only if you pour strong drink over it.

WEAPON, MELEE

Dwarven Rage (standard action – recharge 6+): The metal of this weapon is engraved with dwarven proverbs. Make a basic melee attack against 1d3 enemies; ignore critical hits, they're just normal hits. Quirk: Uses dwarven sayings (“By the King's Beard!” “Hammer and stones!”).

Giant-slayer: This oversize weapon keens when swung in battle. This weapon gains a +2 bonus to attacks against large and huge creatures. Quirk: Self-conscious about size.

WEAPON, RANGED

Destiny-seeking (thrown weapon): When you throw this weapon at the most dangerous enemy in the battle, increase its damage dice by one size (d4s to d6s, d6s to d8s). Quirk: Vainglorious.

Rockbow (crossbow): When you attack constructs and elementals with this weapon, target PD instead of AC and ignore the damage resistances and immunities of those creature types. Quirk: Over-eager demolitionist.

WONDROUS ITEMS

Rock of the Ancestors (recharge 16+): This stone is incised with the names and deeds of dwarves long-gone; by recounting their deeds you can summon their spirits. The spirits will perform dwarf-like work for you (digging a deep pit, building a bridge, forging weapons, etc.). The higher level you are, the greater the number of spirits who will answer your call and the more impressive a deed they can perform. Quirk: Whistles while carrying out tasks.

Walking Eye (1/battle): This menacing-looking construct stalks around the battlefield. Treat the walking eye as an animal companion that never makes attacks, but can perform small tasks for you and is an excellent watcher even in darkness. When you use the power, you gain a +1 bonus to attacks against an enemy that the Eye can see for your next attack. If you miss with that attack, the power isn't expended. Quirk: Persecution complex.

CHAMPION

Lantern of the Deeps (recharge 16+): When you shine the light from this bullseye lantern on a solid vertical surface, that surface becomes ghostly, allowing creatures to pass through it as though through a misty tunnel. Creatures or objects inside the surface are ejected in a random direction when you extinguish the lantern to end the power, at the end of the battle, or after five minutes. You can pass through a castle wall or a mountain, but the ghosting effect only goes as far as the first void, so, for example, it will take you through a dungeon wall into the next corridor but not through the whole dungeon. Quirk: Claustrophobic.

ADVENTURE HOOKS

Lost Treasure of the Dwarves—A powerful dragon (more so than usual) is plaguing dwarven strongholds, and their weapons and magic are useless against it. The only thing that can defeat this dragon is a lost dwarven treasure that lies in an abandoned dwarven city far under a distant mountain. The adventurers are hired by the dwarves to retrieve the treasure. The twist is that the dwarves have not told the adventurers that they are just a distraction to take the dragon's attention away from the real effort to retrieve the treasure.

A Dig Too Far—Dwarven mining has awoken a monstrous enemy, requiring the Dwarf King to divert his forces north of the Undermarch. Seizing the opportunity, orcs and other monsters have invaded the undefended tunnels of the Undermarch, and many dwarven settlements served by the underground network of tunnels between Forge and Anvil are under siege. The Dwarf King is rallying his troops but needs vital subterranean bridges and tunnels held until his army can get there. The adventurers are asked to penetrate deep into overrun territory and capture and hold a bridge for three days. There are no twists here—just a desperate fight against overwhelming odds until the dwarves arrive.

The Old Throne—A throne belonging to the dwarves has been recovered from an abandoned deep dwarf settlement. Various dwarven factions want the throne, so the Dwarf King has had the delvers make several fakes to throw off would-be thieves. The adventurers have been tasked with taking the throne (or perhaps one of the fakes) from the delve in the Owl Barrens back to Forge.

CHAPTER 6

THE ELF QUEEN

“Majestic sovereign, immortal ruler, beloved monarch, and dread enemy.”

—Celadarun, elven poet describing the Elf Queen

The Elf Queen rules the Court of Stars, uniting the three races of elves under her rule. Without her, the elves would descend from rivalry to war. Without her, the blood truce with the dwarves would end. Without her, one of the three elven races would come to dominate—so there is always some wood elf tribe, high elf noble, or dark elf cultist scheming to take her down.

The elves are a long-lived race, so they have accumulated more magical treasures than most (perhaps apart from the hoarding dragons and the greedy dwarves). Elven items tend to reflect their forest home, or the predilections of one of the three races: the sylvian wood elves, the noble high elves, or the cruel dark elves.

ARMOR, ROBE, SHIRT, TUNIC

Leafmail: This armor magically changes its coloration and blends with the vegetation. While you are in forested or wooded terrain, double this armor’s default AC bonus and gain a bonus to initiative rolls, stealth skill checks, and disengage checks equal to the doubled bonus. Quirk: Hates axes.

Crystal-plate: This ‘living’ armor becomes tougher the more it is struck. When an enemy scores a critical hit against you, you gain a cumulative +1 bonus to AC until your next full heal-up. *Keep getting critted? Then keep upping your AC.* Quirk: Foolhardy.

Duskchain (recharge 11+): When a nearby creature you can see teleports, you can teleport somewhere nearby you can see as a free action. Quirk: Likes to sneak gifts into other’s belongings.

ARROW, CROSSBOW BOLT, SLINGSTONE

Blackthorn: When you hit with an attack using this ammunition, the target becomes stuck until the end of its next turn, as thorny vines explosively grow from its wound.

BELT, SWORDBELT, KILT, GIRDLE

Sash of the Swan Song: When you become helpless, you can pop free from each enemy engaged with you before becoming helpless. Quirk: Dances when walking.

BOOK, SCROLL, MANUAL, GRIMOIRE

Scroll of Cruel Tortures: You gain a 2-point background called ‘sadist.’ In addition, once per day you can use the dark elf racial power *cruelty* (or if you are a dark elf, once per day you can use *cruelty* twice per battle). Quirk: Sadist.

BOOTS, SANDALS, SLIPPERS, SHOES

Glass Slippers (recharge 6+): Your attire changes to suit the occasion. You gain a +2 bonus to a skill check to do something like fast talk your way past guards or appear that you belong in places where you ordinarily would not. Quirk: Envious of others’ relationships.

Iron Slippers (recharge 16+): When you disengage from one or more enemies, one enemy that you disengage from takes



ongoing damage equal to your level and becomes stuck (save ends both) as its feet burn and it's forced to dance. Quirk: Laughs at the misfortune of others.

Silver Slippers (1/battle for each): When you pop free or disengage from a mook, one mook that you were engaged with takes damage equal to twice your level. When you take miss damage from an enemy's attack, you can pop free from that enemy. Quirk: Giggles unnervingly.



Yes, the three slipper items here are inspired by three common variations on the same fairytale—Cinderella (also known as Cendrillon/Aschenputtel/Ye Xian depending on the age of the story and the country it was told in). Most of the stories include elves or similar otherworldly creatures, and dark misfortunes befalling those who oppose the owner of the slippers. The elves of the Queen's Wood probably tell their own version too.

BRACERS

Leaf Hand-wrappings: The magic of the living leaves changes on the season. In spring, you gain a +1d4 bonus to all disengage checks. In summer, when you heal using a recovery during battle, you heal an additional 1d4 hp. In autumn, your unarmed attacks deal 1d4 extra fire damage on a hit. In winter, your unarmed attacks deal 1d4 extra cold damage on a miss. At champion-tier, the bonus increases from 1d4 to 2d4; at epic-tier, the bonus increases to 2d8. Quirk: Likes open skies, fresh rain, and sunlight.

Scorpion Bracers (recharge 11+): When you score a critical hit with an unarmed strike, you can instead deal the damage from that attack as ongoing poison damage (hard save ends, 16+). Quirk: Betrayer of trust.

CLOAK, MANTLE, CAPE

Shroud of Webs (1/day): You make saves against the stuck condition at the beginning of your turn as well as at the end (even if the condition isn't a save ends effect). When you use the daily power, block a doorway or similar-sized opening with a web as though you were casting the wizard spell *hold portal*. Quirk: Loves traps and ambushes.

Whirlwind Cape (move action – recharge 6+ after use): Fly in a spinning whirlwind, descending to the ground at the start of your next turn. If you fail the recharge roll, you lose a recovery (and your lunch!). If you succeed, you regain the power and can use it again before descending without the failure effect. Quirk: Impulsive daredevil.

GLOVE, GAUNTLET, MITT

Gloves of Elven Glories Past: You gain a +2 bonus to last gasp saves, and when you hold ruined or aged items they appear as new (perfect for reading tomes spoiled by age or temporarily un-rusting a key). A side effect of being attuned to these gloves is that you do not age in a conventional sense. Quirk: Melancholy nostalgia.

Poisoned Silk: Your first hit with a melee or ranged weapon attack each battle deals +1d8 poison damage (champion: +2d8; epic: +3d8). However, if your first attack in the battle is a miss, you also take poison damage equal to your level. Quirk: Craves rare spices.

HELMET, CIRCLET, CROWN, CAP

Circlet of Stars (1/day): The diamonds of this silver circlet shine when danger is imminent. When you and your allies are ambushed or when you and your allies spring an ambush on enemies and a surprise round occurs, you can take a turn during the surprise round even if you normally couldn't. Quirk: You believe you can see into the future slightly.

Helm of the Arachnid: The helm has eight giant spider-eye lenses that you look through while wearing it. You gain a +2 bonus to checks to detect danger and to avoid being ambushed. Quirk: Eats flies and other insects.

Laurel of Petals: You gain a +2 bonus to MD and to saves against effects caused by attacks against your MD. Quirk: Extreme conservationist.

Spidersilk Cap (1/day): You gain *resist poison 16+*, and a +2 bonus to skill checks to climb and to saves against being stuck. You can also speak the secret language of spiders, though whether they have anything interesting to say is up to the GM. When you use the daily power, you can use the druid's Nature Talking class feature power, but only with spiders. Quirk: Arachnophile.

ELF QUEEN: MINOR ITEMS

White ceramic pitcher: Decorated with molded forms of grapes and leaves, it turns any liquid poured into it into cool refreshing grape juice. Story hook—If a way could be found for changing the liquid back to its original form, could it be used for smuggling, or even poisoning?

Spider hat: It's a hat shaped like a spider - the abdomen fits over the head, two of the legs tie under the chin. Spiders tend to avoid you when you wear it, but then so do most people.

Leather-wrapped glass bottle: Water drunk from this bottle helps relieve hunger pains (it doesn't solve problems related to not eating such as weakness, etc). Water poured from this bottle glows brightly for an hour or two.

Thread-eggs: Eggs the size of a chicken's, but the exterior "shell" is made of a stiff thread. If the thread is unwrapped, it can be braided or twisted into a nearly unbreakable rope. Inside, the eggs appear hollow, but a small gust of wind can be felt when the eggs are unwrapped. Thread-eggs are found on the ground in ancient elven forests, in groups of three or four.

Tuning fork: When struck, it causes those that hear the tone to speak in rhyme for a short time. Works around 1d3 times a day.

NECKLACE, PENDANT

Dawn Gem (interrupt action – 1/day): One nearby ally you can see can use a quick action to take a standard action this turn.

Quirk: Nervous in cities.

Obsidian Cameo (recharge 16+): When a nearby enemy saves against ongoing damage, it takes ongoing damage equal to 1d3 times your level. Quirk: Sneering superiority.

Twilight Star (1/level): The gem on this necklace glows with light equivalent to the wizard's *light* cantrip at-will. The light will also protect you and remove you from danger. When you use the once-per-level power, as a free action, you can teleport somewhere far away or out of the battle, even if you are helpless. Quirk: Unrequited love.

ORB (IMPLEMENT)

Orb of the Astral Warlock (recharge 11+): Until the end of the battle; when you hit with an attack that does negative energy or poison damage, you gain temporary hit points equal to your level. Quirk: Cackles when excited.

Orb of the Forest Witch (recharge 11+): When you fail to disengage, you turn into a small harmless animal (mouse, spider, cat, etc.) and disengage anyway. While you are a harmless animal, you retain the same stats and can be targeted with attacks. You can turn back to your normal form as a free action before your next action that requires you not to be a small harmless beast (attacking, casting a spell, speaking, etc.). Quirk: Finds the sound of laughter painful.

RING

Ring of Contrary Actions (recharge 16+ after use): Turn a failed skill check on its head—a roll of 1 becomes 20, a roll of 2 becomes 19, etc. However, the new result must be used for something in opposition to the desired outcome of the original skill check, but still beneficial. For example, instead of sneaking past some guards, you distract them so the rest of your allies can sneak past; or instead of flattering a group of goblins into freeing you, you disgust them so much that they exile you. Quirk: Unable to agree with anything.

Ring of Thorns: While grabbed you deal 1d3 times your level in damage to the creature grabbing you at the start of each of your turns. While you are being grabbed by a creature, that creature takes damage equal to 1d3 times your level at the start of each of its turns. Quirk: Plots intricate revenge schemes.

Ring of Vines: Motile vines extend from this ring and grow across your body. You can't accidentally drop things, and it's much harder for others to steal items from you; roll twice and take the best result on skill checks in such cases. You also gain a +2 bonus to skill checks to climb, to drag heavy objects, and to take actions in circumstances where having vine 'ropes' would be handy. Quirk: Wine lover (and a snob about it too).

SCEPTER, ROD, CANE (IMPLEMENT)

Darkheart Scepter (recharge 6+): This scepter summons a harmless magical humanoid who faithfully serves you until the end of the battle or for about 5 minutes. The servant makes all skill checks using 10 plus your level (so at 1st level, skill checks made by your servant are d20 + 11, and at 10th level they are d20 + 20). The servant is imprisoned by the magic of the scepter, so perhaps 'servant' isn't exactly the correct word. Quirk: Lazy, almost as if you had a servant on call 24/7.

Scepter of Majestic Deeds (1/day): One of these scepters is said to have belonged to an elven monarch who had a vexing jester in their court. You are immune to accidentally looking foolish, even if others try to make you look so (for example, when others would fall into mud from a drop, you land gracefully with your hair un-mussed). The power of the item doesn't protect you from any sort of attack, however. When you use the daily power, until your next initiative roll or until your next full heal-up, roll twice and take the best result for skill checks where you have an opportunity to 'look impressive.' Quirk: Conceited, like a cat.

Sovereign's Scepter (quick action – 1/level): Spells cast through this implement work as normal, but their effects look more impressive to others. Cast one of your daily spells or recharge spells. If you miss any target with the spell, this power recharges during your next full heal-up. Quirk: Uses magic needlessly.

GAMEMASTER

The *darkheart scepter's* servant is an NPC controlled by you, the GM. You should set limits to what the servant can and can't do (and what it is willing to do). Set up camp? No problem. Stand watch? OK. Disarm a trap? Maybe, maybe not. Fight? No.

The magic of the scepter keeps the servant alive no matter what. Just because the servant won't be damaged in combat doesn't mean it can't be hurt—falling down a pit will still result in a broken leg for the servant. Of course, the magic of the scepter will keep the servant working no matter how hurt they get. Don't worry about tracking hit points or defenses for the servant—it getting hurt (or healed) is a cinematic special effect rather than something that requires rules.

Yes, this is a dark elf item. Exactly how cruel the item is we leave to you. Maybe the magical humanoid is created by the scepter, maybe it is an imprisoned innocent, or maybe it is an evil creature bound by the scepter's magic to serve until it settles its karmic debt—the scepter has a lot of story potential.

SHIELD

Woven-root Shield: When you would be popped free, grabbed, or otherwise moved against your will (except when an effect would teleport you), you can roll an easy (6+) save to negate the effect against you. Quirk: Stubborn.

STAFF (IMPLEMENT)

CHAMPION

Staff of Elven Fire: When you teleport, one nearby enemy who you are not engaged with before or after your teleport takes damage equal to your level. Quirk: Thinks elves are the coolest.

EPIC

Staff of Elven Shadows (recharge 11+): When you use your racial ability, one willing nearby ally can heal using a recovery, but you gain the hit points instead. Quirk: Insults 'friends' with barbed 'compliments.'

SYMBOL, HOLY RELIC (IMPLEMENT)

Goldenberry (1/day): You can magically create juicy, edible berries. The amount of food you can produce each day is enough to feed you well, or to barely keep a small group from starving or dying of thirst. After a rest, you can set aside a special goldenberry for yourself or an ally. As a quick action, a creature can eat the goldenberry to heal using a recovery. Quirk: Prefers veganism.

Sash of Veneration (recharge 16+ after use): Until the start of your next turn, you and each nearby ally gains a +1 bonus to attacks against enemies that aren't engaged with more than one character. Quirk: Overly loquacious.

Spider Symbol (recharge 11+): You transform into a harmless swarm of spiders. While in swarm-form, you gain a +4 bonus to all defenses but can take no actions other than swarming about the area: you can climb walls, observe, spin webs, and eat flies, and that's about it. Most enemies will ignore you in that form. You can change back to your normal form as a quick action. Quirk: Voyeur.

Star Symbol (recharge 16+): You teleport somewhere nearby or far away that you can see, or teleport a creature next to you to a random, non-hazardous, far away location that you can't see. An unwilling creature can roll a save to avoid the effect. If the save succeeds, your recharge roll automatically succeeds. Quirk: Contemplates in solitude.

WAND (IMPLEMENT)

Darkroot Wand (recharge 16+): When you inflict a condition on an enemy (ongoing damage, confused, dazed, etc.), the target is also stuck until the first condition ends. Quirk: Takes advantage of friends' misfortunes.

Elderwood Wand: You can reshape trees, bushes and other plants to your will, parting vegetation at-will or growing a ladder over the course of a scene, with a skill check. Truly substantial effects—such as building bridges or defensible walls—are

treated as if you were casting a ritual, including time spent and the requirement of expending a daily spell (any spell is fine, as the magic of the staff converts the power to the reshaping of trees and bushes). Quirk: Doesn't like stone architecture.

Unicorn Horn Wand (standard action – 1/day): Call a steed, whether a horse, sand wyrm, dolphin, etc., to take you on a half-day journey to the closest safe destination. Alternatively, you can travel to the closest location for advancing the campaign, if that location is known to you. If this power is used during combat, the steed takes 1d3 + 1 rounds to arrive, otherwise it takes that many minutes. At champion-tier, you can summon enough steeds for you and your allies. Quirk: Pomposity in the face of hardship.

WEAPON, MELEE

Brightsteel (recharge 16+): When you score a critical hit when the escalation die is 5+, the target also becomes stunned until the end of its next turn. Quirk: Valorous, but somewhat overly dramatic.

Shadow-lash (one handed – recharge 11+ after use): When you deal ongoing damage with this weapon, heal using a recovery. Quirk: The suffering of others amuses you.

Thorny (one-handed): When you deal ongoing damage with this weapon, add the weapon's default bonus to the difficulty of the ongoing damage save. For example, a +2 champion tier weapon would mean the roll for a normal save of 11+ becomes a 13+. Quirk: Prefers sneaky solutions.

WEAPON, RANGED

Beribboned (recharge 6+): Count an odd attack roll as an even roll, or vice-versa; however, the value of the roll doesn't change. Quirk: Decorates your weapons and equipment.

Darktouched (recharge 16+): When you hit with this weapon, the target is surrounded by a clinging magical darkness and takes a –4 penalty to ranged attacks (save ends). Quirk: Prefers the concealment of night.

Hawkshot (recharge 11+): Ammunition fired from this weapon transforms into bird-like forms, changing course when it misses the target. When you miss with this ammunition, reroll the attack against a different enemy. Quirk: Wants to fly.

Sand-bow (recharge 6+): When you score a critical hit with this weapon, 1d3 nearby enemies in a group (which must include the enemy you hit) get sand in their faces and take a –2 penalty to their next attack roll, or –4 if only the original target is affected. Quirk: Enjoys the feel of the sun.

WONDROUS ITEMS

Elven Lantern: Trees and other flora appear translucent to you while you hold this lantern, allowing you to spot ambushes before they happen and easily navigate wooded areas. Once per day, you can extend this power to your allies until the end of the battle or scene. Quirk: Delights in discovering secrets.

Starsilk Gown: This courtly dress is made from a rare magical material—you can wear heavy armor under it and it won't show. While wearing the gown, you gain a +2 bonus to skill checks involving fashion and beauty. Quirk: Over-concerned with matters of courtesy.

CHAMPION

Winged Backpack (recharge 16+ after use): This ordinary-looking backpack unfolds itself to reveal a pair of wings. When you fall, the backpack's wings slow your fall so you take no damage. With a strong wind or a high starting point, gliding is possible. Quirk: Longs for the freedom of the open skies.

ADVENTURE HOOKS

Dark Prophecy—The dark elves are seeking to 'control' a prophecy, to fulfill it on their terms. The adventurers must undertake a series of mythically charged tasks at pre-arranged times and places as determined by their star-charts. A rival group starts interfering with the adventurers' plans to turn destiny their way. Can the adventurers fulfill the prophecy so that both groups are satisfied?

The Most Dangerous Game—A band of militant wood elves who hate outsiders lure the adventurers into the Bitterwood with fake stories of lost treasures, so that they can hunt the adventurers. However, something lurks in the Bitterwood and

the hunters become the hunted. Do the adventurers team up with the xenophobic elves to survive, or do they try to play the dark menace and the elves off against each other and hope to survive the aftermath?

The Princess' Processionals—A high elven princess holds a series of lavish masked balls once a century, but this century rumors suggest that the Elf Queen herself will be attending (in disguise). Since nobody knows which ball the icon will be attending, it's vital that any potential assassins are stymied. Rather than stuffing her forest estate with extra guards, the princess has a more elegant plan—armed decoys with no ties to scheming high elf nobles. The adventurers are hired to attend the balls, magically disguised as the Elf Queen (and then further disguised as somebody who isn't the Elf Queen). Confused yet? Let's hope the assassins are too.

Tournament of Champions—The Elven Court is having one of its rare 'elections'—this process doesn't involve ballots, and is instead a series of contests undertaken by proxies. The adventurers discover that their adventures over the last couple of months have been part of these 'games.' Do the adventurers accept the patronage of an elf faction (and the ire of the other two races of elves) or do they object to the Elven Court treating their lives as playing pieces?

THE EMPEROR

“For the empire!”

—Captain Notof Inari, Imperial sentinel

The magic weapons of the Dragon Empire are not released from the Imperial vaults lightly, though occasionally they can be found in the tombs of heroes or on ancient battlefields.

The Emperor rules over the Dragon Empire, but it remains to be seen if his rule is hollow or if he has the true support of the other icons. Having heroes out there with weapons that remind others of the Imperial glories of past ages doesn't hurt the Emperor's standing at all.

ARMOR, ROBE, SHIRT, TUNIC

Dress/Shirt of Contingencies (recharge 11+): This courtly clothing has ribbons that animate to pass you objects that you have previously concealed within its voluminous skirts or sleeves. Take a non-attack standard action, move action, or quick action that involves your equipment (reload a heavy crossbow, drink a potion, etc.). You can't use the action to move anywhere, only manipulate equipment. Quirk: Has killer fashion sense.

Gladiator's Armor (recharge 16+): Reroll a missed attack and gain a bonus to attacks that depends on the number of creatures watching (not participating in) the battle: +1 for a single bystander, +2 for a small crowd, +4 for a large crowd. Quirk: Shows off.

Imperial Plate (heavy armor only): This armor was forged using dragon breath. You have *resist 16+* to the attacks of dragons and related creatures (dragonics; maybe hydras, wyverns, and/or kobolds). Quirk: Sneezes when anxious.

Noble's Undershirt (light armor only): This armor can be worn unobtrusively under clothing. You gain a +2 bonus to AC while you're helpless, stunned, vulnerable, or weakened. You also have this bonus at the start of each battle until you take an action. Quirk: Snorts when laughing.

ARROW, CROSSBOW BOLT, SLINGSTONE

Ogre Shot: In a past age, the Emperor relied upon ogres rather than dragons. When you hit with this ammunition, ignore the target's damage resistance, and the target is vulnerable until the end of your next turn. When you score a critical hit with this ammunition, the target also loses all damage resistances until the end of the battle.

BELT, SWORDBELT, KILT, GIRDLE

Girdle of Second Chances: These girdles are popular with nobles who like to hide girth gained through over-indulgences, while being assured of the safety of their food and drink. You have *resist poison 16+*, and when you save against ongoing poison damage or effects caused by attacks that do poison damage, roll twice and take the best result. In addition, once per day, you can drink a potion as a quick action. Quirk: Extreme epicurean.

Tinker's Belt: Not everybody in Axis is a noble—most are hard-working artisans. When you take damage from a trap and the natural attack roll was odd, take only half damage from that attack. Quirk: Constantly mumbles.

BOOK, SCROLL, MANUAL, GRIMOIRE

Edicts of the Emperors (2/level): Studying this book gives you an almost supernatural ability to use the law for your own ends. When you roll a 4 on an icon relationship die with the Crusader, Dwarf King, Emperor, Great Gold Wurm, or Lich King, you can treat it as a 6. Quirk: Officious.

Runevigny's Peerage: The thorough reader of this weighty tome will discover proof that they are the inheritor of an obscure noble line, and gain a new 2-point background called *minor noble*. You also have an heirloom or inheritance that you and the GM should determine, probably something that involves an adventure or two. Quirk: Noblesse oblige.

“BUT I'M ALREADY
A NOBLE!”

So what if your One Unique Thing is that you are seventh daughter of the Emperor, and you have the background *Royal princess: +5*? Well you and the GM should work out what the new background gives you that you didn't have already—maybe the title that you inherited comes with land that produces income for you (*Land owner +2*), maybe you are a human who has inherited a dwarven barony (*Dwarven noble +2*), or maybe your new title comes with unusual rights and privileges related to gladiatorial arenas in Axis (*Gladiatorial VIP +2*).

BOOTS, SANDALS, SLIPPERS, SHOES

Boots of the Dragon Rider (recharge 6+): When you would fall, roll a normal save. If you succeed, you avoid falling and remain as close as possible to the location you were when you started to fall. Quirk: Hot-headed.

EPIC

Boots of the Emperor (1/day): The soles of these boots contain flecks of lava stone from deep under Axis. When an enemy engaged with you hits you with an attack, that enemy takes twice your level in fire damage, is stuck until the end of its next turn, and must reroll the attack against you as you stamp your foot and produce a small patch of lava under it. Quirk: Acts imperious.

CLOAK, MANTLE, CAPE

Indivisibility Cloak (1/day): The metal threads in this cloak make it hard to cut. A critical hit against you becomes a regular hit, or a regular hit becomes a miss. Quirk: Certain of own immortality (as long as you have the cloak).

GLOVE, GAUNTLET, MITT

Velvet Glove of Leadership: You gain a +2 bonus to skill checks to intimidate others. Quirk: Of course, you are right . . . you are always right.

CHAMPION

Cestus of Champions: These spiked gauntlets are light one-handed magic weapons, but you can still wield and hold items while wearing them. When you roll a natural 2 or 13 with a melee attack while not fighting with two weapons, you can make a basic melee attack as a free action. Quirk: Seeks the approval of others.

HELMET, CIRCLET, CROWN, CAP

Circlet of Noble Blood: The blood-red rubies in this golden band glow softly when new or unknown magic is nearby. You gain a +2 bonus to detect magical effects, items, and traps; and to disarm magical traps. Quirk: Likes the finest wines only.

Watcher's Helm (1/day): This helmet senses danger. When you are ambushed or surprised, you can act (rolling initiative and taking a turn) during the surprise round. Quirk: Insomniac.

EMPEROR: MINOR ITEMS

Baby blanket: A small well-loved blanket, rubbing calms and relaxes the user. This was previously part of a noble's baby blanket. Story hook—Though the pattern is threadbare, it is discernible. Is it worth trying to take back to its original family?

Book with faded heraldic device on the cover: A ledger book for tracking purchases and expenditures, it always comes up with minor accounting errors in your favor. If you knew the location of the matching ledger book, probably in a bank somewhere, you could take advantage of those errors each time you visited. But for now, it's simply a curiosity.

Double-ended wax seal: Seal an envelope with melted wax using one end and pour an identical wax blob and stamp it with the other side of seal. When one seal is broken (like when the envelope is opened) the other seal (that you keep) will break as well.

Amber comb: A comb carved out of amber, inscribed with curved knot-work. The comb makes hair shiny and helps it grow faster. The more that it is brushed, the faster the hair grows.

Grabbing mirror: A large mirror in an ornate frame. When people pass too closely, hands appear out of the glass and attempt to grab, slap, or caress the person. Why some people are treated harshly and some are treated tenderly is unknown.

Dreamy scarf: This scarf magically embroiders itself with the last dream of the wearer. Story hook—Found around the neck of a murdered cleric, does her last dream have any clues to solve her death?

NECKLACE, PENDANT

Pearl of Wisdom (recharge 11+): Reroll a Wisdom skill check and take the better result. Quirk: Bookworm.

RING

Sheriff's Ring of Knocking (recharge 6+): This ring was owned by a famously unpopular tax collector. As a move action, make a skill check to break, knock down, or damage a non-magical object you are next to. Use a +10 bonus to your roll instead of your ability modifier + level + background (champion: +15; epic: +20). Quirk: Executes duties without compassion.

HOW MANY HIT POINTS DOES A THING HAVE?

Normally we don't track the hit points of things like doors, preferring a more cinematic way of handling bashing down doors. However, if you need to know how quickly the *sheriff's ring of knocking* can destroy something, imagine that each use of the ring is equivalent to hitting an object with a sledge hammer a couple of times—it would easily shatter a vase, might break a sturdy wooden door's hinges away from its fastenings, but would only chip away at a city wall.

DRAGONS AND DRAGONICS... AND KOBOLDS?

Kobolds like to think that they have a kinship with dragons, but dragons would tell you that kobolds are not in the least dragon-like. If you use this scepter on a kobold and it works, then maybe kobold dragon cultists are right. Or maybe you've met a kobold who is strongly susceptible to the power of suggestion, and believes that the scepter will work on a kobold, and acts accordingly.

SCEPTER, ROD, CAPE (IMPLEMENT)

Golden Scepter of Dragon Command (1/level): Cast one of the following wizard spells against a target that is a dragon or dragonic creature: *charm person*, *hold monster*, or *sleep*. You cast the chosen spell at your level using your best ability for the attack roll, except you double the hp threshold (champion: triple the hp threshold; epic: quadruple the hp threshold). On a miss, regain this power after your next full heal-up in addition to any normal miss effects that are part of the spell. Quirk: Enjoys the company of dragons.



Ruby Rod of Rulership (1/day): Cast *charm person* spell as a 1st level bard/wizard spell using your best ability for the attack roll (champion: 5th level; epic: 9th level). In addition, with this version of the *charm person* spell, you can target multiple creatures with less than 40 total hp (champion: 96 hp; epic: 266 hp), targeting creatures with the lowest hit points first. Quirk: Bossy.

SHIELD

Absorption Shield (recharge 16+): When you roll initiative, pick a damage type associated with dragon breath (acid, cold, fire, lightning, poison, etc.). Until the end of the battle, you gain *resist 16+* to that damage type. Quirk: Glib overconfidence.

SYMBOL, HOLY RELIC (IMPLEMENT)

The following three holy symbols are battle flags. When you roll initiative and use the daily power, choose whether you are wearing the flag or if you plant it in the ground. Your choice determines which power you can use that battle. Note, if you plant the flag, you get the benefit of its default bonus only while it is nearby.

Golden Flag of Honor (1/day): Choose to wear or plant the flag.

WEAR: Until the end of a battle, when an enemy scores a critical hit against you, it's a normal hit instead.

PLANT: Until the end of the battle, when you or an ally nearby the flag score a critical hit, that character can heal using a recovery. Quirk: Stays the course, in life as in battle.

Purple Banner of Righteousness (1/day): Choose to wear or plant the flag.

WEAR: Until the end of the battle, you and each ally nearby the flag gain a +2 bonus to death saves.

PLANT: Until the end of the battle, you and each ally nearby the flag gain a +1 bonus to saves. Quirk: Prays frequently, prays loudly.

EPIC

Red Flag of Rectitude (1/day): Choose to wear or plant the flag.

WEAR: Until the end of the battle, when you miss all targets with an attack, you and each nearby ally heal hit points equal to your level.

PLANT: When you or an ally nearby the flag miss all targets with an attack, two allies (including you) can heal using a recovery. Quirk: Group unity is paramount.

WEAPON, MELEE

Armament of Tactical Unpredictability (recharge 6+): While engaged with two or more enemies, before you make a melee weapon attack, randomly determine which enemy to target to gain a +4 bonus to the attack roll. Quirk: Changes topic mid-conversation.

Imperial Might (recharge 11+): When you hit with a melee attack and it could trigger an additional effect (like a flexible attack, using the Fight From the Front feature, or using the Double Melee Attack talent), you can ignore the additional effect to instead deal double damage with that attack. Quirk: Obsessed with imperial history.

Ruby-studded: When an enemy scores a critical hit against you, immediately roll to regain one expended recharge power, including magic items (champion: against you or a nearby ally; epic: as champion, and roll twice for the recharge power and take the best result). Quirk: Fascination with personal glory.

WEAPON, RANGED

Shinebolt (1/battle): When you hit with an attack using this weapon, the target takes no damage and you and your allies gain a +4 bonus to attacks against the target until the end of your next turn. Quirk: Hoarder.

WONDROUS ITEMS

Captain's Horn: When you sound this horn (a move action in battle), others know what information you are trying to relay, no matter how noisy the area is. You don't even have to pre-arrange a code—those you designate who hear your notes will know your meaning. You can convey meaning equivalent to about a single normal sentence. For example, "help, orcs attacked our cleric and the wizard needs healing," or "open the city gates for the hay cart with the brown horse." Quirk: Stutters.

Commander's Dust: This multicolored powder glows and sparkles at your command, dancing in a magical wind. You can use the powder to create glowing, three-dimensional images (to display maps of battlefields for example), or to illuminate an area. When you are done with the powder, it returns to its pouch or container at your command. Quirk: Over-explains simple concepts.

CURSED ITEMS

The Emperor generally tries to avoid curses, but the gladiators of Axis aren't as lucky.

CURSED HELMET

Default bonus: Mental Defense: +2 (adventurer); +3 (champion); +5 (epic).

Gladiator's Headband (1/day): You rally as a quick action, and the recovery you spend is free. Curse: While in battle against enemies that are at least double-strength/large or are higher level than you (champion: at least two levels higher than you; epic: at least three levels higher), you can't use limited-use powers until the escalation die is 2+. Note, limited-use powers include powers, spells, talents, features, magic item powers including this item's daily power, etc. Quirk: Speaks in simplistic, crowd-pleasing banter and refers to self in the third person ("Can you taste what The Boulder is brewing?" or "Thuug smash little man!").

ADVENTURE HOOKS

Call of Duty—The Dragon Empire needs more soldiers, and rather than conscript farmers, the Emperor's people decide to send the adventurers out to recruit elite troops. Do the adventurers go head-hunting in taverns to fulfil their quota? Do they create a traveling show to encourage enlistment? Do they make promises they can't keep? Which icon will be sending agents to subvert or undermine their efforts?

Imperial Games—The yearly Imperial Games are here and the Emperor wants to watch a mock battle. The adventurers are put in charge of the fight—it must be exciting and convincing enough for spectators, be a grand show with a pleasing 'storyline,' but not actually involve (too many) deaths. If they get it right, the heroes will reap the benefits of Imperial patronage; screw it up, and they'll be fighting in the arena the next day.

Noble Endeavors—An Imperial noble has decided to make a high-risk investment in the adventurers—supplying equipment and smoothing their way in exchange for a cut of their profits. At first the relationship works, but at the first setback the noble sends a 'manager' to the group to safeguard her investment. How do the heroes deal with the bureaucrat that has been imposed on them? If they kill their 'manager,' another will be sent (and so on), so they need a creative solution.

THE GREAT GOLD WYRM

"For honor!"

—Sir Glorian, Paladin of the Light

The Great Gold Wyrms inspires his followers through his example of self-sacrifice, sending them dreams and visions to guide their path. If any icon would send a vision to adventurers to guide them to treasure, it is most likely the Great Gold Wyrms.

ARMOR, ROBE, SHIRT, TUNIC

Armor of Red Lightning: When a demon or devil hits you with a melee attack, it takes lightning damage equal to 1d6 times your level. Quirk: Misinterprets jokes as insults.

Goldenscale: You don't take miss damage from scaled creatures (dragons, dragonics, serpents, kobolds, lizardmen, etc.). Quirk: Contemptuous of those less powerful.

CHAMPION

Platinum Armor (1/day): When an enemy scores a critical hit against you, you take normal damage instead and can heal using a recovery. Quirk: Lives in the past.

ARROW, CROSSBOW BOLT, SLINGSTONE

Dreamshot: This ammunition is psychically imbued. When you hit with a natural 16+ attack roll using this ammunition, make a ranged basic attack as a free action against a different enemy that is nearby the original target. The second attack targets MD and does psychic damage.

BELT, SWORDBELT, KILT, GIRDLE

Belt of Fists (quick action – recharge 11+): Make a basic unarmed attack, and increase your damage dice for that attack by one size. Quirk: Enjoys pugilistic contests.

Girdle of Resurgent Justice (recharge 11+): When you rally, one nearby ally heals hit points equal to twice the number of recoveries you have left (champion: two nearby allies; epic: three nearby allies). Quirk: Over-indulges.

BOOK, SCROLL, MANUAL, GRIMOIRE

Book of Justice: This book is a record of (so far) unpunished injustices. When you read this book, select a monster of your choice (see sidebar). You gain a +2 bonus to attack rolls, defenses, and saves, and your crit range expands by 2 against that monster and effects created by that monster. You can change the monster chosen when you level up. Quirk: Holds grudges.

Enchiridion of Heroism (recharge 11+): This book is a how-to manual on heroics. When you roll for a skill check that could be described as heroic and self-sacrificing, gain a +4 bonus to the roll. Quirk: Heroic, to a fault.

WHAT COUNTS AS A 'MONSTER OF YOUR CHOICE?'

This is narrower than a whole monster type—you couldn't pick 'dragons' but could pick 'all red dragons.' You couldn't pick 'humanoids,' but could pick 'all orcs.'

BOOTS, SANDALS, SLIPPERS, SHOES

Boots of Land-striding (1/day): Until the end of the battle, you can move as a free action once each turn. Used outside of battle, these boots let you run at top speed for half a day, making a journey on foot that takes days take only hours. Quirk: Impatient.

Greaves of Reengagement (1/battle): When an enemy disengages or pops free from you, roll a normal save. If you succeed, you pop free from any other enemies engaged with you and move back into engagement with that enemy. Quirk: Can't stand saying goodbye.

CLOAK, MANTLE, CAPE

Cape of the Champion (1/level): When you *fight in spirit*, your allies gain a +1 bonus to all defenses and saves until the start of your next turn. Once per level when you die, if one or more of your allies also died in the same battle, one of you survives as if they had succeeded on a death save, and the others are actually dead (determined randomly). Quirk: Morbid sense of humor.

Mantle of Golden Scales (1/day): Until your next rest, or until you roll initiative, you transform into a small, harmless gold dragon. While in dragon-form, you can't fight, cast spells, or use powers (you need to concentrate to maintain the form), but you can do things like fly, use your breath weapon for mundane tasks like lighting torches, and other non-combat-oriented actions. Your hit points, defenses, and other stats remain the same. Quirk: Obsessed with eggs (and guarding them).

GLOVE, GAUNTLET, MITT

Gauntlets of Axes (1/day): You summon forth a pair of golden axes. Until the end of the battle, you can attack with the axes as if they were heavy one-handed magic weapons with a default bonus of this item's tier. You have no attack penalty with these axes, can use two-weapon fighting with them, and use your best ability modifier for attack and damage rolls. Out of battle, you can command the axes to undertake some axe-related task (chopping down a single tree, destroying a door, etc.), which they will magically complete (and using your attack stats if needed). Quirk: Whittles little toys.

CHAMPION

Gauntlets of Confrontation (1/battle): You gain *resist 16+* to a damage type that a weapon you are holding deals (so if your

weapon deals fire damage, you gain *resist fire 16+*). If your weapons don't deal damage of some type, you gain *resist melee weapon damage 13+*. Quirk: Amateur juggler.

HELMET, CIRCLET, CROWN, CAP

Circlet of Mental Fortitude: Double this item's default Mental Defense bonus against attacks from demons and devils. In addition, you gain a bonus to saves against effects caused by demons and devils, and to death saves while fighting demons and devils, equal to the doubled default bonus. Quirk: Suspicious of others' true natures.

CHAMPION

Helm of Negation (1/battle): When you resist damage dealt to you, one nearby ally that you can see gains the same type of resistance until the end of the battle; OR when an ally you can see resists damage, you gain the same type of resistance until the end of the battle. Quirk: Shares food with others (and takes food without asking).

NECKLACE, PENDANT

Necklace of Tethered Memories (recharge 11+): As a quick action on their turn, a wounded ally you can see recounts a pleasant memory of you and can heal using one of your recoveries. Quirk: Prone to nostalgia.

Periapt of Second Chances (recharge 16+): When you fail a save, one nearby ally can reroll the save for you, applying their bonuses or penalties to the roll. If that ally succeeds, you both gain whatever benefit the save grants, if applicable (for example, if the save was against ongoing fire damage and the ally was also suffering from ongoing fire damage, you would both successfully save against that damage). Quirk: Gives unwanted advice.

RING

Ring of the Faithful Hound: This ring is carved with the face of a watchdog. When you are ambushed, roll a save. If you succeed, the ring growls in warning and you can take a turn during the ambush round. Quirk: Somnambulist (sleep-walker).

SHIELD

Buckler of Winds (recharge 16+): Each enemy engaged with you pops free from you. In addition, each other unwilling nearby enemy must roll a save. If that enemy fails, it pops free from any creature it's engaged with. Quirk: Blowhard.

Dragonbreath Shield (recharge 6+): This dragon's-head shield allows you make a breath weapon attack as though you were a dragonic. If you are a dragonic, you can make a breath weapon attack without expending a use, though you don't gain the benefit



of any feats you spent to improve your breath weapon. Quirk: Likes to blow smoke rings.

Shield of the Avenger: When an enemy scores a critical hit against you or one of your nearby allies, until the end of your next turn, you gain a +2 bonus to attacks OR to all defenses. Quirk: Team-builder.

SYMBOL, HOLY RELIC (IMPLEMENT)

Badge of Pride (quick action – recharge 11+): When you miss all targets with a daily attack spell, immediately make a basic attack or at-will attack. Quirk: Acts like they know things they don't.

Brass Dragon-sign (1/day): Each creature that can see or hear you can't speak except to babble (save ends). While under this effect in battle, creatures with arcane abilities are hampered, and no creature can grant another an action (hard save ends both, 16+). While under this effect out of battle, all skill checks to influence or inform others, or to resist being influenced, are rolled twice and the least beneficial roll must be used. Quirk: Talkative and flighty.

Bronze Dragon-sign: When an enemy uses an action on its turn before attacking you, add the symbol's default bonus to all your defenses against the attack. Quirk: Gregarious.

Copper Dragon-sign (1/day): This symbol produces a thick, concealing fog. Until the end of the battle, each creature in the battle takes a –2 penalty to ranged attacks against nearby targets. The penalty increases to –4 against far away targets. Quirk: Quick-witted banterer.

GREAT GOLD WYRM: MINOR ITEMS

Dragon mask: This enchanted face-covering allows the wearer to enter an extra-dimensional egg while sleeping. The nutrients absorbed while inside the egg give the mask-wearer sustenance for several days. The downside of resting inside an egg is that you are largely unaware of what is going on outside the egg (and you emerge covered in yolk).

Wet stone: This small pebble is always wet. If you pop it into your mouth you'll never become dehydrated.

Semi-blessed saddle: Mounts with this saddle on them become capable of eloquent speech—though the magic saddle grants nether tact, nor increased intelligence. Now you get to hear exactly what your mount thinks about being ridden, hear its advice on the best grass to sleep on, and enjoy its musings on its last bowel movement.

WAND (IMPLEMENT)

Wand of Dream-sending (2/level): You can use this item's powers only while helpless (including asleep) or stunned. Against an enemy, cast the wizard spell *sleep* at 3rd level (champion: 7th level; epic: 9th level), using Charisma or Wisdom to cast the spell. With a friendly creature anywhere in the world that you know, for a battle or scene you can communicate in a dream: a sleeping creature experiences this as their own dream, while to a waking one you show up as a vision only they can see. Quirk: Daydreamer.

CHAMPION

Wand of the Paladin (1/battle): Cast the wizard spell *magic missile* at your level as a close-quarters spell. In addition, if you are a paladin, you can use *Smite Evil* with *magic missile* against an enemy engaged with you. Quirk: Indecisive.

WEAPON, MELEE

Bright-lance (standard action – 1/battle): Light flashes from this weapon when you use it. Make a melee attack against a nearby enemy. This attack deals holy damage. Quirk: Strives to set a good example.

Demon-flensing (1/day): When you drop a demon to 0 hp with an attack using this weapon, you can quickly skin it and turn its flesh into a convincing disguise. Once before your next full heal-up, you can either automatically successfully ambush a demon or group of demons, or automatically succeed on a skill check to sneak past a demon or group of demons. Quirk: The ends justifies the means.

Sunsteel: When your attack roll is equal to or less than the escalation die, you deal half damage on a miss (full damage against devils and demons). Quirk: Must be seen to be the bravest.

ERR...WHAT? DEMON FLENSING?

The *demon-flensing* weapon sounds more like the Crusader's type of thing, and it is—the Crusader has sent the demon-flensing weapon to tempt paladins of the Great Gold Wyrms over to the dark side. Still, disciples of the Great Gold Wyrms would never fall to the dark side, right? Right?

WEAPON, RANGED

Gold-winged (1/day): When you roll a natural 1 on an attack with this weapon, your next attack roll with this weapon counts as a 20 and that attack deals fire damage. Quirk: Burns enemies' remains whenever possible.



WONDROUS ITEMS

Astounding Figurines (1/day): This set of thirty-two playing pieces is more than it seems. One figurine becomes a simulacrum of a real being or object for a scene, using a d20 + 10 for its skill checks (champion: d20 + 15; epic: d20 + 20). Roll a d20 when you attune this item or when you complete a full heal-up to determine which figurine you can call on for help that day.

1–10: Pawn/Pion – The figurine becomes a henchperson that can make skill checks to carry heavy loads and perform feats of strength.

11–13: Rook/Tower – The figurine becomes a small one-room tower that can make skill checks to help you survive a harsh environment or detect an ambush while you rest.

14–16: Knight/Horse – The figurine becomes an unusually obedient horse that can make skill checks to help you travel efficiently or to avoid enemies.

17–18 Bishop/Vizier – The figurine becomes a spellcaster who can cast a single ritual using a wizard spell of your level.

19: Queen/Crown – The figurine becomes a diplomat who can make skill checks to smooth your path in social situations.

20: King/Throne – The figurine becomes a tactical advisor who can make skill checks to know your enemies or to set up an ambush.

Note: If you have your own set of figurines, you can pull one from a bag at random instead of rolling. Quirk: Treats others' lives as less valuable than their own.

Wondrous Saddle (1/level): You and up to four allies each become a talking horse while you wear this saddle on your back. You can be ridden, haul heavy loads, and undertake other equine activities. You turn back to your normal form when you roll initiative, take a rest, or when somebody removes the saddle from you. Quirk: Always a little hoarse.

SIMULACRUMS AND YOU

So you've got yourself a set of astounding figurines (yes they come as a set, the magic keeps them together), but what are the simulacra like? Perhaps they are simple automata-like things, or maybe they're lifelike. Do different pieces have different personalities? Do the humanoid simulacra form memories, or are they blank slates each time they are transformed?

What happens if you try to play a game with a set of amazing figurines?

CURSED ITEMS

Ring of (Delayed) Wishes (1/day and special): This ring contains one or more trapped genies, each capable of speaking aloud. When you make an attack roll and miss by 2 or less, you hit instead. In addition, when you attune the ring, the genie(s) offer to grant three wishes, which are enacted after the third wish is made. Curse: The twist on the wishes is that the genie(s) never specify how long after the third wish is made the wishes are

granted, so you get the three wishes of the *last* wearer of the ring, and your wishes go to whoever gets the ring next. Use the Wish List below to determine what those wishes do, or make up your own. When all three wishes have been fully granted, the genie(s) gloat for a bit, then the ring teleports away for somebody else to find. Quirk: Unsatisfied with your situation.

WISH LIST

Feats: When you gain a feat from a wish, you can take it as an incremental advance or swap out an existing feat. You can also gain a feat you already have, if getting its benefits twice would make sense.

Icon relationships: When you gain an icon relationship point from a wish, you can take it as an incremental advance at level 4 or 7, or swap it with an existing relationship point.

Talents: When you gain a talent from a wish, you can swap it with an existing talent or take it as an incremental advance if you would gain a talent next level. You can swap out existing feats to take feats to improve your new talent.

Magic item: When you gain a true magic item from a wish, make a list of three items of your tier you would like and randomly determine which one you receive. This item magically replaces an item taking up the same chakra if you have one. If the item would take you over your chakra limit, increase that limit as an incremental advance.

Roll a d12 three times to determine the wishes, ignoring duplicates. If you are unable to gain the reward of a wish for some reason, roll again.

1. **Death:** The next time a natural 13 attack roll causes an ally of the wisher or an enemy stronger than a standard monster to become staggered, that creature drops to 0 hp instead.
2. **Health:** You gain the Toughness feat.
3. **Love:** The next time you are in a relatively safe environment and not directly adventuring, you meet and fall in mutual love with someone that you would (or possibly would not) normally consider your soulmate. This significant change in your life results in gaining the Further Backgrounding feat and/or a new icon relationship point, representing a shift in your priorities.
4. **Magic:** You become a spellcaster, or if you were already a spellcaster, you become more versatile. You can either rewrite your character as multiclassing with a new spellcasting class; or gain the bard talent Jack of Spells, replacing references to Charisma with Intelligence or Wisdom if you wish. In either case, you can gain the Ritual Caster feat, or the wizard Ritual Magic feat if you could already cast rituals.
5. **Minor wish:** You gain a seemingly mundane, if unique, item that is later revealed to be a true magic item (at the GM's discretion).
6. **New/better/different life:** The last owner of the ring wished something like "I wish I was the prettiest girl in Santa Cora" or "I wish I was the kind of guy Sally the Fishmonger would marry." You gain the Further Backgrounding feat and/or rearrange your existing backgrounds to fit the wish.

7. **Resurrection:** Randomly determine an ally (including you). The next time that character is in a relatively safe environment and not directly adventuring, they discover that a deceased person or creature important to them has returned from the dead. That person rearranges their existing background points, and/or changes an existing icon relationship to reflect this new situation.
8. **Riches:** Choose the form of your great riches: a true magic item, the Further Backgrounding feat, or a new icon relationship point.
9. **Skill:** You gain a new 4-point background of your choice, because the last owner of the ring wished to be able to pass a test or to have the skill to achieve a specific task. Gain the Further Backgrounding feat and rearrange your existing backgrounds, putting 4 points total into your new background.
10. **Success:** You gain ownership of a successful business in a random city or town, a new 2-point background to match that business, and/or an icon relationship with an icon prominent in the location.
11. **Whoops:** The wish affects a random ally instead of you. Roll again for that ally.
12. **Youth:** You grow significantly younger. You gain the Strong Recovery feat and can re-generate your ability scores to a new configuration if you wish to reflect your regained youth.

AN ITEM WITH A BACKSTORY

A long time ago before the Abyss opened, the followers of the Great Gold Wyrms were involved in a war with princes of the djinni and efreeti. This magic item could be an unusual and memorable item you drop in to shake things up, or the focus of a serious plotline involving paladins of the Great Gold Wyrms trying to track the evil that they had trapped in the ring long ago.

ADVENTURE HOOKS

Discretion is the Better Part of Valor—The paladins of the Great Gold Wyrms left treasures behind in the Golden Citadel when it was ruined, and now want to retrieve them. The demons that currently make their home in and around the ruins will be watching for the paladins, so the paladins want the adventurers to sneak in instead. Meanwhile the paladins will march in force on the Golden Citadel, creating a distraction. However, unknown to everyone involved, a powerful red dragon has made its lair deep under the ruins.

None May Pass—A paladin once swore that none could cross a bridge without her permission, an oath so powerful that the paladin's ghost still guards the bridge. A group of nearby villagers ask the adventurers to defeat the ghost in honorable combat, so that the villagers may safely cross the bridge without fear.

The Tournament of Victors—The adventurers receive news of a grand tournament that will be taking place near their current location. The tournament seems to be an easy way for a band of serious adventurers to win money in contest prizes—and the grand prize is a magic item that they desire. The twist is that the tournament's sponsor is less than honorable, and has ulterior motives, either toward them or those who enter the contest.

CHAPTER 9

THE HIGH DRUID

“Get out of my forest.”

—Colber Greeneyes, the druid

The High Druid sees herself as the protector of the wild places of the world, for good and ill. She knows much of the world before gods and mortals, when the spirits of land and sky and beast and tree ruled. Most of her treasures reflect her place as guardian of the wild.

ARMOR, ROBE, SHIRT, TUNIC

Druidic Woad (1/day): When an attack hits you, you can change the defense the attack targets. Quirk: Dresses very light.

WOAD AS ARMOR

Technically you are attuned to the small magic pot rather than the woad itself, but it still occupies the armor chakra. The woad counts as *no* armor, rather than *light* armor—it is hard to get lighter than blue bodypaint!

Naga Hide (quick action – recharge 6+): While staggered, shed this armor (losing its AC and default bonus until the end of the battle) to heal using a recovery. Quirk: Can’t tell fakes from the genuine article.

Owl-feather (light armor only – recharge 11+): This feathered armor grants its wearer amazing wisdom. When an enemy hits you with an attack that targets AC or PD, that enemy rerolls the attack against your MD instead. Quirk: Myopic in their goals.

ARROW, CROSSBOW BOLT, SLINGSTONE

Arrowroot: When you hit with an attack using this ammunition, the target is stuck until the end of its next turn as roots burst forth from the ground to trip and entangle it.

Briarfoot: A thicket of thorny bushes grows around the target of this ammunition, or around the area where the ammunition strikes. Hit or miss, the target and each creature engaged with it, or next to it, takes 3 damage from the thorns the next time those creatures move (including popping free) without teleporting (champion: 6 damage; epic: 9 damage).

BELT, SWORDBELT, KILT, GIRDLE

Belt of Teeth: As the name suggests, this wide leather belt has tusks and teeth sewn onto it. When you succeed on a death

save, you can make a basic attack or at-will attack against an enemy engaged with you as a free action. Quirk: Ungracious—they bite the hand that feeds them.

BOOTS, SANDALS, SLIPPERS, SHOES

Boots of the Roaring Pines: Double this item’s default bonus to disengage checks, and apply that bonus to skill checks to navigate difficult terrain (thick mud, clinging vines, shifting rubble, etc.) as well as saves against being stuck. Quirk: Eager to charge into battle, into taverns, into caves . . . just a lot of running everywhere.

Hare-foot Boots: When you roll a natural 16+ on a disengage check, you can move again as a free action. Quirk: Paranoid they’ll be eaten.

Trickster-fox Socks (recharge 11+): These long sock-like boots let you leave animal footprints instead of your own. Gain a +4 bonus to a skill check to hide your trail, or to track a creature via footprints, until the end of the battle or scene. Quirk: Compulsive rhymer.



BRACERS

Soaring-leaf-on-wind Bracers (1/day): Until the end of the battle or scene, gain a +4 bonus to d20 rolls that are not attack rolls or death saves, and take a -4 penalty to death saves—in most cases that means you'll need a 20. Quirk: Repeats catchphrases during battle.

CHALICE, GOBLET, GRAIL

Druid's Cup (recharge 11+): Spend a recovery to infuse the cup. The next willing creature to drink from the cup turns into a woodland creature as per the druid's *scout form* power. This infusion ends during your next short rest if not used, but you don't regain the recovery. Quirk: More comfortable being around animals than humanoids.

Ivy-covered Bowl: Spend a recovery to fill the bowl with some of your blood. As a quick action, pour out the blood to create a deep pool of blood, enough to flood a room to knee-height, or turn a forest clearing into reddish mud. Until the end of the battle or scene, each creature nearby the bloody pool or area takes a -4 penalty to disengage checks and saves against the stuck condition. After the end of the battle or scene, the blood will dry and turn into thick, tough, clinging vines, making the area impassable unless the vines are hacked through. Quirk: Believes sacrifices must be made to maintain the balance of the world.

Primal Grail (1/day): Spend a recovery to allow a nearby ally to heal using two free recoveries. Quirk: Drinks blood. What, it's not ghoulish; blood is a good source of protein, and others should not be so squeamish.

CLOAK, MANTLE, CAPE

Deer-hide Cape (recharge 16+ after use): You become a harmless deer, gaining a +4 bonus to disengage checks, skill checks to leap over obstacles or to travel through snowy or wooded terrain, and skill checks to perceive danger. As a harmless creature you can't attack, use powers, or cast spells. You change back as a quick action, or when you become unconscious or take a rest. Quirk: Eats roses.

Raven-feathered Cloak (recharge 16+ after use): Gain flight until the start of your next turn. You will fall if you don't land at the end of your turn. When you fall and would take damage, you can use the power as a free action to take no damage, but you land immediately. Quirk: Prefers high places.

MYTHIC ITEM

Feathered cloaks appear in the myths of many cultures. It wouldn't be unreasonable to count the *raven-feathered cloak* as two items worth of magic and attunement (filling both the *cloak* and *helmet* chakras and giving both default bonuses) and give the cloak extra powers. If you do, the extra powers don't need to be something strictly 'mechanical' unless you prefer that, but could be more freeform and story-shaping, like the ability to turn into a bird, or the ability to walk into dreams or commune with spirits.

CHAMPION

Wolf-hide Hood (quick action—recharge 16+): You (and your equipment) transform into a wolf until the end of the battle—you can't use any of your normal attacks or spells, and your basic melee attack is as follows:

Bite level + 6 vs. AC—1d12 damage per level

Natural 16+: Ongoing damage equal to your level x 5.

Miss: Damage equal to your level.

Quirk: Eats raw meat.

BEAST FORM AND THE WOLF-HIDE HOOD

If you are a druid in beast form and you use the *wolf-hide hood*, you turn into a *different* beast—the hood has precedence. You can't use your *beast form attack* power while transformed by the hood.

EPIC

Bearskin Cloak (1/battle): When an enemy targets your PD with an attack and misses, gain a +4 bonus to your next attack roll against that enemy. Quirk: Forager.

GLOVE, GAUNTLET, MITT

Bear Arms (recharge 11+, or 11+ after use when in natural surroundings in which bears might live): Reroll a missed at-will attack or basic attack and take the result you prefer. Quirk: Reluctant to remove gloves, making everyday tasks difficult.

HELMET, CIRCLET, CROWN, CAP

Crown of Flowers (2/day): You can command plants to talk aloud or sing, as per the druid's Nature Talking class feature, but only with a plant. Quirk: Thanks plants for their sacrifice: for firewood burned, fruit consumed, etc.

Horned God's Antlers (1/day, and 1/level the antlers will recharge at sunrise or moonrise): Cast *bless* OR *cure wounds* as a 1st level cleric spell. Quirk: Celebrates natural rhythms.

Mask of the Rabbit: Gain a +4 bonus to MD against attacks that don't do damage (a despoiler demon's *sow discord* ability or an ogre mage's *aura of treachery*, for example). Quirk: Jumpy.

CHAMPION

Bearskull Helm: When an attack that targets MD misses you, gain temporary hit points equal to four times your level. Quirk: Grouchy over-sleeper.

EPIC

Garland of Feathers: When an enemy targets your MD with an attack and misses, each of your allies gains a +2 bonus to their next attack roll if it's against that enemy. Quirk: Believes small mammals are delicious raw.

PECKLACE, PENDANT

Mossy Jade: Gain a +2 bonus to attack rolls, skill checks, and all defenses against constructs and mechanical traps. Quirk: Indiscreet.

Sacred Acorn: When you would be popped free from an enemy, grabbed, swallowed whole, or otherwise moved against your will, roll an easy save (6+). If you succeed, you don't suffer the condition or effect. Quirk: Tries to achieve the maximum effect with the minimum effort.

ORB (IMPLEMENT)

Sphere of Verdant Growth (recharge 11+ after use): One half of this orb is burnt wood, while moss and flowers sprout from the other half. When you deal fire damage with an attack made using this orb, you heal hit points equal to triple your level. Quirk: Tries to take the long view.

Sphere of the Waters (recharge 11+ after use): You can command and shape water, causing streams to part for you and other watery tricks. Talk to the GM to see what's possible. Quirk: Clean freak.

CHAMPION

Sphere of Blood (recharge 16+): This orb is a pulsing ball of fur and muscle. When you are magically healed, you heal 3d6 additional hit points (or 1d6 hp if the orb hasn't recharged). Quirk: Their comebacks and put-downs are savage.

RING

Ring of Stone (recharge 6+ after use): Reshape a handful of rock like it was wet clay (you can scoop a handful out of any non-magical source). Quirk: Frustrated artist.

Ring of the Lorekeeper: Gain a +4 bonus to skill checks involving ancient knowledge. Quirk: Memorizes long lists.

Wooden Ring (recharge 11+ after use): Cause dead non-magical wood to sprout leaves and roots. What good is that? Well, you could cause a wooden door to stick in its frame or a wooden chest to warp and burst open, for example. Quirk: Eager gardener.

SHIELD

Shield of the Green Man: Gain a +3 bonus to AC against attacks from plants and beasts. This bonus stacks with the bonuses from other magic items. Quirk: Takes the path less traveled.

Shield of Stone: When you are staggered, gain a +2 bonus to AC against weapon attacks. This bonus stacks with the bonuses from other magic items. Quirk: Lives to argue.

STAFF (IMPLEMENT)

All-terrain Staff (1/day): When you first attune this staff, choose a type of terrain (see the druid terrain caster from *13 True Ways* for terrain types). While in that terrain, when you heal using a recovery, heal 2d12 additional hit points (epic: +3d12). When you use the daily power, until the end of the battle, all land-based locations in the battle become a terrain type of your choice. In addition, once per level you can make the terrain

HIGH DRUID: MINOR ITEMS

Acorn necklace: Makes foraging in the wilderness easier. Probably worth a +1 to a skill check now and again.

Fur pouch: When you are hungry and reach into this pouch it always contains a handful of something edible—sometimes nuts, sometimes berries, and sometimes it's a handful of worms. Doesn't work for more than one person, and not if you're not hungry.

Walking stick: It's just a walking stick, but it's a walking stick that does everything it can to make sure it stays close enough to your hand and in view to avoid being forgotten. It sticks with you.

Wig of grasses: This 'hairpiece' of long green grasses helps the wearer regain energy when exposed to sunlight. It's more a psychological thing than a thing measured in hit points.

change permanent. Quirk: Tastes the ground—or a similar act—when entering new terrain.

Sacred-grove Staff (quick action OR interrupt action against an enemy – 1/day): You can cause trees to grow in the area or on the battlefield. Until the end of the battle (or for five minutes), nearby terrain gains the forest type in addition to its normal type, and one nearby enemy becomes stuck until the start of your next turn. Quirk: Tastes wooden objects.

Scythe of Reaping (quick action – 1/day): When you drop a non-mook enemy to 0 hp, or drop the last mook in a mob, cast one of your unexpended daily or recharge spells at a level two levels lower than you (so a 5th or 6th level druid would cast a 3rd level spell; a 7th or 8th level wizard would cast a 5th level spell; and so on). Casting the lower-level spell doesn't expend the daily or recharge spell. Quirk: Celebrates harvests (of all kinds).

Staff of the Four Seasons: You can make flexible melee attacks using this staff, with the following possible effects depending on the natural attack roll:

Natural 1–10: Deal 1d10 extra cold damage (epic: 2d8), and there is a short snow flurry.

Natural 11+: Deal 1d12 extra fire damage (epic: 2d10), and plants nearby bloom.

Natural Odd Roll: Gain temporary hit points equal to your level, and spring flowers grow from your hair.

Natural Even Roll: Pop free from each enemy engaged with you as you ride an autumn breeze.

For the additional natural effects, the GM decides what happens. Quirk: Sky-watcher.

SYMBOL, HOLY RELIC (IMPLEMENT)

Flint of Dolorous Transformations (standard action – 1/day): Cast the *disguise self* wizard spell at your level, OR transform one nearby enemy with fewer hit points than you into a helpless,

stuck, untargetable creature until the end of its next turn. You narrate what the target is turned into and why it cannot fight or be targeted. Quirk: Loves disguises.

Golden Holly (1/day): Cause a plant to grow 1d4 berries that function as heroic-tier healing potions (champion: champion tier; epic: epic tier). The berries last until your next full heal-up, then rot. Quirk: Enjoys fermented drinks.

Sacred Oakleaf (1/day): When you or a nearby ally heals using a recovery, you regain an expended recovery. Quirk: Makes sacrifices at the foot of oaks.

Sacred Sickle of the Circle (1/day): You can calm storms or cause winds to blow. Cast a ritual to control the weather or seas without having to expend a spell, although you still need to fulfill other requirements. You gain a +4 bonus to any skill checks for that ritual. Quirk: Prefers isolation, or at least to be among their own kind.

EPIC

Rabbit's Foot (recharge 16+): Reroll a d20 roll and take the result you prefer. Quirk: Relies on luck too often.

WEAPON, MELEE

Dreaming Stone (1/battle): When you roll a natural 2 or 3 on an attack with this weapon, reroll the attack, taking the higher result. Quirk: Collects beautiful natural things—shells, polished rocks, etc.

Horn-handled: Your crit range with this weapon expands by 2 (usually to 18+) against beasts and plants. Quirk: Only eats food that they have 'earned.'

Moss-covered Stone: Your crit range with this weapon expands by 2 (usually to 18+) against constructs, and you gain a +2 bonus to skill checks to damage inanimate objects. Quirk: Tactless about others' mortality.

Sacred Oak (1/battle): End an effect that is causing you to be dazed or hampered. Quirk: Unmaterialistic.

Sacrificial (1/day): When you use this weapon to drop a non-mook creature of at least your level (champion: 1 level higher than you; epic: 2 levels higher than you) to 0 hp, reroll a relationship die with the High Druid. If you drop a large or double-strength creature, reroll two dice with the High Druid; if you drop a huge, triple strength, or stronger creature, reroll three dice with the High Druid. Quirk: Sings songs about trees (sometimes to the trees).



I really wanted to put in an item that involved burning wicker men, or blood-drenched altar stones, for the High Druid—so using this weapon as part of a more elaborate druidic ceremony probably gives any ritual a bit more power.

WEAPON, RANGED

Bow of Tides (recharge 6+): When you miss all targets with an attack made with this weapon, your crit range expands by 1 until the end of the battle. Quirk: Pessimist.

Lightning-struck Pine (1/battle): Attacks with this weapon always deal lightning damage in addition to any other type of damage

the attack deals. When you hit with an attack with this weapon, the target takes half damage and you make a ranged basic attack as a free action. Quirk: Unmaterialistic.

Weapon of the Wood-warrior (1/battle): The natural attack roll of a ranged attack made with this weapon triggers a flexible attack that you know as if it were a melee attack. Quirk: Wears woad.

WONDROUS ITEMS

Harp of Fate (1/day): You sing about something and it comes true, to your benefit. The effect should be similar to a once-per-day magic item power. The GM should work with you to determine how you reshape fate, so pick your songs carefully. Quirk: Pretends they know the future.

GAMEMASTER

There are two ways to approach this item. One is to ask the player to sing some songs in character and make a note of some of the lyrics, and weave that into the story later to the singer's benefit. If your group is great at improvisation, then that is the approach for you.

The second way is for the player to mention that they sing a song using the power (but not have to actually sing it), and later say, "hey, remember when I sang a song earlier about this very situation?" when they want to use the benefit. This means nobody must sing, and you don't have to keep track of what players sing about.

ADVENTURE HOOKS

Fire Leap—The druids of Greenbough Town have ensured good harvests and health for its residents for generations, but the latest harvest was disastrous. The druids have divined that only the blood of outsiders fitting certain descriptions will reverse the ruin. Oh what luck, the adventurers fit the prophecy exactly. The twist is that the prophecy is right and the adventurers can restore the town's fortunes, but the druids have interpreted their auguries incorrectly in how their blood will help.

The Hunt—The adventurers are invited to ride with the wild hunt. If they do well the forest spirits will grant them a boon; fail, and the adventurers will become the prey. What happens if the adventurers refuse? What strange thing will the adventurers be hunting when they join the hunt?

You Can't Fight Progress, or Can You?—The windless village of Bauerbush is building a dam to control the flow of water and give their mills steady power. The forest is angry about the valley that the mortals plan to flood. Can the adventurers find another way to power the mills before they are called upon to stop rampaging walking trees? Can the adventurers convince the forces of nature that flooding the valley is a good thing?

CHAPTER 10

THE LICH KING

"He is the rightful king, now and always."

—Count Hans d'Orlac, vampire

The Lich King has a long and storied history, including the time prior to his death when he was known as the Wizard King. Throughout his long life, and following rise and existence as a monstrous undead ruler, he has created or collected all manner of magic items.

Though most of the Lich King's trove of treasures is kept securely in the Necropolis, it's not unknown for tomb raiders to turn up forgotten magical riches—though few live long enough to escape the things that lair in old tombs. Not all that is dead slumbers peacefully.

ARMOR, ROBE, SHIRT, TUNIC

Bonemail (recharge 11+ after use): When you roll a death save, increase this armor's AC bonus by +1 (cumulative) until your next full heal-up. Quirk: Can't stand growing things.

Deathknight (recharge 6+): When a nearby ally becomes staggered, increase this armor's AC bonus by 2 until the end of the battle. Quirk: Likes chewing on bones.

Deathshroud: When you or a nearby ally fails a save, you gain a +2 bonus to AC until the end of your next turn. Quirk: Likes to sleep in a coffin or on grave dirt.

Ghostplate (recharge 11+): When you take damage from an attack targeting your AC, take only half damage unless damage resistance has already halved the damage. Quirk: Fears holy ground.

Rotted (light armor only): While you are taking ongoing damage or are helpless, gain a +2 bonus to AC and PD. Quirk: Concerned their skin is disintegrating and will consider odd procedures to prevent that.

CHAMPION

Dress of Deathless Grace (light armor only – recharge 16+ after use): The pearls on this dress are slightly stained with blood. When an enemy hits you with an attack that targets MD, that attack targets AC instead. Quirk: Courteous but cold.

...OR A ROBE?

Yeah, you could call this a 'robe of deathless grace' instead, but this light armor is the sort of item that screams "lich duchess."

Tombweb: When you take negative energy damage or take damage from an attack by an undead creature, gain temporary hit points equal to your level. Quirk: Enjoys the sensation of spiders crawling on their skin.

Vampiric: When you stagger a non-mook enemy or drop a non-mook enemy to 0 hp, gain a +2 bonus to AC until the start of your next turn. Quirk: Averse to holy symbols.

EPIC

Soul-drinking: When a nearby ally becomes helpless or dies, gain a +3 bonus to AC until the end of the battle or until that ally is no longer helpless or dead. If a death triggers this effect, the good news is you know *exactly* where your dead ally's soul is. Quirk: Thirsty—but not for mortal drink.

Stygian Iron (1/day): When you fail a death save, you succeed instead and gain a +2 bonus to all defenses until the end of the battle. Quirk: Depressed.

ARROW, CROSSBOW BOLT, SLINGSTONE

Gravewood: The wood for this ammunition came from a tree that sprouted from a grave. The crit range of this ammunition expands by 2 (usually to 17+) against undead creatures, and on a hit against an undead creature, the attack deals double damage (triple damage on a critical hit) and the target becomes hampered and stuck (save ends both, or hard save ends [16+] on a crit).

CHAMPION

Ice-bolt: This missile freezes as it flies. When you hit with an attack using this ammunition, the target also takes 6 ongoing cold damage (epic: 10 ongoing cold) and is stuck until the end of its next turn.

BELT, SWORDBELT, KILT, GIRDLE

Cincture of Famine: Wearing this girdle gives you a very tiny waist, and removes your normal need for food, water, and air, though this effect doesn't protect you from any attack. Quirk: Hungers for normally inedible things.

Grave Dirt Girdle (recharge 11+): This belt has pouches containing grave dirt. When you heal using a recovery, until the start of your next turn, you: gain *resist damage 16+* against all damage, can pop free from each enemy engaged with you as a move action, and can move through solid objects but not end your turn there. Quirk: Likes to be near graveyards.

CHAMPION

Ligature of the Lich: When you heal using a recovery, gain a +4 bonus to saves until the end of your next turn. Quirk: Seeks ways to unnaturally extend life.

EPIC

Belt of Phylacteries: When you have no recoveries remaining, roll a save. If you succeed, you regain a recovery. Quirk: Fears others will steal their soul.

BOOK, SCROLL, MANUAL, GRIMOIRE

Book of the Names of the Dead: This book contains blasphemous funeral rites and forbidden rituals. You gain a new 2-point background called 'undead diplomacy.' Once per day spend a recovery to summon a harmless undead creature to your aid. The creature can't fight for you, but it can perform simple yet time-consuming or dangerous tasks. Roll an appropriate skill check for difficult tasks, perhaps using your new *undead diplomacy* background. Quirk: Doesn't think through actions fully—go ahead, read aloud that incantation.

Grim Grimoire: While attuned to the book (and after fully reading it), you become aware of the secret burial places of the heroes of old and gain a new 2-point background called 'tomb guardian.' Quirk: Speaks in riddles.

BOOTS, SANDALS, SLIPPERS, SHOES

Deathwalker Greaves (1/day): While you're in a graveyard or other area with a strong 'dead' vibe, phase through solid objects



HEY, WE'RE RAIDING A TOMB!

Deathwalker greaves will let you phase when in a family mausoleum, or a graveyard, or a five-room mini-dungeon tomb. Phase away!

A massive tomb complex that is more 'dungeon' and less 'tomb,' not so much. Of course, the dead-bodies-in-a-crypt part of the massive tomb complex are graveyard enough for the item to let you phase.

Crawling about the astral plane on the body of a dead god? Yep, that's tomb-y enough for these boots. Other calls we leave to you to convince the GM.

as part of your normal movement, passing through tomb doors and striding through tombstones for example, until the end of the battle or scene. Quirk: Talks to the dead.

Soul-striders (recharge 11+ after use): When a nearby creature dies, teleport next to that creature. Quirk: Hears their own heartbeat constantly.

BRACERS

Bracers of the Deathwatch Beetle: Your crit range with attacks made using these bracers expands by 1 (usually to 19+) against beasts, dragons, giants, and humanoids; and by 2 (usually to 18+) against plants. Quirk: Enjoys the smell of carrion.

CHALICE, GOBLET, GRAIL

Skull Grail (1/day): Spend a recovery to reroll a recharge roll for a spell. If the reroll fails, start the next battle with 15 temporary hit points (champion: 30 temp hp; epic: 50 temp hp). Quirk: Collects trophies.

Tarnished Chalice (recharge 16+): Spend a recovery and roll your recovery dice but don't heal. The next creature targeted by an attack from one of your allies this battle takes that amount of negative energy damage, hit or miss. Quirk: Debauched.

CLOAK, MANTLE, CAPE

Mantle of Ice (recharge 11+ after use): When an attack that deals cold damage targets your PD and misses, gain temporary hit points equal to the damage you would have taken if the attack had hit. Quirk: Always too warm for comfort.

CHAMPION

Mantle of Vampirism (1/day): Until the end of the battle, you know which enemy has the fewest hit points (or are tied for fewest). Once this battle

when you hit that enemy with a basic attack or at-will attack, you regain a recovery, and if that attack drops the enemy to 0 hp, you can heal using that recovery. Quirk: Grows fangs, or becomes focused on trying to grow fangs.

EPIC

Bat-winged Cloak (1/day): When you drop a creature to 0 hp, you gain *flight* until the end of the battle or scene. Quirk: Doesn't always know when to stop fighting.



Yes, slaying a harmless or friendly creature can activate the cloak. How will the rest of the group react to that?

GLOVE, GAUNTLET, MITT

Gloves of Icy Grasp (recharge 11+): When you roll damage dice for an attack that deals cold damage, reroll the damage dice and keep the higher result. Quirk: Restrains emotions.

Gravewarden Gloves: You can touch normally intangible creatures with these gloves. When you make attacks against spirits and undead, ignore the *ghostly* and *spirit body* (and similar effects) abilities of those creatures. Quirk: Cowardly around ghosts.

CHAMPION

Silver-thread Gloves (standard action – recharge 16+): When an ally next to you is dying, pull their soul back into their body, and that ally automatically succeeds on their next death save (GM, your call on whether that ally gets to act or not that round). Quirk: Fascinated with the process of dying.

HELMET, CIRCLET, CROWN, CAP

Crown of Ice: When you roll a natural even hit with an attack that targets MD, deal +1d4 cold damage with that attack (champion: +2d4; epic: +2d8). Quirk: Cold-hearted.

CHAMPION

Iron Crown (quick action – recharge 11+): When two or more enemies are engaged with you, make a basic melee attack against one of those enemies that deals negative energy damage instead of any other type of damage. Quirk: Has an unfocused gaze.

EPIC

Tarnished Silver Crown: When an attack targets your MD and misses, deal negative energy damage equal to three times your level to an enemy engaged with you. Quirk: Nostalgic for glories of past ages.

NECKLACE, PENDANT

Memento Mori (1/day): Reroll (or force a reroll) of any die roll (for example, an attack roll for or against a PC, a roll to determine targets, one d10 in a d100 roll, a damage die; etc.). If the reroll fails, gain a +1 bonus to saves until your next full heal-up. Quirk: Forgetful.

Mummified Monkey Paw (3/day): When you or a nearby ally fails a save, you or that ally succeed instead, but the next ally (including you) who rolls a save automatically fails and you can't use the *mummified monkey paw* to change the result. Quirk: Uses the phrase "I wish . . ." constantly (and recklessly, considering what else this item might be capable of).

Necklace of Bones (recharge 16+): When you would randomly determine an outcome in the game through a die roll or some other method (such as a chaos mage drawing stones), you can try again and take the result you prefer. Quirk: Indecisive.

ORB (IMPLEMENT)

Bone Orb (quick action—recharge 16+): One nearby undead creature (including you if you are undead) heals 10 hit points (champion: 20 hp; epic: 30 hp). Quirk: Living flesh disgusts you.



Obviously things like a necromancer's skeletal minions are undead. But what if zombie form, ghoul form, ghost form, or vampiric form have been cast upon you? My take would be that yes, you are temporarily undead enough to benefit from healing from the bone orb.

Globe of Darkness (standard action – recharge 16+): Create a surface of mystic darkness under or next to 1d3 nearby enemies in a group and each creature engaged with them (possibly including you and your allies). Each creature targeted is stuck (easy save ends, 6+) as dark tentacles extend from the surface and grab them (champion: the tentacles ignore you; epic: the tentacles also ignore your allies). Each creature targeted takes a –5 penalty to disengage checks until the end of the battle. Quirk: Fear of the darkness.

Sphere of Witch-mists (quick action – recharge 16+): Teleport to a nearby location you can see, and if the orb fails to recharge, you can spend a recovery to regain this power. Quirk: You prefer to remain mysterious.

GAMEMASTER

You can get creative with the *mummified monkey paw*, inventing reasons why the paw's magic causes one person to succeed and another to fail.

Monkeys paws in fiction are known for granting wishes in the worst way possible—perhaps that is something that this item can do too, if the adventurers can work out how to activate that power. Of course, do they *want* monkey paw style wishes?

RING

Ashen Ring (1/day): Until the end of the battle, each nearby enemy can't heal or gain temporary hit points until that enemy succeeds with a hard save (16+) and then uses a standard action to do nothing but shake off the effect. Quirk: Likes to cleanse/cremate enemies.

Bone Ring: If you are humanoid you are instead considered undead when it would benefit you, and vice versa. You also always know the direction and distance to the nearest properly kept (not abandoned) graveyard or tomb. Quirk: Cadaverous appearance (or at least outlook).

Iron Ring (move action—recharge 6+ after use): Draw a nearby small unattended metal item to you, or pull yourself to a large one. The effect of this power isn't exceptionally fast: pulling an item to you doesn't count as any sort of attack, and when you pull yourself to an item, even though you are effectively flying during that movement, it still provokes opportunity attacks. If the item is in a grave or a crypt, the power recharges automatically. Quirk: Hates grave robbers.

Rotten Ring: You are immune to all mundane diseases and have resist poison and negative energy 16+. Quirk: Loves rotted meat.

SCEPTER, ROD, CAPE (IMPLEMENT)

Scepter of the Phantom Prince (recharge 11+): When you score a critical hit with a spell cast through this implement, teleport to a nearby location you can see. Quirk: Can't abide being in the presence of salt.

CHAMPION

Scepter of the Zombie Queen: When you are at 0 hp or below, you don't fall unconscious and can continue fighting until you die (usually from reaching half your maximum negative hit points). If you take any actions during your turn while at negative hit points aside from rallying, you can't be healed or gain hit points until the start of your next turn. Quirk: Emotionally dead half the time.

EPIC

Scepter of the Vampire Vizier: When you score a critical hit with an attack made using this implement, you can deal normal damage instead of double damage to gain temporary hit points equal to the extra damage that you would have dealt. Quirk: Silver gives you a rash.

SHIELD

Bloodthirsty Shield: The first time each battle you hit a beast, dragon, giant, or humanoid (once for each type) with a melee attack, heal hit points equal to twice that enemy's level. Quirk: Thirsts for blood, obviously.

Shield of Bones (quick action – 1/battle): A beast, dragon, giant, humanoid, or undead engaged with you pops free from you as you briefly take control of its bones to force it to move away. If you use the shield's power as a standard action instead of a

quick action, that creature is also stuck until the end of its next turn. Quirk: Keen puppeteer.

STAFF (IMPLEMENT)

Staff of Blackened Bones: When you cast a spell using this staff that deals negative energy damage or that targets an undead creature, and your attack roll equals the escalation die, you score a critical hit against that target, even if the attack roll would normally miss. Quirk: Hears the whispers of the restless dead. Probably best that they can't (often) understand them.

Staff of Finality (1/day): When you drop an enemy to 0 hp with an attack using this staff, and that creature is neither stronger than double-strength nor more than two levels higher than you, that creature can't heal, dies, turns to dust, and can't return or be brought back to life. Once-per-level you can use this item's power on any creature. Quirk: Trouble comprehending cycles of nature.

SYMBOL, HOLY RELIC (IMPLEMENT)

Heretic's Fingerbone (1/day): When you cast a spell using this implement, count a natural 1 attack roll as a natural 20. Quirk: Entertains profane beliefs.

Iconoclast's Relic: Your crit range for attacks made using this implement expands by 2 if at least two of the following conditions are true about the target: it's stronger than a standard monster; it's higher level than you (champion: at least 2 levels higher; epic: at least 3 levels higher); and/or it's either a dragon or a humanoid. Quirk: Has subversive thoughts.

Stone of Sloth (1/day): When you don't roll to recharge any powers during a quick rest (because you choose not to, none need recharging, or you have none), each recovery you spend to heal during that rest heals you the maximum amount for your recovery dice. Quirk: Slothful.

Symbol of the Tolling Bell: When you fail a death save, each of your allies gains a +1 bonus to all d20 rolls until the start of your next turn. Quirk: Fear of bells.

WAND (IMPLEMENT)

Deadwood Wand: When you make an attack against a plant using this wand, gain a +2 bonus to the attack and your crit range expands by 2 for that attack. Quirk: Collects driftwood.

Ghost Flute (recharge 11+): When you cast a spell using this implement that has a hit point threshold for targets (*charm person, hold monster, sleep, etc.*), double the hit point threshold for undead targets, and you regain the spell at the end of the battle if you targeted only undead with that spell. Quirk: Plays music at midnight.



I like to imagine that the bodies of enemies killed with the ghost flute wand keep dancing until after the battle.

WEAPON, MELEE

Deathcaller: When you make an attack with this weapon and the target has fewer than 5 hp (champion: fewer than 15 hp; epic: fewer than 25 hp) after the attack, the target drops to 0 hp. Quirk: Laughs at own jokes, the crueler the joke the bigger the laugh.

Heartbreaker: You always know when any nearby creature you can see (including your allies) is vulnerable. Once-per-day when you or an ally scores a critical hit against a vulnerable enemy, that attack deals triple damage instead of double. Quirk: Exploits emotional vulnerabilities.

Ice-crack: When an enemy deals cold damage to you or scores a critical hit against you, your crit range with this weapon expands by 1 until the end of the battle (cumulative, up to a maximum crit range of +3). Quirk: Obsessed with ice, the more ice the bigger the draw.

Reaping: When you drop a mook with this weapon, heal 3 hp (champion: 7 hp; epic: 12 hp). Quirk: Cares for their 'harvest' after their death.

Tomb-spike: Attacks with this weapon deal 2d8 extra holy damage (champion: 3d10; epic: 4d12) on a hit against undead and enemies that deal negative energy damage. Quirk: Venerates ancestors, maybe a little too much.

EPIC

Peerless: When you are in battle with a weapon-wielding enemy who is at least 3 levels higher than you or is stronger than a standard monster, this weapon's default bonus increases to +4, or to +5 if the enemy is both. Quirk: Envious of others' powers.

WEAPON, RANGED

Life-drinker: When you drop a non-mook enemy to 0 hp with an attack using this weapon, you gain a +3 bonus to your next attack roll with this weapon. Quirk: You believe that whatever doesn't kill you makes you stronger.

Rictus Grin (recharge 11+): When you hit with an attack using this weapon, deal half the damage as ongoing psychic damage. While taking this ongoing damage, the target laughs horribly at the pain, if possible, and if the ongoing damage kills it, it dies with a huge grin. Quirk: Loves puns.

Soul-rending (recharge 11+ after use): When you make a basic attack or at-will attack using this weapon, target MD instead of AC and deal psychic damage instead of any other type. Quirk: Collects trophies from the dead.

(VERY CURSED) WONDROUS ITEMS

The eye and hand of the Lich King are items deserving of a campaign all by themselves. They might be true relics, cleaved from the Wizard King when the Orc Lord slew him—or they might simply be items patterned after the Lich King's missing body-parts.

Yes, to attune to these items you must gouge out or cut off your own body parts. If you attune to both items, the combined

LICH KING: MINOR ITEMS

Mildly-cursed rat skull: This sigil-inscribed skull groans softly, whispers mildly unsettling things, and causes small insects to die. Useful for keeping your home flea-free.

Skeleton key: When inserted into a lock (or tapped against a door), it summons a skeleton to open the door and step through it, holding it open for others. Only one skeletal doorman can be summoned each day, and it will be reluctant or unable to stray far from the door it was summoned to.

Button in a reliquary case: When the tarnished silver button is sewn onto a garment, it makes others mistake the wearer for a member of the undead (though only from a distance). The magic is in the button, the case is just a fancy case.

Lattice-work lantern: When held in the hand, the lantern allows the bearer to see and hear ghosts in the area. Partly because even non-ghosts appear to the bearer to be ghosts.

Bone door-chime: Small bones suspended from a longer bone by sinew-strings. When placed near a door, the noise of the bones knocking together often manages to sound out the name of the person using the door. (It's easier to understand if you're a necromancer or are closely tied to the Lich King.) Story hook—One day the bones say your name and the door opens, but you're already in the room.

default bonus from these items goes up to +3—and you must replace one of your existing icon relationship points with a positive relationship point with the Lich King (or a conflicted point if you already have a positive point; or a negative point if you already have one positive and two conflicted points) and any new icon relationship points you gain must be with the Lich King, if possible.

Eye of the Lich King (1/day): When placed in your empty eye socket, this undead eye allows you to see what others can't. Until the end of the battle or scene, you have x-ray-style vision in addition to normal vision, allowing you to see through up to two inches of metal if you are next to it, and through other things like the flesh of creatures (to see bones), contents of pouches, wooden doors, etc.; you can see invisible objects and creatures; and you can see through illusions as the true form of things are revealed to you. You also gain a +1 bonus to attack and damage with all attacks that stacks with other magic items. Curse: While using the *Eye's* daily power, the Lich King knows your *exact* location and can see all that you can see, even if you close your eye or wear an eyepatch. Once you put the eye in, it can't be removed until you are dead. Quirk: Desires to seek out and attune to the hand.

Hand of the Lich King (1/day): When placed upon an arm-stump, the withered hand grafts itself on. Make a basic attack or at-will attack against a target with fewer hit points than you (you're

aware of which enemies are), targeting PD if your attack would normally target AC. If you hit with the attack, it's a critical hit. You also gain a +1 bonus to attack and damage with all attacks that stacks with other magic items. Curse: After you use the *Hand's* daily power, the Lich King takes control of your body and you are *confused* (hard save ends 16+). You are aware during his domination of you. Quirk: Desires to seek out and attune to the eye.



This cursed Lich King-themed magic item originally had a much harsher curse involved with it, one that was a ticking time-bomb for the party and would force them either to become the Lich King's loyal servants, or his hunted and haunted enemies. Wiser heads than mine prevailed, and turned the dial down a bit. However, if ever there was an icon who is all about worse-than-usual curses, the Lich King is the one.

ADVENTURE HOOKS

End of (Un)Life Regrets—The magic that keeps a lich 'alive' is fading, and it wants the adventurers' help putting right some wrongs (in exchange for some of the treasures that it has accrued over a very long existence). The twist is that the lich isn't 'dying,' it just thinks it is, and as soon as it figures that out it will return to its evil ways with a vengeance, and want those treasures back.

Ghost Ship—The legendary 'living' ghost ship the *Soaring Gentleman* needs a new captain, and it has decided that one of the adventurers fits the bill. Every body of water the adventurers approach fills with mist and the ghost ship's bell can be heard. Soon undead sailors begin 'coming ashore' to kidnap the PC. Can the adventurers solve the mystery of the *Soaring Gentleman* before one of them is forced into a 'lifetime' of undead servitude?

Unusual Reversal—The White is a captive of the Lich King, and white dragons have become his creatures. The adventurers are sought out by a white dragon who has broken free of the Lich King's influence. The dragon's brood are still captives of a member of the Undying Peerage, and the dragon promises a share of a dragon hoard if they rescue her young. That's right—dragons need rescuing from a (undead) princess.

CHAPTER II

THE ORC LORD

“Raaargh!”

—Gargrag the Defiler

The Orc Lord—monarch of monsters, slayer of kings, destroyer of civilizations. Most of what the Orc Lord has is taken as war-bounty from other icons, but some magic items are uniquely orcish.

MAGICAL TATTOOS

Magical tattoos have become a status symbol among orc commanders, who proudly display these marks of the Orc Lord’s favor. The Orc Lord has developed magical tattooing into an art, copying older examples found on corpses from past ages.

Getting a magical tattoo involves gaining the Orc Lord’s favor, killing somebody or something with the tattoo, or similar quest-like methods.

Removing a magical tattoo involves attuning to a new item occupying the same slot. The tattoo becomes non-magical and fades away during your next few rests.

Magic tattoos work just like any other item in that they occupy a chakra (a magical tattoo on your face fills the head/helm/cap slot for example) and give you inherent bonuses and powers. Magical tattoos grow over time, becoming larger and more complex as a character rises through the tiers from adventurer up to epic (their bonuses increase and in some cases their powers expand).

ARMOR, ROBE, SHIRT, TUNIC

Knot-of-blades chest tattoo: Gain resist damage 12+ to melee attacks against AC. Quirk: Likes showing fangs.

Knot-of-fists chest tattoo (recharge 16+): When a non-weapon melee attack hits you, your next unarmed attack this battle that hits deals double damage. Quirk: Lets fists do the talking.

Knot-of-whips chest tattoo: When an enemy hits you with an attack that targets AC, gain a +1 bonus to your next melee attack if it targets that enemy. Quirk: Driven by fear of failure.

Owlbear chest tattoo: When you score a critical hit, the AC bonus of this armor increases by 1 until the next time you score a critical hit or until your next full heal-up. Quirk: Weak is meat.

Roaring-bear chest tattoo: You don’t take miss damage while engaged with two or more enemies. Quirk: Roars with rage, a lot.

Stomping-behemoth chest tattoo: Gain resist damage 16+ against environmental damage and traps. Quirk: Completely ignores ‘minor irritations.’

MAGICAL TATTOOS, CONTINUED

Some tattoos have a similar name and quirk as other tattoos, but occupy a different chakra. To differentiate them (and make anyone with an item database happy), we added the body location to the name.

ARROW, CROSSBOW BOLT, SLINGSTONE

Roaring: When you miss an enemy with this ammunition, deal extra thunder damage equal to twice your level.

BELT, SWORDBELT, KILT, GIRDLE

Bad-moon waist tattoo: Gain a new 2-point background called *humanoid hunter*. Quirk: Howls in battle.

Crossed-axes waist tattoo: The first time you become staggered each battle, the next enemy you hit before the end of the



battle takes +1d8 thunder damage (champion: +2d8 thunder damage; epic: +3d10 thunder damage). Quirk: Sees kindness as weakness.

BOOTS, SANDALS, SLIPPERS, SHOES

Charging-boar leg tattoo: When you move to engage an enemy and miss it with an attack during the same turn, deal extra miss damage equal to the escalation die to that enemy (champion: twice the escalation die; epic: three times the escalation die). Quirk: Argumentative.

Snuffling-hog leg tattoo: When an enemy fails to disengage from you, gain temporary hit points equal to its disengage check roll (champion: twice the roll; epic: three times the roll). Quirk: Willing to eat anything.

Stomping-behemoth leg tattoo: When you disengage or pop free from an enemy, that enemy takes thunder damage equal to the escalation die (champion: twice the escalation die; epic: three times the escalation die). Quirk: Unheeding of 'minor irritations.'

CHALICE, GOBLET, GRAIL

Bad-blood Bowl (quick action – 1/day): Spend a recovery to coat your weapon or the weapon of an ally next to you with a deadly toxin. Roll your recovery dice but don't heal. The next attack using that weapon that hits deals ongoing poison damage equal to the recovery roll, and half that much ongoing poison damage on a miss. Quirk: Licks blood off weapons after use.

CHAMPION

Goblin Goblet (quick action): Spend a recovery to create a blood-red sniveling goblin (using the baseline stats, actions, and player control for a ranger's *animal companion* of your level except that its hit points equal your recovery roll). The goblin lasts until the end of the battle. Quirk: Enjoys having lackeys to boss around.

CREATE GOBLIN

Jokes about 'hemo-goblins' aorta be expected, and your attempts to staunch them might prove in vein, so inject this into your game if you don't regard bloody puns as something that might b-negative.

CLOAK, MANTLE, CAPE

Batwing back tattoo (1/battle or scene): When you fall, cast the wizard utility spell *feather fall* as a 1st level spell. Quirk: Recklessly takes dares.

Charging-boar back tattoo: When an attack misses your PD, your attacks deal at least half damage on a miss until the end of your next turn. Quirk: Argumentative.

Roaring-bear back tattoo: When you take thunder damage from an enemy attack, the next enemy you target with an attack this battle takes extra thunder damage equal to half of the thunder

damage you suffered, hit or miss. Quirk: Roars with rage.

Snuffling-hog back tattoo: When an attack misses your PD, gain temporary hit points equal to the number of mooks you have killed since your last full heal-up (champion: twice the number of mooks; epic: three times the number of mooks). Quirk: Willing to eat anything.

GLOVE, GAUNTLET, MITT

Blue-eye palm tattoo: You can see through the eye on this palm tattoo. Gain a +4 bonus to MD against last-gasp attacks that target MD (such as a basilisk's gaze attacks, the petrification attack of a medusa, etc.) and this bonus stacks with other magic items. You can also cast the wizard cantrip *mage hand* at will. Quirk: Fears the evil eye.

Roaring-bear hand tattoo: When you drop a beast, dragon, giant, or humanoid to 0 hp, gain a +5 bonus to your next attack roll. Quirk: Roars with rage.

HELMET, CIRCLET, CROWN, CAP

Batwing face tattoo: You can 'see' using sonar, just like a bat. Gain a +2 bonus to skill checks to sense what you can't see normally (detecting invisible enemies, seeing through illusions, finding your way in total darkness, etc.). Quirk: Recklessly takes dares.

Blue-eye face tattoo: You can see things that are normally imperceptible, foretell the future, and have extra knowledge of the past. Gain a +2 bonus to skill checks to detect magical effects, know about past events, and predict future events. Once per day you can cast the wizard cantrip *mage hand* as a quick action. Quirk: Fears the evil eye.

NECKLACE, PENDANT

Leadfeather Pendant: You take only half damage from falling. Quirk: Fear of heights.

Moon-wolf neck tattoo: Gain a +2 bonus to skill checks to understand and interact with beasts, and when you drop a beast to 0 hp, you can immediately roll a save against each condition affecting you—even if that condition would not normally allow a save (like being stuck until the end of your turn). Quirk: Very carnivorous.

Swiftstone Necklace (quick action – 1/day): Make a standard action attack. Quirk: Talks too quickly.

RING

Knuckle tattoos: Your fists count as magic heavy two-handed weapons of the tattoos' tier, with one doing cold damage and one doing fire damage, OR with one doing lightning damage and one doing thunder damage, OR both doing normal damage. Choose which damage type is for your main hand and which is for your off-hand when you first attune to this item. Quirk: Sometimes takes things without asking.

WRINKLES WITH KNUCKLE TATTOOS

You can fight with one fist while holding a shield, and even though these tattoos turn your fists into the equivalent of a heavy two-handed weapon, if you roll a natural 2 on an attack, you can still make an off-hand attack.

The power of this tattoo generally doesn't lend itself to monk attacks, because they turn your fists into energy-shrouded weapons of brutal smashing unsuited for monk-like finesse.

SCEPTER, ROD, CAPE (IMPLEMENT)

Mace of Dominion (1/battle): This magical implement also counts as a heavy melee weapon. You can count one ally as an enemy to target them with a damaging attack made through this item. If you do, you can then target two additional enemies engaged with that ally with the attack. Quirk: Strength is a great virtue of leadership.

Totem of Fecundity (1/day): When you cast a summoning spell, you also summon some goblin mooks (or other lowly creatures that fit your character's flavor) as if you had cast the necromancer spell *summon undead* as a 1st level spell (champion: 5th level; epic: 9th level), except you summon 1 fewer mook (so 1d3) and the mooks are humanoid goblins (or whatever) instead of undead. Quirk: Maternal monster.

Totem of Rage (recharge 16+): When the escalation die is 3+ and an ally makes a melee attack on their turn, make a melee basic attack. Quirk: Goes along with the group.

SHIELD

Bad-moon arm tattoo: Gain a +1 bonus to AC as though you had a shield, but your off-hand is left free to wield an off-hand weapon or a two-handed weapon. Quirk: Howls in battle.

Shield of Claws (recharge 11+): When you deal miss damage with a melee attack, add the shield's hp bonus to that miss damage. Quirk: Acts feral.

SYMBOL, HOLY RELIC (IMPLEMENT)

Ensign of Loyalty (recharge 16+): Until the start of your next turn, you and each nearby ally gain an attack bonus against enemies engaged with an ally equal to the number of effects on the engaged ally (for example, if an ally is both *stuck* and *hindered*, you and your allies would gain a +2 bonus to attack an enemy engaged with that ally). Quirk: Set in their ways.

Talons of Envy (1/day): When an ally successfully recharges a spell, you gain a daily use of that spell until your next full heal-up, using your normal casting ability score for that spell. Quirk: Envious of friends and enemies.

ORC LORD: MINOR ITEMS

Bearded skull: An orc skull, except that it has a long calcified beard. Kissing the skull on the mouth will make toothaches go away (the skull's beard grows longer with each toothache it cures).

Crab-shaped belt buckle: An ornate silver buckle. Its minor magic ensures that you can find shelter, though always in unusual places. Story hook—Bivouacking in a cave one stormy night, you are joined by two others, both with crab-shaped buckles as well. Coincidence, or not?

Indescribable ordinary object: This object is incapable of being described with words or gestures, despite the fact that it is all respects ordinary. Useful for winning bets in taverns or momentarily confusing city guards.

Wooden eye: Anybody who uses this eye to replace a missing eye (or mounts it into an eyepatch and wears it over one of their own eyes) gains the ability to see using the eye. The eye can see through wood as though it were cloudy glass.

Broken clay tablet: Covered in angular symbols and broken into two pieces, when fitted together it gets twice as heavy. It probably does other things as well, but until then, it makes a great door-stop.

WEAPON, MELEE

Blood-rage (1/battle): When you miss with a basic melee attack or at-will melee attack using this weapon, reroll the attack, then, hit or miss, make the same attack against the closest nearby ally, moving as a free action that provokes opportunity attacks if no ally is next to you. Quirk: Rage, rage and hatred.

Boiling Blood (recharge 11+): When you miss a melee attack with this weapon, your next melee attack with this weapon deals +2d4 fire damage (champion: +3d6; epic: +4d8), hit or miss. Quirk: Where there's a whip there's a way.

Ogre Noble's Blade: When a devil, dragon, giant, humanoid, or spirit hits you with an attack, you learn one of its names. The default bonus of this weapon increases by +2 against that creature until the end of the battle. Quirk: Holds grudges.

WEAPON, RANGED

Blue-eye arm tattoo (1/battle): Add this tattoo's default bonus to attacks and damage you make with non-magical ranged weapons. When you make a ranged attack with a thrown weapon, increase the damage dice by one size (2d4 + 1 becomes 2d6 + 1, 5d6 + 3 becomes 5d8 + 3, etc.). Once per day, you can cast the wizard cantrip *mage hand* on a faraway object. Quirk: Fears the evil eye.

CURSED ITEMS

Orcnest (wondrous item – cursed disease – 1/day): Your body swells in places and a bunch of tiny orc-things pop forth

from you at the start of your next turn as if you had cast the necromancer spell *summon undead* (13TW, page 86) at your level, except the orcs are humanoids instead of undead. You also gain a +4 bonus to any social skill checks involving orcs and related creatures (like half-orcs, goblins, ogres, etc.). Curse: When an enemy scores a critical hit against you, the curse's power activates even if it's expended and it doesn't count as the daily use of the power, but the orc-things you spawn are hostile and attack your allies—and you if you try to stop them. Quirk: When you would run into derro, kobolds, troglodytes, or other humanoid monsters, you tend to run into orcs.

GAMEMASTER

Technically the *orcnest* is a 'cursed disease' that you can attune by accident when you loot or examine a dead orc.

The Orc Lord's Axe: (heavy two-handed – +2 to attack and damage; champion-tier: +3; epic-tier: +5 – recharge 16+ after use) You must change an icon relationship point you have with an icon that is not the Orc Lord to a positive relationship point with the Orc Lord (or to an ambiguous relationship point if you can't have a negative one, or to a negative relationship point if you can't have a positive or ambiguous point). When you attack with the axe and hit an enemy with fewer hit points than you, that enemy drops to 0 hp. Curse: After this power recharges, the next time you become staggered or a critical hit is scored against you, you become confused (hard save ends, 16+). Quirk: Paragon of orcish behavior.

War-dirge of Chaos (1/day): When you drop an enemy to 0 hp, until the end of the battle your movements and attacks create music. While you are creating this cursed dirge, an enemy that starts its turn engaged with you takes thunder damage equal to your level, and your attacks that target AC target PD and deal thunder damage instead. Curse: When you miss with an attack while the dirge effect is active, you and each ally engaged with the target take thunder damage equal to your level. Quirk: Has trouble staying quiet.

A CURSED SONG?

The *war-dirge of chaos* could be a book magic item that uses that chakra, but no orc has ever taken quill to parchment to write it down—you must hear it to learn the song, though not everybody who is taught the song can learn it.

ADVENTURE HOOKS

Into the Orc Pits—A box containing a secret cargo was being transported to a mysterious location in the far north by skybarge, when the skybarge was attacked by a dragon. The icon who was having the box transported tasks the adventurers with getting it back. The group needs to go to an orc pit deep in the Frost Range to retrieve the box. However, the adventurers are unaware that the box contains someone who was kidnapped. Who is the kidnapping victim, where were they being taken, and why?

Reversion—The first orc was created by the elves, and now some orcs are starting to develop elf-like traits. Is this a reversion of the warrior bloodline, or the development of a new kind of orc? Both the Orc Lord and the Elf Queen are desperate to know, and both have tasked the adventurers with finding out. The twist—neither icon knows that the other icon has sent the adventurers to uncover the truth. Double twist—one of them is responsible for what is happening.

War!—The orcs are on the march, an army sweeping into the Dragon Empire. However, it is a feint by the Orc Lord—a small strikeforce is being sent elsewhere while the enemies of the Orc Lord are distracted. The adventurers get wind of things and must stop the strikeforce, but what is the strikeforce's objective? (If the party is loyal to the Orc Lord, maybe they are the strikeforce, and they must dodge the followers of the other icons).

CHAPTER 12

THE PRIESTESS

"Blessed be the light!"

—Sir Frampton, holy paladin

The Priestess, messenger of the gods of light, upholder of all that is good and right. Of course, exactly how her followers interpret her teachings varies—some prefer to be more lawful than good, others put what they personally feel is right before the demands of holy laws.

ARMOR, ROBE, SHIRT, TUNIC

Armor of Incense (heavy armor – recharge 11+): This armor's ornate pauldrons contain censers (containers for burning incense). Until the end of the battle, each demon, devil, and undead that attempts to engage you must roll a normal save. On a failure, that creature can't engage you. If you engage one of those creatures, it has no effect on it. Quirk: Always filling the air with incense.

High Clergy's Robe (light armor – recharge 11+): Until the end of the battle, double the armor's default AC bonus against weapon attacks. Quirk: Eager to face the forces of evil.

Vestal Vestments (recharge 11+): This armor has sacred texts sewn to its lining or inscribed upon its surface. When you cast a spell that increases the AC of you or an ally, increase this armor's default AC bonus by +2 until the end of the battle. Quirk: Burns the dead.

ARROW, CROSSBOW BOLT, SLINGSTONE

Smite-seeker: When an attack using this ammunition misses, reroll the attack with a –5 penalty against a random enemy that this arrow has yet to target, and if the reroll misses it retargets again with a –10 penalty. If the second reroll misses, the ammunition flies out of the battle in search of the nearest evil-doer.

BELT, SWORDBELT, KILT, GIRDLE

Cincture of Potions (2/day): When you drink a healing potion stored on this belt, roll the recovery twice and use the higher result. Quirk: Eager to try new things.

BOOK, SCROLL, MANUAL, GRIMOIRE

Book of Light: Reading this book gives you a connection to higher powers. When you heal using a recovery, you shine with an inner light and either heal extra hit points equal to the escalation die (champion: twice the escalation die; epic: three times the escalation die) OR deal that much holy damage to each enemy engaged with you. Quirk: Always calm.

Hymnal of Echoes: This book contains songs written in a secret divine language. When you have read the book and attuned to it, you gain one 1st level bard song (champion: 3rd level; epic: 7th level) that you cast using your best ability instead of Charisma. Rereading the book during a full heal-up lets you switch songs. If you are a bard, the song is an extra song in addition to the ones that you normally know. Quirk: Sometimes starts accidentally speaking the divine language instead of their own.



CHAMPION

Tome of the Thirteenth Prime (1/battle): Once you have read the 41 lessons in this book and attuned it, your unarmed and weapon attacks that have no other damage type now deal holy damage. When you hit a target with an unarmed or weapon attack, it takes 1d8 extra holy damage (champion: 2d8 damage; epic 3d10 damage). Quirk: Fear of numbers, especially the one between twelve and fourteen.

EPIC

Scroll of the Serene Sky (1/day): Once you've mastered the lessons in this book, your feet no longer directly touch the ground as you move (unless you wish them to; this doesn't prevent falling damage, but might lessen it or allow you to avoid certain traps as the GM wishes). Until the end of the battle or scene, you gain *flight*. Quirk: Fears dirt and germs.

BOOTS, SANDALS, SLIPPERS, SHOES

Sandals of the Creator: When you roll a natural 13 or 20 on a disengage check, you can heal using a recovery. Quirk: Architectural critic.

BRACERS

Prayer-wheel Bracers (recharge 11+): The outside of these bracers is inscribed with prayers and spins when you attack. When you hit an enemy with a melee attack, rally if you have not yet rallied this battle. Quirk: Dutiful.

Seven-prayer Wrappings (recharge 16+): Until the end of the battle, your attacks deal holy damage, and once per round an enemy you hit with an attack takes 2d6 extra holy damage (champion: 3d10 damage; epic: 4d12 damage). Quirk: Uses phrases that piously invoke the gods.

CHALICE, GOBLET, GRAIL

Consecrated Chalice (recharge 11+): Spend a recovery and a nearby ally heals using a free recovery. Quirk: Bloviator.

CHAMPION

Hallowed Grail (1/level): When an ally dies, *permanently* spend a recovery and roll a d20. On a 16+, that ally returns to life and has 1 hp; otherwise, that ally returns to life at the end of the battle with 0 hp. Quirk: Prone to moments of paralyzing doubt.

EPIC

Blessed Vessel (1/day): Spend a recovery to draw the attention of the forces of light to you as you make a plea. Reroll a positive or conflicted icon relationship die with the Emperor, the Great Gold Wurm, or the Priestess. Quirk: Tells the truth.

CLOAK, MANTLE, CAPE

Mantle of the Abbot: You can turn water into wine, stones into bread, and do similar tricks that ensure that your group always has food and drink enough to spare. You can't limitlessly perform your gastronomic tricks—no transforming rivers into mead or turning dungeon walls into cake, well, at least

not without some icon advantages. Quirk: Worries about precedence (who does what first, who gets best seating, etc.).

CHAMPION

Castellum Chasuble (recharge 6+): The wearer of this garment gains the ability to commune with castles and other stone fortifications, though just because you can talk to a building, doesn't mean it has anything interesting to say. When you seek to gain useful information from a structure, roll a ridiculously hard skill check (or a hard skill check if it's a religious structure of some sort). If you succeed, gain useful information. Quirk: Wishes to serve the Cathedral of Santa Cora.

GLOVE, GAUNTLET, MITT

Helping Hands (1/day): These white silk gloves leap off and fly about at your command. Until the end of the battle, you can make skill checks involving nearby objects while fighting or otherwise occupied (for example, you could pick a lock while fighting, hold a door closed or open while casting a spell, etc.). Quirk: Show-off.

HELMET, CIRCLET, CROWN, CAP

Circlet of Divine Right (recharge 6+): Gain a +3 bonus to a roll to charm, command, or influence—either with an attack or a skill check. Quirk: Uncertain of who their true friends are.

Miter of Might (recharge 11+): When you make a skill check using Strength, roll twice and take the better result. Quirk: Believes in predestination.

PECKLACE, PENDANT

Symbol of Faith (1/day): When you are helpless, cast a spell on your turn as though you were not. It might not be you casting the spell, but the gods or other forces acting through you. Quirk: Surrounds themselves with religious iconography.

ORB (IMPLEMENT)

Orb of the Holy Mother (recharge 11+): Cast a summoning spell as a quick action instead of as a standard action, except the summoned creature(s) doesn't appear until the start of your next turn. Quirk: Delays making decisions.

Orb of the Illuminated Seeress (1/day): You knew that the attack was coming . . . you've known for days, in fact. When you are engaged with an enemy and are targeted by a ranged attack or close attack, change the target of the attack to an enemy engaged with you. Quirk: Prepares for unlikely events.

Orb of the Sacred Father (recharge 6+): Spend a recovery to grant temporary hit points equal to your recovery roll to a creature you control, such as a summoned creature or an animal companion. Quirk: Protects those under their care.

Orb of the Wise Grandfather (1/day): Cast a spell, but don't roll to attack or assign effects until the end of your next turn. When the spell is finally cast, double the damage it deals or double the hit point threshold for the spell. Quirk: Often complains.

RING

Ring of Purity (1/battle): When you make an attack, that attack deals holy damage, and one target of the attack takes 1d8 extra damage, hit or miss (champion: 2d10 damage; epic: 3d10 damage). You can also always use the ring to remove dirt and filth from yourself, from food, and from other objects (but it doesn't protect against any attack or condition). Quirk: Fastidious.

Bishop's Ring (recharge 11+): Any documents sealed with this signet ring are mystically imprinted. Anyone handling them will know exactly who sealed the document and whether or not it has been tampered with in any way. When you use the power, gain a +2 bonus to AC and PD until the start of your next turn as you create a protective rune in the air that looks like the seal on this ring. This bonus stacks with other magic items. Quirk: Meddlesome.

SHIELD

Shield of Burnished Gold (1/day): When you are hit by an attack with a last gasp save effect, the attacker becomes the target of that attack instead. Quirk: Self-important.

Shield of Displayed Convictions (1/battle): When an attack targets an ally, the attack instead targets you if you were not already a target of the attack but could be (for example, if a wight attacks an ally with its *sword* melee attack and you aren't engaged with the wight, you can't use this power to become the target). Quirk: Preachy.

STAFF (IMPLEMENT)

CHAMPION

Crook of the Shepherd (recharge 11+): Spend a recovery to allow a nearby ally to heal using a free recovery. Quirk: Takes care of others, even if they don't want help.

Distaff of the Weaver (quick action – recharge 6+): Create a web across a doorway or small opening as if you cast the wizard utility spell *hold portal* at your level. Quirk: Enjoys quality fabrics.

Hod of the Builder (1/day): Create a small brick wall around a nearby non-flying enemy; that enemy becomes stuck (save ends). The wall eventually crumbles to dust, but it's up to the GM when that happens. Quirk: Overestimates.

Pruning Hook of the Vintner (1/day): Cause grape-bearing vines to sprout, creating a temporary structure. The structure isn't sturdy enough to withstand deliberate attacks, but can serve as a temporary bridge or shelter. Quirk: Indulges in bacchanalian pleasures.

Spear of the Huntress (recharge 16+): Until the end of the battle, the crit range of one of your nearby allies expands by 2 (usually to 18+) against one nearby enemy. Quirk: Eat what you kill, kill what you eat.

Trident of the Fisher (1 battle/day): When you make an attack using this implement and you or the target are in or on water, the default bonus of this implement increases by 2 and your crit range expands by 2 for that attack. Quirk: Prefers to eat fish.

SYMBOL, HOLY RELIC (IMPLEMENT)

Symbol of Munificence (recharge 11+): When you or an ally miss every target with a daily attack power, you and each nearby ally gain temporary hit points equal to your level. Quirk: Very generous.

Symbol of Scrupulousness (1/day): When you or a nearby ally you can see are affected by a fear aura, activate this power. Then as a quick action during your next turn, you can rally using a free recovery. Quirk: Takes things literally.

Symbol of Second Chances (recharge 6+ after use): Once per turn when you or an ally fails a last gasp save, you or that ally rerolls the save and take the better result. Quirk: Blithely follows whims.

Symbol of the Moon (1/day): Cast the bard spell *charm person* at your level on a beast, using Wisdom for the attack roll if you wish. Quirk: Acts strangely when the moon is out.

Symbol of the Star (1/day): Increase your total recoveries by 1. When you cast a spell that allows an ally to heal using a recovery, they also heal using one of your recoveries. Quirk: Obsesses over star charts.

Symbol of the Sun (standard action – 1/day): This symbol glows with an inner light like sunshine. Cast the cleric spell *cause fear* as a close-quarters spell against 1d4 undead creatures, using Charisma for the attack roll(s) if you wish. Quirk: Paranoid about vampires.

WAND (IMPLEMENT)

Bandleader's Baton (1/day): Until the end of the battle when you roll to maintain a bardic song, roll twice and take the better roll. Quirk: Sings songs appropriate to the current situation.

PRIESTESS: MINOR ITEMS

Cut crystal apple: The apple isn't a gem, merely magically hardened cut glass. Written material viewed through the glass is translated into the viewer's native language (unless it is magically obscured writing). It's mostly accurate, except for anything to do with food.

Formal dress: This garment causes everybody to address you formally and politely.

Sparrow crown: A pewter crown, each of the glass 'jewels' of the crown is in a bird-shaped setting. Wearing the crown allows you to glide regally approximately 1 inch above the ground. If there is more than one of these in your world, they might have been made for official processions and parades, therefore coming with additional features such as fanfares of music, firework displays, or glowing halos. A bit dangerous in dungeon settings . . .

Festive poncho: This poncho is made of cloth woven in exciting colors. The poncho's magic makes people want to be seen with you—they'll buy you a drink to sit next to you at the bar, hold doors open for you to linger in your presence. Story hook—What happens if you meet another person wearing a festive poncho? Do their magics combine or come into conflict?

WEAPON, MELEE

Astringent Chain: When you hit a target with an attack made using this weapon, the target takes a –1 penalty to disengage checks (cumulative) until the end of the battle. Quirk: Admiresss sssssnakesss.

Quarrelsome Hammer (recharge 6+): When you are intercepted, the intercepting enemy takes damage equal to three times your level. Quirk: Starts fights.

Rhetorical Hammer (1/day): Until the end of the battle, the first time each round a nearby enemy makes a natural odd d20 roll, that enemy takes 1d6 psychic damage (champion: 2d8 psychic damage; epic: 2d12 psychic damage). Quirk: Argues about inconsequential matters.

Thurible of Smiting (1/battle): This heavy spiked sphere on a chain doubles as an incense burner. When you miss an enemy with an attack, that enemy takes ongoing damage equal to your level. Quirk: Follows obscure strictures of their faith.

Unsleeping Sword (1/day): When you are unable to attack, this weapon fights on. Until the end of the battle, you can still make melee basic attacks during your turn while you are helpless or unconscious. Quirk: Eager to start fights.

Weapon of Reason (recharge 11+): When you target an enemy with an attack made through this weapon, target MD instead of AC and deal psychic damage with that attack. Quirk: Prone to overuse of bon-mots.

WEAPON, RANGED

Bow of Burnished Gold (1/battle): Attacks made using this weapon deal fire damage on a natural odd roll and holy damage on a natural even roll. When you use the power, the target of an attack made using this bow takes 1d8 extra damage (champion: 2d10 extra damage; epic: 3d10 extra damage), hit or miss. Quirk: Proud.

Spear of Unfolding Clouds (1/day): When you score a critical hit with an attack using this weapon, the crit deals triple damage instead of double damage and that damage is lightning damage. Quirk: Loves storms.

CHAMPION

Weapon of Divine Desires (1/day): When you make an attack with this weapon against an enemy that is invisible or otherwise hidden or obscured, you take no penalties and don't have a 50% chance to miss. Quirk: Longs to see the face of the divine.

WONDROUS ITEM

Traveling Lectern (quick action – 1/battle): This reading stand follows its owner about, and is as intelligent as a dog or horse. There are many styles of walking lecterns: one-legged ones hop, others stride or strut or gallop or scuttle depending on the multiplicity of their legs. You gain the Ritual Casting feat, or if you can already cast rituals, gain a +4 bonus to checks to cast rituals. When you use the power, cling to the lectern and move, and the next close-quarters attack this battle that targets your AC or PD hits the lectern instead. If the lectern takes damage this way, you can't use the per battle power until after your next full heal-up. Quirk: Bookish.

DIVINE INVESTMENTS

Divine investments are marks that appear on those blessed by the gods. When a character gains a divine investment, the good news is that it can't be stolen or lost (or sold); it becomes part of the character. The bad news is if the character acts against the wishes of their divine patron, the mark and its power may fade.

Some divine investments fill a chakra slot just like magic items and they level up with the character, meaning they have inherent default bonuses equal to the character's tier (+1, +2, or +3) for that chakra. In that case, you can still attune to a magic item that fills the same chakra, but the magic item suppresses the magic of the divine investment. Divine investments without a chakra listed are more like wondrous items that simply have a power associated with them. Divine investments do not have quirks—you get the mark because you already embody certain traits, and the mark starts to fade when you stop living up to those ideals.

GAMEMASTER

If you have a player whose character consistently lives up to higher ideals, you might decide to reward them with a mark of divine investment, especially if that character consistently allows other characters to get first dibs on magic items.

Mark of the Ahurak (weapon or implement chakra – 1/day): As a free action, manifest a holy weapon or implement that deals holy damage. When you score a critical hit with the weapon or implement and use the daily power, deal triple damage instead of double damage.

Mark of the Angel (cloak/mantle/cape chakra –recharge 6+): When you fall (or jump from a high place), you sprout ephemeral wings and can float to the ground. Cast the wizard utility spell *feather fall* at your level.

Mark of the Devani (crown/hat/helm chakra – 1/day): You cover yourself in an illusion. Until the end of the battle or scene, gain a +4 bonus to skill checks to disguise yourself or hide.

Mark of the Eskandari (quick action – 1/battle): Until the end of the battle, gain a +2 AC bonus and take a –1 penalty to attack rolls.

Mark of the Fravarsh (belt chakra – one use): When you die, you are reincarnated, returning to life in a different form to join your allies during the next rest. You retain your memories but can change your icon relationships, backgrounds, class, race, gender, age, height, aura, and any other details as you wish. You are reincarnated with the same magic items, except for those that would no longer be appropriate for your character, which are also reincarnated into something more suitable. Despite any changes, your former friends (and enemies) will still recognize you. After you use this mark, it fades.

Mark of the Seraphim (armor chakra – 1/battle): When you engage an enemy or an enemy engages you, that enemy takes fire damage equal to your level times the escalation die.

Mark of the Yolonk (1/day): When you fail a skill check, a non-magical item 'luckily' comes to your aid in some way and you can reroll the check. If the reroll is a natural even failure, this power is not expended.

DIVINE VS. DEMONIC INVESTMENTS

You could hand investments out to those with a link to the infernal, calling them 'demonic investments' or 'witch marks.' Of course, the mark that being touched by a high-ranking devil leaves is *probably* different in appearance from those left by the touch of a divine messenger.

If demonic investments and divine investments co-exist in your version of the Dragon Empire, how would that change things? Do the Crusader's witch-hunters look for secret marks on the bodies of those that they suspect of being in league with the Diabolist? Do you need a divine investment to be admitted to certain inner areas of the Cathedral? Do people try to fake marks on their bodies to appear more holy than they are? Do high-ranking priests wear clothing revealing their marks, or do they hide them away?

ADVENTURE HOOKS

Dueling Saints—The adventurers are hired by a bishop to investigate the seemingly miraculous goings on in a far-off town. If the events really were miraculous, the bishop would advance within the clergy, perhaps getting to advance their ancestor toward sainthood. However, there is a competing claim from a rival bishop, and another group is already in town gathering evidence for that claim. Confusing matters, the locals are lying to both groups of investigators to conceal what really did occur all those years ago.

Hail the Chosen One!—A crazy prophet and her followers have decided that one of the adventurers is their long-awaited Chosen One and are now following the adventurers around, misinterpreting their words and deeds, seeing miracles where there are none, and generally being an inconvenience. The local religious bigwigs have determined that the adventurers are heretics. How do the adventurers try to escape the consequences of their fame (or do they choose to capitalize on it)? What if the adventurer really is the Chosen One?

Holy Mole-y—The local temple has started to sink into the ground due to someone or something tunneling beneath its foundations. Who is undermining the house of the gods? Is it sacrilegious goblin thieves trying to get into a hidden vault, undead seeking to escape their burial on holy ground, a nest of bulettes, or just giant moles? The adventurers are asked to investigate, but unknown to the local clerics, the temple is built over a much older building and something down there is going to complicate the adventurer's investigations.

THE PRINCE OF SHADOWS

“Shh . . .”

—Mysterious cloaked figure, handing you a sealed letter

The Prince of Shadows. A rumor, wrapped in myth, shrouded in secrecy. Some say that he is actually a she, others that there is not one single ‘prince’ but rather that it is a name shared by various underworld figures, and a few whisper that the Prince of Shadows might not exist at all. Whatever the truth, the Prince of Shadows has ensured that few will ever find it.

Agents of the Prince of Shadows prefer to accrue magic items that will aid them in their hidden deeds.

ARMOR, ROBE, SHIRT, TUNIC

Breastplate of Brazen Entries (recharge 6+): When you fail a skill check to force open a door, chest, or similar object, reroll the check and gain a bonus to the roll equal to this armor’s default bonus. Quirk: Headstrong.

Chemise of Dusk: Gain a +2 bonus to all defenses against ranged attacks at night or while you’re underground. This stacks with other magic item bonuses. Quirk: Takes cat naps.

Nightshirt (light armor only): This chain shirt of blackened links is as fine as silk. Increase the AC bonus of this item by 1. Quirk: Always looking for hidden treasure, secret doors, etc.

CHEMISE OR CHEMISE?

Chemise is an archaic word for a priest’s smock. It’s also used nowadays for an item of women’s clothing. It is up to you which one this item is, or perhaps it morphs to fit the situation—as would fit disguise-loving followers of the Prince of Shadows.

ARROW, CROSSBOW BOLT, SLINGSTONE

Piercing Shot: When you hit with an attack using this ammunition, until the end of the target’s next turn, it’s affected by one of the following conditions: dazed, hampered, stuck, or vulnerable as you target a specific part of its body like a hand, eyes, etc.

Prankster’s Arrow: When you hit with an attack using this ammunition, the target is vulnerable to your next attack; and when you miss, the target takes extra psychic damage equal to your level.

Rogueshot: As a quick action during the first round of battle (or surprise round), roll a d6. When the escalation die reaches that

result, make a ranged basic attack using this ammunition as a free action in addition to taking your normal turn in initiative order that round.

Ropeshot: When you hit with an attack using this ammunition, the target is stuck (save ends). Out of battle, you can use this ammunition to roll twice when making a skill check to climb, which expends the ammunition also.

BELT, SWORDBELT, KILT, GIRDLE

Belt of Burning Betrayals (1/day): While you’re staggered, when an ally either disengages from an enemy engaged with you or uses a power that allows a different ally to use a recovery, you heal using a free recovery. Quirk: Keeps a list of grievances.

Belt of Many Eyes (1/day): When you are ambushed, take a standard action before the ambushers take their turns—essentially you are ambushing the ambush. Quirk: Finishes others’ sentences.

BOOK, SCROLL, MANUAL, GRIMOIRE

Book of Shadowed Secrets (1/day): Deciphering the hidden messages within this book (attuning it) allows the reader to learn many secrets involving locks and keys. When you fail a skill check to open a lock or disarm a trap, describe a strange way to repeat the attempt (jamming a lit candle into a keyhole, humming to disarm a trap, etc.) and reroll the check with a +4 bonus. Quirk: Repeats gossip.

BOOTS, SANDALS, SLIPPERS, SHOES

Anklets of Adumbration (recharge 11+): This jangling ankle jewelry goes quiet when you need to sneak about. Use the rogue’s *shadow walk* power and treat the MD attack of that power as if you hit. Quirk: Dislikes shoes.

Boots of the Nightmare Prince (recharge 11+): When an enemy moves out of engagement with you, teleport back into engagement with that enemy after it finishes its movement. Quirk: Enjoys stalking others.

Silken Slippers (quick action – recharge 16+): Scuttle or leap someplace nearby you would not normally be able to (across a pit, up a high wall, etc.). This power is not teleportation, so you can’t pass through solid objects and you still could suffer opportunity attacks if you don’t disengage. Quirk: Loves spiders.

BRACERS

Climbing Claws of the Panther: Gain a +4 bonus to skill checks to climb. Quirk: Fastidious.

Shadow-strike Bracers (2/day but 1/battle): Attacks made using these bracers deal negative energy damage. When you make an attack using these bracers, target an enemy's PD instead of AC. Quirk: Practices fighting blindfold.

CLOAK, MANTLE, CAPE

Capering Cape (1/battle): This embroidered cape swishes dramatically when you move. When an enemy disengages from you, take a move action but you can't re-engage that enemy. Quirk: Dances at odd moments.

Mantle of Gloom (quick action – 1/round): With a swish of this black silk cape you can extinguish a nearby or far away non-magical light source (blowing out a lantern or torch, slamming window shutters closed, dimming a magical light, etc.). Another swish relights a torch, opens shutters, etc. Quirk: Makes dramatic entrances.

Swirling Cloak of the Swashbuckler (recharge 11+): Use the rogue Swashbuckle talent without *spending momentum*. Quirk: Laughs at danger. Literally.

GLOVE, GAUNTLET, MITT

White Gloves of the Phantom: These monogrammed gloves originally belonged to a master thief. Gain a +4 bonus to skill checks involving manual dexterity. Quirk: Leaves clues at the scene of crimes committed.



HELMET, CIRCLET, CROWN, CAP

Commoner's Crown (recharge 11+): This cracked and tarnished crown looks like it was once mighty, but it still holds a trick or two. Swap places with one random nearby creature that is not engaged with or next to an enemy, or that is someplace unsafe (in the air if you can't fly, for example). Quirk: Anti-establishmentarian.

Diadem of Disguises (1/day): Cast the wizard utility spell *disguise self* at your level; OR when an enemy targets you with an attack, briefly change your appearance as an interrupt action to make that enemy target one of its allies engaged with you. Quirk: Not satisfied with appearance, no matter how often it changes.

Spectra Spectacles (quick action – 1/day): Learn the defenses, HP, vulnerabilities, and resistances of a nearby creature; OR learn the bonuses and power(s) of a nearby magic item, but not its quirks or curses. Quirk: Rubs eyes often.

NECKLACE, PENDANT

Crowfeather Pendant (1/battle or scene): Cast the wizard utility spell *feather fall* at 1st level. Quirk: Eats worms.

Lens of Discovery (recharge 11+): This lens lets you peer back in time. Roll a hard skill check. If you succeed, learn about something relevant to the adventure or campaign that happened at your location. Quirk: Aficionado of oddities.

RING

Ring of Sincerity (1/day): When you attempt to influence a creature (through a skill check, using a *charm person* spell, etc.), roll twice and take the better result. Quirk: Affectionate.

Ring of the Blind Seer (1/day): Cast the bard spell *befuddle* (13th Age core rulebook page 88) at your level using your best ability score against an enemy you have already attacked this battle. Quirk: Blurts out secrets.

SCEPTER, ROD, STAFF (IMPLEMENT)

Cane of Night-kissed Cobbles (1/day): Over the course of a battle or scene, magically rearrange the layout of streets, tunnels, or dungeon corridors to suit your needs. When you use this power, spend a recovery and roll a skill check. The greater the success, the more the new layout will favor whatever you have planned (GM, there should be some changes even with a poor roll; favor the player here). The layout returns to its previous form at the end of the battle or scene (probably). Quirk: Has wanderlust.

Jester's Stick (recharge 11+): When you use this power, each time you miss with your first attack roll during a round, your crit range expands by 1 (cumulative) until you score a critical hit or until the end of the battle. Quirk: Mocks others.

Scepter of Shadows (1/battle): When you hit an enemy with a spell cast through this implement, a nearby ally gains a +1 bonus to attacks against that enemy until the end of the battle. Quirk: Absent-minded.

Shaft of Darkness (quick action): This implement creates a beam of darkness and shadow. Cast the wizard cantrip *ghost sound*, except using shadows instead of noise. Quirk: Prankster.

SHIELD

Shield of Obscuration (1/day): While you are hiding with allies close by, this shield produces a magical glamor to help. When you and one or more allies next to you roll skill checks to sneak or hide, each ally uses the highest result. Quirk: Tries to make friends with everybody they meet.

Shield of the Silver Rose (interrupt action – 1/battle): When an enemy engaged with you targets you with an attack, a willing ally that's also engaged with that enemy and not targeted by its attack can become the target of the attack before the attack roll instead of you. Quirk: Vain.

SYMBOL, HOLY RELIC (IMPLEMENT)

Onyx Symbol (1/day): When you miss every target with a daily spell cast through this symbol, you instead hit every target, and a random ally that casts spells (including you) loses their next standard action and expends (without effect) a random daily spell of at least the same level as the triggering spell. Quirk: Values privacy.

Sigil of the Magpie (1/day): When an ally misses every target with a daily attack that targets more than one enemy, after this battle and until your next full heal-up, you can repeat the attack against a single target as if your ally was the one attacking. Quirk: Likes shiny things.

WEAPON, MELEE

Hammer of Nightfall (recharge 16+): When you hit with an attack using this weapon, teleport the target to someplace nearby. This movement can't harm the target. Quirk: Makes mid-battle puns.

Light-drinker (recharge 11+): When you hit an enemy with an attack using this weapon, that enemy is vulnerable to your attacks until the end of the battle. Quirk: Has a sinister laugh.

Shadow Blade (1/day): Cut a shadowy doorway into a non-magical wall or other barrier of similar size (so no tunneling through mountains). The doorway lasts until the end of the battle or scene. Quirk: Dislikes light.

CHAMPION

Dancing Blade (recharge 11+): This blade jumps out of your grip to strike your enemies at odd moments. When you roll initiative, note your natural roll (or rolls). Until the end of the battle, when a nearby enemy makes a natural attack roll that matches your natural initiative roll, make a melee basic attack against that enemy as a free action. Quirk: Sings.

WEAPON, RANGED

Smoke Bow: The wielder of this bow is surrounded by a nimbus of smoke. Once per round when you miss with this weapon, gain a cumulative +1 bonus to all defenses until you hit with an attack or until the end of the battle. This bonus stacks with other magic items. Quirk: Burns incense.

Wintersmith (bow – 1/day): Attacks made using this bow deal cold damage. When the escalation die is 3+ and you hit an enemy with an attack with this bow, that enemy takes a –4 penalty to all defenses (hard save ends, 16+). Quirk: Loves winter nights.

CHAMPION

Bow of Moonlight Steps (recharge 11+): When you attack with this weapon and miss, one nearby ally can teleport next to, and become engaged with, the target. Quirk: Has odd bathing habits.

PRINCE OF SHADOWS: MINOR ITEMS

Butter knife: This dull knife butters anything that it is touched to—useful for buttering bread, or, if you're super desperate or intent on vandalism, for making a floor slippery.

Miniature tavern sign: Originally made to aid bootleggers navigating the sewers to their next drop-off point. This small coin-sized object transforms into the likeness of the signage of the nearest drinking establishment and glows brighter the closer one gets. Story hook—OK, OK, the Prince actually stole it from the Dwarf King. What are you going to do about it, beardo?

Elegant leather shoes: These leather shoes mold to the wearer's foot and give perfect grip on any walk-able surface—don't slip in mud, never let a wobbly cobblestone slow you down. These aren't as magical as boots that are true magic items, but are probably good for an occasional +1 on a skill check until your magic boots arrive.

Silver key: This key opens any adventurer-tier environment door, provided that it isn't magically locked. However, each use of the magic key causes some of the user's money to disappear—an amount equal to whatever it would cost to hire a locksmith to unlock the door, bribe a key-holder, or hire a brute to smash the door down.

WONDROUS ITEMS

Perfect Disguise: There are many perfect disguises, but each perfect disguise is a different item of clothing or jewelry. When you wear the item, you physically change to look like whatever the disguise is designed to be—a priest's smock might transform you into a priest, a courtier's elaborate wig will change you into a noble of the court—and you gain a +10 bonus to all skill checks to pass as that person. The disguise alters the rest of your clothing and equipment, overlaying illusions over those things it can't transform. You even gain some familiarity with the customs and mannerisms to aid in the masquerade: transformed into a priest, you'll speak like a priest and can instinctively perform simple religious ceremonies or quote scriptures; the disguise of a courtier would give you the manners and feeling for politics needed to get through a day at court. One downside is that each disguise is fixed—whoever

THE PRINCE OF SHADOWS AND THE ECHO

In the *13th Age Bestiary 2* we talk about the Echo, a shadow-dimension that lies alongside the mortal realm of the Dragon Empire. In that book, we say that only the Crusader has access to that place. Well, him and maybe shadow dragons.

Dark-iron is a strange metal found deep under the Echo. What is it? The remains of dead night crawlers, some universal substrate, the blood of gods slain in battle? Whatever it is, dark-iron has some odd properties when forged, though getting ahold of the rare ore and finding a shadow-smith to work it is going to be a very difficult quest deep into the Echo—the sort of quest the adventurers might undertake if they know they are going to be facing shadowy foes that phase.

Phase spider silk makes for great bow strings, right? Of course, you can't just harvest silk from dimensional webs found in the Echo and string a bow with it, but a cunning shadow-smith might be willing to do it for you, for the right price—finding such a shadow-smith will involve a quest.

So does the Prince of Shadows have some claim to the shadowy Echo? Does the Prince of Shadows have shadow dragon allies who construct these items out of things found deep in the Echo? Or are these items stolen from the Crusader, and the Prince has no knowledge of their true origin?

If you prefer not to involve the Echo at all, or keep it the domain of the Crusader only, then the origin of these cursed items lies with shadow dragons.

dons the courtier disguise will be the *same* courtier, so if a disguise is associated with a crime or is a known persona, then by donning the disguise you might end up being blamed for the crimes of previous owners. The second downside is that the disguise grants enough borrowed knowledge to get through cursory interactions but not true knowledge (a disguise that turns you into a blacksmith gives you enough 'smith-ness' to bluff your way as a smith among smiths at the local tavern, but you won't be able to forge a nail). Quirk: Prefers the disguise's fake persona to their own.

Sack of Looting: This bag is bigger on the inside (sleeping-bag size) than on the outside (a small drawstring pouch). Anything put in the bag that can fit into a sleeping-bag-size opening, up to about 80 pounds of material, isn't apparent and weighs nothing while inside. Each bag is different: one might be made of black silk, another of pink beads, and another of soft tan leather. Quirk: Can't leave anything behind.

EPIC

Flying Carpet (1/day): Spend a recovery and fly using this carpet as though you had cast the wizard spell *flight* at 9th level. Quirk: Fears open water.

CURSED ITEMS

Default bonus: +2 PD (adventurer); +3 (champion); +5 (epic).

Cloak of Shadow (cursed cloak – quick action – 1/day): Become a living shadow until the end of your next turn. While a living shadow, you can move through solid objects but not end your turn there, and you can pop free from all enemies as a move action. Curse: You are vulnerable to fire and holy damage, and when you are hit by negative energy damage, you also take ongoing damage equal to half the damage of the original attack as the cloak comes to life and strangles you. Quirk: Sneaky.

Default bonus: +2 attack and damage (adventurer); +3 (champion); +5 (epic).

Phase Bow (cursed ranged weapon – recharge 11+): You can target an enemy you can't see but that you know is in the battle, without taking any penalties. Curse: If you roll a natural 1 or

2 when attacking with this bow, the attack automatically hits one of your allies (including you) closest to the target. Quirk: Covets worthless trinkets.

Dark-iron Ring (cursed ring – recharge 11+): Extend your reach through solid objects until the end of your next turn. You can use this power to attack a target's PD instead of AC, or remove an object from inside a trapped chest or from behind a locked door, for example. Curse: When you attack and roll a natural 1, you phase into the floor, ground, or a nearby object and are stuck and dazed until the end of your next turn. Quirk: Paranoid about losing things: memories, friends, items, their way, etc.

ADVENTURE HOOKS

Stolen Election—The council of ruling clergy of Santa Cora are electing a new leader after the untimely (and suspicious) death of the last incumbent. The adventurers are hired to 'steal' the election for the official. Can the adventurers bribe and cajole the corrupt, influence the innocent, and get their patron elected to high office? What will the adventurers do to avoid being killed to hide the secret of their involvement while still ensuring that they get paid?

To Catch a Thief—The heroes are hired to protect a valuable gem from a master thief. They must set traps, take shifts guarding the gem, and otherwise protect it. If the gem is stolen, they will have to get it back. The twist is that the gem is a fake (the owner isn't taking chances) and when the master thief still manages to steal it and discovers the ruse, he'll come after the adventurers for answers.

Turnabout Intruders—On the eve of receiving a reward for a quest, the adventurers black out. They awake three days later in unfamiliar bodies in the backroom of a disreputable establishment (their attributes, classes, races, backgrounds, etc., are intact, but their equipment and real bodies are elsewhere). Who exactly has body-jacked them? Why? And what are they going to do about it?

THE THREE

"All hail the Three, I live to serve!"

—A kobold, on toast

The three most powerful (evil) dragons in the world, rulers of Drakkenhall, and de facto monarchs of all monsters. All other (evil) dragons bow down before them.

What happens to dragons who rebel against the rule of the Three? Maybe you find the remains of rebel chromatic dragons on the backs of the followers of the Three.

ARMOR, ROBE, SHIRT, TUNIC

Blackscale (recharge 11+): When you or a nearby creature takes acid damage, pop free from each enemy engaged with you. Quirk: Secretive.

Bluescale: When you take or deal lightning damage, gain a +2 bonus to PD until the start of your next turn. This bonus stacks with other magic items. Quirk: Bites things when frustrated.

Greenhide: This armor is made from the wing membrane of a green dragon. Gain *resist poison damage 16+* and a +4 bonus to saves against effects and conditions caused by attacks that deal poison damage. Quirk: Distrusts elves.

Redscale (1/battle): When an enemy hits you with a melee attack, the enemy takes twice your level in fire damage. Quirk: Practices pyrography (burning patterns into wood or leather).

Whitehide: Made from the soft under-skin of a white dragon, this armor is cool to the touch and makes you harder to detect. You gain a +1 bonus to all defenses at night or while underground. This bonus stacks with other magic item bonuses. Quirk: Fear of graveyards, tombs, etc.

ARROW, CROSSBOW BOLT, SLINGSTONE

Dragonbolt: When you attack a dragon with this ammunition, target PD instead of AC. On a hit against a dragon, the attack deals double damage (triple damage on a crit). In addition, on a natural odd hit against a dragon, it loses *flight* until the end of its next turn; and on a natural even hit against a dragon, it's hampered until the end of its next turn.

Screwshaft: This magical arrow burrows through even the thickest scales and toughest muscles. When you hit a non-mook enemy with this ammunition, repeat the attack against that enemy. If you hit with the attack and that enemy is also large or huge (but not double- or triple-strength) or larger, repeat the attack a third time.

Steel Rain: This ammunition is crafted from hundreds of spikes that have been magically transformed into a single projectile. Make a basic ranged attack using this ammunition against 1d3 + 1 enemies in a group. The attack deals half damage on a hit and no damage on a miss.

BELT, SWORDBELT, KILT, GIRDLE

Black Belt (recharge 11+): When an enemy hits you with a melee attack, either force the enemy to reroll the attack; OR deal acid damage equal to 1d6 times your level to that enemy. Quirk: Performs individual training exercises (kata) during downtime.

Blood-red Kilt (standard action – recharge 11+): "Attack" a dead enemy to heal using a free recovery. Quirk: Neglects to clean blood from weapons.

THE THREE: MINOR ITEMS

Three-eyed goblin-skull hat: The wearer of this hat is considered very attractive and charismatic by goblins and similar creatures, and it confers the ability to speak and understand goblin languages. Story hook—Who was the goblin with the three eyes? Someone interesting, we wager, with a story to get tangled in.

Serpentine ribbon: A long embroidered ribbon—when tied, braided, or wrapped into wet hair, it dries the hair near-instantly. The ribbon has a tendency to animate like a snake (or possibly a dragon's tail) at odd moments.

Dragon-scale needlecase: A slender needlecase, fashioned out of a dragon-scale and incised with runes and other mystic symbols. Needles stored within this case can perform many basic sewing functions on their own, from darning and repairing ripped clothing to embroidery. Thread and fabric must be made available, or they will use any materials left around—including taking apart one perfectly-fine garment to repair another.

Shell notebook: The covers of the book are large cockle shells and the pages made of processed seaweed taken from the Iron Sea. The paper never disintegrates and the ink never runs. The first half of the notebook is full of the notes of a blue sorcerer.

Dragon-breath tankard: This enchanted wooden tankard is carved to resemble a dragon's head. If you drink enough strong drink from the tankard you can breathe out fire (works exactly like a once-per-battle dragonic breath weapon). The downside is that the amount of enchanted dragonmead you need to drink gives you a -2 penalty to all skill rolls and attack rolls.

Blue Silk Girdle: The layers of enchanted material in this wide belt-like garment produce tiny sparks when they rub together. As far as observers are concerned, it looks like a wide band of layered cloth. You can hide handheld items in this garment and they are magically concealed. Anyone trying to find the items must roll a hard save (16+), and searches also will receive a series of tiny shocks for their trouble. Quirk: Libertine.

BOOK, SCROLL, MANUAL, GRIMOIRE

The Blue's Book (standard action – 1/day): This large velvet-covered book contains records of laws passed, conversions for weights and measures, lists of merchants and the prices and amounts that goods trade for, tide tables, and other useful and miscellaneous lists of facts and figures. Discover a useful fact about a location or social situation to reroll a failed skill check with a +4 bonus. Quirk: Memorizes trivia.

The Tome of the Black (1/day): When you are targeted by an attack that deals acid damage, declare you're using this daily power. On a natural even hit, you take half damage; on a natural odd hit, you take no damage and heal half of the damage you would have taken. If the attack misses and deals no damage, this power is not expended. Quirk: Alchemical experimenter.

BOOTS, SANDALS, SLIPPERS, SHOES

Dragonstep Shoes (recharge 6+): When you stomp in these shoes it sounds like the footsteps of something large, and you leave appropriate footprints. Gain a +4 bonus to a skill check to frighten or intimidate. Quirk: Take up space, make noise.

Fire Walkers (move action – recharge 16+ after use): When an enemy attacks you and deals fire damage, teleport someplace nearby you can see. Quirk: Drawn to open flames.

BRACERS

Black Lotus Bracers (recharge 11+): When you score a critical hit with an unarmed attack, either you regain a point of ki; OR you or a nearby ally regains a once-per-battle power. Quirk: Collects rare items.

Dragon-skin Hand-wraps (standard action – 1/battle): Make a melee basic attack against up to three enemies, dealing only half damage with the attack, hit or miss. These attacks deal one of the following damage types, chosen when you attune to this item: acid, cold, fire, lightning, or poison. Quirk: Taunts opponents during battle.

Ten-dragon-punch Bracers: When you score a critical hit, your crit range expands by 2 until the next time you score a critical hit, the next time an enemy scores a critical hit against you, or until your next full heal-up. Quirk: Practices in the dark.

CHALICE, GOBLET, GRAIL

Chalice of Three Metals (quick action): Spend a recovery to take an extra standard action this turn. Quirk: Dislikes cities.

CHAMPION

Ruby-decorated Goblet (standard action – 1/day): You can cast the wizard cantrip *spark* at-will. When you use the daily power, spend a recovery to cast the wizard spell *fireball* at 5th level (epic: 7th level), using Wisdom or Charisma for the attack roll if you wish. Quirk: Finds fire fascinating.

Sapphire-studded Goblet (1/day): Spend a recovery to regain an expended daily spell or recharge spell. If it's a recharge spell, make a recharge roll for it. If you succeed, you regain the spent recovery, and you still regain the spell if you fail. Quirk: Covets knowledge.

EPIC

Onyx-covered Goblet (quick action – 1/day): Spend a recovery to drop one nearby enemy that has 40 hp or fewer to 0 hp. Quirk: Cruel in petty ways.

CLOAK, MANTLE, CAPE

Cloak of Shifting Allegiances: When you attune to this cloak, and during each rest, roll a d8 twice and reroll duplicates: (1= acid, 2= cold, 3= fire, 4= force, 5= lightning, 6= poison, 7= psychic, and 8= thunder); the cloak grants *resist damage* 16+ to those damage types until your next rest. Quirk: Frequently changes "best friends."

Thousand Rainbow-scale Cape: This cloak is embellished with tiny scales taken from all types of scaled creatures (not just the usual five dragon types but also strange purple-, gray-, yellow-, pink-, and orange-hued scales are found on this cloak). When you attune the cloak, choose one of your talents, and a talent from another class that works with your current class. After each full heal-up, determine which of these talents (including its feats) will be available to you. Once per day when you roll initiative, you can swap these talents. Quirk: Of two minds about things.

Dragonskein Mantle: Spend a recovery to transform into a young normal-sized dragon (epic: large dragon) until the end of the battle or scene. Your defenses, hit points, ability scores, etc. remain the same; however, you can't use any of your normal attacks, spells, powers (including other limited-use magic item powers), or any limited-use feature or talent.

On the other hand, you gain *flight* and the two attacks listed below (with increased ability modifiers at champion and epic tier), as well as *resist damage* 16+ to one of the following types: acid, cold, fire, lightning, or poison. The choice of damage type is made when you attune to this item. Quirk: Desires to become a dragon.

Claws and bite (level + highest ability modifier) vs. AC (2 attacks)—1d6 times level damage.

C: Dragon breath (level + highest ability modifier) vs. PD (1d3 nearby enemies in a group)—1d4 times level damage of the same damage type you resist while using this item's power.

CONGRATULATIONS, YOU'RE A DRAGON

The *dragonskein mantle* is an unusual item. Yeah, you get to fly, but you can't cast spells or fight with weapons or do anything else that your class would let you do (though perhaps that's an icon advantage waiting to happen). If the item is getting a lot of use, maybe you wake up one morning to discover that you no longer need your mantle and you are now a full-time dragon—well, that's possibly a way for a character to retire from a campaign. It's also a great plot hook—a cult of would-be-dragons is seeking the mantle so that they can fulfil what they believe to be their collective destiny.

GLOVE, GAUNTLET, MITT

Burning Mittens: These fingerless gloves are studded with rubies. While you are grabbed (or swallowed, engulfed, etc.) by an enemy, that enemy takes twice your level in fire damage at the start of its turn. You can also cast the wizard cantrip *spark* at-will as a quick action. Quirk: Enjoys lighting fires.

Spell Gauntlets (1/day): These gloves feature sapphire-encrusted metal plates. When you miss with a daily spell that has a miss

effect, the spell instead has no effect and you regain it at the end of the battle. Quirk: Dismissive of non-magic users.

HELMET, CIRCLET, CROWN, CAP

Dragonskull Helm: You have the awareness and ability to see your surroundings like some dragons. Gain a +2 bonus to detect invisible creatures and to see through illusions, and a +2 bonus to attacks against invisible creatures that stacks with other magic item bonuses. Quirk: Disgusted by filth.

Horned Crown: This black crown is decorated with diamonds and pearls, and while wearing the crown you instinctively know when you are being watched. Gain a +2 bonus to detect invisible or hidden creatures, and to skill checks to avoid being ambushed. Quirk: Haughty.

NECKLACE, PENDANT

Dragontooth Necklace: You can speak, read, write, and understand all draconic languages past and present. In addition, you gain a +3 bonus to skill checks to influence dragons, and a +3 bonus to attacks that target a dragon's or draconic creature's MD. This bonus stacks with other magic item bonuses. Quirk: Speaks in draconic while under stress.

CHAMPION

Eggshell Pendant (1/campaign): The first time you die, your body disappears and you are reborn from an egg. The egg appears nearby the next time your allies start a battle, which you can join after 1d3 rounds. You can rewrite your character to be more dragon-like. For example, you could become a dragon sorcerer or of the draconic race, one or more of your magic items might transform into something described in this section, you could change out an icon relationship for one with the Three, or you could replace a background to a dragon-themed option. Quirk: Fears abandonment.

ORB (IMPLEMENT)

Azure Orb (recharge 11+): When you reduce a nearby non-mook enemy (or the last mook of a mob) to 0 hp with an attack that deals lightning damage, teleport to the enemy's location. Quirk: Fascinated with the other blue orbs.

Caerulean Orb (recharge 11+): When you roll a natural even hit with an attack that deals lightning damage, gain *flight* until the end of your next turn. Quirk: Fascinated with the other blue orbs.

Cobalt Orb (recharge 11+): When you roll a natural even miss with an attack that deals lightning damage, the target and the two enemies closest to it take thunder damage equal to your level. Quirk: Fascinated with the other blue orbs.

Sapphire Orb (recharge 11+ after use): When an enemy hits you with an attack that deals lightning damage, the enemy takes half the damage (though you still take full damage). Quirk: Fascinated with the other blue orbs.



THE FIVE ORBS

So here we have four blue orbs, thematically linked to dragon sorcery, with a common quirk. Well, that is just crying out for a quest to unite them (or prevent them from being reunited) with a secret fifth blue orb to prevent (or cause) some age-ending (or age-redefining) magical event.

RING

Ring of Darkness (move action – recharge 6+): Use the rogue's Shadow Walk talent as if you had automatically hit with the Mental Defense attack roll. While attuned to this ring, you are vulnerable to negative energy. Quirk: Tries to act mysterious.

Ring of Fire (quick action – 1/day): Made of dragonbone, this ring is always warm to the touch. Cast the wizard cantrips *light* and *spark* at-will. When you use the daily power, a nearby enemy is dazed until the end of its next turn as you create a flaring burst of fire next to it. Quirk: Believes fire is a tool to be used.

SHIELD

Dragonscale Shield: When you are targeted by an attack that also targets one or more of your allies, you take only half damage from the attack, hit or miss. Quirk: Avoids responsibility.

Fortification of the Absent: This shield features intertwined white and green dragons on the front. Gain a +2 bonus to all defenses against attacks from undead and elves and other creatures strongly associated with the Elf Queen, and a +2 bonus to saves against effects caused by these creatures (+4 against undead elves). These bonuses stack with other magic items. Quirk: Hates imprisonment.

CHAMPION

Dragonhide Shield (1/day): When you first attune to this item, chose a damage type: acid, cold, fire, lightning, or poison. When you or an ally next to you are critted by an attack that deals damage of the chosen type or by an attack from a dragon, the crit is a hit instead. Quirk: Intimidated by enemies bigger than you (like dragons).

STAFF (IMPLEMENT)

CHAMPION

Staff of Hungry Darkness (recharge 16+): When you deal damage to an enemy with an attack made with this implement, that damage becomes ongoing acid damage (hard save ends, 16+). Quirk: Cruel.

Staff of the Gathering Storm (1/day): When you hit with a lightning or thunder attack, you and one nearby willing ally teleport next to a different nearby ally you can see. Quirk: Loves watching lightning.

EPIC

Column of Flame: This staff is made from magically bound elemental fire. You gain *resist fire 16+* and a +4 bonus to all

defenses against attacks that deal fire damage (this defense bonus stacks with other magic items). You are also vulnerable to cold. Quirk: Likes to make things burn.

SYMBOL, HOLY RELIC (IMPLEMENT)

Dragon Idol: Add this symbol's default bonus to breath attacks that you make (sorcerer breath attacks, draconic breath attacks, or any other breath attack). This bonus stacks with other magic items. Quirk: Eats unusual foods.

Fire-blackened Tooth: All holy damage you deal is fire damage instead, and all holy damage you would take becomes fire damage. Quirk: Points out others' shortcomings, while ignoring their own.

Fivefold Burning Eye: When you take a full heal-up, swap out one divine spell (cleric, druid, etc.) for an arcane spell (bard, sorcerer, wizard, etc.) of the same level. You can use Wisdom in place of Intelligence or Charisma when you cast this arcane spell, and you can cast it through this implement. Quirk: Unsure of the difference between arcane and divine magic.

EPIC

Sigil of Dragon Wings (1/day): When you cast a daily spell, gain *flight* until the end of the battle. Quirk: Annoyed by taller people.

WAND (IMPLEMENT)

Lightning Tine (recharge 6+): When you take damage from an enemy attack that has a damage type, one nearby enemy takes damage of that type equal to 1d4 times your level. If the original attack did lightning damage, increase the damage from this power to 2d6 times your level and this power automatically recharges at the end of the battle. Quirk: Confrontational.

WEAPON, MELEE

Hidden Claw (quick action – recharge 11+): This weapon can mystically hide, allowing you to sneak it anywhere and pull it out from behind your back or under your cloak when it is needed. During your first turn in a battle, make a melee basic attack. Quirk: Smirks at inopportune times.

Venomous Trident (2/day): Your attacks with this weapon deal poison damage. When you score a critical hit with this weapon, the target takes 5 ongoing poison damage (champion: 10 ongoing; epic: 20 ongoing). Quirk: Wary of poisoned drinks.

CHAMPION

Dragon Lance (heavy two-handed weapon – quick action – recharge 6+): Until the end of your turn, your melee attacks can target nearby enemies. Quirk: Fears being attacked from above and prefers high places.

EPIC

Dragon Strike (recharge 11+): Take your standard action at the start of the round, before your turn. During your turn, you can use your move and quick actions. Quirk: Sheds, usually hair, maybe something else.

GAMEMASTER

Chromatic dragons are thematically linked to damage types, and so draconic items often have damage-type-changing powers. What happens when those powers conflict?

Here are Ash's suggestion, in order of precedence:

1. Items override class talents and powers.
2. An item with a damage-type-changing power that happens only sometimes beats one whose power is always-on.
3. A higher-tier item supersedes a lower-tier item, but a lower-tier 'sometimes' power beats a higher-tier 'always-on' power.
4. If two items are otherwise evenly matched, weapons override non-weapons.

Otherwise, just roll randomly as the two items have a contest of wills and have the item's quirks start to take over.

WEAPON, RANGED

Lightning Bow (1/day): This bow fires bolts of lightning and needs no ammunition unless you choose to use it. Attacks made with this weapon deal lightning damage on a hit and thunder damage on a miss. When you make an attack with this bow and roll a natural even hit, turn it into a critical hit. Quirk: Brags about own prowess, often using bombastic catchphrases mid-battle.

Soot Bow: Once per round when you attack with this bow, gain a cumulative +1 bonus to AC and PD that stacks with other magic items until the end of the battle. When you are hit by an attack, reduce the AC and PD bonus by 1 (but it can't go below 0). When you move, the cumulative bonus is reduced to 0. Quirk: Starts to believe own lies.

CHAMPION

Pyroclastic Bow: Attacks made using this bow deal fire damage on a hit and thunder damage on a miss. You can use this bow to gain a +4 bonus to checks to break or damage objects. Quirk: Loves breaking things.

EPIC

Dragon Wishbone Bow (1/campaign): When you score a critical hit twice during the same day (between full heal-ups) using this bow, it shatters and disappears, and you can make a wish. The wish takes the following form: during the start of your next session, change all of your icon relationship dice to be with the Great Gold Wyrms or the Three, staying within icon relationship maximums. Reroll your icon relationship dice, treating 5s and 6s as advantages as normal. Quirk: Cautions others to be careful what they say, but speaks rashly themselves.

ADVENTURE HOOKS

A Dying Request—The adventurers kill a dragon, but as it dies it begs them to look after its unhatched young. Will the adventurers fulfil the dragon's dying wish, or will they make omelets? Why did the dying dragon entrust its young to its killers? How does one raise huge apex predators that will grow to be bigger and smarter than the adventurers some day?

Council of Wyrms—A great dragon council has been called, and the adventurers are asked to act as enforcers of the peace. How does one keep the peace between huge forces of destruction harboring inscrutable grudges? What is behind the adventurers being picked as peace keepers? What is going to be discussed at the days-long council, and what are the adventurers going to discover that will put them in danger?

To Serve Man—A black dragon has taken up residence in a town, acting as its protector. The townsfolk thrive under the dragon's protection, as it eats any monsters or bandits that threaten the town. The dragon helps at harvest time, aids in quarrying stone, and is in all ways benevolent. All the dragon asks in return is to eat one person each year, chosen by the town. This monstrous arrangement works out as a lower monster-death-per-capita than before the dragon came. When the dragon gets sick, the townsfolk hire the adventurers to protect the dragon and discover if it was poisoned. Complicating matters is a band of righteous dragon-slaying paladins, a faction of townsfolk who want to stop the regular tithe of life to the dragon, and a rival dragon who wants to move into the territory.

CHAPTER 15

CONSUMABLE ITEMS

“Welcome adventurer, to Nilrem’s Shop of Wonders. Alchemical astonishments, minor magical marvels, potions, lotions, and strange notions are all yours if you’ve got the coin!”

—Nilrem, talismancer and shop-keeper

True magic items are created by powerful magic, are remnants of past ages, and/or are created when a momentous event comes to pass. Rarely do true magic items swap hands for mere gold; if they are traded at all, it’s to seal a treaty or as a reward for services that require more than wealth.

However, there are lesser magical items: potions, one-use scrolls, and items that just can’t retain their power for long. These you might find for sale, though usually only in a city or large town.

The prices listed here are only guidelines. If a town has only one lone peddler of potions and curios, then prices might be higher, with more competitive pricing available only if you buy in bulk or are willing to trade some unusual things you’ve found during your adventures.

Here are some new options you might find at such an establishment.

Antientropic Powder: This enchanted ash is popular with wealthy sorcerers who can’t seem to keep servants. When thrown at an area, the magic of this sparkling grey powder reverses entropy—things get cleaned, untidy messes become ordered, rust/rot reverses itself, etc. It’s also useful for adventurers who like sleeping in clean dry dungeon areas, or to sort large heaps of loot into neatly stacked piles of coins.

Cost: 25 gp for a small cottage’s worth of deep-cleaning and tidying. The effect is permanent, at least until the area becomes untidy and dirty once more.

Bigger-on-inside bag: This container is lined with magical fabric, allowing it to hold two satchels’ worth of stuff.

Cost: 2 gp for a purse; 5 gp for a satchel; 10 gp for a backpack; 20 gp for a trunk; triple these prices for a container magically enchanted to follow you about.

ODD ONE OUT

The *bigger-on-inside bag* and its variants aren’t consumable—you don’t use one up by putting stuff in it. It fits with the rest of these items, because it eventually (after years of use) loses its magic, because it doesn’t require attunement, and because you could find one for sale in a large city or purchase one from a wandering peddler of magical curios.

Clay of Flesh Renewed: When applied, this reddish clay knits together wounds, though it has more unsavory uses too (such as creating flesh golems). When used to stabilize the dying, the assisting character gains a +5 bonus to the stabilization roll, and if the roll succeeds, the dying character can heal using a recovery. *Clay of flesh renewed* can be used to re-attach severed limbs, even by those without the ability to magically heal others, provided the limb is fresh. Creating flesh golems or doing tricky non-magical surgery with this clay requires many doses. The clay works by bonding to wounds and transforming into new flesh. A sculptor-surgeon could use this as a means of fantastical cosmetic surgery with a successful skill check.

Cost: 200 gp.

Dancing Shoes: These shoes have one good dance in them, but boy what a dance. The shoes only work for the tier the character is in, and can be used in a scene or in battle.

For a scene, you gain a +5 bonus to heroic-tier skill checks involving dancing, before bursting into flames once you stop dancing, taking your level times the amount shown below in fire damage as the shoes burn up. Higher-tier shoes are more expensive.

The first time you use them in combat, until the end of the battle, you can pop free from each enemy engaged with you as a move action (once per round). If you don’t pop free from enemies or move normally during your turn, you take 1d4 fire damage (champion: 2d8 fire damage; epic: 4d10 fire damage). The shoes turn to ash at the end of the battle.

Cost: 50 gp; champion 100 gp; epic: 200 gp.

Dust of Eternal Slumber (standard action): Taken from graves of those that died due to dark sorcery, this dust sends beasts, dragons, giants, and humanoids into a slumber. Cast the wizard spell *sleep* at 3rd level as a close attack using an attack of +7 vs. PD (champion: 5th level spell, +13 vs. PD; epic: 9th level spell, +18 vs. PD) against a single creature engaged with you. If you roll a natural 1 on the attack roll, you are hit by the attack.

Cost: 200 gp; champion: 400 gp; epic: 800 gp.

Enchanted Pearl Dust (standard action): This expensive powder removes poison from food and drink on which it's sprinkled. If eaten (or fed), dust of the appropriate tier allows you to heal using a recovery if you have taken poison damage this battle, or allows you to roll a save with a +5 bonus against an effect or condition caused by an attack that deals poison damage (like ongoing poison damage).

Cost: 25 gp; champion: 50 gp; epic: 100 gp.

Featherlight Skirt: Useful for high-wire performers, mountain climbers, and cat-burglars, this item compresses a lot of silk into a small space. When you fall, this jacket, robe, or shirt puffs out into a huge parachute-like bell of material, and you can cast the wizard utility spell *feather fall* at 1st level. The skirt's material is ruined afterwards, or perhaps can be used as a large tent.

Cost: 100 gp.

Gilljowl Lozeng: This pill stinks of ripe fish, which isn't surprising considering what it is made from. This pill grants the ability to breathe underwater for up to an hour.

Cost: 200 gp.

Glowstone Lantern: This lantern has no candle or oil, but instead a glowing stone that lights an area well. The glowstone has a limited duration. After each scene where the lantern is used, roll a d20. On a natural 1–2, the glowstone is permanently extinguished.

Cost: 20 gp.

Weird Healing Salve (standard action): These salves are usually made from random ingredients that can have strange additional effects. Heal using a recovery, and if your recovery roll result is odd, a random chaos mage *high weirdness* effect occurs (see page 18, *13 True Ways*).

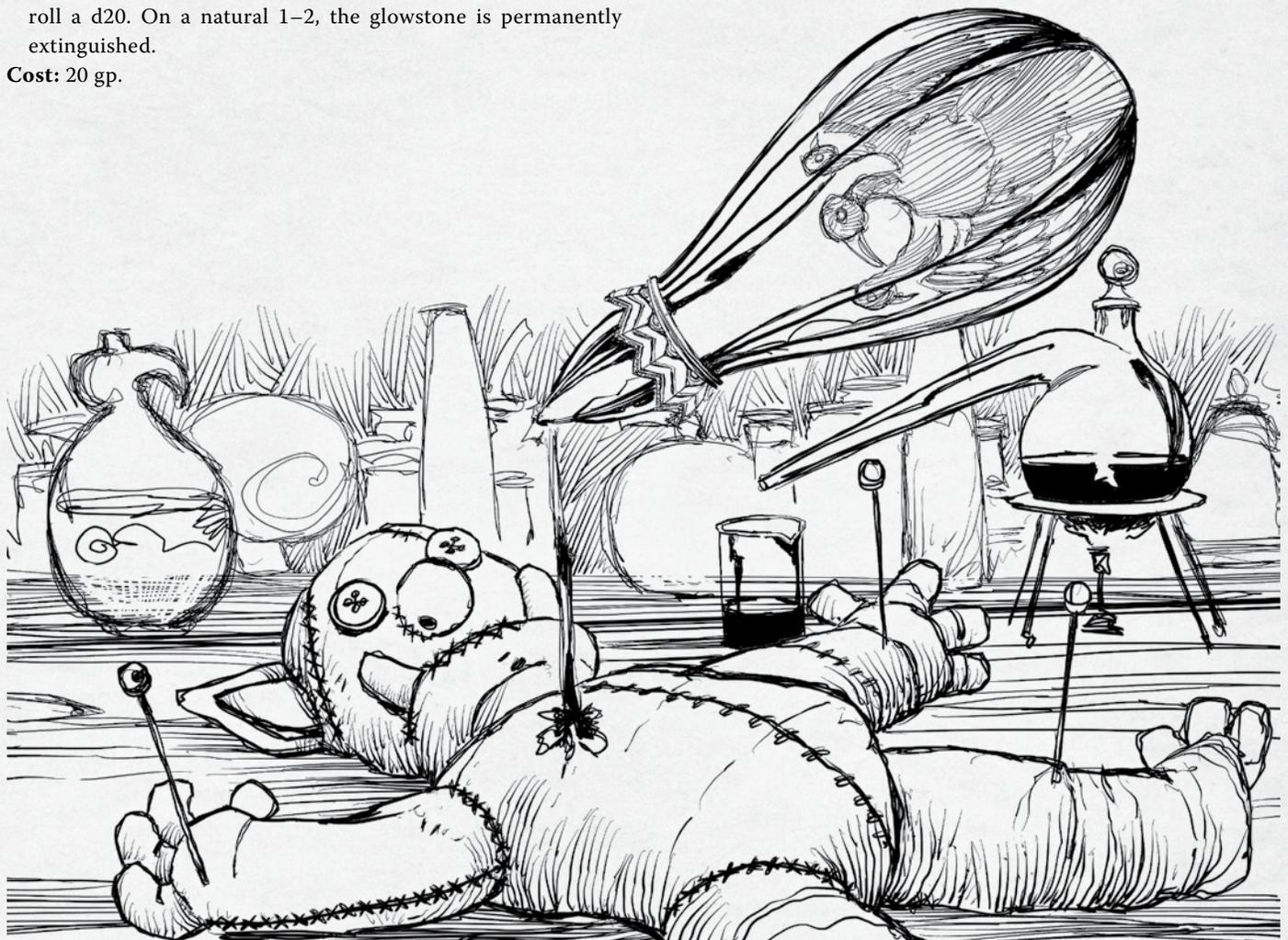
Cost: 40 gp; champion: 80 gp; epic: 160 gp.

Illuminated Chalk: This alchemically enhanced chalk stick glows in the dark, making it useful for marking dungeon intersections. Gain a +4 bonus to skill checks to follow a trail or avoid getting lost. The chalk lasts for one scene.

Cost: 5 gp.

Lighting Quagmire (standard action): When this pouch of sand is thrown onto soil or gravel, the ground temporarily becomes knee-deep quicksand around it. Cast the wizard spell *hold monster* at 3rd level as a close attack using +7 vs. PD (champion: 5th level spell, +13 vs. PD; epic: 9th level spell, +18 vs. PD) against a normal-sized non-flying creature engaged with you. If you roll a natural 1 when attacking with the sand, you are hit by the attack.

Cost: 200 gp; champion: 400 gp; epic: 800 gp.



Lubricious Catholicon (quick action): Roll twice for your next disengage check and use the higher result. This alchemical potion is the antidote to, and antithesis of, *viscid paste*.

Cost: 50 gp.

Magic-in-a-bottle (quick action): Alchemists often produce strange fumes and unstable admixtures while trying to create other items. This bottle contains something, but you won't know what it is until you break the bottle and let whatever is inside out. Roll a random effect on the chaos mage's *high weirdness* table (page 18, *13 True Ways*). Using a bottle of a different tier means you roll twice, or three times if it's a two-tier difference. Take the result you prefer.

Cost: 25 gp; champion: 50 gp; epic: 100 gp.

Mask of Face-swapping (standard action): These magical disguises are used by thieves and assassins. Each one lasts for 1d3 + 1 uses. When used, you cast the wizard utility spell *disguise self* at 3rd level (champion: 5th level; epic: 7th level). Afterward, the mask takes on your appearance.

Cost: 150 gp; champion: 250 gp; epic: 350 gp.

Polymorphic Potion: This potion constantly changes color. Each potion changes the drinker's form for an hour or so, but not in a way that's useful as a disguise. Some potions might give you the head of an animal, others make you glow like a lantern, and some will turn your skin bright blue or translucent. In Horizon, wizards use these potions in magical games, though in Drakkenhall *polymorphic potions* have more serious uses, easing meetings between different races (it's hard for a goblin to take offense at a kobold if they both look like humanoid terriers).

Cost: 50 gp.

Potion of Tongue-swapping: This potion doesn't really swap tongues, it just seems that way, and lasts for a scene. You can perfectly imitate the voice of whoever you're thinking of when you drink it, and gain a +4 bonus to skill checks involving disguises or verbal imitation, as long as you have heard that person speak. The potion's effects also allow you to speak the language of the person you're imitating.

Cost: 60 gp; champion: 120 gp; epic: 240 gp; iconic: 480 gp.

Power-stone: These dwarf-made semi-precious gemstones hold reserves of magical energy. When mounted to a weapon, the power-stone grants a +1 bonus to attacks and damage with that weapon (champion: +2; epic: +3). When mounted to armor the power-stone grants a +1 bonus to AC (champion: +2; epic: +3). When you score a critical hit with a stone-mounted weapon, or when an attack against AC crits you, the power-stone cracks as you lose its bonus and take 5 force damage (champion: 15 force damage; epic: 35 force damage).

Cost: 300 gp; champion: 600 gp; epic: 1200 gp.

Quick-change Outfit (quick action): This clothing appears to be one thing, but is another. The first time you use this item's power, the outfit shifts into its true form. The shape and volume of the two types of clothing is immaterial to the change: a breastplate can become a ball gown as easily as wizard's robes can become beggar's rags. A *quick-change outfit* can have non-magical armor as one of its two forms, though any bonuses or penalties are only applied while the outfit is in its armored form. Once the clothing switches to its true form, the magic ends; you can't switch back and forth between two forms. These outfits are commonly used by those of Axis to make sure they are wearing the right outfit for the occasion, and, of course, by assassins.

Cost: 100 gp, plus the cost of both outfits.

Ring of Burning Daylight: When worn, this ring begins to shine like sunlight. The ring's magic allows a wearer of its tier to accomplish more than normal in a short span of time; mundane tasks that would take weeks can fit into a single day, and journeys that would take days can fit into hours. The ring's magic ends when the journey is over, the tasks are done, or the sun sets.

Cost: 60 gp; champion: 120 gp; epic: 240 gp.

Straw-man: This easily-destroyed construct will animate for about 10 minutes. Adventurers usually use them to check corridors for traps. If the construct matches the tier of the trapped area, each character gains a +4 bonus to detect traps in an area it moves through. Once a *straw-man* detects/springs a trap, it's destroyed.

Cost: 60 gp; champion 120 gp; epic; 180 gp.

Stretch-rope: This expensive alchemically-created rope is stretchy and elastic. It will hold weight for 1d3 uses before breaking, and characters using it for a skill check that requires stretchy rope gain a +4 bonus.

Cost: 1 gp per foot.

Tangle-rope: A short length of weighted, enchanted rope. As a quick action, cast the wizard spell *hold monster* at 3rd level using +7 vs. PD (champion: 5th level spell, +13 vs. PD; epic: 9th level spell, +18 vs. PD) against a single normal-sized nearby creature.

Cost: 300 gp; champion: 600 gp; epic: 1200 gp.

Trauma Doll: This small doll absorbs pain, and then releases it on another living being. As a quick action, a nearby creature (including you) of the doll's tier or lower is no longer considered staggered, and a different nearby creature (also including you) is now considered staggered. This doesn't affect hit points totals, only who's staggered for effects that trigger on that state. This effect ends when the first creature either heals above half of its maximum hit points, or drops to 0 hp. The doll freezes and shatters after it's used.

Cost: 100 gp; champion: 200 gp; epic: 400 gp.

Mystery Potion: You know how it is—a trader buys a load of potions and gets an oddball thrown in as a bonus. Or maybe an adventurer brings a potion back from a dungeon, but who knows how old it is or what it started out as. Or maybe a novice alchemist wasn't paying attention. When you drink a mystery potion of your tier or higher roll a d10: 1= start making last gasp saves; 2= lose a recovery; 3= you are dazed until the end of your next turn; 4= roll a random chaos mage *high weirdness* effect; 5= this turn make a basic or at-will attack as a quick action; 6= roll your next d20 roll twice and use either result; 7= heal using a free recovery, 8= recharge an expended recharge power or magic item power, or regain an expended racial power; 9= regain an expended per battle or daily power (or two recoveries if you have no daily spell or power to regain), 10= roll again twice and keep either or both results.

Cost: 50 gp, champion: 100 gp; epic: 200 gp.

Viscid Paste (quick action): This paste sticks things together with an almost supernatural strength. Gain a +4 bonus to a skill check of the appropriate tier to do something like bar a door or climb up a wall.

Cost: 20 gp; champion: 40 gp per; epic: 80 gp.

Wakebread: Baked with secret elven herbs, this bread lets you stay alert and keep watch all night, and still gain the benefit of a full rest provided you don't do anything too strenuous while on watch.

Cost: 10 gp.

Wizwood Wand: This implement is useful to apprentice wizards. The wand default bonus grants a +1 bonus to attack but not damage with spells cast through it, but it breaks the first time you roll a natural 1 on a spell attack or ritual skill check using the wand.

Cost: 300 gp.

CHAPTER 16

ARTIFACTS & ITEM SETS

"The six treasures? I tremble to talk of such things."

—Gildaran, Dragon Bard

This chapter contains once-in-a-campaign magic items, ones that might reshape the world itself.

ARTIFACTS

An artifact functions like a normal true magic item, possessing the same default bonus (if any), and occupying one of its bearer's chakras/slots (unless it's a wondrous item).

Artifacts have multiple powers, each with its associated quirk. When you attune to an artifact, choose one power from your tier or lower—when you gain a level after that, you can choose to learn another power. You don't have to attune each of an artifact's powers, and you don't have to take them in order.

The default bonus depends on the highest tier power you have chosen from the artifact.

You can carry one artifact at a time. Each power you choose, possibly including an artifact's special power, counts as an additional magic item for the number of true magic items you can use before their quirks overpower you.

If you attune an artifact without the correct icon relationships, the artifact will eventually disappear or betray you. Artifact entries generally list positive relationships first, then negative ones. A conflicted icon relationship can count as either a positive or negative relationship as an artifact nudges you toward its goals.

THE CLOAK OF DEEPENING SHADOWS

This cloak is blacker than night, like a hole in the world.

Artifact description: The cloth of the cloak drinks in light, making it hard to look at for those not used to seeing absolute black.

History: The cloth of this cloak was woven on the night of the world's first murder. No, the cloak is made of the shadow of the creator of the universe. Wait, that's not right . . . the cloak belonged to the first icon to rise to power. The only truth about this cloak is that it seems to surround itself with lies and falsehoods.

Icon relationships: Prince of Shadows (positive), The Three (positive), Dwarf King (negative), Emperor (negative).

Special power: The magic of the cloak muffles your footsteps, erases your footprints as you make them, and magics away other minor traces of your passage such as your scent. Gain a +4 bonus to skill checks to sneak or hide your passage. This must be the first power you attune to.

ADVENTURER

Darkstep (move action – recharge 11+): Teleport someplace nearby that you can see. Quirk: Never shows their true face.

CHAMPION

Blurred Eye (standard action – 1/day): Cast the wizard spell *invisibility* at 5th level. Quirk: Hides their intentions.

Misty Presence (1/day): When you score a critical hit, you become invisible until you attack, until you cast a spell, or until the end of the battle. Quirk: A good story is better than the truth.

EPIC

Dusk-walker (1/day): While invisible, make an attack without becoming visible. Quirk: Uses the appearance of chaos to cloak their real plans.

THE DECK OF WONDROUS THINGS

A deck of magical playing cards that gives random yet powerful benefits. Shuffle those cards well!

Artifact description: This deck of one hundred cards seems not too dissimilar from others of its kind, but anybody who looks closely at the cards can tell that there is more than a hint of power to them.

History: Nobody knows who crafted the *Deck of Wondrous Things*, but it is commonly agreed that all the icons of a past age were jointly responsible for its creation.

Icon relationships: Any, provided it's conflicted.

Attunement: You attune these cards as wondrous items. The eight suits of ten cards can be attuned to as a group at adventurer tier. The twenty higher arcana cards can all be attuned at champion tier. The epic-tier power requires attunement, giving the deck three 'slots' of attunement.

Special power (or is it a curse?): In your campaign, the deck can be found card by card, or all at once, or somewhere in between. If the deck is not found all at once, a character attuned to at least one card feels compelled to find more cards—the deck wants to be complete. Sometimes fate brings a new card as part of a monster's loot; other times the deck will rearrange destiny to bring others attuned to their own cards to you.

Unified quirk: All the cards have the same quirk—attune to as many cards as possible.

ADVENTURER

The adventurer-tier cards are the eighty numbered cards of the deck in eight suits, its minor arcana. Rather than attune to the cards one-by-one, you attune to one suit of ten cards as a single magic item.

In battle, you can shuffle the deck and draw a card as a full round action (standard, move, and quick) once per day (full heal-up). When you do, roll a d100, rerolling for any cards you aren't attuned to yet. The card's effect lasts until your next full heal-up.

The suit power descriptions use the notation X (+X, add X, etc.)—X is the value of the card that you draw/roll (see below; for example, rolling a 21 would be a 1 of trees and you would gain a +1 bonus to your next skill check involving crime; and rolling a 30 would be a 10 of trees and you would gain a +10 bonus to your next skill check involving crime. If you don't use the benefit granted by the card before your next full heal-up, the effect ends and the power is wasted.

1–10: Suit of Hearts (magenta): Gain a +X bonus on your next Charisma skill check.

11–20: Suit of Chalice (red): Heal extra hit points equal to your level times X with your next recovery roll.

21–30: Suit of Trees (orange): Gain a +X bonus on your next skill check involving crime (solving or committing).

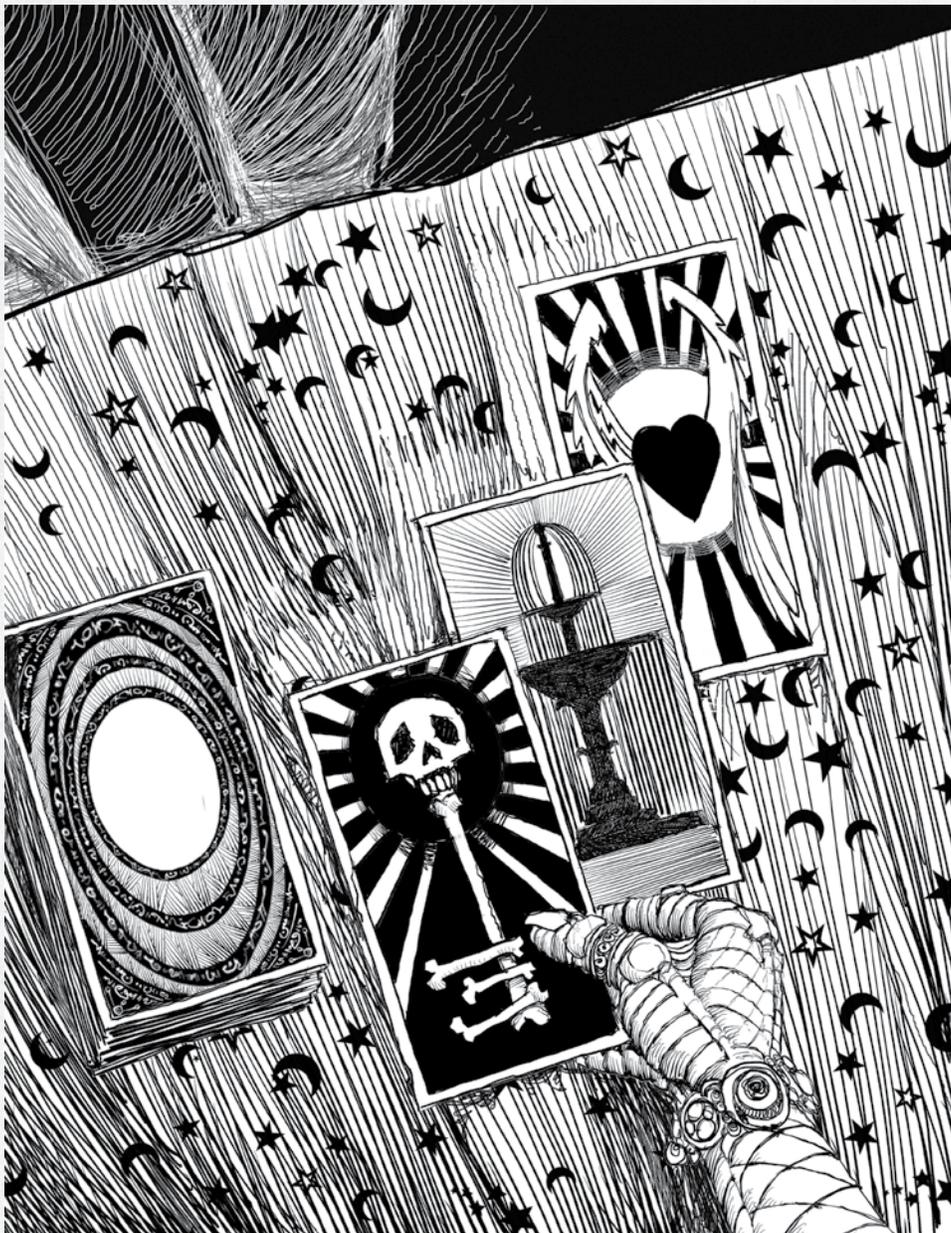
31–40: Suit of Suns (yellow): Deal +X extra holy damage with your attacks that miss until the end of the battle, or until the end of your next battle if you aren't in combat (champion: double +X; epic: triple +X).

41–50: Suit of Leaves (green): Gain a +X bonus on your next skill check in natural surroundings.

51–60: Suit of Moons (cyan): Gain a +X bonus on your next skill check in a city, ruin, or dungeon.

61–70: Suit of Sapphires (blue): Gain a +X bonus on your next Wisdom or Intelligence skill check.

71–80: Suit of Stars (purple): Gain a +X bonus on your next skill check involving magic.

**CHAMPION**

The champion-tier cards are the twenty face cards of the deck, its major arcana. When you attune your first major arcana card, you're potentially attuned to them all and don't need to attune card-by-card. You draw major arcana cards less often, so their effects are powerful. The twenty cards are:

Asterism (quick action – 1/battle): Teleport someplace nearby or far away that you can see.

Crowned Sun: Cast the wizard cantrip *light* at-will. Once per round when you hit an enemy with a natural even roll, the attack deals extra damage equal to 5 times your level to that enemy and all of the damage is holy.

Eye of Night: Gain a +4 bonus to detect invisible or hidden things, and a +2 bonus to attack rolls while underground or at night.

Fountain: Until the end of your next rest, your recovery rolls are maximized.

Greater Gem: The first time each battle you expend a daily power or recharge magic item power, you automatically regain it or recharge it.

Green Leaf: When you roll initiative, gain temporary hit points equal to your recovery roll.

Hanging Tree: Each battle, the first death save or last gasp save you or an ally rolls automatically succeeds.

Hidden Star: When a natural attack roll against you is less than or equal to the escalation die, make an at-will or

basic attack as a free action. If that attack hits, it's a critical hit.

Huntress: When your first attack roll each battle is less than or equal to the escalation die, make an at-will or basic attack as a free action. If that attack hits, it's a critical hit.

Jester: Each battle, the first natural 20 attack roll against you or an ally is a natural 1 instead; OR the first natural 1 attack roll by you or an ally is a natural 20 instead (it's one or the other, whichever comes first). Then roll three times for the next attack roll you make that battle and take the worst result.

Key (quick action – 1/battle or scene): Unlock a lock you can see, reset or disarm a nearby trap, undo buckles on armor, unstitch a garment, etc.

Masked Lover: Cast the wizard spell *disguise self* at your level. While the spell persists, roll twice on all skill checks that use Charisma, taking the higher result and adding a +4 bonus to that result.

Mirror: A mirror image of yourself appears, acts as your ally, and fights on your behalf until the end of the battle. The creature is unreal—a creation of the magic of the *deck of wondrous things*. Use the base stats for a ranger's *animal companion* of your level.

Princess: Others treat you like royalty. Gain a 7-point background (yes 7): apparently royalty.

Red Chalice: The first time you become staggered each battle, heal using a free recovery. If you're already staggered, immediately heal using a free recovery instead.

Rose: Rose vines grow around you. The first time each battle you become stuck or fail a disengage check, end the stuck effect on yourself and you can pop free from each enemy engaged with you.

Tower: Once during each battle or scene, you can destroy a single non-magical barrier (door, wall, etc.) as a move action. Magical barriers are down or allow access until the end of the battle or scene, then return to their previous state.

Vizier: The first time each scene (but not during a battle) you fail a skill check, reroll it with a +4 bonus.

Wandering King: You receive unexpected aid at some point before the end of the session. Randomly choose an icon that you don't currently have an icon relationship with, then reroll all of your icon dice for your character's tier as if they were with that icon.

Winged Heart: While you're staggered, you gain *flight*.

EPIC

Wondrous Wish: You can use the deck to make a wish. The wish is limited in scope—you can't use it to become an icon or a god, nor do something like draining the Midland Sea—but you could do something like gain an additional (extra) icon relationship point, gain an extra epic feat, power, talent, or true magic item, or something else freeform your GM will allow. As soon as you make the wish, the deck becomes unattuned to you and scatters—the cards teleport away to await the next time they are found.

THE DARK-IRON FIST

This gauntlet is perfect for those who intend to cut a swath of destruction through life.

Artifact description: The pitted black iron of this gauntlet is said to have been extracted from the blood of a dark god slain by her own kin.

History: The *Dark-Iron Fist* wants to win, at any cost, and has been owned by many tyrants and conquerors—it doesn't particularly care what the cause is, why its wielder is fighting, or who gets hurt on the way to victory. The *Dark-Iron Fist* offers extra encouragement when its wielder's path to victory coincides with the plans of the dark gods.

Icon relationships: Crusader (positive), Lich King (positive), Diabolist (negative), Great Gold Wyrms (negative).

ADVENTURER

Symbol of Power: Treat the gauntlet as an implement for arcane and divine spells. Quirk: Life is harsh, and so are they.

Dark Power: Any weapon, magical or not, you wield while wearing the gauntlet gains a default bonus as if it were a magic weapon of the gauntlet's effective tier. Non-magical weapons wielded this way tend to break from the forces involved, usually being good for only one battle unless they are sturdily constructed (then only a natural 1 attack roll ruins the weapon). Quirk: Oppressor of the weak.

CHAMPION

Power-strike (recharge 11+): When you heal to your maximum hp using a recovery, you gain a bonus to the next miss damage you deal this battle equal to the "extra" hit points you didn't need to use from your recovery roll. Quirk: Fears the dark gods.

EPIC

Life-drinker: When you drop a non-mook enemy that has hit you this battle to 0 hp, heal using a free recovery. Quirk: Vengeful.

THE DIADEM OF STARS

This relic is mentioned in ancient elven songs, though no two songs agree about its origin.

Artifact description: This diamond-encrusted silver tiara is elven made, though its style is of primordial design.

History: The *Diadem of Stars* has a complex long-term plan that involves the elves leaving this world for another—the diadem's scheme will take eons to unfold, so it usually can afford to be subtle in its manipulations of those attuned to it. The diadem doesn't talk, instead asserting more of a gentle mental pull.

Icon relationships: Elf Queen (positive), High Druid (positive), Orc Lord (negative), the Three (negative).

ADVENTURER

Resilience of Eons (Gain *resist psychic damage 16+* and increase this item's default bonus by +1. Quirk: The stars might burn out, but they need to stay the course.

Nobler Blood (recharge 11+): Gain an elven racial power (dark elf, high elf, or wood elf) until the end of the battle. If you are an elf, you can only gain a racial power from an elven type that you are not, and if you are not an elf, you can't gain the same elven racial power more than once a day. Quirk: Melancholic.

CHAMPION

Deep Heritage (1/day): Gain a +2 bonus to attacks with bows, swords, staves, and wands until the end of the battle. This bonus stacks with other magic items. Quirk: Obsession with stars and seas.

EPIC

Overworld Travel (standard action – 1/day): Spend a recovery to cast the 9th level wizard spell *teleport*. Quirk: Has a plan and carries it through to the end.

THE DRAGON CROWN

This crown is reputed to be the one on which the first Emperor based the design of his crown.

Artifact description: The metal of this crown is pitted with age, yet it's nearly indestructible and no normal wear and tear will damage it—it's definitely a product of an earlier age.

History: This crown predates written history, or at least the recorded history of humanoids. If anybody knows the true history of this crown it's the dragons.

Icon relationships: Emperor (positive), Great Gold Wyrms (positive), Orc Lord (negative), the Three (negative).

ADVENTURER

Blessing of Fire (1/day): Gain *resist fire damage 16+*. When an enemy rolls a natural odd miss with an attack that deals fire damage against you, heal using a recovery. Quirk: Respects fire-breathing creatures.

Voice of Thunder (quick action – recharge 16+): Speaking the secret phrase that the crown reveals to you activates this power (make it a good one). Make a basic weapon attack that targets PD instead of AC and deals thunder damage. Quirk: Lets others know who has the real power.

CHAMPION

Voice from the Throne (standard action – 1/day): Spend a recovery to command a nearby creature as if you were casting the matching spell at your level: *Attack* (*discombobulate; bard*), *Obey* (*charm person; wizard*), *Run* (*cause fear; cleric*), or *Stop* (*hold monster; wizard*). Use +12 for the attack roll (7th level: +15, 9th level: +18), and if the attack misses, you can spend a recovery for the miss to have no effect and to regain this power at the end of the battle or scene. Quirk: Likes being the one to lead.

EPIC

Dragon-rebirth-destiny: See sidebar.



Three of these items have the same epic power: the awesome and game-changing dragon-rebirth-destiny. Rather than list it three times, here it is in one place.

Dragon-rebirth-destiny: During your next full heal-up, you begin to become a dragon. Gain one of the following benefits: *resist damage 16+ to acid, cold, fire, lightning, or poison; the dragon abilities whipping tail, tough hide, twisted mind, or nimble; or the daily use of a sorcerer breath weapon spell of your level that doesn't recharge during that battle, but does use your highest ability score for the attack and damage rolls.*

During each full heal-up, you can trade one of your feats or magic item attunements for a new dragon-rebirth-destiny benefit. You can't take more than one resistance or damaging breath weapon spell, but you can take the same breath weapon spell, as well as dragon's leap, more than once, granting you additional daily uses (up to 4 total for each spell).

Quirk: You want to become a dragon.

THE FIRST CLAW

The stone in this necklace holds more power than its dull age-worn appearance would suggest.

Artifact description: This necklace contains a petrified stone that looks almost like the tip of a gigantic claw.

History: The 'stone' in this necklace is said to be the tip of the first claw shed by the first dragon—in fact, it's the claw itself that says this, whispering it into the mind of whoever picks it up.

Icon relationships: The Great Gold Wyrms (positive), The Three (positive), Elf Queen (negative), Lich King (negative).

ADVENTURER

Dragon Spirit Mentor (recharge 11+): Gain a +4 bonus to a skill check involving a mental ability score (Intelligence, Wisdom, Charisma). If a dragon is involved in some way, the recharge automatically succeeds. Quirk: Listens to dragons.

Deep Breath (special – 1/day): If you are a sorcerer, recharge a *breath weapon* spell as a quick action. If you are not a sorcerer, as a standard action use your highest ability score to cast a sorcerer *breath weapon* at your level, but unlike normal *breath weapon* spells this one can't recharge. Quirk: Admires dragons.

CHAMPION

Dragon Knowledge (standard action – 1/day): The claw can mentally communicate with its wearer, painfully imparting centuries of knowledge about a dragon enemy the wearer is facing. Spend a recovery to choose one nearby dragon of 8th level or higher. Until the end of the battle, gain a +4 bonus to attacks and defenses against that dragon. Quirk: Knows their betters.

EPIC

Dragon-rebirth-destiny: See sidebar.

THE BLADE OF SACRIFICE

Respect all life, even if it means pain and sorrow for yourself. After all, sacrifices must be made (and this knife will help you make them).

Artifact description: Said to be the first sacrificial blade wielded by the first proto-druid at the dawn of time, this wicked-looking obsidian weapon is impossible to blunt.

History: The blade has been passed down from druid to druid, some allied with barbarian or elven monarchs. This weapon seeks to maintain the natural world and will attempt to manipulate the one attuned to it into supporting causes that run contrary to their own best interests if the *Blade of Sacrifice* feels that doing so will maintain or restore the natural order. Good and Evil, Light and Dark, Law and Chaos, Life and Death—all may be sacrificed on the altar of nature.

Icon relationships: Elf Queen (positive), High Druid (positive), Archmage (negative), Emperor (negative).

Special power: This dagger can change size to function as a light or heavy weapon, or even a two-handed one. It's also an implement for druids or those that have a positive relationship with the High Druid. When its wielder transforms into an animal, the blade transforms with them (becoming obsidian claws and teeth). This must be the first power to which a character attunes.

ADVENTURER

Balance of Nature (1/day): When you or an ally in a battle rolls a natural 1, change the roll into a natural 20, and the next natural 1 rolled by an enemy this battle also turns into a natural 20. Then, the next natural 20 rolled by an enemy this battle turns into a natural 1, and the next natural 20 rolled by you or an ally this battle turns into a natural 1. The fourth change, or your next full heal-up, ends the effect. Quirk: Concerned for the land and the trees.

Red in Tooth and Claw (recharge 6+): When you make a damage roll or a recovery roll and the roll is less than average, reroll until it's not. Quirk: Searches fallen foes for useful materials.

CHAMPION

Sacrifices Must Be Made (quick action – recharge 11+): When you use the blade to drop a creature that is higher level than you (epic: at least 2 levels higher) to 0 hp, make a basic attack or use an at-will power or spell. If the creature was double-strength or large, you can instead use a recharge spell or class (not feature or talent) power; and if the creature was huge, triple-strength, or stronger, you can instead make a standard action attack or use a daily spell or class power. Quirk: Buries enemies to enrich the soil.

EPIC

The Greater Good (1/day): When an ally dies, that character instead spends two free recoveries and all conditions and effects on them end, and you start making last-gasp saves. Quirk: All life is equally sacred.

THE HEART OF DEATH

A black pendant made from an organ taken from a corpse, what could go wrong?

Artifact description: This black wrinkled leathery lump is the mummified remains of somebody's heart.

History: The heart wants to end the world (what were you expecting?). It has been tied to disasters, plagues, the unleashing of monsters, and acts of magic that have threatened reality itself. Every time an age comes to a catastrophic end, the heart always seems to be at least tangentially involved. Legend says that it was the Lich King's, but how can that be true?

Icon relationships: Lich King (positive), Emperor (negative), Orc Lord (negative), the Three (negative).

ADVENTURER

Fearless: You are immune to the fear condition. Quirk: Not disgusted by dead things.

Undying: (quick action – recharge 6+ after use): Gain temporary hit points equal to the level of the highest-level undead in the battle (the last mook of a mob doesn't count; double strength or large counts as double its level; huge, triple-strength, or stronger counts as triple its level). Quirk: Aware of the fragility of life, and the strength of the undead.

CHAMPION

Deathless: The next time you die (only), immediately regain full hit points, and your creature type become undead. Quirk: 'Dead' and 'alive' are just labels, ones that no longer concern you.

Life-drinker (1/day): When a nearby creature (including you) takes negative energy damage, heal using a free recovery. Quirk: Helps others understand that death can sometimes be welcome.

EPIC

Peer of the Realm of Death (1/level): When an ally dies, activate this power. During your next rest, permanently reduce your maximum recoveries by 1 to return that ally to "life," if they are willing. Their creature type becomes undead and they gain *vulnerability: holy*. They must also change one of their icon relationships to be with the Lich King, if one wasn't already. Quirk: Keeps their friends close.

THE ORB OF TRUE MAGIC

Magic is the solution to every problem, even if it is also often the root cause. This orb marks the one attuned to it as a spellcaster of rare talent.

Artifact description: This pearlescent crystal orb fits snugly in your hand, warm to the touch.

History: The *Orb of True Magic* houses part of the mind of a lost god of magic; if you teach magic to others, recover lost magical knowledge, or learn new magic, the orb is pleased. No

one knows which god of magic; perhaps that is the knowledge the orb is trying to recover via its various wielders through the ages.

Icon relationships: Archmage (positive), Lich King (positive), the Three (positive), High Druid (negative).

Special drawback: The orb doesn't like it when spellcasters are killed by those without magical talent. In fact, it becomes very angry. When a non-spellcasting ally drops a caster enemy to 0 hp, that ally takes a -1 penalty to saves (cumulative) until the end of the battle.

ADVENTURER

Arcane Recall (1/day): Spend a recovery to cast a recharge or daily arcane spell that you or one of your allies expended. Use your primary casting ability score to cast the spell. Quirk: Loves books.

Magesight: You gain a +4 bonus to perceive magical fields, active spells, lingering enchantments, supernatural influence, etc. Quirk: Seeks out new knowledge.

CHAMPION

Superior Insight (recharge 11+): When you miss an enemy with a daily spell attack, gain a +2 bonus to attacks and defenses against that enemy until the end of the battle as you learn interesting things about the creature. This bonus stacks with other magic items. Quirk: Boldly goes where nobody has gone before.

EPIC

Star-traveler (1/day): Turn a failed spell recharge roll into a success. Quirk: Records details for posterity.

THE SCEPTER OF THE BETRAYER

This scepter has more than a touch of the infernal about it.

Artifact description: This thick iron bar is wrapped in strips of red leather, and its spiked ends are decorated with laughing (or perhaps screaming) jesters' faces.

History: Nobody knows the origin of the *Scepter of the Betrayer*. The story was probably lost when a new wielder killed the last one. The scepter doesn't have a plan as such, rather an inclination toward destructive violence and chaos. It brings the mighty low, corrupts the innocent or lost and uses them in its escapades, and finds a better agent of chaos to be its new wielder—after the new wielder kills its current wielder, naturally.

Icon relationships: Diabolist (positive), Prince of Shadows (positive), Crusader (negative), Great Gold Wyrn (negative).

Special drawback: If you're not having enough fun (that is, causing chaos and destruction), expect the scepter to draw enemies to you. When you don't attack during your turn, take a -1 penalty to all defenses until the start of your next turn. You'll either cause the chaos that it craves, or it will find a new wielder.

ADVENTURER

Jester's Club: The scepter counts as a light or heavy, one-handed or two-handed, magic weapon of the scepter's effective tier. Quirk: Disorderly.

Fool's Reversal (1/day): When an ally rolls a natural 1 on an attack or saving throw, you can use this power once until your next full heal-up: When you get a natural even roll on a d20, it's a natural 20 instead. Quirk: Laughs at others' misfortunes.

CHAMPION

Dark Dance (1/day): A nearby enemy swaps positions with one of your nearby willing allies (no opportunity attacks). Quirk: Plans are boring.

EPIC

Song of Chaos (1/day): When an attack hits you, a nearby enemy takes the damage and effects, if any, instead. Quirk: Enjoys destruction!

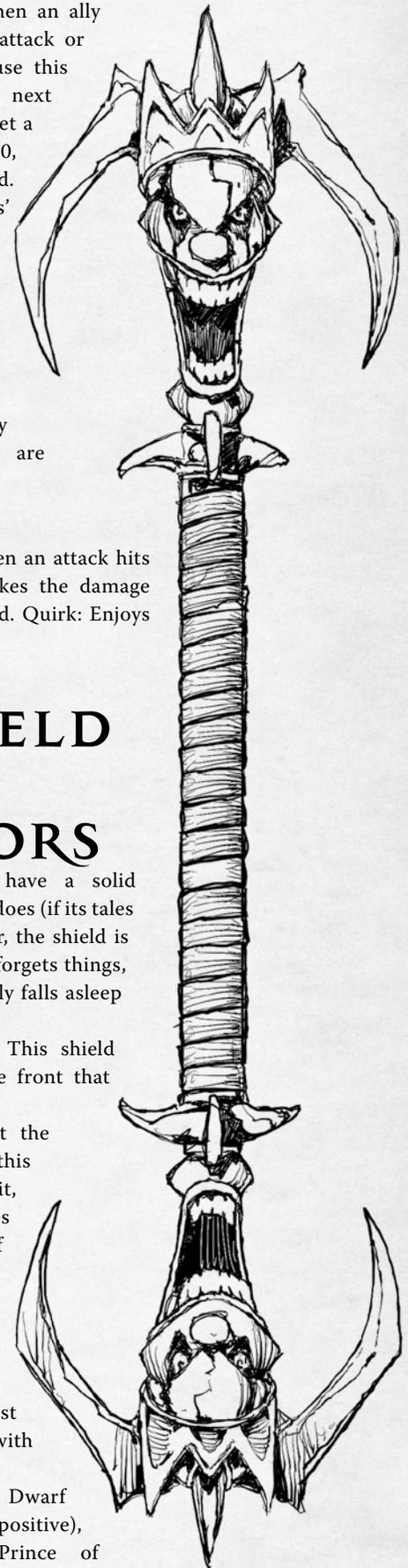
THE SHIELD OF THE ANCESTORS

Not many magic items have a solid provenance, but this shield does (if its tales are to be trusted). However, the shield is very old, and sometimes it forgets things, becomes confused, or simply falls asleep mid-sentence (yep, it talks).

Artifact description: This shield has a dwarven face on the front that animates when it talks.

History: It's said that the first dwarven smith made this shield, and was buried with it, for the talking shield desires to return to the tomb of the first smith and tells everybody who attunes to it the tale. The shield gives advice, especially about seeking out treasure in dungeons, finding lost maps, and making friends with dwarves.

Icon relationships: Dwarf King (positive), Emperor (positive), Elf Queen (negative), Prince of Shadows (negative).



ADVENTURER

Intercepting Shield (1/day): When an enemy scores a critical hit against you, it's a normal hit instead; OR when an enemy hits you with an attack, that attack deals no damage or effects. Quirk: Tries to make those who came before you proud.

Dwarven Battle-cry (quick action – 1/day): One nearby enemy pops free from all enemies and takes 10 thunder damage (champion: 20 thunder damage; epic: 30 thunder damage). Quirk: Searches for the dwarf smith's tomb.

CHAMPION

Ancestral Guardian (recharge 11+): Gain a +2 bonus to AC until the end of the battle. This stacks with other magic items. Quirk: Knows that their ancestors and predecessors are watching (and judging) them.

EPIC

Wisdom of the Ancients (recharge 11+): When you fail a skill check involving dwarves, smithing, or ancient history, reroll it with a +4 bonus. Quirk: Concerned with funerary rites, specifically in relation to themselves.



There is a long tradition of magic items that talk out loud, and we've never really addressed that.

I'd say a single talking magic item in a group strikes the right balance, unless the GM can handle all those personalities and interactions. Just don't let talking magic items shift the focus away from the players and their characters.

THE SKIN OF EVIL

This thick, leathery armor has been toughened by time to become harder than metal, and still retains ancient magic.

Artifact description: The armor is stained dark by the blood of countless enemies.

History: This armor is said to have been worn by the Orc Lord when he defeated the Wizard King. The *Skin of Evil* certainly seems to want to find the Orc Lord, but what would be the result of the Orc Lord wearing this item in the 13th Age?

Icon relationships: Orc Lord (positive), High Druid (positive), Emperor (negative), Lich King (negative).

Special drawback: When you attune to more than two powers of this armor, it bonds to you, and you can't remove it—unless you somehow find a way to destroy the artifact, or can persuade it to find a new host.

ADVENTURER

Exploit Weakness (recharge 6+): When an enemy engaged with you rolls a natural 1 on a d20 roll, make a basic or at-will attack against it. Quirk: Exploits weaknesses.

Push Forward! (quick action – recharge 11+): Make a basic or at-will attack, or move closer to an enemy. Quirk: Admires the powerful.

CHAMPION

Feast on the Fallen (1/battle): When you drop an enemy to 0 hp, including the last mook of a mob, heal hit points equal to its

level (if it's a large or double strength monster, heal double its level; if it's a huge, triple-strength, or stronger monster, heal triple its level). Quirk: Takes items from defeated enemies, and gladly accepts rewards from those they aid.

EPIC

Triumph of Might (1/day): When you score a critical hit, activate this power. Your next hit this battle is also a crit. Quirk: Contempt for weaker enemies.

THE STAFF OF ELEMENTAL LIGHT

This staff is dedicated to goodness and light and refuses to be wielded in the service of evil.

Artifact description: This golden shepherd's crook is reputed to have been forged by the gods from the light of the very first dawn.

History: The staff seeks to uphold the ideals of goodness and light and attempts to guide the path of the one attuned to it—it seems to turn up in places and times where its aid is most needed.

Icon relationships: Great Gold Wurm (positive), Priestess (positive), Crusader (negative), Diabolist (negative).

Special drawback: You can't attune to the staff (or stay attuned to it) if you have a non-negative relationship with the Crusader or the Diabolist.

CHAMPION

Aura of Light: When you miss with an attack made with this staff, add +1d4 extra holy damage to your miss damage with that attack (epic: +1d8). Quirk: Extolls the virtues of the sun.

Guiding Light (1/campaign): Cast the cleric spell *resurrection* without it counting toward your lifetime or per-level casting limits, and even if you can't normally cast the spell. Quirk: Self-sacrificing.

First Light: The first time each battle that you attack an enemy with this staff, that enemy takes extra holy damage equal to the attack roll (epic: 2 times the attack roll), hit or miss. Quirk: Leads the charge against darkness.

EPIC

The Power of Light (quick action – 1/day): Spend two recoveries to allow a nearby ally to heal using a free recovery and to end one effect or condition they are suffering from (including making last-gasp saves). Quirk: Serves the greater good.

THE SWORD OF LIGHT

This sword-hilt is without a blade, but when you will it a blade of glowing light springs forth.

Artifact description: The sword's hilt is gold, inlaid with silver, bronze, copper, and brass, and decorated with dragon designs.

History: The sword seeks to vanquish evil and is willing to sacrifice the lives of others to do so. The sword attempts to manipulate its wielder into going into situations where they will confront evil creatures.

Icon relationships: Emperor (positive), Great Gold Wyrn (positive), Diabolist (negative), the Three (negative).

Special drawback: You must take the *Blade of Light* power first before you attune to the weapon's other powers.

ADVENTURER

Blade of Light (recharge 11+): Melee attacks made with this weapon always deal holy damage. When you make a melee attack roll, roll twice and take the result you prefer. Quirk: Seeks out and confronts evil.

Gloriole (standard action – 1/day): Spend a recovery to make a d20 + 5 close attack against the MD of each nearby aberration, demon, devil, and undead enemy with less than 50 hp (champion: d20 + 10 and less than 100 hp; epic: d20 + 15 and less than 200 hp). On a hit, the target uses all of its actions during its turn to safely (disengaging as needed) move away from you (save ends). On a miss, it's the same effect but only until the end of the target's next turn instead. Quirk: Believes being brave is better than being safe.

CHAMPION

Detect Evil: Gain a +2 bonus to sense the presence, true appearance, and motives of aberrations, demons, devils, and undead. You also gain this bonus against creatures who have a positive relationship with the Crusader, Diabolist, Lich King, Orc Lord, or the Three. Quirk: Uses might for right.

EPIC

Dragon-rebirth-destiny: See sidebar.

ITEM SETS

Item sets are groups of magic items with a linked history and shared destiny.

When you attune the first item in a set, it requires a chakra as normal, plus an additional chakra slot (of the choice of the character wearing it). Each item after that requires a chakra slot as normal.

Each item set has an item set power with a bonus listed as X (+X, add X, X-per-day, etc.), where X is the number of items in the set to which you are attuned. Each character wearing an item from the set can use the item set power for that set.

You can attune items from only one item set at a time and can't attune to an item set if you are attuned to an artifact.

EMBLEMS OF DEEP MAGIC

Magic items dedicated to magic.

Item set description: Each of these items crackles with raw magical power when used.

History: Each of these items holds a shard of the soul of a past magical icon. Maybe when one of the icons of the current

age passes, a new item will become part of the set.

Icon relationships: Archmage, Diabolist, High Druid, Lich King, Priestess, or the Three.

Item set power: After each full heal-up, choose two damage types that are the same as types of damage that one or more of your daily spells deals. You gain *resist damage* to both damage types equal to X + 12.

ADVENTURER

Orb of Arcane Vision (recharge 11+): Until the end of the battle, add your level to your miss damage with at-will spells. Quirk: Accrues magic knowledge.

Orb of Esoteric Images (recharge 11+): When a nearby ally casts a daily spell, heal hit points equal to 1d4 x the spell's level. Quirk: Desires to build and maintain a tower.

CHAMPION

Boots of Mysterious Movements (move action – recharge 11+): Teleport someplace nearby you can see. Quirk: Lets none see their mysterious comings or goings.

Robe of High Magic (1/day): When your attack roll with a daily spell is less than or equal to the escalation die, activate this power. During your next rest, spend a recovery to regain the spell. Quirk: Believes knowledge is dangerous to others and should be kept secret.

EPIC

Crown of the Phoenix (1/campaign): When you die, your body disappears in a burst of flame. You reappear alive after the next full heal-up. Quirk: Leaves a lasting legacy.

Robe of the Phoenix (light armor): Gain a bonus to death saves and last-gasp saves equal to the escalation die. Quirk: Seeks mastery over death, so secrets won't die with them.

PANOPLY OF LEGENDS

An item set that encourages larger-than-life heroism.

Item set description: These golden items shine with an inner light.

History: The *Panoply of Legends* originally belonged to a great hero of a past age who sacrificed their life to bring the age to an unusually peaceful end. Statues of the legend are scattered across the Dragon Empire. Perhaps the adventurer who wears the panoply will restore hope too.

Icon relationships: Elf Queen, Prince of Shadows, or the Three.

Item set power: Bearers of these items attract poets and tale-spinners to them. Once per day, when you roll an icon relationship, roll for one of this set's associated icons, and you roll X or less, narrate how one of your exploits allows you to reroll that die.

ADVENTURER

Amulet of Fables: While you are staggered, you gain a bonus to skill checks equal to the escalation die. Quirk: Sometimes shuns introspection for action.

Boots of Mythic Journeys (quick action – recharge 16+): Pop free from each enemy engaged with you. Quirk: Shows off.

Cape of Many Tales (1/day): When you fall and would take damage, take no damage instead. Quirk: Daredevil.

Weapon of Legendary Deeds (1/day): Your crit range with this weapon expands by an amount equal to the escalation die until the end of the battle. Quirk: First into a fight.

CHAMPION

Armor of Fame (light armor – 1/day): When an enemy scores a critical hit against you or a nearby ally, it's a hit instead; OR when an enemy hits you or a nearby ally with an attack, it's a miss instead. Quirk: Believes stories about their own fame.

Ring of Renown (1/day): Until the end of the battle, each of your nearby allies gains a +1 bonus to AC that stacks with other magic items. Quirk: Overly vain.

EPIC

Crown of the Legendary Legend (recharge 11+): When you miss a target with an attack against MD, reroll the attack and take the result you prefer. Quirk: Boastful, but never untruthful.

PROTECTIONS OF FAITH

These magic shields and helmets need to be spread about within a group to gain the greatest benefits; it's a set that needs teamwork.

Item set description: These helmets and shields feature an eye design on them.

History: The items in this set originally were carried by the blind triplet paladins of Dunshelm. The many stories about them never say which deity or deities (or devils or demons) they served, and discovering the secret may reveal a vital fact about a past age.

Icon relationships: Crusader, Diabolist, Great Gold Wyrn, or Priestess.

Item set power: The default bonus of each item in this set is equal to X (counting all items a group has, not just per person).

ADVENTURER

Hood of Blind Faith (cloak – recharge 11+): While underground or at night, when a nearby ally rolls an attack or skill check and dislikes the result, they can reroll it. Quirk: Trusts others to do their part.

Shield of Deferred Detriment (recharge 11+): When you use this power, a nearby ally gains a +2 bonus to AC until the end of the battle. This stacks with other magic items. Quirk: Protects their allies.

CHAMPION

Eyeshield (1/day): When you use this power, a nearby or far away unengaged ally makes a ranged attack that is treated as a close attack using your location. Quirk: Willing to guide others.

Helmet of Justice (recharge 11+): When you roll a skill check to help an ally, gain a +4 bonus to the skill check. Quirk: Trusts the group.

EPIC

Helm of Fairness (1/battle): When an ally fails a saving throw, that ally can reroll the save. Quirk: Accompany others to greatness.

Shield of Impartiality (1/day): When you become staggered, increase the escalation die by 1. Quirk: Puts their cause before their safety.

REGAL REGALIA

An item set fit for royalty.

Item set description: This set of items is made of the very finest materials: pure white silk, ivory, gold, etc.

History: The *Regal Regalia* has a long history, with various items of the set showing up as parts of coronation ceremonies of royals who have risen to iconic status. When the *Regal Regalia* comes to a commoner, it's usually a sign that they are destined to become a monarch.

Icon relationships: Emperor, Elf Queen, Dwarf King, or Lich King.

Item set power: The items radically change to suit their wearer and that person's moods—a wicked queen might have the *Regal Regalia* become a gown embroidered with skulls, while a righteous bishop might wear the same robe and it would become a simple surplice. Gain a +X bonus to skill checks to influence others using your station or authority.

ADVENTURER

Cape of the Monarch (recharge 11+): When an ally fails a save, reroll it for them with a +4 bonus. Quirk: Bossy.

Scepter of the Sovereign: This item also serves as both an implement and a magic melee weapon of the attuned character's preference: simple, light or heavy; one-handed or two-handed. Quirk: Sometimes domineering.

CHAMPION

Royal Crown (recharge 11+): When you miss an enemy with an attack, that enemy takes extra psychic damage equal to 1d6 times your level. Quirk: Trusts own judgement, perhaps too much.

Stately Sash: Gain a +2 bonus to death saves for each death save you have rolled this battle, including the current save (so your first death save each battle gets a +2, your second +4, etc.). This bonus stacks with other magic items. Quirk: Looks for ways to extend the duration of their power in the world.

EPIC

Ring of Majesty (recharge 11+): When you heal using a recovery, you and each nearby ally gain temporary hit points equal to 2 times your level. Quirk: Sometimes commanding towards allies.

SCALES OF THE PRIMAL DRAGONS

An item set rumored to be relics of the first dragons in the world.

Item set description: Each item in this set features highly polished dragon scales, appearing to be precious stones and metals to the untrained eye.

History: These items are said to have been crafted from the scales of some of the first dragons to inhabit the mortal realm. Only the Great Gold Wyrms know for sure, and he refuses to discuss the matter.

Icon relationships: Emperor, Great Gold Wyrms, or The Three.

Item set power: You can speak the primal tongue of dragons as heard at the dawn of time, and you begin to understand how they think. Once per day when you miss a dragon or draconic creature with an attack, reroll the attack with a +X bonus. Also, during each full heal-up choose acid, cold, fire, lightning, or poison. You have *resist damage X + 12* to that damage type.

ADVENTURER

Primal Emerald Spear (1/battle): When you hit an enemy with an attack, it takes 2d12 extra damage (champion: 3d12; epic: 4d12). The damage is the same type as the damage resistance you gained from this item set. Quirk: Ambitious.

Primal Ruby Armor: When you take damage from an attack targeting your AC, gain 4 temporary hit points (champion: 8 temporary hp; epic: 12 temporary hp). Quirk: Dissatisfied with being average.

CHAMPION

Primal Onyx Shield (1/battle): When an enemy's natural attack roll against you is less than or equal to the escalation die, make a basic or at-will attack against it as a free action. Quirk: Fierce hunter.

Primal Sapphire Belt (1/day): When you start your turn with 15 hp or fewer (epic: 35 hp), heal using a free recovery. Quirk: Brooding.

EPIC

Primal Diamond Amulet (recharge 11+): When you hit an enemy with a natural even attack roll, gain *flight* until the end of your next turn. Quirk: Gathers treasure to stash in their lair.

Primal Platinum Crown (quick action – 1/day): Make a +17 vs. PD close attack against 1d3 + 1 nearby enemies in a group that deals 8d8 damage on a hit, and half damage on a miss. The damage is the same type as the damage resistance you gained from the item set. Quirk: Desires to rule over their domain, as is their dragon-y right.

TREASURES OF PRIMAL POWER

Six treasures that predate written history itself.

Item set description: Those who gaze upon one of these items are instantly aware of its power.

History: The *Treasures of Primal Power* are said to be either remnants of a past world, or the tools used to create the current one. Most ages have ended with an icon in possession of at least one of the six treasures.

Icon relationships: Archmage, High Druid, or Prince of Shadows.

Item set power: When you attune to an item from this set, you stop aging and gain a +X bonus to last-gasp saves.

ADVENTURER

Grail of Power: Spend a recovery to gain a +2 bonus to attack rolls until the end of the battle. This bonus stacks with other magic items. Quirk: Curious about the underpinnings of reality.

Hood of the Bat (cloak – quick action – 1/battle): While underground or indoors at night, until the start of your next turn, when you make an attack roll, roll twice and keep the result you prefer. Quirk: Doesn't mind being feared.

CHAMPION

Antlers of Primordial Vitality (1/quick rest): Add +5 to the natural roll of a magic item recharge roll made by you or an ally, after seeing the result. Quirk: Respects the old ways.

Stone Pendant of Rulership (recharge 11+): When an enemy succeeds on a saving throw against an effect or condition you created, or hits with an attack roll against you, that enemy must reroll and take the lower result. Quirk: Strives for eloquence.

EPIC

Godslayer: Creatures that are higher level than you take a penalty to rolls to disengage from you equal to the difference in levels between you (so if you are 9th level, a 13th level ancient red dragon would take a –4 penalty to its disengage roll). In addition, when an enemy pops free from you, or teleports out of engagement with you, it takes damage equal to its level (double-strength or large creature: damage equal to 2 times its level; huge, triple-strength, or stronger: damage equal to 3 times its level). Quirk: Acts with nobility.

Spear of Mortality (quick action – 1/day while the escalation die is 3+): Increase the escalation die by 1 and it becomes a d8 (instead of a d6) until the end of the battle. In addition, until the end of the battle, you can't flee and if you choose not to attack during your turn, you lose the benefits of the escalation die until the end of your next turn. Quirk: Weighs options carefully, but once decided stays the course.

CHAPTER 17

STORY ITEMS

The items in this chapter count as regular true magic items. They aren't as world-shaking as artifacts, but they have their own stories that will intersect with the PCs as something more than a useful item with a curious quirk.

BOW OF
UNPERRING PEACE

Useless as a weapon, useful in all other ways. This weapon was created for an elven princess with a nasty temper and a habit of attacking before she could think things through. The princess lost her reputation as a hot-head, and gained one as a show-off.

(wondrous item)

Always: Any arrow fired from this bow will miss living or sentient targets, but be unerringly accurate against inanimate objects. Hit a bulls-eye at ten thousand paces, in a windstorm, while blindfold? No problem! Hit the broadside of a cow at three paces? No chance! (Unfortunately, constructs and undead and other creatures that might seem to be unliving aren't, not as far as this bow is concerned!)

Recharge 11+: You can perform outlandish and impossible tricks with the bow—like building a small wooden boat by firing a volley of arrows into each other, or sculpting a statue by chipping away at a stone with arrows, or delivering a message across town by firing arrows into the city wall. When performing impossible tricks, the bow magically creates its own arrows. Of course, with tricks you are somewhat limited by your own skills—a boat built with arrows might sink if you know nothing about boats (*the GM might need a skill check to be rolled in some situations*).

Quirk: Show-off.

ADVENTURE
HOOKS

Contest of cheats—The party find themselves in a situation where they need to win an archery contest. When it becomes obvious that they are cheating with a magic bow, everybody else begins to cheat creatively. Can the adventurers' tricks beat those of the other archers?

Family heirloom—The original owner of the bow intended to pass it down to her daughter, who is

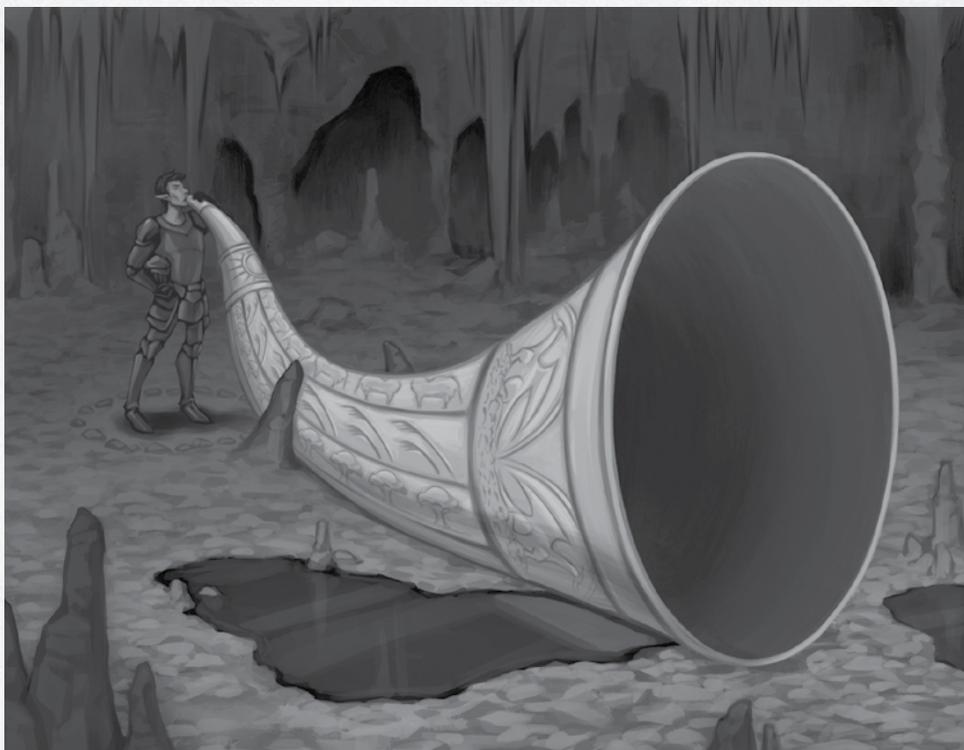
now a high-ranking elven noble (maybe it's even the elf queen). However, the bow doesn't seem to want to part ways with the party and performs unbidden trick shots to stymie the elf sent to fetch it. Can the party find their way out of what may become a major diplomatic incident?

DRAGON HORN OF
WISHES

This horn is carved with scenes of dragons sitting on hoards of treasure, bountiful harvests, and fair weather.

(wondrous item)

1/level: When you blow this horn, you may state a wish and have it, in some form, magically granted: it's as if you rolled three 6s on icon relationship dice. Unfortunately, the horn draws upon the power of the Three. Sometime before you blow the horn again, the party has an extra and unexpected encounter with a very hostile dragon (as an extra battle, this doesn't help the party progress towards a full heal-up). The type of dragon depends on the party's level. Levels 1-2: a large white dragon; levels 3-5: a huge white dragon; level 6: a huge black dragon; level 7: a huge black dragon; level 8: a huge green dragon; level 9: a huge blue dragon; level 10: a huge red dragon. If the party starts preparing a little too well to win (or negate) battles against single dragons, the GM should feel free to change the encounters to include multiple dragons or dragon-adjacent



creatures. (For the record, the horn grows in size as the person it is attuned to gains power. In adventurer tier it will be the size of a hunting horn. See the illustration for the size during epic tier! The horn resets when an owner blows their last dragon-call.)

Quirk: With a magic wish-granting horn surely the good times will never end.

ADVENTURE HOOKS

Take my horn, please—The adventurers are ‘gifted’ the horn by a smiling stranger. The stranger has just learned of the downside to the horn and wants to pass it on to another before the dragon shows up. What did the stranger wish for, and how will the wish come back in strange ways on the new owner of the horn?

Wishes once wished—The Three are very aware of the adventurers siphoning off their magic with the horn. Rather than sending dragons after the party, the Black and the Blue have decided to mess with them. The dragons stop showing up, but somehow all the wishes are ironically ‘misinterpreted’. If the adventurers wish for a giant bag of gold they’ll get a *giant’s* bag of gold (and an angry giant), if they wish for quick horses they’ll get horses that quickly run them away from where they want to go, if they wish for a way to cross a river then the river will freeze over (and they’ll have to deal with a sudden blizzard). The horn is still useful, but the wishes always come with unforeseen problems.

FALLEN ANGEL WINGS

These wings were carefully cut from an angel. Those who the wings choose instinctively know the blasphemous ritual required to graft them onto their own back.

(cloak... kind of)

Always: +2 PD (champion: +3; epic: +5).

Once per day, adventurer tier and upwards: Take no damage from falling, instead you drift in a semi-controlled way to the ground.

Once per day, champion tier and upwards: As a move action pop free and fly until the end of your next turn.

Once per day, epic tier: You can fly as a move action for five minutes or until the end of a battle.

Curse: This is *obviously* an item tainted by great evil, and being huge wings grafted to your back they are impossible to hide. *Everybody and everything* that meets you feels an aura of evil about you. True, this might help you intimidate others, but you’ll have real trouble getting served in taverns or convincing town guards to open the gates to you after dark. You take a -5 penalty to any positive social interactions with any creature that is not a demon, devil, or undead, and gain a +2 bonus to attempts to intimidate or frighten these same creatures. At champion tier and upwards, these creatures gain a +1 bonus to attacks against you. These modifiers do not apply to creatures that are strongly associated with the Crusader, the Diabolist, or the Lich King. While attuned to these wings, any positive icon relationship with the Great Gold Wyrms or the Priestess

becomes conflicted, and at epic tier you also gain a negative icon relationship point with the Great Gold Wyrms that treats 6s as 5s. These relationships can exceed the normal maximums.

Quirk: Afflicted with night terrors and apocalyptic visions.

ADVENTURE HOOKS

The trump of doom—You have come to believe that the creature from whom these wings were taken was on a mission to blow a trumpet to announce the end of the world (or maybe the end of an age). Now fate is calling you to the lost trumpet so that it can be blown (see *The Last Trumpet* item).

Living witness—The angel is still alive, imprisoned deep in an icon’s domain (the Diabolist, possibly the Crusader, perhaps the Prince of Shadows or another, more shocking icon). That icon wants to reunite the angel with its wings. What dangers does the cult and the angel pose to the adventurers, and to the world?

FIGURINE OF FASTIDIOUSNESS

This small time-worn brass statue seems to resemble whoever is attuned to it. It is said that it long ago belonged to a ruler from deep under the mountains, and was captured in war by the elves. Since then it has turned up on many battlefields.

(wondrous item)

Always: Whenever you would become dirty, the figurine becomes dirty instead.

Recharge 11+ after battle: Transfer an effect or condition from you to the statue, which experiences it instead. As a quick action and as the first action on your next turn, you must toss the statue away from you to avoid experiencing the effect anyway (a statue taking ongoing fire damage would still burn you, a statue that is stuck would cause you to be stuck, etc.)

Aftereffect: If the statue’s power fails to recharge its ‘always’ power flips until the end of the day—any time the statue would become dirty the dirt appears on you instead.

Quirk: Obsessed with keeping the statue clean and safe.

ADVENTURE HOOKS

The Dwarf King’s true name—The figurine can be attuned to other people and its effect reversed, if you know the right words to get it to do so. You could then use the figurine to drown somebody at a distance, or burn them alive, or imprison them. A devil approaches the party and claims to have the Dwarf King’s ‘true name’ and the right words to attune the figurine to him—and is willing to grant a wish in exchange for the statue. Will the adventurers part with the statue knowing that the devil intends to use it against the Dwarf King? How will the devil ironically twist their wish against them?

The Elf Queen’s treasure—The figurine is part of a magical boardgame, a missing piece. If the adventurers return the piece to the set the boardgame can be played once again. Legend has it that whoever wins the boardgame wins treasure from the first Elf Queen’s hoard. However the legend is wrong—the boardgame

did belong to the first Elf Queen once upon a time, but when played it shrinks you down and places you within a miniature maze complete with 'giant' ants and other 'monsters'.

FLUTE OF THE ECDYSIAST

Created by the Diabolist, this wooden flute has led to the doom of many innocents. The plain flute is strangely twisted inside, causing even cheerful songs to take on hauntingly sinister tones. If you ever see a flutist leading a long line of dancing animals toward a hellhole, plug up your ears!

(wondrous item)

Once per day at sunset: When the flute is played, those of weak will who can hear it are compelled to stop and listen. The will of adventurers (and most monsters) is too strong to be affected (unless they *choose* to join in the dance), but most farmers and townsfolk will swiftly fall under the flute's sway. As long as you continue to play, those who you have enchanted will continue to dance after you. If you play until sunrise, those following you will strip off their clothes, and transform into animals.

Quirk: Compulsion to turn others into animals (and then eat them).

ADVENTURE HOOKS

Old pipe, new tune—Technically humans are animals, right? If you find the right tune you could reverse the effects, or turn regular animals into people. Of course you'll need to experiment a bit, but if anybody finds out that you are luring people from their homes and transforming them you'll be in trouble. Still, it's all for the greater good, right? Right. It's not like the flute has got inside your head and you are justifying your compulsion.

Chester the talking cat—You are accosted by a talking cat that claims that it was a victim of the flute, one that fell down a hole and was knocked unconscious before the transformation was complete. The cat, Chester, wants you to destroy the flute and return it to humanoid form. The twist is that the magic of the flute protects it from normal harm, it can only be destroyed in one very specific way. Oh, and 'Chester' isn't all that it seems, and breaking the enchantment and turning the cat back is actually a very bad idea.

Of mice and mazes—The Diabolist has imprisoned somebody that the party needs to rescue. The only problem is that the prison is almost impossible to break into—you'd have to be as small as a mouse. Do the adventurers fancy using the flute to go on a tiny mouse-sized quest? Being more strong-willed than most, the adventurers will turn back in a day or two—until then they'll have to contend with hungry cats, deep 'chasms' that they could normally step over, and kobolds the size of giants.

ON THE ORIGIN OF PCs

Lots of adventurers have unique things where they are part-animal, used to be an animal, or other animal-transformation origin stories. Not surprising given the number of fairytales which feature similar themes. Tying those PC backstories into the flute could be an interesting move, with the player's permission of course.

FORGET ME KNOT

This locket was created by a lovelorn elf to remember her departed half-demon paramour, to preserve forever a lock of the tiefling's hair. Who could have known that demon hair and elven magic would twist together to create something this strange?

(necklace)

Always: +1 bonus to saves (champion: +2; epic: +3). Death and last-gasp saves have a further +1 bonus (total death save bonus = adventurer +2; champion: +3; epic: +4) but only if the locket has a knot of hair in it that is not the wearer's hair.

When a save is failed: Provided the locket has a knot of hair in it that doesn't belong to the wearer, during a full heal-up when the wearer is attuned to this item, they transform to be slightly more like the person whose hair is in the locket. Each transformation is minor—eye color, the shape of the nose, an inch in height—but the changes will accumulate over time until the wearer is the twin of the hair donor. The wearer usually doesn't realize the change immediately.

Quirk: Need to preserve the memory of a loved one.

ADVENTURE HOOKS

Dark elf magics—An elven assassin was the previous owner of the *forget me knot* and used it to assume many guises, always intending to return to their original shape one day. Now the adventurer has the locket, and is being stalked by an assassin who wants it back. Of course the assassin probably no longer looks like an elf. Who is it—the blacksmith, the barmaid, the town guard? Things will really start to hot up after the first couple of assassination attempts.

The hotline—The locket's magic is powered by hell itself, a tiny abyss no wider than a hair. Demons can't get through the crack—but they might be able to listen at it. Is there anything that the adventurers have recently discussed that hell might be interested in?

HALO OF FLIES

These corpseflies picked up their magic from eons of feasting on undead flesh. The swarm might even have gained a sort of collective intelligence.

(crown... kind of)

Always: +2 MD (champion: +3; epic: +5). Any spells or powers that would detect undead creatures also detect you, even if you aren't undead.

Always: The flies share a weak psychic link with their 'host'—you gain a +4 bonus to checks to avoid being ambushed.

Once per day: When an attack targets your MD the flies intercept the attack (you take no miss damage or any other effect from the attack).

Curse: You are vulnerable to holy damage. In addition, the first time you become staggered each battle, the flies become agitated and hungry, making you vulnerable (easy save ends 6+).

Quirk: You sometimes feel more comfortable around the dead (and undead) than the living.

ADVENTURE HOOKS

The buzzing—The swarm has feasted on many undead brains, from lowly zombies to the remains of liches and vampires; fragments of many undead minds are stored in the swarm's collective consciousness. One day the swarm starts to make speech-sounds with its buzzing—it appears it is trying to direct the party to a lost tomb. But for what purpose? What is in the tomb? Who (or what) guards the tomb?

Plague carrier—The flies are breeding, the cloud growing ever larger, and soon the adventurers learn that every graveyard they pass disgorges undead at the next full moon. Worse, the enemies of the Lich King believe that the party are doing this deliberately.

HEAD-DRESS OF THE SQUIRREL

This hat (or oversized mask) looks like the head of a giant squirrel. When you wear it you peer out of the eye-sockets.

(hat)

Always: +1 MD (champion: +2; epic: +3). Additionally, you can speak and understand the language of squirrels. Unfortunately squirrels rarely talk about anything worthwhile, unless you are interested in nuts or trees.

Recharge 6+ after use: You can summon a scurry of squirrels to your aid. The friendly squirrels will appear near-instantly if you are near woodland, but if you are in the overworld or deep underground you might have to wait some time for them to show up. The squirrels have no special powers or abilities, are non-magical, and are as smart as regular squirrels—they might be able to fetch you the keys to the jail you are stuck in, but they won't be able to fast-talk the guards.

1/day: As a quick action you transform into a giant squirrel-person until the end of the battle or scene. While in this form your tail gives you a +4 bonus to balancing, climbing, and jumping, to detect things through smell, to disengage checks, and to other squirrelly activity.

Quirk: Bury nuts for winter. No nuts, how about burying their gold?

ADVENTURE HOOKS

The procession of the species—This headdress is one of many similar ones, intended for use in a druidic ceremony where they walk along an ancient leyline. Since the building of Santa Cora over the leyline the druids have been unable to perform their ceremony, but this year they intend to hold the procession again—right through the holy city's streets! Will the party help their fellow head-dress wearers, or will they try to stop them? What happens when the old ways meet the new? What will the fall-out be, both magically and politically?

The Nut King—The squirrels of the Dragon Empire come to regard the owner of the headdress as their god. Wherever the character goes, squirrels gather to make obeisance and perform worship ceremonies. While the party will never lack for acorns, the infestation of squirrels makes their life difficult in interesting ways. Will the owner of the headdress gain godly power from the earnest worship of the squirrels? Can the squirrels be convinced that the adventurer is not a god? Is there an actual squirrel god who is preparing to curse the false god?





Not every magic item has to be world-changing or full of dreadful portent. As the ancient saying goes: “a little nonsense, now and then, is relished by the wisest men”.

HEARTSTONES

The heartstones were created long ago to empower the guardians of the Empire, in an age when the Emperor couldn't rely on dragons. Though the order of magically-enhanced knights is long gone, the heartstones can still be found among their descendants.

(item type depends upon what the stone is attached to)

Always: When attached to another item, a heartstone grants a tier-appropriate bonus for that item (for example if attached to a weapon, the heartstone grants a bonus to attack and damage, if attached to armor it grant a bonus to AC). You can attune to as many heartstone-enhanced items as you have available chakras. You can remove a heartstone from an item and attach it to a new one. Heartstones can't be attached to magic items, nor can multiple heartstones be attached to a single item.

Also: Each heartstone is linked to a monument dedicated to the glory of the Dragon Empire. A ritual performed at the linked monument grants one of the following benefits (determined when you attune to the stone):

- Your maximum hit points increase by your level.
- You gain *resist 16+* to one damage type (*acid, cold, fire, etc*) and a +2 bonus to defenses and saves against attacks that do that damage type.
- A +4 bonus to opportunity attacks.
- A +4 attack bonus on the first round of combat.
- Reroll one failed save each combat.
- Once per battle as a move action, move in a way not normally possible for you (*run along a ceiling, fly, phase through solid matter, teleport, etc*). You must pick what exactly the heartstone lets you do, and stick to that (no phasing one battle then wall-crawling the next).
- A new 2-point background (determined by what the monument depicts or celebrates).
- Each day change an icon die roll for a positive relationship with the Emperor from a 1 to a 5 or a 2 to a 6. If you don't have a positive relationship with the Emperor, move a point from another icon over to the Emperor so that you do.

You may benefit from multiple heartstone monument bonuses if you are attuned to multiple heartstones. These bonuses stack with other magic items but not with themselves.

Quirk: Concerned with safeguarding the monuments linked to the heartstones.

ADVENTURE HOOKS

Secret order—The heartstone warriors are not gone, just in hiding. They seek to recruit other wielders of heartstones to their order, so they can fulfil their plan—to rid the Empire of dragons and return it to its past glory. Is the order correct: would the Dragon Empire be better off without dragons, or are they trying to return to a glorious past that never existed?

Corrupted monuments—Somebody is defacing monuments to the glory of the Dragon Empire, crudely replacing past Emperors' heads with that of the Orc Lord. Is this the work of orcs and goblins, a secret cult within the normally loyal half-orcs of the imperial army, or is somebody trying to stir up sentiment against the orcs (and to what end)?

Lost monument—Normally it is obvious which heartstone is linked to which monument—the Dragon Empire keeps meticulous records. However, the adventurers come into possession of a heartstone whose monument is missing. Why is the monument missing, and was it destroyed or just hidden away?

THE LAST TRUMPET

The creature that was supposed to blow this trumpet is missing, and the instrument was found in a crater along with strange blood. Now the trumpet seeks somebody worthy to play it, to usher in a new age (or end the world).

(wondrous item)

Always, bards and clerics only: This trumpet counts as an implement for bardic songs and spells, and for cleric spells—granting a +1 bonus to attack and damage (champion: +2; epic: +3).

Recharge 6+: When played in the right way, you can cause thundering waves of force to blast from the trumpet. In or out of battle, as a standard action you can use this property of the trumpet to blast open locked doors, knock down a wall, or push a ship off course. At lower levels, the trumpet is good for things like blasting open a chest; at epic tier you could use it to breach the wall of a fortress. In battle, you can use the trumpet as a standard action to pop free from each creature engaged with or next to you, inflicting thunder damage to them equal to your level. Using the trumpet either way is neither silent nor subtle.

Quirk: The trumpet seeks to return to its true owner, and tries to influence its current wielder to find that creature.

ADVENTURE HOOKS

Command performance—The *last trumpet* is needed to bring about a once in a millennium celestial conjunction—without it being played, the seasons will stop turning. Is any mortal up to the task of playing such a song?

Last blast—A group of scholars approaches the party, claiming to serve the gods of light and to be seeking to avoid the end of world. They present a prophecy that seems to be quite specific—it is one of the party who will blow the final trump of doom. Not only do the scholars want to destroy the trumpet, but they must also execute the party to be sure. They are very apologetic—but to save the world the adventurers must die.

LOOTED GLASS FIST

This hollow glass fist has been passed from orc to orc, often changing hands as part of watchfire bets. Exactly how the fist came into the possession of the Orc Lord's followers is anybody's guess—but legend says it was once part of a statue dedicated to a deity of healing.

(wondrous item)

1/day: At the end of a rest, *eat* the fist and spend a recovery. Until your next full heal-up you have *resist 13+* to melee attacks against AC that don't have a damage type.

Quick action—1/day after you've eaten the fist: The fist reforms and magically punches itself out of your body. Spend a recovery and make a close attack against a nearby creature: CON + level vs AC. The target takes CON + 1d12 X your level damage on a hit, and half damage on a miss. The fist then returns to your possession and you lose the *resist 13+* until the next time you eat the fist.

ADVENTURE HOOKS

Monster with a glass hand—The glass fist is indeed part of a larger statue, but one that is alive and wants to reassemble its various parts. The players learn of this when the hand animates and starts to scrawl messages in the dirt. Will the party fight to keep the hand, and if they don't, what will the statue do when it becomes whole?

Good god—Followers of an obscure god of healing come looking to reclaim the lost fist of the glass statue. What penance will the clerics demand of the party? And maybe a band of orcs known as the 'glass smashers' show up, wanting to induct the party into their number as honorary members (after a suitably harrowing hazing). Also maybe some enemies of the Orc Lord arrive wanting to destroy the glass fist once and for all. And maybe then a dragon turns up, wanting to add the glass fist to its treasure hoard . . .

RING OF FATEFUL REVERSALS

This ring is a simple twist of copper, studded with gems on the inside in such a way that they cannot be seen when the ring is worn. It is said that the ring was created in a past age when the premier magic user was also a trickster.

(ring)

Recharge 18+: When you fail forwards you can choose to have the opposite of whatever was supposed to happen occur instead—for example if you slip while climbing a wall and lose your sword out of its scabbard, instead of losing a sword you somehow gain a second sword. Such reversals of fate are generally beneficial, but still result from your character failing forwards.

Aftereffect: If the ring's power fails to recharge, you gain a +1 bonus to skill checks and saves involving pure chance

(gambling, arbitrarily picking the right corridor to go down, randomly rolling to see which party members get caught in a trap, etc).

Quirk: Unflappable optimism—even when mortally wounded you'll be able to see the bright side.

ADVENTURE HOOKS

The Archmage's ring—This ring belongs to the Archmage, or at least it did in a past age. The current Archmage needs it to complete a magical apparatus, and has sent agents to retrieve it from the adventurer who currently wears it. How the Archmage's agents intend to get the ring (violence, payment, etc) depends on the icon relationships of the party. The twist is that the ring doesn't want to be made part of an apparatus, and keeps twisting fate to arrange unbelievable coincidences to avoid this fate.

Shadow Port showdown—The *ring of fateful reversals* is part of the local lore in Shadow Port—everybody knows somebody who swears that their second cousin had a friend who once wore one. The ring is really part of a set of a dozen rings, and once a year the ringbearers are compelled by fate to meet and gamble. It is said that the Prince of Shadows has one of the rings, and wears a disguise while gambling with the other ring bearers—though that could just be another urban legend.

THE RUG OF TAPETTO

This rug is embroidered to show an aerial view of rolling hills and deep wooded valleys. If you stare at it long enough the clouds seem to move.

(wondrous item)

Recharge 16+ after use: The rug is a gateway to another land called Tapetto. You (and anybody who sits on it with you) can enter the land of Tapetto for up to an hour before you are returned to the rug.

Quirk: Feels compelled to search for Tapetto in the real world.

ADVENTURE HOOKS

Spillage—Villagers from Tapetto report a recent miraculous rain of wine over the valley in which they live. Funny, you spilled some wine on the rug yesterday.

Warp and weft—The Crusader has a plan to sneak an army through Tapetto—out of the rug, and into wherever the rug happens to be (say, a hellhole). First, he needs to find Tappetto, and gain ownership of the rug. Are you willing to endanger the people of Tapetto in order to aid an icon in finding it?"

True love—An important NPC used to own the rug (or perhaps another gateway into Tapetto) and fell in love with one of the inhabitants. The NPC seeks to reunite with their lost love, and is willing to do anything it takes. Dare the adventurers stand in the way of true love? How can the party turn this to their advantage? Who would seek to stop the lovers reuniting?

The door swings both ways—Something dark lurks in Tapetto. Something that is searching for a way out. The adventurers must stop a monstrous entity in Tapetto before it

comes to the dragon empire. How to you hunt and fight something in a place that you can only visit for a couple of hours each day?

TAPETTO

We've left the geography of Tapetto vague so you can fit it into your campaign as you see fit. Tapetto is small enough that you can ride out of the area in a day, which means that it's large enough that the adventurers can't get to the edge of the small realm in an hour. There are a handful of villages, perhaps a very small castle, and lots of farms and semi-wilderness.

The adventurers could end up using the rug as a way to hold secret meetings, as a way to sneak party members into places by delivering the rug there, or just as a place where, for an hour a day, they can go hide and rest.

The rug isn't intended to be a way to avoid consequences. Fleeing a fight with an orc patrol by jumping into the rug will probably mean that the adventurers return to find that their rug has been taken by the orcs and now they have to fight a whole war camp!

SADDLEBACK PAULDROPS

These oversized leather shoulder-pads allow the wearer to carry great weight on their shoulders while suffering no encumbrance. Originally designed to allow a dark lord to ride a giant into battle, they have since found use among many mythic adventurers of legend.

(armor)

Always: +1 AC (champion: +2; epic: +3). As a move action, an ally next to you can climb up onto your shoulders and 'ride' you (if you are willing to let them). While riding you, your ally loses their move action (unless they use it to dismount) and instead moves with you—so if you become grabbed or stuck so do they, but they can stop riding you as a move action. While you have somebody on your shoulders, your 'mounted' ally gains a +1 bonus to their melee and ranged attacks, and you gain a +1 bonus to your AC and PD against attacks that don't target both of you. Only one ally at a time can ride on your shoulders (unless you are very big and your allies are exceptionally small).

Quirk: Prefers to meet their problems head-on (often at a charge).

ADVENTURE HOOKS

Ghost rider—Somebody once died while riding on a friend's shoulders, and their ghost haunts the *saddleback pauldrons*. The phantom seeks to complete unfinished business, and that means joining up with the Crusader's forces on a foolhardy mission. Until the adventurers help the ghost fulfil its destiny, they will be haunted by a ghostly presence every time they stop to rest.

SMART BOOTS

For when you need to march all day and night. There are many pairs of smart boots, most worn by paladins of the Great Gold Wyrms who find themselves called upon to fight without resting.

(boots)

Always: +1 to disengage checks and other fancy footwork (champion: +2; epic: +3).

Recharge 11+: You can command the boots to march, and march they will. You can rest while marching, and can even sleep. You must give the boots a direction to march in, or instructions as to the route they are to take. You can also give the boots simple conditional instructions like "if I fall unconscious in battle walk me so that I'm next to our cleric" or "if I get lost, take over and march me back to our camp". The boots can only remember one instruction at a time.

Quirk: Each pair of smart boots has its own quirk. Roll a d4 when you attune to the boots: 1. *Wanderlust*—the boots sometimes walk you to unexpected places if your directions were unclear. 2. *Stubborn*—the boots dislike getting wet, so you should take them off to ford rivers. 3. *Joyful*—the boots want to dance when music is played or when birds sing. 4. *Bloodthirsty*—the boots want to charge into battle.

ADVENTURE HOOKS

Old orders—This pair of boots suddenly remembers old orders and wants to march you off over the horizon. Where are you being marched to, and what will you find there? Who gave the orders, and why did the boots only just remember them now?

These boots are made for talking—The boots one day start speaking aloud. They have decided that they have been party to too much slaughter, and have decided to go on a pilgrimage—taking their wearer along for the ride. How do you deal with boots that have a soul?

THE SWORD OF FIGHTING

This sword is fated to bring about the downfall of monarchs, and so is rightly feared by (most) of the icons. Among the intricate scrollwork on its hilt are pictures that give clues to its past deeds.

(cursed melee weapon)

Always: +2 to attack and damage with melee attacks through this weapon (champion: +3; epic: +5).

Recharge 16+ after battle: The sword makes an attack against an enemy engaged with you. The sword attacks using your level + 5 vs AC, and deals 1d20 damage on a hit (champion: 4d20; epic: 7d20). The sword's attack doesn't use your actions, and can happen at any point in the round. You don't have to be conscious or even alive, you only have to be gripping the sword and it will do the rest.

Once per battle, or once per five minutes: The sword teleports into your hand so that you are holding it. You can't control this; if you throw the sword away or tie it up in a chest, it will still get back to you.

Once per day: Teleport into engagement with an enemy.

Quirk: The sword talks, out loud. Whatever you want to do, the sword will argue for a more bloodthirsty course of action. If you over-attune, the sword wins the arguments by default.

Curse: When you roll a natural 1 on an attack roll while using the sword, you lose control of the sword until the end of the day. Once per battle, or per five minutes, it teleports to you if you try to throw it away; once per battle it will use its recharge power against an ally next to you, or against you if no ally is next to you; and once before the end of the day it will use its teleport power to put you in the midst of a fight that you might not want to get involved in.

ADVENTURE HOOKS

Destiny denied—The Priestess has sent a brave band of adventurers to seek the sword so that it may be used to defeat a member of the Lich King's 'undead peerage'. However, you came by the *Sword of Fighting* long before they did, and they want you to give it up to them. The sword refuses to go with them, constantly teleporting back into your hand and encouraging you to slay the servants of the Priestess. Do you try to join the NPC's quest with them and abandon your own, seek some sort of peaceful resolution, or obey the dark urgings of the cursed sword?

Wanted—You are identified by villagers as the mad killer who has been coming into their lands at night and murdering people. Are you being impersonated, are the villagers mistaken, or has the cursed sword been using your body while you are asleep? What is really going on with the villagers, what secret are they protecting that they don't want outsiders to know? Who else might get drawn into this mystery?

TANKARD OF DWARVENKIND

This tankard was created for the Dwarf King. Many times the ruler of the dwarves has given the magical drinking vessel as a gift to one of his subjects, but they in turn make a gift of it again, and eventually it ends up back in his vault.

(wondrous item)

Always: Any liquid put into this tankard becomes drinkable and delicious—poison, mud, lava, acid, dragon blood... *anything!*

Recharge 11+: As a quick action drink from the tankard and spend a recovery to heal yourself.

Aftereffect: If the power of the tankard fails to recharge, you may use its healing effect once more that day, but doing so imposes a -1 penalty to attacks and defenses until the end of that battle (and a really bad headache about an hour later).

Quirk: Loves to carouse and make merry.

ADVENTURE HOOKS

Secret gifter—Word gets out among the dwarves that the party is in possession of the *tankard of dwarvenkind*. Various factions of dwarves trying to curry favor want to give it as a gift to their king—some offer gold and jewels to the adventurers, others offer maps to lost treasures, and some try to take it by force. If the adventurers give it to one faction the others will be unhappy, but if they keep the tankard they will offend all the factions.

Lost map—Inside the tankard is scratched a map to a fabled treasure, a map that can only be seen by one who has drunk a lot of dwarven ale from the tankard. What is the treasure? Who scratched the map inside the mug? Can the party trust the directions of somebody who has been drinking that much dwarven ale?

TATTERDEMALION CLOAK

In a past age there was a creature, perhaps an icon, known as the Beggar King. The tatterdemalion cloak was said to have been the royal robe of the Beggar King.

(cloak)

Always: +1 PD (champion: +2; epic: +3). Provided you are in a place where a beggar could be expected (a city street, travelling on a road), casual onlookers will see you as a beggar provided you have the cloak's hood up. You gain a +4 bonus to skill checks to pass as a beggar if you are closely examined or found in an area where a beggar would not normally be found.

Recharge 11+: While posing as a beggar, if you beg passerby for a specific item, by the end of the scene somebody will have given you that thing. You could beg for a map of the city sewers, a purple wig, a trained dancing pig, anything. The only things you can't use the magic of the cloak to beg for are items of value like magic potions or actual money. No, you can't use the magic of the cloak to beg for more magic items.

Quirk: Doesn't place much value on personal property.

ADVENTURE HOOKS

You don't always get what you want—The cloak's magic starts to... well, not exactly malfunction, more sort of over-reach. The wearer of the cloak asks for the keys to a jail cell, and instead they get keys to every lock in the building. The wearer asks for a meal, and ends up with a cart full of produce. At first this is great, but soon the cloak's magic working overtime draws attention from the local thieves' guild, who want the cloak for themselves. How do the party convince the cloak to limit its eager over-effectiveness?

The Mummers—The cloak was part of a set of magical costumes that have traditionally belonged to a mummer's troupe (*a group that puts on plays in public that retell folk tales*). Though the mummers valued the costume for its more obvious ability, their plays helped to reinforce certain realities. Without the *tatterdemalion cloak* reinforcing the idea of the Beggar King as a kindly figure, people have started to forget the 'true' myth and remember a different one. The behavior of the population

of the Dragon Empire is starting to shift for the worse. Will the adventurers join the mummers in Shadow Port to put things right?

WIZARD'S TATTERED ROBE

This much-patched garment started life as the glorious robe of an Archmage, and was handed down from wizard to wizard. With each owner it became increasingly tatty, and had its enchantments as shoddily repaired as its fabric. Now it resembles an old threadbare bathrobe, though if you look at it just right the magic still glimmers in its threads. Occasionally some magic from the past will shoot out of its sleeves, or a helpful thing will be found in one of its pockets.

(wondrous item)

Always: This robe is both magically comfortable and self-cleaning. While it won't protect you from lava or glacial winds, you will be protected from minor inconveniences like mud and rain. Additionally, *nobody* questions why you are wandering about in what looks like an old bathrobe.

The 1st time you roll a natural 13 each day: A beneficial magical effect occurs. Roll a save: *1-5:* the magic is harmless and only minorly helpful but the robe's power recharges, *6-16:* the magic grants a +4 bonus to whatever task you were attempting when you rolled the 13 or you find a very useful item in one of the robe's pockets, *17+:* as a quick action on either this or your next turn, you can cast a wizard spell of your level or lower (using your highest attribute in place of Intelligence).

Quirk: Keen to interfere in the affairs of strangers—it's for their own good, after all.

ADVENTURE HOOKS

Blasts from the past—You are walking along when the robe animates and starts shooting fireballs at a random stranger. Or was that a random stranger? Does the robe have some ulterior motive, is it some magic unleashed by a loosening thread, or was the garment trying to protect you from a danger that you are not yet aware of?

Unwelcome intrusion—One of the robe's pockets is dimensionally linked to the pocket of a wizard elsewhere. Anything you put into the other pocket appears in the other wizard's pocket (and vice-versa). Worse, the other wizard seems unaware of this, and on occasion will stick his hand deep into his pocket (and up out of the pocket of your robe) to search for his missing possessions.

INDEX OF TRUE MAGIC ITEMS

ARMOR, ROBE, SHIRT, TUNIC

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ARROW, CROSSBOW BOLT, SLINGSTONE

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Ice-bolt	also deals ongoing cold damage	Champion	Lich King	43
Magician's Bolt	target is lit up and easier to hit	Adventurer	Archmage	11
Ogre Shot	ignore damage resistance	Adventurer	Emperor	30
Piercing Shot	hit the target with a condition of your choice	Adventurer	Prince of Shadows	58
Prankster's Arrow	vulnerability or psychic damage	Adventurer	Prince of Shadows	58
Ramshead	blows doors wide open	Adventurer	Dwarf King	22
Roaring	misses deal extra thunder damage	Adventurer	Orc Lord	49
Rogueshot	possible extra attack	Adventurer	Prince of Shadows	58
Ropeshot	stuck	Adventurer	Prince of Shadows	58
Screwshaft	better vs. large creatures	Adventurer	The Three	62
Smite-seeker	on a miss, successively less likely attacks vs. others	Adventurer	Priestess	53
Steel Rain	explodey	Adventurer	The Three	62

BELT, SWORDBELT, KILT, GIRDLE

Item	Power	Tier	Icon	Page
Bad-moon waist tattoo	gain a humanoid hunter background	Adventurer	Orc Lord	49
Belt of Burning Betrayals	heal yourself if others aren't going to help	Adventurer	Prince of Shadows	58
Belt of Dials	dial your appearance	Adventurer	Archmage	11
Belt of Fists	make a basic unarmed attack	Adventurer	Great Gold Wyrn	34
Belt of Many Eyes	ambush the ambushers	Adventurer	Prince of Shadows	58
Belt of Phylacteries	gain a recovery, perhaps, when out of them	Epic	Lich King	43
Belt of Teeth	attack when you succeed on a death save	Adventurer	High Druid	39
Black Belt	force enemy reroll or deal acid damage	Adventurer	The Three	62
Blood-red Kilt	'attack" a dead enemy and heal	Adventurer	The Three	62
Blue Silk Girdle	conceal things	Adventurer	The Three	63
Cincture of Famine	removes normal subsistence needs	Adventurer	Lich King	43
Cincture of Potions	improves a healing potion	Adventurer	Priestess	53
Crossed-axes waist tattoo	deal more damage after becoming staggered	Adventurer	Orc Lord	49
Dwarven Might	succeed on a Constitution check	Adventurer	Dwarf King	22
Girdle of Gigantic Strength	bonus to Strength skill checks	Adventurer	Crusader	16
Girdle of Resurgent Justice	your rallies help allies	Adventurer	Great Gold Wyrn	34
Girdle of Second Chances	bonuses vs. poison and quick potion drinking	Adventurer	Emperor	30
Grave Dirt Girdle	become ghostlike after using a recovery	Adventurer	Lich King	43
Ligature of the Lich	save bonus after using a recovery	Champion	Lich King	43
Primal Sapphire Belt	heal when you are low on hit points	Champion	<i>item set</i>	80
Sash of the Swan Song	pop free as you become helpless	Adventurer	Elf Queen	25
Scabbard of Scars	expand a weapon's crit range	Adventurer	Dwarf King	22
Serpentkind Sash	transform into a pile of snakes, usefully	Adventurer	Diabolist	18
Stately Sash	bonuses to death saves	Champion	<i>item set</i>	79
Tinker's Belt	defense against traps	Adventurer	Emperor	30

BOOK, SCROLL, MANUAL, GRIMOIRE

Item	Power	Tier	Icon	Page
The Adventurer's Cookbook	better healing (honest)	Adventurer	Diabolist	18
The Blue's Book	skill check bonus for social and location trivia	Adventurer	The Three	63
Book of Justice	obtain a powerful and effective grudge vs. monster	Adventurer	Great Gold Wyrn	34
Book of Light	healing or damage, your choice	Adventurer	Priestess	53
Books of the Names of the Dead	gain a new undead diplomacy background	Adventurer	Lich King	44
Book of Shadowed Secrets	reroll skill check involving locks and keys	Adventurer	Prince of Shadows	58
Deeds of the Wizards of Neem	swap your spells	Adventurer	Archmage	11
Edicts of the Emperors	the law is now your friend on icon relationship rolls	Adventurer	Emperor	30
Enchiridion of Heroism	reroll skill checks that are truly heroic	Adventurer	Great Gold Wyrn	34
Grim Grimoire	gain a new tomb guardian background	Adventurer	Lich King	44
The Hammer of Ages	identify demons, devils, spirits, etc.	Adventurer	Crusader	16
Hymnal of Echoes	teaches bard songs, even to non-bards	Adventurer	Priestess	53
Killer's Almanac	(cursed item) crit staggered enemy (and ally?)	Adventurer	Crusader	17
Manual of the Realms	teleport	Champion	Archmage	11
Map of the Deeps	gain a dwarven tunneler background	Adventurer	Dwarf King	22
Runevigny's Peerage	gain background as minor noble	Adventurer	Emperor	30
Scroll of Cruel Tortures	gain sadistic background	Adventurer	Elf Queen	25
Scroll of the Serene Sky	gain flight; and always float above the ground	Epic	Priestess	54
Tome of Beasts	study to counter specific creatures	Champion	Archmage	11
Tome of Demon-binding	demons get stuck	Adventurer	Crusader	16
Tome of Relics	expend spell to recharge item	Adventurer	Archmage	11
The Tome of the Black	reduce acid damage	Adventurer	The Three	63
Tome of the Thirteenth Prime	your melee damage becomes holy	Champion	Priestess	54

BOOTS, SANDALS, SLIPPERS, SHOES

Item	Power	Tier	Icon	Page
Anklets of Adumbration	<i>shadow walk</i> as if you were a successful rogue	Adventurer	Prince of Shadows	58
Book of Demonkind	you count as a demon and gain resist fire 18+	Adventurer	Diabolist	18
Book of Land-striding	great speed, in or out of combat	Adventurer	Great Gold Wyrn	34
Book of Mysterious Movements	teleport	Champion	<i>item set</i>	78
Book of Mythic Journeys	pop free of all enemies	Adventurer	<i>item set</i>	79
Book of the Dragon Rider	don't fall!	Adventurer	Emperor	31
Book of the Emperor	lava tricks	Adventurer	Emperor	31
Book of the Nightmare Prince	teleport to re-engage	Adventurer	Prince of Shadows	58
Book of the Roaring Pines	lots of bonuses for movement situations	Adventurer	High Druid	39
Charging-boar leg tattoo	increased miss damage when you move to attack	Adventurer	Orc Lord	50
Deathwalker Greaves	ghost-like movement in appropriate places	Adventurer	Lich King	44
Dragonstep Shoes		Adventurer	The Three	63
Dwarven Doomsteppers	bonus to miss damage with melee checks	Adventurer	Dwarf King	22
Fire Walkers		Adventurer	The Three	63
Glass Slippers	talk your way into places you shouldn't be	Adventurer	Elf Queen	25
Greaves of Reengagement	catch up with enemies trying to get away from you	Adventurer	Great Gold Wyrn	34
Hare-foot Boots	rolling high when disengaging gets you another move	Adventurer	High Druid	39
Iron Slippers	disengage and leave your enemy stuck	Adventurer	Elf Queen	25
Killer Heels	teleport painfully, for others	Champion	Diabolist	18
Sandals of the Creator	heal 10% of the time you attempt to disengage	Adventurer	Priestess	54
Silken Slippers	scuttle in a surprising manner	Adventurer	Prince of Shadows	58
Silver Slippers	punish mooks when you disengage or pop free	Adventurer	Elf Queen	26
Slippers of Astral Travel	teleport when intercepted	Adventurer	Archmage	11
Smart Boots	move you as instructed, allowing you to rest	Adventurer	<i>story item</i>	87
Snuffling-hog leg tattoo	gain temp hp when enemy fails to disengage	Adventurer	Orc Lord	50
Soul-striders	teleport to the dead	Adventurer	Lich King	44
Stomping-behemoth tattoo	deal thunder damage as you disengage or pop free	Adventurer	Orc Lord	50
Threatening Boots	higher crit range after you disengage	Adventurer	Crusader	16
Trickster-fox Socks	leave another critter's footprints	Adventurer	High Druid	39

BRACERS, HAND-WRAPPINGS, VAMBRACES

Item	Power	Tier	Icon	Page
Black Lotus Bracers	crit to regain ki or a once-per-battle power	Adventurer	The Three	63
Bracers of Agony	transforms the worst miss into the best crit	Adventurer	Diabolist	18
Bracers of Irresistible Discipline	pop free after you crit	Epic	Crusader	16
Bracers of the Deathwatch Beetle	crit range expands against a lot of critters	Adventurer	Lich King	44
Claws of the Demon	spend ki to help a physical skill check	Adventurer	Diabolist	18
Climbing Claws of the Panther	bonus to climb	Adventurer	Prince of Shadows	59
Dragon-skin Hand-wraps	three half-damage attacks dealing energy damage	Adventurer	The Three	63
Iron Petal Bracers	pop free and move after dropping an enemy	Champion	Crusader	16
Leaf Hand-wrappings	seasonal effects vary	Adventurer	Elf Queen	26
Prayer-wheel Bracers	rally when you hit with a melee attack	Adventurer	Priestess	54
Scorpion Bracers	turns your crit into ongoing poison damage	Adventurer	Elf Queen	26
Seven-prayer Wrappings	more holy damage	Adventurer	Priestess	54
Shadow-strike Bracers	negative energy damage and target PD, not AC	Adventurer	Prince of Shadows	59
Soaring-leaf-on-wind Bracers	bonuses on some d20 rolls and saves; not death saves	Adventurer	High Druid	40
Spiked Hand-wraps	better crits vs. demons and devils	Adventurer	Crusader	16
Ten-dragon-punch Bracers	conditional crit range expansion	Adventurer	The Three	63

CHALICE, GOBLET, GRAIL (IMPLEMENT)

Item	Power	Tier	Icon	Page
Bad-blood Bowl	put an ongoing poison damage effect on weapon	Adventurer	Orc Lord	50
Blessed Vessel	reroll a relationship die	Epic	Priestess	54
Chalice of Three Metals	extra standard action	Adventurer	The Three	63
Consecrated Chalice	nearby ally heals using free recovery	Adventurer	Priestess	54
Druid's Cup	transform a creature into an animal scout form	Adventurer	High Druid	40
Glass of Fire	spend a recovery to add fire damage to an attack	Adventurer	Diabolist	18
Goblet of Proferred Blood	reroll a relationship die	Adventurer	Crusader	16
Goblin Goblet	create sniveling red goblin	Champion	Orc Lord	50
Grail of Execration	spend a recovery to cast charm person	Adventurer	Diabolist	18
Grail of Power	gain attack bonus until end of battle	Adventurer	<i>item set</i>	80
Hallowed Grail	costs permanent recovery, but brings ally back to life	Champion	Priestess	54
Iron Grail	spend a recovery to reroll an attack with 2d20	Adventurer	Crusader	16
Ivy-covered Bowl	create terrain	Adventurer	High Druid	40
Onyx-covered Goblet	drop a badly wounded enemy	Epic	The Three	63
Primal Grail	let an ally use two recoveries	Adventurer	High Druid	40
Ruby-decorated Goblet	cast spark at-will, fireball once a day	Champion	The Three	63
Sapphire-studded Goblet	regain spell	Champion	The Three	63
Skull Grail	spell recharge with temp hp benefit on failure	Adventurer	Lich King	44
Spiked Chalice	spend a recovery to prevent enemy from healing	Adventurer	Crusader	16
Tarnished Chalice	turn a recovery into negative energy damage	Adventurer	Lich King	44

CLOAK, MANTLE, CAPE

Item	Power	Tier	Icon	Page
Batwing back tattoo	cast feather fall	Adventurer	Orc Lord	50
Bat-winged Cloak	drop an enemy to fly	Epic	Lich King	45
Bearskin Cloak	bonuses when attacks miss your PD	Epic	High Druid	40
Cape of Many Tales	no damage from falling	Adventurer	<i>item set</i>	79
Cape of the Champion	hope when all other hope is lost	Adventurer	Great Gold Wyrn	34
Cape of the Monarch	reroll ally's save with +4 bonus	Adventurer	<i>item set</i>	79
Capering Cape	mover after enemy disengages	Adventurer	Prince of Shadows	59
Castellum Chasuble	communicate with fortresses	Champion	Priestess	54
Charging-boar back tattoo	improved attack after enemy misses vs. your PD	Adventurer	Orc Lord	50
Chasuble of Fell Might	punish those vulnerable to holy damage	Adventurer	Crusader	16
<i>The Cloak of Deepening Shadows</i>	<i>darkstep, misty presence, dusk-walker</i>	Adventurer	<i>artifact</i>	71
Cloak of Shadow	(cursed) ghost-like movement, with vulnerabilities	Adventurer	Prince of Shadows	61
Cloak of Shifting Allegiances	gain random energy resistances	Adventurer	The Three	63
Deer-hide Cape	transform into a non-combative deer	Adventurer	High Druid	40
Delver's Hood	see in darkness	Adventurer	Dwarf King	22
Dragonskein Mantle	transform into a dragon	Adventurer	The Three	63
Fallen Angel Wings	flight and powers stolen from angels	Adventurer	<i>story item</i>	82
Fiend's Mantle	shrug off a critical hit, perhaps	Adventurer	Diabolist	18
Hood of Blind Faith	ally gets reroll of attack or skill check	Adventurer	<i>item set</i>	79
Hood of the Bat	conditional extra attack dice	Adventurer	<i>item set</i>	80
Indivisibility Cloak	downgrade an enemy attack	Adventurer	Emperor	31

Item	Power	Tier	Icon	Page
Living Cloak	pulls you out of harm's way	Adventurer	Archmage	11
Mantle of Dark Power	heal when an enemy targets your PD	Epic	Crusader	16
Mantle of Gloom	dramatic effects with a swish of the cape	Adventurer	Prince of Shadows	59
Mantle of Golden Scales	transform into non-combatitive small gold dragon	Adventurer	Great Gold Wyrn	35
Mantle of Ice	turns cold misses into temp hp	Adventurer	Lich King	44
Mantle of Mists	miss chance vs. all attacks in one battle	Adventurer	Archmage	12
Mantle of the Abbot	tricks that keep everyone fed	Adventurer	Priestess	54
Mantle of Vampirism	prey on the weak to heal	Champion	Lich King	44
Nocturnal Coat	bonus to rituals at night	Adventurer	Diabolist	18
Raven-feathered Cloak	gain a bit of flight	Adventurer	High Druid	40
Roaring-bear back tattoo	return thunder damage you take on your next hit	Adventurer	Orc Lord	50
Shroud of Webs	better at not being stuck; create a web	Adventurer	Elf Queen	26
Snuffling-hog back tattoo	when attack misses PD, gain temp hp for slain mooks	Adventurer	Orc Lord	50
Swirling Cloak of the Swashbuckler	use rogue Swashbuckler talent	Adventurer	Prince of Shadows	59
Tatterdemalion Cloak	get what you need posing as a beggar	Adventurer	<i>story item</i>	88
Thousand Rainbow-scale Cape	swap between your talent and another classes' talent	Adventurer	The Three	63
Whirlwind Cape	fly in a spinning whirlwind for a turn	Adventurer	Elf Queen	26
Wizard's Tattered Robe	unpredictable goodness when you roll a natural 13	Adventurer	<i>story item</i>	89
Wolf-hide Hood	wolf transformation	Champion	High Druid	40

GLOVE, GAUNTLET, MITT

Item	Power	Tier	Icon	Page
Bear Arms	reroll at-will or basic attack	Adventurer	High Druid	40
Black-iron Gauntlet	negative energy may heal you	Champion	Crusader	16
Blue-eye palm tattoo	bonus to last-gasp saves; and cast mage hand	Adventurer	Orc Lord	50
Burning Mittens	burn those who grab you, and cast spark	Adventurer	The Three	64
Cestus of Champions	an extra weapon in-hand	Champion	Emperor	31
<i>Dark-Iron Fist</i>	<i>dark-power, power-strike, life-drinker</i>	Adventurer	<i>artifact</i>	73
Gauntlets of Axes	fight superbly with a pair of magical axes	Adventurer	Great Gold Wyrn	35
Gauntlets of Confrontation	resist a type of damage dealt by your weapon	Champion	Great Gold Wyrn	35
Gloves of Elven Glories Past	restore ancient things; last gasp bonus	Adventurer	Elf Queen	26
Gloves of Icy Grasp	roll cold damage twice and use higher	Adventurer	Lich King	45
Gloves of the Forge	resist fire 16+, and a save bonus vs. fire	Adventurer	Dwarf King	22
<i>Gloves of the Kineticist</i>	gloves act independently	Adventurer	Archmage	12
Gravewarden Gloves	ignore ghostly defenses	Adventurer	Lich King	45
Hell-iron Gauntlet	conditional attack reroll	Epic	Crusader	16
Helping Hands	free skill checks involving nearby objects	Adventurer	Priestess	54
Hummingbird Feather Gloves	quick hands	Adventurer	Diabolist	18
Poisoned Silk	start each battle poisoning *someone*	Adventurer	Elf Queen	26
Red-iron Gauntlet	big defense bonus vs. fire attacks	Adventurer	Crusader	16
Roaring-bear hand tattoo	dropping foes provides bonus on next attack	Adventurer	Orc Lord	50
Silver-thread Gloves	get an ally to succeed with a death save	Champion	Lich King	45
Spell Gauntlets	Cancels your miss effect and regain the spell later	Adventurer	The Three	64
Spell-catching Gloves	compensates for your spellcasting incompetence	Adventurer	Archmage	12
Velvet Glove of Leadership	intimidation bonus	Adventurer	Emperor	31
White Gloves of the Phantom		Adventurer	Prince of Shadows	59

HELMET, CIRCLET, CROWN, CAP

Item	Power	Tier	Icon	Page
Animated Ribbons	protects you when you are helpless	Adventurer	Diabolist	18
Antlers of Primordial Vitality	bonus to magic item recharge roll	Champion	<i>item set</i>	80
Arcane Eyes	all-around vision and free-flying eyes as scouts	Adventurer	Archmage	12
Batwing face tattoo	see' like a bat, +2 skill check bonus	Adventurer	Orc Lord	50
Bearskull Helm	temp hit points when attack vs. MD misses you	Champion	High Druid	40
Blue-eye face tattoo	know things you shouldn't	Adventurer	Orc Lord	50
Circlet of Divine Right	bonus to command and influence	Adventurer	Priestess	54
Circlet of Mental Fortitude	it's demons and devils you are strong against	Adventurer	Great Gold Wyrn	35
Circlet of Noble Blood	glows around new and unknown magic	Adventurer	Emperor	31
Circlet of Stars	you won't be ambushed or surprised	Adventurer	Elf Queen	26
Commoner's Crown	swap places with random creature	Adventurer	Prince of Shadows	59
Coronet of Certamen	cast an at-will spell as a quick action	Adventurer	Archmage	12
Crown of Candles	four candles, four free saves a day	Champion	Dwarf King	22
Crown of Flowers	command plants to sing or speak	Adventurer	High Druid	40
Crown of Ice	cold damage when you target MD	Adventurer	Lich King	45
Crown of the Legendary Legend	reroll an attack vs. MD	Epic	<i>item set</i>	79
Crown of the Phoenix	a fiery resurrection	Epic	<i>item set</i>	78
Diadem of Command	make an inanimate object fulfill its function	Adventurer	Diabolist	19
Diadem of Disguises	cast wizard spell disguise self	Adventurer	Prince of Shadows	59
<i>The Diadem of Stars</i>	<i>resilience of eons, deep heritage, overworld travel</i>	Adventurer	<i>artifact</i>	73
<i>The Dragon Crown</i>	<i>blessing of thunder, voice from the throne, dragon-birth destiny</i>	Adventurer	<i>artifact</i>	74
Dragonskull Helm	perception bonuses	Adventurer	The Three	64
Exquisite Mask	reroll Charisma check	Adventurer	Diabolist	19
Eyeshield	give ally a curious ranged attack	Champion	<i>item set</i>	79
Garland of Feathers	ally bonuses when an attack vs. MD misses you	Epic	High Druid	40
Gems of Elemental Magic	your elemental damage spell gives you resistance	Adventurer	Archmage	12
Gladiator's Headband	(cursed) you rally well, but are overly dramatic	Adventurer	Emperor	33
Halo of Flies	psycyhic link with a swarm of flies	Adventurer	<i>story item</i>	84
Headdress of the Squirrel	summon squirrels; also, transform into giant squirrel	Adventurer	<i>story item</i>	84
Helmet of Justice	skill check helping an ally gets a bonus	Champion	<i>item set</i>	79
Helm of Domination	bump up your attack vs. MD when most needed	Adventurer	Dwarf King	22

HELMET, CIRCLET, CROWN, CAP (CONTINUED)

Item	Power	Tier	Icon	Page
Helm of Fairness	ally rerolls save	Epic	<i>item set</i>	79
Helm of Negation	tricks resisting damage	Champion	Great Gold Wyrn	35
Helm of the Arachnid	more likely to sense ambushes	Adventurer	Elf Queen	26
Helm of the Beetle	bonuses against poison	Adventurer	Crusader	16
Helm of the Ram	increase your miss damage	Adventurer	Crusader	16
Horned Crown	you know when you are being watched	Adventurer	The Three	64
Horned God's Antlers	cast bless or cure wounds	Adventurer	High Druid	40
Horned Mask	you're intimidating and scary now	Adventurer	Diabolist	19
Iron Crown	when outnumbered, deal negative energy damage	Champion	Lich King	45
Laurel of Petals	even more bonuses to your MD	Adventurer	Elf Queen	26
Mask of the Rabbit	MD bonus vs. attacks that don't deal damage	Adventurer	High Druid	40
Miter of Might	bonus to Strength skill check	Adventurer	Priestess	54
Primal Platinum Crown	make an attack against enemies in a group	Epic	<i>item set</i>	80
Royal Crown	deal psychic damage when you miss	Champion	<i>item set</i>	79
Spectra Spectacles	learn about creature or magic item	Adventurer	Prince of Shadows	59
Spidersilk Cap	your are spidery in a number of ways	Adventurer	Elf Queen	26
Tarnished Silver Crown	when attack vs. MD misses you, deal damage	Epic	Lich King	45
Watcher's Helm	danger sense	Adventurer	Emperor	31
Wig of Fabulous Loveliness	very pretty; also your hair blocks for you	Adventurer	Diabolist	19

ПЕСКЛАСЕ, РЕПДАПТ

Item	Power	Tier	Icon	Page
Amulet of Fables	skill check bonus while staggered	Adventurer	<i>item set</i>	78
Cameo of Disguise	cast <i>disguise self</i>	Adventurer	Archmage	12
Collar of Obedience	follow allies' commands really well	Adventurer	Diabolist	19
Crowfeather Pendant	cast <i>feather fall</i>	Adventurer	Prince of Shadows	59
Dawn Gem	speeds an ally's action	Adventurer	Elf Queen	27
Dragontooth Necklace	you know all draconic languages	Adventurer	The Three	64
Eggshell Pendant	resurrection from an egg	Champion	The Three	64
<i>The First Claw</i>	<i>Deep breath, dragon knowledge, dragon-rebirth destiny</i>	Adventurer	<i>artifact</i>	74
Forget Me Knot	save bonuses and a gradual transformation	Adventurer	<i>story item</i>	83
<i>The Heart of Death</i>	undying, life-drinker, peer of the realm of death	Adventurer	<i>artifact</i>	75
Leadfeather Pendant	half damage from falling	Adventurer	Orc Lord	50
Lens of Discovery	peer back into time	Adventurer	Prince of Shadows	59
Lodestone Pendant	you know exactly where you are	Adventurer	Dwarf King	23
Memento Mori	reroll or force a reroll	Adventurer	Lich King	45
Moon-wolf neck tattoo	understanding of beasts, and bonus save	Adventurer	Orc Lord	50
Mossy Jade	bonuses vs. constructs	Adventurer	High Druid	41
Mummified Monkey Paw	turns failed save into a success, but at a cost	Adventurer	Lich King	45
Necklace of Bones	retry any random outcome	Adventurer	Lich King	45
Necklace of Tethered Memories	an ally reminisces and uses one of your recoveries	Adventurer	Great Gold Wyrn	35
Obsidian Cameo	punishes an enemy who succeeds with a save	Adventurer	Elf Queen	27
Pearl of Wisdom	reroll Wisdom check	Adventurer	Emperor	31
Pendant of Passions	persuasiveness	Adventurer	Diabolist	19
Periapt of Second Chances	ally can reroll a save you failed	Adventurer	Great Gold Wyrn	35
Primal Diamond Amulet	gain flight when you hit with a natural even attack	Epic	<i>item set</i>	80
Sacred Acorn	prevents a number of problems posed by enemies	Adventurer	High Druid	41
Stone Pendant of Rulership	force enemy reroll	Champion	<i>item set</i>	80
String of Lights	your own personal light show	Adventurer	Archmage	12
Swiftstone Necklace	standard action	Adventurer	Orc Lord	50
Symbol of Faith	cast spell while helpless	Adventurer	Priestess	54
Twilight Star	<i>light</i> cantrip and has a rare teleport ability	Adventurer	Elf Queen	27

ORB (IMPLEMENT)

Item	Power	Tier	Icon	Page
Azure Orb	teleport to where you dropped the monster	Adventurer	The Three	64
Bone Orb	heal undead creature	Adventurer	Lich King	45
Caerulean Orb	your lightning attack yields flight	Adventurer	The Three	64
Cobalt Orb	miss with lightning and produce thunder	Adventurer	The Three	64
Globe of Darkness	creature area of mystic darkness	Adventurer	Lich King	45
Globe of Glory	interesting improvisational effects	Adventurer	Diabolist	19
Orb of Arcane Vision	more miss damage with at-will spells	Adventurer	<i>item set</i>	78
Orb of Esoteric Images	heal thanks to ally's daily spell	Adventurer	<i>item set</i>	78
Orb of Seeing	detect illusions	Adventurer	Archmage	12
Orb of the Abyss	multi-purpose portal to hell	Epic	Diabolist	19
Orb of the Astral Warlock	hitting with negative energy or poison yields temp hp	Adventurer	Elf Queen	27
Orb of the Forest Witch	failing to disengage transforms you	Adventurer	Elf Queen	27
Orb of the Holy Mother	summoning spell only requires a quick action	Adventurer	Priestess	54
Orb of the Illuminated Seeress	change target of enemy attack to engaged enemy	Adventurer	Priestess	54
Orb of the Phoenix	teleport when you cast a fire damage spell	Adventurer	Archmage	12
Orb of the Sacred Father	bless a creature you control with temp hp	Adventurer	Priestess	54
Orb of the Wise Grandfather	delayed and double effect from spell	Adventurer	Priestess	54
<i>The Orb of True Magic</i>	<i>arcane recall, superior insight, star-traveler</i>	Adventurer	<i>artifact</i>	75
Pearl of Chaos	high weirdness, chaos mage style	Adventurer	Diabolist	19
Sapphire Orb	enemy hurts when they hit you with lightning	Adventurer	The Three	64
Sphere of Blood	bonus healing	Champion	High Druid	41
Sphere of the Arcane Princess	defenses bonuses	Adventurer	Archmage	13
Sphere of the Waters	command and shape water	Adventurer	High Druid	41
Sphere of the Witchqueen	reroll low damage dice	Adventurer	Diabolist	19
Sphere of Verdant Growth	heal when you deal fire damage	Adventurer	High Druid	41
Sphere of Witch-mists	teleport	Adventurer	Lich King	45

RING

Item	Power	Tier	Icon	Page
Ashen Ring	prevents enemy healing	Adventurer	Lich King	46
Bishop's Ring	defensive bonus and mystic document sealage	Adventurer	Priestess	55
Bone Ring	choose between being humanoid and undead	Adventurer	Lich King	46
Dark-iron Ring	(cursed) reach through solid objects; but don't ever roll 1	Adventurer	Prince of Shadows	61
Iron Ring	magnetism tricks, really, but don't say that aloud	Adventurer	Lich King	46
Knuckle tattoos	your fists count as heavy two-handed weapons	Adventurer	Orc Lord	50
Ring of Confidence	timely bonus	Adventurer	Crusader	16
Ring of Contrary Actions	flips a failed skill check around	Adventurer	Elf Queen	27
Ring of Darkness	use rogue's Shadow Walk talent successfully	Adventurer	The Three	65
Ring of Delayed Wishes	(cursed) get exactly what you want, fer sure, oh yeah	Adventurer	Great Gold Wyrn	37
Ring of Fateful Reversals	fail even more than forwards	Adventurer	<i>story item</i>	86
Ring of Fire	cantrips, and a daily daze effect	Adventurer	The Three	65
Ring of Iron Tides	move when enemies pop free or disengage	Champion	Archmage	13
Ring of Majesty	temp hp for you and allies when you heal	Epic	<i>item set</i>	79
Ring of Major Transmutation	melt enemies with acid	Epic	Archmage	13
Ring of Minor Illusions	invisiblity and minor illusions	Adventurer	Archmage	13
Ring of Minor Transmutations	minor transformations of objects	Adventurer	Archmage	13
Ring of Petty Concerns	grooming; also hampering an enemy	Adventurer	Diabolist	20
Ring of Purity	cleaning up; extra holy damage	Adventurer	Priestess	55
Ring of Regal Wrong-headedness	reroll an attack if you reduce your defenses	Adventurer	Diabolist	20
Ring of Renown	group AC bonus	Champion	<i>item set</i>	79
Ring of Riches	sense nearby wealth	Adventurer	Dwarf King	23
Ring of Sincerity	you're more persuasive	Adventurer	Prince of Shadows	59
Ring of Stone	manipulate stone as if it was clay	Adventurer	High Druid	41
Ring of the Blind Seer	cast bard spell <i>befuddle</i>	Adventurer	Prince of Shadows	59
Ring of the Faithful Hound	avoid being ambushed	Adventurer	Great Gold Wyrn	35
Ring of the Lorekeeper	bonus to skill checks involving ancient knowledge	Adventurer	High Druid	41
Ring of the Underking	create a door or short passage through rock	Adventurer	Dwarf King	23
Ring of Thorns	pokes grabbers with thorns	Adventurer	Elf Queen	27
Ring of Vines	handy vines sprout from your body	Adventurer	Elf Queen	27
Rotten Ring	you're icky, and resist things like a superior undead	Adventurer	Lich King	46
Sheriff's Ring of Knocking	pound down doors; other objects	Adventurer	Emperor	31
Wooden Ring	dead wood sprouts and blossoms	Adventurer	High Druid	41

SCEPTER, ROD, CAPE (IMPLEMENT)

Item	Power	Tier	Icon	Page
Cane of Night-kissed Cobbles	rearrange urban or underground environs	Adventurer	Prince of Shadows	59
Darkheart Scepter	summons harmless servant	Adventurer	Elf Queen	27
Golden Scepter of Dragon Command	cast spell against dragon-creature	Adventurer	Emperor	32
Jester's Stick	conditional crit range expansion	Adventurer	Prince of Shadows	59
Mace of Dominion	target ally to increase number of enemy targets	Adventurer	Orc Lord	51
Rod of Dwarven Might	becomes an axe	Adventurer	Dwarf King	23
Ruby Rod of Rulership	cast <i>charm person</i>	Adventurer	Emperor	32
Scepter of Majestic Deeds	protects you from looking foolish	Adventurer	Elf Queen	27
Scepter of Shadows	hit to boost an ally's AC vs. target	Adventurer	Prince of Shadows	59
<i>The Scepter of the Betrayer</i>	<i>jester's club, dark dance, song of chaos</i>	Adventurer	<i>artifact</i>	76
Scepter of the Mountain King	animate nearby tools to make themselves useful	Adventurer	Dwarf King	23
Scepter of the Phantom Prince	teleport when you crit	Adventurer	Lich King	46
Scepter of the Sovereign	multi-function implement and weapon	Adventurer	<i>item set</i>	79
Scepter of the Vampire Vizier	your crit becomes healing instead of double damage	Epic	Lich King	46
Scepter of the Zombie Queen	keep fighting when you should die	Champion	Lich King	46
Shaft of Darkness	cast <i>ghost sound</i> with shadows	Adventurer	Prince of Shadows	60
Sovereign's Scepter	improves special effects of spells	Adventurer	Elf Queen	27
Totem of Fecundity	add goblin mooks to summoning spell	Adventurer	Orc Lord	51
Totem of Rage	in long fights you'll probably get another attack	Adventurer	Orc Lord	51

SHIELD

Item	Power	Tier	Icon	Page
Absorption Shield	resist damage associated with dragons	Adventurer	Emperor	32
Bad-moon arm tattoo	takes the place of a shield	Adventurer	Orc Lord	51
Bloodthirsty Shield	heal the first time you hit a buncha types in a battle	Adventurer	Lich King	46
Buckler of Winds	pops everyone free of engagement	Adventurer	Great Gold Wyrm	35
Dark Guardian	control an area of the battlefield	Adventurer	Crusader	16
Discus Shield	also a throwing weapon	Adventurer	Dwarf King	23
Dragonbreath Shield	breath weapon attack like a dragonic	Adventurer	Great Gold Wyrm	35
Dragonhide Shield	turns an energy crit into just a hit	Champion	The Three	65
Dragonscale Shield	half damage if an ally is also a target	Adventurer	The Three	65
Fortification of the Absent	bonuses against elves and undead	Adventurer	The Three	65
Mirrored Shield	make enemies go where they don't wanna go	Adventurer	Diabolist	20
Primal Onyx Shield	low enemy attack roll may give you an attack	Champion	<i>item set</i>	80
Roaring	make a melee attack when you fail a disengage check	Adventurer	Dwarf King	23
Shield of the Avenger	an attack or defense bonus triggered by enemy crit	Adventurer	Great Gold Wyrm	36
Shield of Bones	control effect on enemies who dare engage you	Adventurer	Lich King	46
Shield of Burnished Gold	last gasp attacks rebound to attacker	Adventurer	Priestess	55
Shield of Claws	add to melee miss damage	Adventurer	Orc Lord	51
Shield of Deferred Detriment	ally gets AC bonus	Adventurer	<i>item set</i>	79
Shield of Displayed Convictions	become target of attack instead of ally	Adventurer	Priestess	55
Shield of Impartiality	increase escalation die when you become staggered	Epic	<i>item set</i>	79
Shield of Obscuration	helps your allies hide	Adventurer	Prince of Shadows	60
Shield of Stone	AC bonus vs. weapon attacks when staggered	Adventurer	High Druid	41
<i>The Shield of the Ancestors</i>	<i>dwarven battle-cry, ancestral guardian, wisdom of the ancients</i>	Adventurer	<i>artifact</i>	76
Shield of the Green Man	AC bonuses vs. plants and beasts	Adventurer	High Druid	41
Shield of the Silver Rose	switch attack target to willing ally	Adventurer	Prince of Shadows	60
Woven-root Shield	resist being moved against your will	Adventurer	Elf Queen	28

STAFF (IMPLEMENT)

Item	Power	Tier	Icon	Page
All-terrain Staff	attune a type of terrain	Champion	High Druid	41
Astral Staff	cancel negative effects when you teleport	Champion	Archmage	13
Column of Flame	big fire defenses	Epic	The Three	65
Crook of the Shepherd	spend recovery to let ally heal	Champion	Priestess	55
Crystalline Staff	bonuses with your second attack	Champion	Archmage	13
Distaff of the Weaver	create web as a hold portal spell	Champion	Priestess	55
Hod of the Builder	create small brick wall	Champion	Priestess	55
Pruning Hook of the Vintner	create temporary shelter	Champion	Priestess	55
Sacred-grove Staff	quick-grow forests	Champion	High Druid	41
Scythe of Reaping	dropping enemies gives you a bonus casting	Champion	High Druid	41
Spear of the Huntress	expand ally's crit range vs. specific enemy	Champion	Priestess	55
Staff of Blackened Bones	fun with escalation die synchronicity	Champion	Lich King	46
<i>The Staff of Elemental Light</i>	<i>aura of light, first light, the power of light</i>	Champion	<i>artifact</i>	77
Staff of Elven Fire	teleport and deal fire damage to another enemy	Champion	Elf Queen	28
Staff of Elven Shadows	steal your ally's healing	Epic	Elf Queen	28
Staff of Finality	ends some enemies who would otherwise return	Champion	Lich King	46
Staff of Hungry Darkness	deal ongoing acid damage	Champion	The Three	65
Staff of the Four Seasons	make unique flexible meleet attack with staff	Champion	High Druid	41
Staff of the Gathering Storm	you and an ally teleport after you hit	Champion	The Three	65
Staff of the Prime Mover	staff's power increases if you have highest initiative	Champion	Diabolist	20
Staff of Time	gain your own improved escalation die	Epic	Archmage	13
Trident of the Fisher	better when fighting on water	Champion	Priestess	55

SYMBOL, HOLY RELIC (IMPLEMENT)

Item	Power	Tier	Icon	Page
Badge of Pride	recover your pride and attack again after missing	Adventurer	Great Gold Wyrn	36
Brass Dragon-sign	creates garbled environment, hampering spellcasters	Adventurer	Great Gold Wyrn	36
Bronze Dragon-sign	penalizes foes who try to do too much	Adventurer	Great Gold Wyrn	36
Copper Dragon-sign	creates fog that shuts down ranged attacks	Adventurer	Great Gold Wyrn	36
Dragon Idol	breath weapon bonuses	Adventurer	The Three	65
Ensign of Loyalty	afflicted allies yield attack bonuses	Adventurer	Orc Lord	51
Figure of Courage	allies can help you out in combat better	Champion	Crusader	17
Fire-blackened Tooth	your holy damage is fire instead	Adventurer	The Three	65
Fivefold Burning Eye	swap a divine spell for an arcane spell	Adventurer	The Three	65
Flint of Dolorous Transformations	cast disguise self OR use a hostile transformation on foe	Adventurer	High Druid	41
Fork of Feasting	split recovery dice up with nearby allies	Adventurer	Dwarf King	23
Gem of Riches	deal more miss damage against the richest enemies	Adventurer	Dwarf King	23
Golden Flag of Honor	varies, but involves enemy criticals	Adventurer	Emperor	32
Golden Holly	holly berries work as healing potions	Adventurer	High Druid	42
Goldenberry	create wonderful berries of healing	Adventurer	Elf Queen	28
Heretic's Fingerbone	turns one terrible miss into a crit	Adventurer	Lich King	46
Iconoclast's Relic	expands crit range under certain conditions	Adventurer	Lich King	46
Nominus of Cruelty	when you heal, deal negative energy damage	Adventurer	Diabolist	20
Onyx Symbol	turns terrible miss into a hit but costs ally dearly	Adventurer	Prince of Shadows	60
Purple Banner of Righteousness	varies, but involves you and allies' saves	Adventurer	Emperor	32
Rabbit's Foot	reroll a d20 roll	Epic	High Druid	42
Red Flag of Rectitude	varies, but compensates for misses	Epic	Emperor	33
Sacred Oakleaf	regain a recovery	Adventurer	High Druid	42

SYMBOL, HOLY RELIC (IMPLEMENT)

(CONTINUED)

Item	Power	Tier	Icon	Page
Sacred Sickle of the Circle	wind and weather control	Adventurer	High Druid	42
Sash of Veneration	conditional AC bonuses	Adventurer	Elf Queen	28
Sigil of Dragon Wings	gain flight after you cast a daily spell	Epic	The Three	65
Sigil of the Magpie	turns ally's terrible miss into later daily attack for you	Adventurer	Prince of Shadows	60
Spider Symbol	transform into harmless swarm of spiders	Adventurer	Elf Queen	28
Star Symbol	unusual self or other teleport	Adventurer	Elf Queen	28
Stone of Sloth	better recoveries under certain circumstances	Adventurer	Lich King	46
Symbol of Munificence	misses turn to temp hp for you and your allies	Adventurer	Priestess	55
Symbol of Scrupulousness	enemy fear aura triggers you or ally healing	Adventurer	Priestess	55
Symbol of Second Chances	reroll last gasp save	Adventurer	Priestess	55
Symbol of the Moon	cast bard spell charm person	Adventurer	Priestess	55
Symbol of the Noose	regain a recovery when you roll a death save	Adventurer	Diabolist	20
Symbol of the Star	gain a recovery, and double-up an ally's healing	Adventurer	Priestess	55
Symbol of the Sun	cast cleric spell cause fear vs. undead	Adventurer	Priestess	55
Symbol of the Tolling Bell	your failed death saves are great for your allies	Adventurer	Lich King	46
Symbol of Wrath	your personal escalation die is a d8	Adventurer	Crusader	17
Talons of Envy	gain an ally's recharging spell as a daily spell	Adventurer	Orc Lord	51
Token of Kindness	use your healing dice to help an ally instead	Champion	Diabolist	20

WAND (IMPLEMENT)

Item	Power	Tier	Icon	Page
Bandleader's Baton	improves bardic song duration	Adventurer	Priestess	55
Darkroot Wand	add stuckness to another spell effect	Adventurer	Elf Queen	28
Deadwood Wand	better vs. plants	Adventurer	Lich King	46
Elderwood Wand	reshape plants to your will	Adventurer	Elf Queen	28
Ghost Flute	increases hit point thresholds vs. undead	Adventurer	Lich King	46
Golden Fiddle Bow	demon or devil must dance	Adventurer	Diabolist	20
Lightning Tine	when you take damage, you zap back	Adventurer	The Three	65
Stick of Tricks	minor cantrips	Adventurer	Archmage	13
Unicorn Horn Wand	call magical steed; not necessarily a unicorn	Adventurer	Elf Queen	28
Wand of Dream-sending	cast sleep spell when helpless	Adventurer	Great Gold Wyrn	36
Wand of Ironic Twists	remove enemy resistance	Adventurer	Diabolist	20
Wand of Many Hurts	modifies damage	Adventurer	Archmage	13
Wand of the Burning Moon	gain a combatitive spirit form when helpless	Champion	Archmage	13
Wand of the Paladin	cast magic missile, with a few benefits	Champion	Great Gold Wyrn	36
Wand of the Under-river	create a helpful freshwater spring	Adventurer	Dwarf King	23
Wand of Turning Cogs	cast mend or utility spell	Adventurer	Archmage	13

WEAPON, MELEE

Item	Power	Tier	Icon	Page
Arcane Blade	arcane implement; crit gives quick casting	Adventurer	Archmage	13
Armament of Tactical Unpredictability	random targets improve the attack	Adventurer	Emperor	33
Astringent Chain	penalizes target's disengage checks	Adventurer	Priestess	56
<i>The Blade of Sacrifice</i>	<i>balance of nature, sacrifices must be made, greater good</i>	Adventurer	<i>artifact</i>	75
Blood-rage	reroll a melee attack, but then use it vs. ally	Adventurer	Orc Lord	51
Boiling Blood	a miss adds fire damage to your next attack	Adventurer	Orc Lord	51
Bright-lance	make melee attack vs. nearby enemy	Adventurer	Great Gold Wyrn	36
Brightsteel	stuns along with a critical hit late in a fight	Adventurer	Elf Queen	28
Chain of Conceit	perform a reach trick	Adventurer	Crusader	17
Dancing Blade	attacks enemy at unpredictable times	Champion	Prince of Shadows	60
Dark Smiting	like a paladin's smite, but darker	Champion	Crusader	17
Deathcaller	slays the nearly dead	Adventurer	Lich King	47
Deceitful Dagger	flip a d20 result around	Adventurer	Crusader	17
Demon-flensing	make a horrifying disguise from skinned demon	Adventurer	Great Gold Wyrn	36
Demonic Deathknell	drop nearly dead demons and devils	Epic	Crusader	17
Dragon Lance	melee attack targets nearby enemies	Champion	The Three	65
Dragon Strike	take your standard action at start of round	Epic	The Three	65
Dreaming Stone	low attack roll becomes reroll	Adventurer	High Druid	42
Dwarven Rage	basic melee attack vs. 1d3 enemies, ignore your crits	Adventurer	Dwarf King	24
Flint Blade (one-handed)	(cursed) more fire damage, for and against	Adventurer	Diabolist	21
Giant-slayer	attack bonus vs. larger and huge creatures	Adventurer	Dwarf King	24
Godslayer	enemies have trouble getting away from you	Epic	<i>item set</i>	80
Hammer of Cursing	(cursed) extra attacks, for and against	Adventurer	Diabolist	21
Hammer of Nightfall	teleport the enemy	Adventurer	Prince of Shadows	60
Heartbreaker	see and exploit vulnerability	Adventurer	Lich King	47
Hellforged	(cursed) when staggered, use enemy energy against them	Adventurer	Diabolist	21
Hidden Claw	mystically hidden, and start with a quick basic melee attack	Adventurer	The Three	65
Horn-handled	crit range expands vs. beasts and plants	Adventurer	High Druid	42
Ice-crack	taking cold damage expands your crit range	Adventurer	Lich King	47
Imperial Might	skip attack effects for damage	Adventurer	Emperor	33
Last Hope	arcane implement; damage bonus when engaged with weak enemies	Adventurer	Archmage	13

Item	Power	Tier	Icon	Page
Light-drinker	enemy becomes vulnerable to your attacks	Adventurer	Prince of Shadows	60
Mana Drinker	absorbs spells and breath weapon attacks	Adventurer	Archmage	14
Moss-covered stone	construct-killer	Adventurer	High Druid	42
Ogre Noble's Blade	know the enemy that hits you well enough to hit back	Adventurer	Orc Lord	51
Peerless	raises its bonus against the best	Epic	Lich King	47
Primal Emerald Spear	extra damage	Adventurer	<i>item set</i>	80
Quarrelsome Hammer	damages interceptors	Adventurer	Priestess	56
Reaping	dropping a mook heals you	Adventurer	Lich King	47
Rhetorical Hammer	damages odd attack rolls	Adventurer	Priestess	56
Ruby-studded	enemy crits allow you to attempt recharge	Adventurer	Emperor	33
Sacred Oak	end dazed or hampered effect	Adventurer	High Druid	42
Sacrificial	combat success lets you reroll High Druid dice	Adventurer	High Druid	42
Shadow Blade	cut a doorway through a wall	Adventurer	Prince of Shadows	60
Shadow-lash (one-handed)	heal when you deal ongoing damage with weapon	Adventurer	Elf Queen	28
Soul-drinking	(cursed) you get temporary hit points while allies heal less	Adventurer	Diabolist	21
Spear of Mortality	increase escalation die, and make it a d8	Epic	<i>item set</i>	80
Sunsteel	rolling below escalation die increases miss damage	Adventurer	Great Gold Wyrn	36
Sword of Fighting	(cursed) lots of powers, not always in your control	Adventurer	<i>story item</i>	87
<i>The Sword of Light</i>	<i>gloriole, detect evil, dragon-rebirth destiny</i>	Adventurer	<i>artifact</i>	77
Thorny (one-handed)	ongoing damage saves from this weapon are tougher	Adventurer	Elf Queen	28
Thurible of Smiting	deals ongoing damage on a miss	Adventurer	Priestess	56
Tomb-spike	holy damage vs. undead	Adventurer	Lich King	47
Unsleeping Sword	basic melee attack while you are helpless or unconscious	Adventurer	Priestess	56
Vainglorious	you know who the toughest enemy is and should attack them	Adventurer	Crusader	17
Venomous Trident	poison damage	Adventurer	The Three	65
Weapon of Legendary Deeds	expands crit range	Adventurer	<i>item set</i>	79
Weapon of Reason	targets MD instead of AC	Adventurer	Priestess	56

WEAPON, RANGED

Item	Power	Tier	Icon	Page
Beribboned	switches odd and even attack rolls	Adventurer	Elf Queen	28
Blue-eye arm tattoo	damage bonus for thrown weapons; cast mage hand	Adventurer	Orc Lord	51
Bow of Burnished Gold	fire or holy damage	Adventurer	Priestess	56
Bow of Moonlight	you miss target, ally teleports to engage target	Champion	Prince of Shadows	60
Bow of Tides	missing expands crit range	Adventurer	High Druid	42
Darktouched	screws up enemy ranged attacks	Adventurer	Elf Queen	28
Demonic Bow	great crits, but also against allies	Adventurer	Diabolist	21
Destiny-seeking (thrown)	better against the most dangerous enemy	Adventurer	Dwarf King	24
Dragon Wishbone Bow	conditional wish	Epic	The Three	66
Gold-winged	failure sets up success	Adventurer	Great Gold Wym	36
Hawkshot	arrows that miss find other targets	Adventurer	Elf Queen	28
Iron-chain Bow	yank smaller enemies around	Adventurer	Crusader	17
Life-drinker	dropping enemies empowers next attack	Adventurer	Lich King	47
Lightning Bow	lightning damage, thunder damage, one crit	Adventurer	The Three	66
Lightning-struck Pine	deals lightning damage	Adventurer	High Druid	42
Phase Bow	(cursed) target enemy you can't see; allies at risk	Adventurer	Prince of Shadows	61
Pyroclastic Bow	fire and thunder and breaking things	Champion	The Three	66
<i>Rictus Grin</i>	half the damage becomes ongoing psychic damage	Adventurer	Lich King	47
<i>Rockbow (crossbow)</i>	great against constructs	Adventurer	Dwarf King	24
Sand-bow	sprays sand in enemy faces	Adventurer	Elf Queen	28
Screaming Bow	thunder vs. enemies engaged with you	Adventurer	Crusader	17
Shinebolt	skip damage for a big attack bonus for everyone	Adventurer	Emperor	33
Smoke Bow	smoky defense	Adventurer	Prince of Shadows	60
Soot Bow	defense bonuses that vanish when you move	Adventurer	The Three	66
Soul-rending	target MD instead of AC	Adventurer	Lich King	47
Spear of Unfolding Clouds	big crits lightning it up	Adventurer	Priestess	56
Weapon of Divine Desires	attack invisible enemies normally	Champion	Priestess	56
Weapon of the Wood Warrior	ranged attacks like flexible melee attacks	Adventurer	High Druid	42
Wintersmith	cold damage and target takes defense penalty	Adventurer	Prince of Shadows	60

WONDROUS ITEMS

Item	Power	Tier	Icon	Page
Astounding Figurines	magic gaming set with many powers	Adventurer	Great Gold Wyrms	37
Bow of Unerring Peace	misses sentient targets, unerring vs. objects	Adventurer	<i>story item</i>	81
Captain's Horn	horn communicates very clearly	Adventurer	Emperor	33
Cauldron of Progenation	produce a homunculus	Adventurer	Diabolist	20
Commander's Dust	visual aid	Adventurer	Emperor	33
Deck of Wondrous Things	80-card deck of power	Adventurer	<i>artifact</i>	71
Dragon Horn of Wishes	wishes obtained; but dragons ain't happy about it	Adventurer	<i>story item</i>	81
Elven Lantern	you can see through trees and plants	Adventurer	Elf Queen	28
Eye of Lich King	(cursed) read the full writeup!	Adventurer	Lich King	47
Figurine of Fastidiousness	transfer effects to figurine	Adventurer	<i>story item</i>	82
Flute of the Ecdysiast	makes mindless dancers of the weak-willed	Adventurer	<i>story item</i>	83
Flying Carpet	fly as if you had cast wizard's <i>flight</i> at 9th level	Epic	Prince of Shadows	61
Hand of the Lich King	(cursed) read the unabridged version	Adventurer	Lich King	47
Harp of Fate	true songs	Adventurer	High Druid	42
Heartstone	can be any type of magic item, variable powers	Adventurer	<i>story item</i>	85
Horn of the Battle Steed	use relationship dice to summon steeds	Adventurer	Crusader	17
Hovering Platter	useful levitating disk	Adventurer	Archmage	14
Iron Fortress	small iron cube unfolds into fort	Champion	Crusader	17
Lantern of the Deeps	shine light and walk through walls	Champion	Dwarf King	24
The Last Trumpet	force blasts	Adventurer	<i>story item</i>	85
Looted Glass Fist	alternates between damage resistance and attack	Adventurer	<i>story item</i>	86
The Orc Lord's Axe		Adventurer	Orc Lord	52
Orcnest	(cursed) you extrude tiny orcs	Adventurer	Orc Lord	51
Perfect Disguise	like it says	Adventurer	Prince of Shadows	60
Rock of the Ancestors	summon helpful dwarven spirits	Adventurer	Dwarf King	24
Rug of Tapetto	gateway to another land	Adventurer	<i>story item</i>	86
Sack of Looting	bigger on the inside	Adventurer	Prince of Shadows	61
Starsilk Gown	courtly dress conceals heavy armor	Adventurer	Elf Queen	28
Tankard of Dwarvenkind	any liquid becomes drinkable and delicious	Adventurer	<i>story item</i>	88
Traveling Lectern	intelligent reading stand that helps with rituals	Adventurer	Priestess	56
Walking Eye	a non-fighting construct companion	Adventurer	Dwarf King	24
War-dirge of Chaos	(cursed) a song of thunder, a personal soundtrack	Adventurer	Orc Lord	52
Winged Backpack	unfolds into wings	Champion	Elf Queen	29
Wizard's Skull	(cursed) gives mostly good advice	Adventurer	Archmage	14
Wondrous Saddle	transformation into magical horse	Adventurer	Great Gold Wyrms	37

DIVINE INVESTMENTS

Item	Power	Tier	Icon	Page
mark of the Ahurak	manifest a holy weapon (weapon or implement)	adventurer	Priestess	56
mark of the Angel	avoid falls by sprouting wings (cloak)	adventurer	Priestess	56
mark of the Devani	helps you hide	adventurer	Priestess	56
mark of the Eskandari	defense at the cost of lower offense	adventurer	Priestess	56
mark of the Fravarsh	reincarnate! (belt)	adventurer	Priestess	56
mark of the Seraphim	deal fire damage when engaged (armor)	adventurer	Priestess	56
mark of the Yolonk	reroll a skill check	adventurer	Priestess	56

MINOR ITEMS

Item	Power	Tier	Icon	Page
accurate measuring spoons	helps cook better food	adventurer	<i>Archmage</i>	14
acorn necklace	foraging	adventurer	High Druid	41
amber comb	makes hair shiny	adventurer	Emperor	31
animated teeth	better for pranks than chewing	adventurer	Diabolist	20
baby blanket	calms the soul	adventurer	Emperor	31
batwing backpack	hides stuff from servants of Diabolist	adventurer	Crusader	17
bearded skull	cures toothaches	adventurer	Orc Lord	51
bone door-chime	announces guests by name	adventurer	Lich King	41
book with faded heraldic device	minor accounting errors always in your favor	adventurer	Emperor	31
broken clay tablet	heavier than it should be	adventurer	Orc Lord	51
butter knife	butters anything	adventurer	Prince of Shadows	60
button in a reliquary case	impersonate the undead	adventurer	Lich King	41
carved pipe	limited gold detection	adventurer	<i>Dwarf King</i>	24
chainmail sock puppet	makes soldiers laugh	adventurer	<i>Crusader</i>	17
crab-shaped belt buckle	finds shelter	adventurer	Orc Lord	51
cut crystal apple	translates writing, but mishandles food-related text	adventurer	Priestess	55
double-ended wax seal	protects mail	adventurer	Emperor	31
dragon mask	sleep in an egg	adventurer	Great Gold Wyrn	36
dragon-breath tankard	drinking too much lets you breathe fire	adventurer	The Three	62
dragon-scale needlecase	sews on its own	adventurer	The Three	62
dreamy scarf	embroiders itself with wearer's last dream	adventurer	Emperor	31
elegant leather shoes	great grip	adventurer	<i>Prince of Shadows</i>	60
falconer's leather glove	calls birds	adventurer	Dwarf King	24
feller's axe	provides proper dwarven responses to plant monsters	adventurer	Dwarf King	24
festive poncho	people want to be seen with you	adventurer	Priestess	55
formal dress	inspires respect	adventurer	Priestess	55
fur pouch	feeds you when you're hungry	adventurer	High Druid	41
grabbing mirror	slaps, grabs, or caresses those who come too close	adventurer	Emperor	31

MINOR ITEMS (CONTINUED)

Item	Power	Tier	Icon	Page
incised rolling-pin	bake with mystic sigils	adventurer	Archmage	14
indescribable ordinary object	as described	adventurer	Orc Lord	51
lattice-work lantern	you see dead people	adventurer	Lich King	41
leather belt-pouch	contains bread	adventurer	Crusader	17
leather-wrapped glass bottle	relieves hunger pains	adventurer	Elf Queen	26
mildly-cursed rat skull	groans, whispers, kills bugs	adventurer	Lich King	41
miniature tavern sign	transforms to show nearest tavern sign	adventurer	Prince of Shadows	60
nautilus shell	produces sea-water, and sometimes demon warnings	adventurer	Crusader	17
plumb line	good for straight architecture	adventurer	Dwarf King	24
ring of fire	spices food	adventurer	Diabolist	20
seasoned fork	food, now twice as tasty	adventurer	Dwarf King	24
semi-blessed saddle	gives your mount speech	adventurer	Great Gold Wyrms	36
serpentine ribbon	dries hair instantly	adventurer	The Three	62
sewing snips	cut through anything, one tiny nip at a time	adventurer	Diabolist	20
shell notebook	sturdy spellbooks	adventurer	The Three	62
silver key	opens adventurer-tier doors, but charges you	adventurer	Prince of Shadows	60
skeleton key	skeletal doorman opens one door	adventurer	Lich King	41
small pocket knife	dull, but sharpens other knives	adventurer	Crusader	17
sparrow crown	glide 1" above the ground	adventurer	<i>Priestess</i>	55
spectacular spectacles	distracts from other issues	adventurer	<i>Diabolist</i>	20
spider hat	looks badass; or maybe just bad	adventurer	Elf Queen	26
thread-eggs	births small winds	adventurer	Elf Queen	26
three-eyed goblin skull hat	speak and be attractive to goblins	adventurer	The Three	62
tiny scroll	helps you examine other small things	adventurer	Archmage	14
tuning fork	enables speaking in rhyme	adventurer	Elf Queen	26
uncandle	absorbs light, sheds shadow	adventurer	Archmage	14
walking stick	sticks with you	adventurer	High Druid	41
wet stone	avoid dehydration	adventurer	Great Gold Wyrms	36
white ceramic pitcher	turns any liquid into refreshing grape juice	adventurer	Elf Queen	26
wig of grasses	you're refreshed by the sun	adventurer	High Druid	41
wooden eye	functional eyeball	adventurer	Orc Lord	51

CONSUMABLE ITEMS

Item	Power	Tier	Icon	Page
antientropic powder	tidies up	adventurer	25 gp	67
bigger-on-inside bag	double the satchel-power	adventurer	2 gp and up	67
clay of flesh renewed	knits together horrible wounds	adventurer	200 gp	67
dancing shoes	helps disengaging, then burns up	adventurer	50+ gp	67
dust of eternal slumber	casts <i>sleep</i> spell	adventurer	200+ gp	67
enchanted pearl	removes poison	adventurer	25+ gp	68
featherlight skirt	fall like a feather	adventurer	100 gp	68
gilljowl lozenge	breathe underwater	adventurer	200 gp	68
glowstone lantern	lights up	adventurer	20 gp	68
weird healing salve	heals, but randomness may ensue	adventurer	40 gp	68
illuminated chalk	glows in dark	adventurer	5 gp	68
lighting quagmire	make enemy stuck	adventurer	200+ gp	68
lubricious catholicon	disengage better	adventurer	50 gp	68
magic-in-a-bottle	random chaos magic	adventurer	25+ gp	68
mask of face-swapping	<i>disguise self</i>	adventurer	150+ gp	69
polymorphic potion	extreme cosmetic shapechanging	adventurer	50 gp	69
potion of tongue-swapping	speak like others	adventurer	60+ gp	69
power-stone	power-up until it breaks	adventurer	300+ gp	69
quick-change outfit	two outfits in one	adventurer	100+ gp	69
ring of burning daylight	accomplish big tasks quickly	adventurer	60+ gp	69
straw-man	creates magical construct	adventurer	60+ gp	69
stretch-rope	really stretchy rope	adventurer	1 gp per foot	69
tangle rope	casts <i>hold monster</i> spell	adventurer	300+ gp	69
trauma doll	switches staggered/not-staggered states	adventurer	100+ gp	70
mystery potion	roll it!	adventurer	50+ gp	70
visid paste	very gluey	adventurer	20+ gp	70
wakebread	stay alert but get rested	adventurer	10 gp	70
wizwood wand	attack bonus, but no damage bonus	adventurer	300 gp	70

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