

13TH BOOK OF LOOT AGE



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Pelgrane Press

13TH AGETM

BOOK OF LOOT

A 13TH AGE SUPPLEMENT

BY GARETH RYDER-HANRAHAN



13TH AGE IS A FANTASY ROLEPLAYING GAME BY
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INTRODUCTION

Let us have a moment of silence for the defeated monsters.

Now, let us take their stuff.

WHAT'S IN THIS BOOK

Loot!

That's both an answer and an exhortation. Yes, *13th Age* is all about the story and the awesome action, but we've all got a treasure-hungry munchkin inside of us, and it's time to let that grubby-fingered kid out to play. *The Book of Loot* is full of more magic items to be found, stolen, given as rewards or otherwise looted by the player characters. We've also thrown in a short chapter on ways to make mundane treasure more interesting, and a selection of new one-use magic items.

FINDING ITEMS

We've organized the true magic items by icon, grouping items by theme instead of function. This means that if you're looking

for a treasure to stick in a demonic citadel, or if you want something that might be used by an agent of the Diabolist, you know to look in the Diabolist's chapter, regardless of the type of item. If you're stocking a lost tomb, go for Emperor or Great Gold Wyrms treasures – unless the tomb's not as lost as you might hope, in which case, see the Lich King's section.

If you're looking for a particular type of item (swords, belts, helms, enchanted codpieces and so on), there's a summary table of all the items in this book on page 63.

If you want a random item, pick a random Icon, roll on the table below, and then look at the corresponding section in that Icon's list of items. The ranges for the implements and weapons are suggestions you can switch between implements or weapon types (ranged, melee) if that makes more sense for the icon in question.

You'll notice that the table also lists each item type's default bonus. Yes, all the true magic items in the book use the standard default bonuses from the core *13th Age* system, but we did not want to waste space listing those default bonuses on every page.

D20 roll	Type of Magic Item, aka CHAKRA	DEFAULT BONUS (often +1 adventurer, +2 champion, +3 epic)
1-2	Armor, robe, shirt, tunic	Armor Class
3	Arrow, crossbow bolt, slingstone	No default bonus. The most common type of magic ammunition expands crit range by 1
4	Belt, swordbelt, kilt, girdle	Recoveries per day
5	Book, scroll, manual, grimoire	No default bonus. These items commonly confer knowledge or skill
6	Boots, sandals, slippers, shoes	Disengage checks and other footwork
7	Cloak, mantle, cape	Physical Defense
8	Glove, gauntlet, mitt	No default bonus
9	Helmet, circlet, crown, cap	Mental Defense
10	Necklace, pendant	Save bonus
11	Ring x2	No default bonus
12	Shield	Hit points (+4 adventurer, +10 champion, +25 epic)
13-15	Staff (implement)	Operates both as a wand and a symbol; champion and epic tier only
13-15	Symbol, holy relic, sacred sickle (implement)	Attack and damage (divine spell or attack); adventurer and champion tier only
13-15	Wand (implement)	Attack and damage (arcane spell or attack); adventurer and champion tier only
16-18	Weapon, melee	Attack and damage (using the weapon)
19	Weapon, ranged	Attack and damage (using the weapon)
20	Wondrous Item	No default. Anything goes

ITEMS THAT DEMAND A STORY

Girdle of Deceit: Who do they think I am?

Dwarflaw Ring: Now you can rules lawyer in character!

Prophecies of the Coiled Dragon: Everything's connected – especially you and the other PCs!

Seared Book: The truth is in there – assuming the truth is on fire out here.

ITEMS THAT I REALLY LIKE

Crystal Ball: A small-i iconic item, and a ready source of plot hooks. (page 9)

Ring of the Consort: Assuming you want to have the Elf Queen as a major NPC, this item ties the wearer into the politics of the elves. (page 25)

Castlehelm: Just for the Castle-of-Otranto visual effect, more than anything else. (page 28)

Ring of the Imperial Cult: Anything that casts the Emperor in shades of grey is fun.

Codebook of Nefarious Machinations: Turn your defeat into victory – well, someone's victory, anyway...

RELENTLESSLY PRACTICAL ITEMS

Robe of Preservation: Gets you out of danger when you hit 0hp. (page 6)

Manual of Victory: Losing friends means winning battles.

Ring of Runes: Never let a magic item go unaugmented.

Ring of the Cycle: What's more practical than saving one life by shortening another?

Staff of the Gods: Cut out the middleman.

CAMPAIGN-DEFINING ARTIFACTS

Hand of Winter: You bear responsibility for a whole season.

Sword of Ruin: Kill the Icon, change the world.



UNFORGIVABLE PUNS

Wizard's Hat of Conjunction

Magic Beard of Entanglement

Ancestral Symbol

Dead Man's Boots

Ring of Poor Choices

Assassin's Amulet

Throne-treading Sandals

ARCHMAGE

Among his many pointy hats, the Archmage is the master enchanter of the age. He has wrought innumerable great works of magic, although his designs tend towards gigantic magical constructs like his power nodes and warding networks, his flying islands and his weather-control towers. He has many lesser enchanters in his service at Horizon, and that city is said to conceal vaults crammed with magical items and treasures made by previous Archmages. His agents and chosen adventurers are invariably bedecked with powerful arcane trinkets and weapons.

The Archmage's items tend to be showy, whimsical, devastating or all three. After all, they're not just tools for his servants – they're also his sigil, banner advertisements for his power and warnings for his enemies. The Archmage wants his items to make their presence known in the loudest, most dramatic way. Unless the item is specifically designed for stealthy work, do not expect the least bit of subtlety.

ARMOR, ROBE, SHIRT, TUNIC

Spellthread Shirt (recharge 11+): When you cast a spell that targets yourself, you also charge the shirt with that spell. When the shirt is charged, you may activate it as a free action to gain the benefits of that spell for one round. The spell has to be one that lasts for an entire battle – you can't charge it with *dimension door* or *teleport*. For example, if you cast *blur* on yourself in one fight, you could use the shirt to *blur* again for one round in a later battle. The shirt's appearance changes to reflect the stored spell – if you've got a *feather fall* in it, it's puffy and silky; if it's storing *water breathing*, it's green and clings to your skin. Quirk: Compelled to change your hairstyle and wardrobe to complement the shirt.

CHAMPION

Robe of Preservation (recharge 16+): This soft grey robe automatically activates when you are knocked unconscious. It *teleports* you to a safer location nearby – it might bring you out of the room in a dungeon, or drop you at the feet of the party cleric, or just stuff your unconscious body into a cupboard. The robe remains behind when you *teleport*, falling empty to the ground where you stood. Quirk: Heedless of danger.

ARROW, CROSSBOW BOLT, SLING

Spellbound: You may cast one of your Close spells onto the missile. When the missile is fired, the spell takes effect as if you were standing at the spot where it fell. So, you could charge an arrow with *lightning fork* and fire it at a far away group of foes. The missile must be fired quickly before the magic burns it out – either cast your spell and shoot the missile yourself next round, or cast the spell on an ally's missile and have them fire it.

(Face it – with a wizard's ranged weapon attack bonus, the latter's a better option.)

BELT, SWORDBELT, KILT, GIRDLE

Belt of Giant Health: Like most belts, this increases your maximum recoveries by 1 (champion by 2, epic by 3). In addition, one bonus recovery given by this particular belt is giant-sized – you get to roll d12s instead of your normal recovery dice when you spend it. You choose when you tap this extra-large recovery. Quirk: Formidable appetite.

Formidable smell, too. Wear that belt for long enough, and you start smelling like a giant's armpit. You don't notice it in Horizon, because that whole place stinks of sulfur and ozone and bat guano anyway, but just take a sniff at the Archmage's guards when they go traveling.

- Hresta, half-elf ranger

BOOK, SCROLL, TOME, GRIMOIRE

Compendium of Observed Ritual: Exhaustively complete and exhaustingly pedantic, this book purports to record all known rituals, barring a few diabolical ones censored by the compilers. While following the instructions in this book makes ritual casting take much longer (2d4 hours, and you can't use high arcana to hasten matters along), it can also improve the efficiency of the ritual. Roll a d6; on a 6, then the spell used to fuel the ritual isn't expended, as the book describes a method to tap some other power source. Quirk: Becomes obsessed with pointless ceremony and ritual.

CHAMPION

Manual of the Numinous Realms (recharge 11+): Bound in orichalcum, written in silver ink on the finest vellum, and illustrated with strange diagrams that move on their own, the *manual* describes the interplay of elemental forces and spiritual currents that underlie the illusion we call reality. By manipulating these fundamental levers of reality, you may accomplish great feats of magic. When you miss all targets with a daily spell, you give up that spell's miss effect (if any) and cast another daily spell as a free action. Quirk: Fears unlikely consequences and improbable coincidences. If only you fools could see how all things are interconnected, you too would fear the calling of the birds in the trees when the wind is from the west and there's a woman in a red shawl nearby!



EPIC

Labyrinthine Grimoire (recharge 16+): When this book is opened, your body falls to the ground, helpless. Your mind enters a seemingly infinite library, a maze of book-lined passageways and vaults that contains all the knowledge of the universe. You may swap out any one spell for any other spell you have access too – once you find that spell in the library. At the start of your turn, make a skill check using a suitable magical background against DC 25. If you succeed, you wake up. If you fail, you're still stuck in the library and remain helpless for another round. If you roll a 1, well, something crawled out of the library and into your body while you were detained, like a book-spirit desperate to get written into reality.

You can use the grimoire outside of combat, but it's up to the GM how often you get to make skill tests to find your way back – life or death situations are great for focusing one's mind on the task at hand. Quirk: Bibliophile.

My master once owned the Labyrinthine Grimoire, and consulted it some sixty-nine years ago. He has yet to return. If, when searching the infinite library, you happen across an absent-minded old wizard with a purple beard, please break it to him that he's been dead for sixty-four years and a considerable amount of paperwork has built up in his absence.

— Gerolt, the Eternal Apprentice

BOOTS, SHOES, SANDALS, SLIPPERS

CHAMPION

Winged Shoes (recharge 11+): You can fly for the next 1d3 rounds.

Quirk: Hasty.

CLOAK, MANTLE, CAPE

Cloak of Invisibility (standard action - recharge 16+): You become invisible. As you've got to hold the cloak around you to maintain the invisibility, you can't take standard actions while invisible, which means (mostly) no spellcasting or attacking. You can drop the invisibility at the end of any turn; you become visible immediately, and can act normally on your next turn. Quirk: Paranoid about other invisible creatures, lurking invisibly nearby.

Mantle of the Mage: As a bearer of this cloak, you are authorized to tap into the Archmage's arcane power nodes, drawing on the magic that's supposed to be used for fueling the wards that protect the Empire against existential threats. You gain Overworld Advantage (your daily spells recharge on a 16+), and a +2 bonus to all recharge rolls while at one of those arcane power nodes. Tapping a node more than once per full heal-up risks knock-on effects elsewhere in the network, potentially weakening the Archmage's Defenses and letting in all sorts of horrors. Quirk: Crushing sense of duty and obligation to the Empire.

The Mantle of the Mage is only respected in the heartlands. North of Axis or east of the old Citadel, and no-one cares that you're there on wizards' business. All the old wards are neglected, and them that are supposed to tend 'em are too busy taking bribes and cheating superstitious folk out of their coins to live up to the duties of the Mantle.

Synix Alacostar, Wizard of Horizon

GLOVE, GAUNTLET, MITT

Gauntlets of Spell Deflection (recharge 16+): These heavy metal gauntlets bear complex runes of negation. When wielding a melee weapon, you can parry a spell targeting you or an ally as a free action. To parry the spell, you roll Strength + Level vs. the caster's MD; if you hit, the spell is cancelled and the caster loses the action they were using for the spell. If it was a limited-used spell, that use is expended if your natural attack roll was even. (It's basically the *Counter-Magic* bonus spell in glove form). Quirk: Rudely interrupts people when they're talking.

HELMET, CIRCLET, CROWN, CAP

Wizard's Hat of Conjuration: Once per day, you can pull a useful non-magical common item out of this hat. The item must be able to fit through the brim of the hat, so you couldn't pull out a siege engine or a horse. You could, though, produce a sword, or length of chain, or a saw, or a delicate vase decorated with salacious paintings of frolicking kobolds. The hat can also produce small living creatures, like rabbits or cats or doves or maybe even the aforementioned frolicking kobolds. Quirk: Kleptomania; you unconsciously steal items and stick them inside your hat. Sometimes, you can't find them again afterwards.

Wizard's Hat of Loyalty: This hat always returns to you. No matter the circumstances, it always finds its way back. Put into prison? You've got your hat. Ambushed in the middle of the night? You've got your hat. You could be stripped naked, hurled through a portal into the Abyss, and carried by a demonic roc to its nest hundreds of miles away in a nameless infernal mountain range – and you've find your hat waiting for you there. You may keep up to three small items in the brim of the hat (scrolls, potions, gemstones, snacks), and they'll be with the hat when it comes back to you. Quirk: Compelled to treat the hat as a pet.

CHAMPION

Crown of Brimming Wisdom: When you fail an Intelligence skill check, you may roll another d20 immediately and add it to your total. The trouble is, if you pass, you start rambling on in a pedantic and absent-minded way for a number of rounds equal to the second d20 roll, as the crown pours more information than you actually needed into your brain and it spills out through your mouth. You can't do anything else while rambling, although if you're attacked, you may roll a hard save (16+) to notice, in which case you finish your erudite lecture once the fight concludes. Quirk: Voracious reader.

ПЕСКЛАСЕ, РЕПДАПТ

Paired Talisman of the Familiar (recharge 16+): You can cast an at-will spell through your familiar, as if you were standing in the familiar's place. This means you could zap someone with a Close spell from Far Away – your pet frog hops up to them and unleashes your *shocking grasp*. Quirk: Takes on behavioral traits from familiar.

RING

Ring of Protection (recharge 11+): Gain a +2 bonus to your AC until the start of your next turn (champion: PD too; epic: also MD). Quirk: Touchy and defensive.

STAFF

Spellforce Staff (recharge 16+): Activate this staff as a free action to ignore any dazed, hampered or weakened conditions afflicting you when making an arcane spell attack. The staff doesn't get rid of the conditions – it just amps up your spell so it blasts through them. Quirk: *SHOUTS A LOT*.

Staff of the Overworld (recharge 16+): This staff is a mobile connection between the Overworld and the mortal world below. Activate it, and it creates a bridge between the two. For the rest of the battle (and immediately afterwards), the area exists in both the Overworld and the normal world. This is obviously beneficial to wizards, as their Overworld Advantage class feature kicks in. It may also weaken (or strengthen) certain monsters, especially those associated with the Underworld or the earth. Using the staff more than one in a particular place risks creating a permanent link between the two realms, locking the staff into place and letting the roiling arcane weirdness of the skies leak into the lands below. Quirk: Interprets cloud formations as messages from the heavens.

WAND

Wand of Corrected Devastation (recharge 16+): Activate this wand immediately after rolling damage for a daily spell that hit. That spell never happened and is not expended. Gain a free action to cast an at-will spell instead. Everyone on the battlefield is somewhat alarmed by the fact that the blazing ball of fire suddenly vanished, but that's wizards for you. Quirk: Prone to sudden bursts of rage over trivial problems.

Wand of Reckless Abandon (recharge 16+): This wand turns any attack spell that targets a randomly determined number of targets into a reckless one. You may increase the number of targets by 1d3, but any allies engaged with any of the targets also take the damage from the spell. So, if you use this wand to cast *breath of the white* recklessly, the spell affects 1d2+1d3 targets, but any allies engaged with any of those targets also gets attacked. Quirk: Becomes extremely callous, especially where the lives of allies are concerned.

WEAPON

Animated (melee weapon - recharge 11+): For the rest of the battle, or until it misses with an attack, this weapon may make basic attacks on its own in any turn in which you don't use it to make an attack. It uses a +5 as its attack bonus (champion: +10; epic: +15). This basic attack may not trigger flexible attacks; treat it as if an ally was attacking an enemy. The sword doesn't benefit from the escalation die. Remember, you can only attune to one magic weapon at a time – if you have an *animated sword*, you may not use another magic melee weapon. Quirk: Loves to delegate.



WONDROUS ITEM

Crystal Ball: An efficacious, if often unreliable, means of divining what is passing in the world and what is about to come to pass. You can look into the crystal ball once per level. Everyone, including you, rolls their relationship dice; if someone rolls a 5 or a 6, you see something potentially useful or enlightening related to that Icon. So, if someone else in the party rolls a 6 for the Dwarf King, you'll spy something related to the Dwarf King's plans or servants or enemies.

You generally only get one or two visions, even if multiple people get 5s or 6s. The winning visions are either based on the highest rolls, or else the ones that are most relevant to the current story. Cruel GMs who delight in drowning you in paranoia-inducing portents may give you extra visions.

5s often mean that whoever you look at in the crystal ball gets the eerie feeling they're being watched. Note that the crystal ball doesn't necessarily show you a specific person – you might get lucky and end up scrying on someone in particular, but that's not always true. Quirk: You become obsessed with the mists and meaningless swirling that fills the ball when no-one gets a 5 or 6 on their relationship roll.

ADVENTURE HOOKS

The Tower of Wonders—No-one's heard from the Master Artificer in some time. The Archmage had asked her to develop a new magical weapon for the Imperial Legions in the wars against the Orc Lord's horde. So, a band of plucky adventurers must brave the Artificer's tower – filled with magical guardians, traps, and experimental arcane contraptions – and discover what became of her. An arcane accident? Orc assassins? Or has she succumbed to the same curse that befell the last six Master Artificers, and gone mad with power?

Unstable Wards—Cultists of the Diabolist damaged one of the Archmage's wards, and unless the ward's repaired, it'll collapse and do untold damage to the Empire's defenses. The adventurers will need magic weapons to deal with the summoned demons and other horrors between them and the ward – but if they bring too much arcane power close to the ward, it'll start a cascade reaction leading to a dimensional rift. They've got to balance the number of magic items they carry against the hellish perils they face. Take too few, and the demons will devour them. Too many, and they'll blow up the ward before they can repair it.

Horizon Heists—A band of expert thieves raided wizards' towers and schools across Horizon, and stole off with a fabulous pile of magic items before they had to skip town. They can't ever return to Horizon – the Archmage's divination spells would detect them the instant they enter the city. The trouble is, they neglected to steal the instructions and command words for the items. Now, they need another equally-skilled band of thieves to go back and find steal the wizards' books.

CRUSADER

Once, the Crusader was reputed to have vast hoards of treasure and magical relics, looted from battlefields and tombs and dungeons across the land. His warriors wielded swords of antique design, and wore mismatched armor they salvaged from the fallen. Now, he numbers many smiths and spellcasters among his followers, and they draw on the forbidden knowledge of the dark gods to forge new weapons of conquest and slaughter. Items from the foundries of First Triumph are always brutally efficient, but either bind their user closer to the Crusader's cause, or exact a terrible toll on the soul.

ARMOR, ROBE, SHIRT, TUNIC

Of the Guarded Heart: The AC bonus from your armor applies to your MD as well. Quirk: Mistrustful.

Unyielding Plate (heavy armor only – recharge 16+): You don't fall unconscious when reduced to 0 hit points – you can keep fighting, but you're *weakened* (-4 to all attacks and defenses), and you don't need to make death saves. You still die when reduced to a negative score equal to half your maximum hit points. (Champion: Three quarters of your maximum hit points; epic: equal to your maximum hit points). Quirk: Cold and unsympathetic.

CHAMPION

Plate of the Automaton (heavy armor only): While wearing this armor, you may enter into a trance that fulfills your need for sleep, but lets your body continue with some mindless repetitive task. You could, for example, 'sleep' while marching, or while patrolling for monsters, or while digging graves. You are vaguely aware of your surroundings while in a trace; you could even hold a conversation or fight a battle, but you'd be *hampered* throughout in the latter case. Quirk: Monotonous speech.

Unrelenting: You may drain and heal using Recoveries from your nearby allies on a two-for-one basis – one nearby ally loses two Recoveries, you get the healing benefit of one of them. The armor activates automatically when you go below 50 hit points. You get to pick who you drain – they don't get to refuse, but can cut you off forever *after* being drained. If an ally cuts you off, you may never drain them with the armor again. Quirk: Callous.

ARROW, CROSSBOW BOLT, SLINGSTONE

Incineration: Creatures slain by ammunition with this property are reduced to ash when they die. They're not going to come back as zombies, or rise as vampires, or be used as husks by demons.

EPIC

Dolorous Bolt: This crossbow bolt inflicts a special form of ongoing damage – the victim takes 50 damage, but suffers that damage every *day* instead of every round. There is no save against this damage, and the bolt cannot be removed (except maybe by the Priestess or some other icon or great power).

The damage recurs at the exact same time every day. Some creatures may simply die, but anyone worth shooting with an epic-tier weapon probably has the hit points and healing to survive the ongoing hit point damage. The constant pain and the knowledge that the agony's going to recur every day for as long as they live are other matters entirely.

One of the Crusader's madmen shot the King of the Stone Giants with a dolorous bolt. Around the same time, you start hearing stories that the Dark Gods can cure any injury if you swear to serve them forever. Think the Crusader's mad enough to risk a war with the giants on the off-chance of snaring their king's soul?
- Hresta, half-elf ranger

BELT, SWORDBELT, KILT, GIRDLE

Girdle of Oaths: Like other magic belts, this one increases your maximum recoveries by 1 (2 for champion, 3 for epic). The *girdle of oaths* can also give you an unlimited number of bonus recoveries – the catch is that each one comes with a cost, and the cost keeps rising. The first free recovery requires a minor service or complication, as if you'd rolled a 5 on a relationship roll. After that, the price goes up. Whatever the belt asks of you will always be useful to the belt's true master (usually the Crusader), so it might ask you to recruit others to the Crusader's cause, or donate magic items or treasure, or slay enemies of the Crusader.

Refuse, and at the worst possible moment, the belt will take back the health it's given you, and you'll take damage equal to the healing provided by the belt in the past. Quirk: Mercenary in all things.

Hungry Scabbard: A weapon drawn from this swordbelt inflicts an extra 1d8 damage with your first hit each battle (champion: +2d8; epic: +4d8). However, if you don't kill something that bleeds in the fight, the weapon still demands its thirst be sated; lose a recovery after the fight if you fail to slay a creature, or if you're fighting things that don't have blood. Quirk: Unwholesome taste for red meat.



BOOK, SCROLL, TOME, GRIMOIRE

Scroll of Darkness: This mind-blasting scroll reveals the secrets of the Dark Gods. The scroll is only a few pages long, but you find yourself reading it again and again, and each reading brings new insights into the nature of life and death. As long as you possess the scroll, you have a bonus 3-point *Revelations of the Dark Gods* background. Quirk: Not so much a quirk as a health and safety warning – if this item takes over, then you'll be sacrificing virgins on altars in no time.

CHAMPION

Manual of Victory (recharge 16+): Those who study this monograph on total warfare come to understand that a bloodless victory is a hollow one, and that it is only from sacrifice and suffering that true glory arises. The first time one of your allies falls on the field of battle (drops to 0 hit points or is otherwise slain or incapacitated), choose one of the following effects:

- Increase the escalation die by 1
- Take an immediate standard action for free
- Increase your weapon damage dice by one step (d6s become d8s, d8s become d10s) for the remainder of the battle

Be warned, though – if the fallen ally is healed and returns to the fray, it throws your tactical calculations off, and you no longer benefit from the escalation die for the rest of the battle. Quirk: Refight famous battles in your head or on the tabletop.

GAMEMASTER

The *Manual of Victory* is older than the Crusader's war. There are copies in the Imperial Library at Axis, and Imperial scouts captured an orcish translation when they crept into one of the Orc Lord's camps. Most worryingly of all, seers have dreamed of copies of the book in the bony hands of the Lich King in Necropolis. What could the Lord of the Dead do with a book that teaches the strategic virtues of death?

BOOTS, SHOES, SANDALS, SLIPPERS

Face-Stomping Boots (recharge 6+): When a foe you're engaged with becomes staggered, you may automatically inflict 5 damage on them immediately (champion: 10 damage; epic: 25 damage). You don't have to be the one who staggered them to trigger this item. Quirk: Hates bugs and other things that crawl.

CLOAK, MANTLE, CAPE

Demonhide Cloak (recharge 11+): Demons are hard to kill. That means it's hard for them to die.

You're wearing a cloak made from the skin of a trapped demon. Roll 1d6 at the start of battle to see what power the cloak can manifest in this fight if you choose to activate it.

- 1: +4 temporary hit points (champion: +10; epic: +25)
- 2: Resist Fire 6+ (champion: 11+; epic: 16+)
- 3: True Seeing – you are immune to invisibility and see through any illusions
- 4: Demonic speed – once per battle at the start of your turn, roll a d8. If the result is equal to or lower than the escalation die, you get to take an extra standard action this round (champion: d6; epic: d4)
- 5: If a nearby demon *teleports*, you may choose to teleport with it. You arrive engaged with the demon.
- 6: +1 to all attacks against demons

Quirk: Goddamn smart-mouth cloak thinks it's so smart, speaking through your mouth.

GLOVE, GAUNTLET, MITT

Steel Fist of the Crusader (recharge 6+): When you hit a demon with an attack, you may roll an extra d6 for damage for every positive relationship die you have with the Crusader (champion: d8; epic: d12). Quirk: Becomes increasingly paranoid about demons.

HELMET, CIRCLET, CROWN, CAP

CHAMPION

Helm of Terror: When the escalation die is 3 or higher, you cause fear like a monster of the same level. Better yet, nearby allies who would fear you if you were a monster (i.e. their hit points are lower than your fear threshold) are immune to fear as long as you're around. Quirk: Enjoys intimidating people a little too much.

PECKLACE, PENDANT

Talisman of Mortification (recharge 11+): An ugly, spiky lump of metal scrapes against your chest, reminding you that your flesh is mortal, but the cause is eternal. Before you roll a save, you may sacrifice any number of recoveries. For each recovery sacrificed, you gain a +1 bonus to your roll. Quirk: Refuses to yield.

RING

Ring of Enmity: In addition to a +2 bonus to saves against *confusion*, this ring lets you specify which of your nearby allies you attack when *confused*. Choose your special friend when the *confusion* starts, and you may even specify yourself. Quirk: Keeps an enemies list. Checks it twice.

SHIELD

Shield of the Watchful Eye: The living eyeball mounted in the boss of this round shield watches vigilantly for hidden foes and dangers. You gain a +4 bonus to skill checks to avoid being ambushed or surprised. In combat, the eye seems to look pleadingly at any foe who's strong enough to shatter your shield, as if hoping to be released from its unnatural state. Quirk: Always watching people. You sleep with your eyes open.

Hey, I know that... eye.

Grunbolt, dwarven adventurer

STAFF

EPIC

Wrath-Staff (recharge 6+): This simple staff of iron-shod wood oozes blood when activated. When you kill a foe with a spell, you may activate that staff and have any excess damage spill over to a nearby mob of mooks. The mook's relevant Defense must be equal to or lower than that of your original target.

SYMBOL, HOLY RELIC, SACRED SICKLE

Blasphemous Symbol (recharge 11+): When you cast a spell that allows an ally to heal using a recovery, you may choose to invoke this relic's power before the recovery is rolled. The ally may reroll any recovery dice that roll a 1 or a 2. That ally is then bound to perform a service for the Dark Gods. You get to specify the service – aiding the Crusader, supporting the Dark Gods against the Gods of Light, undermining the Priestess, making an offering to the temple of the Dark Gods, giving you a bigger share of the treasure...

If the ally refuses to perform the service (or if the service is deemed too petty or meaningless), then both you and that ally are *cursed* in some fashion. The nature of the curse depends on the service, but it's more likely to be something unpleasant or loathsome that does not interfere with your ability to serve the Gods. Expect boils. Quirk: Unctuous.

CHAMPION

Blasphemous Relic (quick action - recharge 11+): This symbol – usually a skull or some other grisly symbol – has all the powers of the basic *blasphemous symbol*, but can also benefit from the sacrifices of others. If you promise to destroy something of power dedicated to the Gods of Light – an altar, a temple, a sacred relic, the faith of a congregation, maybe even a cleric or prophet – you may boost one of your spells, casting it as though you'd prepared it at two levels' higher (so, a 5th level spell becomes a 7th level spell and so forth). The boosted spell can be cast at a level higher than your own (if you're sixth level, you can still boost a 5th level spell to 7th).

If you fail to keep your word and don't strike the promised blow against the Gods of Light, then you suffer the wrath of the Dark Gods. At the very, very least, that's going to involve the spontaneous combustion of this relic and one or two more of your most cherished magic items or body parts. After that, they start getting creatively nasty.

Quirk: That smell is probably just ash from all the temples you torched.

WAND

Rod of Banishment (recharge 6+): When a demon is killed by you or one of your allies, you may immediately make a free attack (Intelligence + Level vs. MD) against up to 1d3 creatures summoned by that demon. If you hit, the summoned creature is instantly banished. This only works on creatures summoned using the demon's random demon powers, like *gate*, or the nalfeshnee's power to gate in hooked demons – it won't work on demons called in other ways. Quirk: Dismissive.



WEAPON

Demon-Thrashing: Demons struck by this weapon writhe in unexpected agony. If you roll a natural 16+ when you hit a demon, you may choose to force the demon to reroll on the Demonic Random Abilities table. (Champion: Reroll with a -1 penalty, and if the demon rolls a 0 or less, it becomes *vulnerable* to all attacks until the end of the battle; epic: reroll with a -2 penalty). Quirk: Your mood changes every time you take damage.

Fiery: Your weapon deals fire damage instead of normal damage. This fire damage replaces the normal damage from the weapon – it's not extra damage. (Champion: All right, have an extra d6 fire damage; epic: 2d6). Quirk: Explosive temper.

CHAMPION

Binding (recharge 16+): When you slay a demon with this weapon, you steal that demon's random ability and get to use it yourself for the rest of the battle. Quirk: The "quirk" is that there's a demon spirit temporarily residing in your weapon. Lose control, and the demon's back in the saddle of your brain.

WONDROUS ITEM

Blazing Warbanner (recharge 16+): When you unfurl this standard on the field of battle, the emblem of the Crusader strikes terror into the hearts of all your foes, and inspires your allies to greater effort. Roll your Crusader relationship dice; for each 6 you roll, you gain one reroll that you can give to an ally that allows them to reroll a missed attack or failed save (you can't use these rerolls for yourself). 5s also give rerolls, but you can only use rerolls gained from 5s when allies fall in battle. Each ally who drops to 0 or fewer hit points unlocks one of these rerolls.

If you don't roll any 5s or 6s, you're obviously not dedicated enough to the Crusader. Temporarily turn one of your other Icon relationship dice into a Crusader die until you next roll relationships.

Quirk: Demands respect and tribute to excess.

Purgative Cup: The liquid in this stone chalice foams and hisses, and steams when droplets hit the floor – which is strange, because you filled the cup with water. A drink from this frightful cup burns out weakness. Drink from it before rolling relationship dice, and you (or anyone else who drinks from it) can temporarily replace any other relationship with a 1-point positive relationship with the Crusader. Doing so costs a Recovery. Quirk: Tests others for signs of weakness.

In the Seven Cities, I imagine it matters a great deal that the Crusader serves gods of darkness instead of gods of light. In the Seven Cities, where you are protected by strong walls and Imperial soldiers – not to mention the Archmage's wards and the Priestess's blessings – you can afford to pick and choose whose help you take, and who you refuse.

Go out into the wilderness. Live in a cottage, and stand sleepless by your door, sword in hand, as orcs prowl and wolves howl just outside. Go out and see the fires of hell burning on the horizon by night, see the demon armies march ever closer – and then tell me it matters who stands beside you when you need an ally.

Ljan, acolyte of the Crusader

ADVENTURE SEEDS

The Sacrifice—The player characters are in a small town when it is attacked by demons. They fend off the first wave of demons, but the town's still surrounded and their enemies grow in number. One of the townsfolk is a secret servant of the Crusader, and has a *blasphemous relic*. She suggests destroying the town's temple to the god of healing, and using the relic's power to break the siege. What do the characters choose – the lives of the townsfolk, or their faith in the gods?

Crusader Boot Camp—An eccentric acolyte of the Crusader seeds a dungeon with items that promote loyalty to his master – *purgative cups*, *girdles of oaths*, *blasphemous symbols* – and then lures adventurers into this deathtrap. The only way through is to swear to serve the Crusader's cause.

The Demon's Tongue—The PCs learn of a diabolic plot to bring ruin on the whole Empire. To thwart the plot, they need to know more about it, and even the stealthiest rogue can't sneak into hell unnoticed. The PCs' only chance is to find a *sword of binding* and slay one of the demons involved in the scheme, then force the trapped demon to spill the infernal beans.

DIABOLIST

Perilous and bittersweet are the gifts of the Diabolist. Many of the items associated with her were forged in the fires below, and are obviously marked with the taint of their infernal origins. If one can overlook one's equipment smelling of brimstone, the occasional anguished scream from a backpack, and complicity in the demons' eternal war to unmake the world and plunge all who live into eternal torment, such items can be perfectly effective.

The Diabolist's own creations are more subtle. Items associated with her rival, the Crusader, *force* the user to submit to the cause of the Dark Gods. The Diabolist instead offers tempting choices. She does not compel or demand – she *invites*. If you are to be damned, it will be by your will and not hers. She merely offers the power you desire and spells out its costs – it is your choice to take that bargain, at once to triumph and to be forever in her thrall.

ARMOR, ROBE, SHIRT, TUNIC

CHAMPION

Ether-Combusting Armor: This armor looks like oddly reddish steel, but to the eyes of a creature that exists half in this world and half in the realms between – demons, phase spiders and the like – you look like you're wearing a blazing pillar of fire that sets the very fabric of reality ablaze wherever you go. Whenever a nearby foe *teleports*, you automatically blast them for 2d8 fire damage (epic: 4d8). Quirk: Terrified of being teleported.

You never said there was a dress code.

- Dracerys, Dark Elf knight; said as he entered the sanctum of the High Elves in the Queen's Wood

ARROW, CROSSBOW BOLT, SLINGSTONE

Bitter: A target struck by one of these barbed missiles takes a -2 penalty to all saves until the end of their next turn.

BELT, SWORDBELT, KILT, GIRDLE

Girdle of Deceit: When wearing this girdle, people keep mistaking you for somebody else. Usually, it's the person they were expecting to see who most resembles you – if you're a young woman, and you're sneaking around the duke's mansion in the dead of night when a servant discovers you, this belt might ensure he mistakes you for a maidservant or the duke's daughter. If you're a hulking half-orc barbarian in the same

situation, the servant might mistake you for a bad dream. Any interaction beyond the perfunctory breaks the illusion – if you give the other person any reason to question their misconception (like, say, the duke's daughter asking the way to the treasury), then they'll see through the belt's magic. Quirk: Intensely curious.

GAMEMASTER

GMs! You get to decide on who the wearer of the girdle gets mistaken for. If you're feeling especially cruel, let one of the other players decide. If your players are anything like mine, they'll jump straight to the most humiliating or hilarious suggestion.

BOOK, SCROLL, TOME, GRIMOIRE

Pillow Book of Unspoken Dreams: This slim book, bound in delicate cloth, looks like the sort of novel or collection of moral stories that might be read by a young noble of Axis or Glitterhaegen. The book always tells the story of an exiled prince (or princess) named Regret, and the tale always begins with young Regret awakening on the shore of the Midland Sea after a shipwreck. The story then relates how Regret obtained his or her heart's desires – and these desires are always the secret, unspoken desires of the reader. In effect, the book records and reflects the unspoken dreams of the reader, describing exactly what they truly want (even things they are unwilling or unable to admit to themselves). So, in one version of the story, Regret might seek out fortune; in another fame; in another, Regret might discover he really, really wants to murder his brothers and claim his mother's throne; in yet another, Regret might want to ensure that no-one ever, ever finds out she's a secret spy for the Lich King.

The only person who is immune to the book's effects (other than exceedingly strong-willed entities, or those who have somehow conquered, eliminated or already achieved all they desire) is the book's owner. When the owner reads the book, they can read the innermost desires of the last person to read it.

So, you want to persuade the local duke to help you? Get him to read this book, then get it back and read it. Assuming none of the duke's servants took a peek, you'll find the tale of Regret echoes the duke's desires.

Quirk: Become convinced that you are, in fact, Regret, and be consumed with the desires currently described in the book.

Scroll of Commission: This lengthy legal document comes with an ornate scrollcase, topped with a little ivory imp. Once per adventure, when another player rolls a 5 or 6 on an Icon Relationship Roll, you can offer to treat that result as if the



player had a 1-point Positive relationship with the Diabolist. In effect, the Diabolist steps in to do that player character a favor, and expects something in return. The other player must agree to this trade; if they do, then fill out the legal form on the scroll, bring the imp to life, and let it flit off into the infernal realms.

You get a commission on any successful deals – next time you roll your Diabolist relationship dice, you may reroll any one of them. Quirk: Speaks in complex legal jargon.

GAMEMASTER

Caution!

The *Scroll of Unspoken Deeds* (and its counterpart, the *Scroll of Glorious Deeds* on page 27) can play havoc with your campaign in the hands of a cunning player. Only give these items out if you want to make trouble.

Scroll of Unspoken Deeds: Although this scroll is initially blank when discovered, it nonetheless feels stained and sordid, and slightly moist to the touch. Write a description of an event on the scroll, and everyone involved in that event in any way becomes unwilling to speak about it or react to it. They are consumed by feelings of shame, as if whatever happened was vile, unwholesome, unworthy and also their fault.

For example, if you wrote ‘*we stole the treasure hoard of Galdhirix the Dragon*’ on the scroll, then Galdhirix would be consumed with embarrassment at having his treasure hoard stolen. The dragon might still try to recover the hoard, but would never dare mention it to another dragon, or even a minion. Your fellow party members would also be afflicted, although how they deal with their feelings of guilt is up to them.

If you wrote ‘*I was caught spying on the Elf Queen’s Ambassador in Newport*’, then the Ambassador would leap to the conclusion that reporting your misdeed would implicate him in someone treasonous or illicit, and that the best thing to do is never mention the incident to anyone ever again.

As bearer of the scroll, you’re immune to shame. We just mean magical shame, but if you’re the sort of person who appreciates items like this, then you’ve probably got normal shame covered yourself.

You may scrape the scroll clean and inscribe a new event on it, but that lifts the enchantment from the previous shameful incident.

You may inscribe an event that you weren’t involved in, but you need to be able to describe it in detail and note down everyone who was there.

Quirk: Delights in needling people and reminding them of things they’d prefer to leave unspoken.

I sometimes think that all the events of my life are written on one of those scrolls.

- Erach, crazed preacher of the Crusader

BOOTS, SHOES, SANDALS, SLIPPERS

CHAMPION

Slippers of Absence (recharge 16+): You become *invisible* until the end of battle, or until you attack. However, you must specify one nearby foe who is unaffected by the slippers’ magic (and there has to be a nearby foe for the slippers to work). If that foe dies when you’re still invisible, specify someone else. The chosen person doesn’t have to be someone in line of sight, just someone nearby.

Out of battle, the slippers work for about five minutes, but the GM gets to pick who can see you and who can’t.

Quirk: Speaks in a whisper.

EPIC

Boots of the Demon Prince (standard action - recharge 11+):

Activate these blood-red boots, and you open a one-way portal to the infernal realms at your feet. You become stuck until the end of your next turn. At the end of your next turn, assuming you’re still conscious, you and anyone engaged with you sinks into the portal and arrives... well, maybe in the nearest hellhole, or in the Abyss, or somewhere even worse.

The boots return you – just you – to the same spot in the mortal realm after a few minutes. If you activate the boots in a fight, you’re definitely not coming back until after the battle’s done. Anyone you bring with you has to find their own way out of this hellish place. Quirk: Your footsteps have a strange echo, as if some fiend doth close behind you tread. If the boots take over, the fiend possesses you.

CLOAK, MANTLE, CAPE

Cape of Flight (recharge 16+): When you activate this cape, you may *fly* until you attack or are hit by an attack. Most versions of this cape grant flight by transforming into a diaphanous greatcloak that catches unseen updrafts and lifts you up like a leaf on the wind; others just conceal the bat wings you grew when you first put on the cloak. Quirk: Drawn to bright lights and exposed flames, like a moth.

Cloak of Misdirection (recharge 16+): When engaged by two or more enemies, if one of them strikes you with a melee attack, you may activate the cloak to have that melee attack *also* strike another engaged foe. The same attack roll is applied to this new extra target, so it is possible that an attack that hit you still misses the second target. You may not use any powers or abilities that avoid attacks or negate damage in conjunction with the cloak – you have to feel the pain before you can share it. Quirk: Gets into fights a little too readily.

GLOVE, GAUNTLET, MITT

Glove of Glimpsed Sorrow (recharge 11+): Should anyone else touch your gloved hand, they receive a momentary psychic flash of some terrible tragedy, usually inspired by whatever is currently uppermost in their minds, or whatever they fear most deeply. The victim is aware that this is just a passing vision, and does not mistake it for reality unless they are already prone to such misapprehensions. In addition, when you attack one or more enemies, you may activate the gloves to deal an extra +1d10 psychic damage to one target of the attack (champion: +2d10; epic: +5d10). Quirk: You know that a terrible tragedy, worse than anything you or anyone else could ever imagine, will instantly befall the world if you ever remove these gloves.

HELMET, CIRCLET, CROWN, CAP

Circlet of Swift Thought (recharge 16+): Increase your Initiative by 4. Quirk: The slightest delay infuriates you.

Diadem of Whispering: Your words are magically audible by any one creature you can see, as if you were standing next to them whispering into their ear. Their replies are not magically enhanced, so they can only answer if you could normally hear their words. You may change target freely, but can only whisper to one person per round. Quirk: Gossips like a fishwife on the Shadowport docks.

EPIC

Crown of Hell: When any demon first sees your horned crown, you must make a free attack using your Charisma + Level vs. the Demon's MD; if you hit, the demon takes a -2 penalty to its attacks on you and will attack other available targets in preference to you if it can. On a critical hit, the demon may even retreat or seek a peaceful solution rather than attack such a royal personage as yourself. If you encounter a bunch of demons at once, just make one attack roll against the highest MD in the group. If you succeed, all the demons respect you. Quirk: This crown is clearly your inheritance by right of blood. Why, is it not obvious that you are descended from the line of the arch-demons, and that the throne of the infernal realms is yours for the taking? Furthermore, is it not patently clear that *anyone* who dares deny your royal claim is a *traitor* and must be *annihilated*!?!

GAMEMASTER

The Diabolist does not wear the *crown of hell*. Whether she desires it and seeks it, or possesses it but dares not claim it, or possesses it and refuses it for some unknown reason, the *crown* is still vital to her schemes. One prophecy – the last prophecy of the Oracle, who perished in the plague at the end of the 12th Age – says that the triumph of the Diabolist cannot come about until there is a new queen of Hell.

PECKLACE, PENDANT

Pendant of Burning Blood (recharge 11+): Your blood is black, thick as treacle and hot as boiling oil. As a free action when you take untyped ongoing damage (so, just plain "X ongoing damage", as opposed to ongoing psychic damage or ongoing fire damage or whatever), you may inflict an amount of fire damage equal to that ongoing damage on all foes engaged with you. Quirk: Passionate in the extreme.

RING

Ring of Honeyed Words: This signet ring bears the symbol of the Diabolist, and is just large enough to be noticed from across a room. While wearing it, you get a +6 bonus to skill tests to convince someone to aid you in some fashion. Your target is magically compelled to look favorably on your case and think of you as eloquent, interesting and more than a little sexy. However, it has the opposite effect on every *other* witness to the conversation, including the other PCs – they believe that you're deceitful, manipulative and crass, no matter what you say or do. Oh well, it's not like they can cause any problems later on.

You could try getting around the ring's restriction by insisting on a private conference. That won't make anyone suspicious or paranoid in the slightest. Quirk: Incapable of speaking without prevaricating.

Ring of the Parting Gesture (quick action – recharge 6+): When one side in a battle flees, specify a target on the opposing side to yours. When you *next* encounter that foe, you automatically inflict 1d8 (champion: 2d8; epic: 4d10) psychic damage on that enemy at the start of combat. Quirk: Sore loser.

SHIELD

Toothsome: When you successfully intercept an enemy, your shield inflicts your normal miss damage on them. Some warriors who carry shields of this type also bring along leather or wooden covers to conceal their shield's unusual appearance outside of battle. Veteran bearers also carry toothpicks. Quirk: Takes bites or pieces out of things that you were supposed to just pass on.

STAFF

Staff of Gifts (recharge 11+, but see below): Once per battle, you and any other spellcasters present may draw on the power of the staff before attacking with a spell. Drawing on the power of the staff adds the staff's bonus to the attack and damage of the spell – so, if you've got a champion-tier staff, someone else could draw on it to add +2 to their attack and damage. Everyone capable of drawing on the staff knows what it can do – and what the consequences are, because anyone who does draw on the staff owes the Diabolist a favor as if they'd rolled a 5 on an Icon relationship roll.

Multiple spellcasters can draw on the staff in a battle, but each spellcaster can only benefit from the staff once.



If you draw on your own staff, the bonus stacks with the basic bonus from the staff – so you'd get +2 from holding the staff, and another +2 on top of that when you draw on it.

If anyone draws on the staff in a battle, the staff is depleted after the battle and must recharge, but it can be drawn on by any number of people in one battle.

You can sense when someone draws on the staff, and may usually act as the Diabolist's agent when it comes to collecting that favor. Failure to repay a favor angers and empowers the Diabolist and her infernal allies.

Quirk: A little too generous.

There's no worse omen than a stranger with a staff of gifts. The Diabolist's agents go to battles and sieges, to disasters and cataclysms, and they offer their twisted form of help to the desperate, like carrion crows of the soul.

- Sir Tanteer, paladin of the light

SYMBOL, HOLY RELIC, SACRED SICKLE

Peerless Piety: You have a fraudulent aura of religious piety and devotion to the Gods of Light. Everyone you know instinctively assumes that you are an unusually devout and moral individual – perhaps even a little *too* devout. This illusion is not foolproof – if confronted with undeniable evidence of any failings or

misdeeds on your part, those who believed in you will lose faith – but it does mean that you'll get the benefit of the doubt in most situations. Quirk: Wracked with guilt whenever you do anything of questionable morality.

WAND

Wand of Seizures (recharge 16+): When you hit an enemy with a spell that targets a single foe, that enemy is also stuck until the end of their next turn. (Champion: You can affect up to three targets) Quirk: Prone to evil mastermind monologues.

WEAPON

Secrets Revealed: The first time you inflict a critical hit on a particular foe, you may pose a question to that foe, who immediately and involuntarily gives a brief answer. The answer is always true, at least as far as the foe knows, although strong-willed individuals can give vague or misleading answers. (*"Did you kill the king?" "It was my blade that struck him!"*) Quirk: Curious.

Wondrous Item **Gem of Discord** (recharge 16+): Fling this scintillating gem at a nearby enemy, and suddenly all nearby enemies can't count each other as allies. This screws up any powers that affect all nearby allies, and also disrupts group abilities. The effect lasts for a number of rounds equal to the number of relationship dice you have with the Diabolist. Quirk: Sows chaos and meddles mischievously in the affairs of others.

ADVENTURE HOOKS

Diabolic Godmother—The adventurers are invited to attend the naming ceremony of a noblewoman's first child. A servant of the Diabolist shows up unexpectedly, determined to give the child the Diabolist's blessing on her naming day. The adventurers could swear to defend the child and take that blessing in the form of infernal magic items. They'd owe the Diabolist a favor *and* they'd be honor-bound to watch over the child, but it would keep the Diabolist at bay. And what's so special about this baby, anyway?

Lief on the Wind—A young boy named Lief steals a *cape of flight* from one of the adventurers and accidentally launches himself into the sky. The boy can't control the cape properly, and he's now soaring up into the Overworld. How do the adventurers find him and bring him back down?

The Joust—An agent of the Prince of Shadows contacts the adventurers and warns them about the upcoming joust at Concord. Apparently, one of the knights in the tournament wields a *sword of secrets revealed* and intends to force other nobles to give away embarrassing information by striking them in the grand melee. Who is this treacherous knight? What secret is worth all that preparation and effort? And why is the Prince so eager to see the scheme fail?

DWARF KING

Only a fool or a human would say that the treasures of the Dwarf King are uncountable. He knows every coin and every gem, every enchanted sword and rune-graven breastplate that rests – or should rest – within his coffers. Every treasure in the underworld is his, by ancient dwarven law. Those favoured by the King are outfitted with the best works of his smiths; his enemies will learn the perils of stealing from him when they are slain by warriors wielding swords and hammers that bear his mark.

ARMOR, ROBE, SHIRT, TUNIC

Solidity (heavy armor): It's harder for you to be *teleported* if you don't want to be moved. If an enemy's spell or power *teleports* you in battle, you may defer being moved for one round (champion: a number of rounds equal to the escalation die, +1; epic: you're not going anywhere). The *teleport* effect kicks in at the end of your turn when the deferment runs out. Quirk: Seizes on a trivial point and won't let go.

Thrice-Forged (heavy armor): Raise your critical hit threshold by 1 (champion: by 2; epic: by 3). Your critical hit threshold can't go above 20, but this armor ameliorates the effects of *vulnerability* and other conditions that make you more likely to suffer critical hits. Quirk: Praises the craftsmanship and superiority of dwarven goods at every opportunity.

CHAMPION

Perfect Guard (heavy armor – recharge 11+): On command, your armor seals itself completely. Tiny panels of diamond-glass lock in place over your eyes, and the joints of the armor mesh together like cogs so that you are completely encased in dwarven steel – just long enough for the incoming attack to wash over you. You take half damage from any one attack that targets PD. Quirk: Always favors the direct approach, even when it's clearly a bad idea.

EPIC

Armor of the Ancestors: The dwarves of ancient days wore this very suit of armor. Whenever a hero who wears this armor falls in battle – and they always fall atop a high heap of slain foes – the suit is recovered and repaired so that another worthy dwarf may take up the burden. Obviously, this suit is only worn by dwarves.

While wearing this +3 armor, you gain the feats *that's your best shot*, *toughness* and *further backgrounding*; the latter feat augments some dwarfy background you possess, ideally one that expresses how much you venerate and respect your ancestors. If you already have any or all of those feats, the armor's overlapping bonus feats can be applied to other abilities, as long as they're in keeping with the ways of the dwarven ancestors. Quirk: Gets confused between past and present. The past was better, damn it.

ARROW, CROSSBOW BOLT, SLINGSTONE

Explosive: Hit or miss, this projectile does 1d6 damage to any one other foe near to the original target (champion: 2d6 to two other enemies; epic: 3d6 to three other enemies).

Stone-Piercing: Enchanted for battle in the Underworld, stone-piercing projectiles pass through solid stone – but not other barriers – as though it was empty air. Stone cover offers no protection against this ammunition. You can even fire through walls, if you have some other way of discerning your foe's position than sight (or, more likely, you've got so many dwarves with *stone-piercing bolts* that you can pepper every inch of the cave wall and be sure of hitting a goblin.)

We're not sure how far stone-piercing bolts actually... go. For if all the earth and stone's no more than empty air to 'em, then there's a fair to middling chance they just keep falling forever all the way down through the Underworld, until they hit someone or fall out the bottom of the world.

– Grunbolt, dwarven adventurer.

BELT, SWORDBELT, KILT, GIRDLE

Kilt of the Mountains (recharge 16+): When you activate this kilt, you may walk on walls or steep cliffs as if they were level ground. You can run straight up a vertical wall – just stay clear of the ceiling, as the kilt's magic fails if you go upside-down. The kilt's effect lasts for the rest of the battle. Quirk: Sworn to abjure underwear of all forms.

Swordbelt of the Keen Blade (recharge 11+): One magical edged or piercing weapon worn on this belt has its critical range increased by 2 at the start of the battle. This bonus is lost for the rest of the encounter when you actually score a critical hit with that weapon. Quirk: Always engaged in preparation and maintenance; you are incapable of staying idle even for a moment.

BOOTS, SHOES, SANDALS, SLIPPERS

Iron-Shod Boots (recharge 6+): When someone intercepts you, stomp on them for 1d8 damage (champion: 2d10; epic: 4d12). If this damage kills your foe, you can keep moving as if you hadn't been intercepted. Quirk: Runs roughshod over other people's feelings.



CLOAK, MANTLE, CAPE

Cloak of the Underworld: The cloth of this scratchy grey cloak matches the color of the surrounding rock, giving a +4 bonus to checks to hide whenever blending in with the surrounding stonework would be an advantage. Quirk: Sees meaning and patterns in the cracks in the paving stones.

Mantle of Lost Cities: Dwarven historians weave ornate cloaks of this sort from silver wire and rams-hair. While wearing this mantle, you see any dwarven structure or handiwork both as it *is* and as it *was* at its height. So, if you entered a ruined dwarven citadel, you would see both the current dilapidated ruin and, overlaid on that, what the citadel looked like when it was fully manned and intact. This double vision may be useful when exploring ruined areas or searching for lost treasures. For instance, you might know that there's a door beneath a particular piles of fallen rocks, or recognize a rusty broken sword as the remains of a potent magic weapon. Quirk: Besieged by nostalgia.

Steelcloak (recharge 6+): For the rest of this battle, or until you are hit by an attack that targets AC, your cloak's bonus applies to your AC as well as your PD. Quirk: You move as though carrying a heavy weight.

GLOVE, GAUNTLET, MITT

Gauntlets of the Titan: These heavy gauntlets carry in them the spirit of the mightiest giants. Their power is sluggish and slow to wake, so they are of no benefit in combat, but they give a +6 bonus to Strength checks outside of combat. Quirk: Constantly flexes hands, clenching and releasing and clenching again. Occasionally crushes random small objects.

HELMET, CIRCLET, CROWN, CAP

Helmet of Bitter Work (quick action - recharge 6+): When you heal using a recovery, add the escalation die's value to the hp total recovered (champion: x2 value; epic: 5xvalue). Quirk: Weeps silently when in battle.

Magic Beard of Entanglement (recharge 6+): Depending on your character's facial hair, this item may enter be a set of gold braids and jewels that are woven into your full and manly beard, or a false beard made of gold. Either way, when a foe you're engaged with disengages, you may activate the beard, which grabs on and forces the foe to reroll their disengage attempt. Quirk: Pognokleptomania – your beard steals things.

PECKLACE, PENDANT

Pendant of Thunderous Snoring: This curious (but often vital item) has two related powers. Firstly, it grants the wearer a measure of awareness while sleeping, allowing them to communicate important information through snoring. In game terms, you may make skill checks while sleeping or unconscious, as long as you can express the result of those checks through the medium of snoring. (Spotting assassins creeping up on the party while you're all asleep, for example).

(recharge 6+): Once per battle, you may attempt to curse a nearby enemy with your snoring by making a Charisma + Level attack vs. your target's MD. If you hit, they start to snore. This doesn't put them to sleep or inconvenience their spellcasting, but invisible creatures are much easier to spot when all you need to do is swing in the direction of the snoring. The miss chance for a snoring invisible creature drops to 25%, and the snoring gives a +4 bonus to any attempts to track a hidden foe by hearing. Quirk: You also talk in your sleep.

Stone of Preservation: If you fail all your available death saves (as opposed to being dismembered, or being turned to stone, or dying in some other ghastly way), you enter into a coma instead of dying. Your body becomes rigid as stone, and most external examiners assume you are dead. You can be restored to life by a suitably potent effect (5th level healing ritual, magical rejuvenation, really excellent dwarven beer), or after several months of slumber. If the *stone of preservation* is removed while you're in a coma, you perish instantly. Quirk: Sleeps very, very soundly.

RING

Ring of Runes (quick action - recharge 16+): At the start of battle, you instinctively trace a magic rune in the air that flashes and brands itself on one item carried by a nearby ally. This magic rune has the same effects as a normal rune (see the 13th Age rulebook, page 284). You may choose what item you target with the rune, but may not target the same item twice. There are three versions of this ring, one for each tier of play, and each one produces rune effects of the appropriate tier.

The dwarven runesmiths believe that this ring enables the bearer to see the spark of glory within each item, and that the rune is the soul of the weapon being made temporarily manifest. They claim to be able to foretell the future in the shape of the rune, and in the random rune effects it generates. If a rune causes a weapon to gain a bonus to opportunity attacks, then clearly great opportunity awaits the weapon's wielder. If an implement gives a bonus to spells targeting a single enemy, then obviously the spellcaster's attention is divided, and their implement is warning them to focus on what is important.

(By the standards of dwarven prophets and soothsayers, the runesmiths are considered reliable compared to the crackseers, who seek meaning in the patterns of cracks and flaws in stone, or the holy ale-questers, who seek divine guidance at the bottom of ale tankards.)

Quirk: Believes that rune effects foretell the future, and acts on the wisdom revealed by the Random Rune Effect tables.

CHAMPION

Dwarflaw Ring (standard action - recharge 16+): Bearing this black iron ring means you hold the office of lawspeaker. The laws of the dwarves as strict and unyielding as they are complex and hidebound, and even the stones remember them. While you are in dwarven lands – even if those lands are no longer occupied by the dwarves, which means much of the Underworld and about a third of the Dragon Empire – you may magically enforce the law. The authority of this ring awakens ancient wards and geases of law graven into the bones of the earth.

When you activate the ring, you must declare yourself as a lawspeaker, and inform your foes what dwarven laws they've broken. Dwarven law changes from stronghold to stronghold, so you can invent new laws each time you use the ring, and old ones don't necessary apply.

For the rest of the battle, whenever you hit a foe for the first time, you may apply one of the following punishments for their crimes:

- +2d8 psychic damage (epic: +5d8)
- -1 to any one defense for the rest of the fight
- The stones of the mountains reject them (treat as a terrain stunt)
- Alcohol becomes poisonous to them
- Curse of beardlessness

The irony of this magic item requiring a lengthy series of subclauses and sections is not lost on us.

Oh yeah – if you've got one of these rings, you'll be called upon to act as arbiter in all sorts of disputes whenever you visit a dwarven community. And if you're not a dwarf or otherwise in good standing with the Dwarf King, don't even think about carrying a *dwarflaw ring*. Quirk: Litigious.

The Dwarf King claims all treasures pulled from the earth are his. He claims that his law holds sway wherever the dwarves ever ruled. He claims his armies can hold the line against the Orc Lord.

Let him make his wild claims. Each one saps his strength, and soon there will be precious little of that left. The old dwarf shall be the first to fall. I have foreseen this.

Arthak, Orc Blood Sorcerer

SHIELD

Forge-Hot Shield (recharge 6+): When an attacker misses you with an odd roll, you inflict 5 ongoing fire damage on that enemy (champion: 10 ongoing; epic: 15 ongoing). Quirk: Always uncomfortably chilly, even in the hottest conditions.

Shattered Shield of Dreadful Deeds (recharge 11+): Most magic items demand to be kept in pristine condition – they're prima donnas and scabbard queens, refusing to show themselves without being polished, oiled, sharpened and otherwise pampered. The *Shattered Shield* is the opposite – it looks like a dull, half-broken slab of metal, scarred and scored in a hundred places from a hundred battles. No trace of heraldry



or other decoration remains, other than a little dried blood in the crevices.

When an attack reduces you to 0 or less hit points, you may activate the shield and immediately roll your Constitution + Level against the enemy's corresponding Defense to the one of yours targeted by the killing attack (for example, if you were brought down by an attack targeting MD, your retributive strike also targets the enemy's MD). If you hit, you deal exactly half as much damage (rounding up) to the enemy as the enemy did just did to you. Quirk: Live each day as if it's your last. After a few weeks, the bearer of the shield rapidly comes to resemble the shield's haggard, run-down appearance.

STAFF

Staff of the Underworld: This knobbly staff of tree-roots and lumps of stony soil is made for the thick hands and short stature of a dwarf, so it looks more like a club in the hands of a taller wizard. The staff draws on the telluric currents and dark energies of the underworld, infusing its master's spells with a power drawn from the living loam and the timeless stone of the lands below.

The staff grants Underworld Advantage, which works like Overworld Advantage – your daily spells become Recharge 16+ when in the underworld. However, your connection to the deeps means you suffer when you go to high – you have a -1 penalty to attacks and damage when in the overworld. Quirk: You know the dark power that drove the derro insane? You don't? That's ok – the staff can introduce you.



SYMBOL, HOLY RELIC, SACRED SICKLE

Ancestral Symbol (quick action - recharge 16+): After you hit with a divine spell, or use a healing spell, you may reroll the damage dealt or healing generated. You may take the higher of the two results.

However, you must give thanks to the ancestors when you do so. Specifically, you must always thank one of your close deceased ancestors (usually, a parent or grandparent), and then a number of extra ancestors equal to the escalation die. So, at escalation die 0, you only need to thank the bare minimum. Escalation die 3 means you've got to thank your father, and, say, your grandfather, your great grandfather and your great-great grandfather.

You don't have to thank the same ancestors each time – you could start off by thanking your maternal grandmother, then her great-grandmother and her great-great-grandfather and so on. However, any hesitation, deviation or repetition (if two ancestors have the same name, then obviously you must also mention their distinctive bynames) means you have disrespected your ancestors, and you must take the lower of the two rolls for damage or healing. The displeased ancestors will also make their anger known in some other way until you have atoned.

Quirk: Keeps detailed genealogical records.

GAMEMASTER

You can recover from your mistakes if you can come up with a plausible explanation why it wasn't a mistake. So, if you mention Gungi as both your paternal grandmother and maternal great-great-grandfather, then it's time to tell the sorry tale of the accident with the medusa, and how the sculptor-priests made a few mistakes when they turned Gungi's petrified body back into living flesh two centuries after he got turned to stone.

WAND

Metal Detecting: In addition to improving your arcane spells, this wand allows you to detect concentrations of metal buried underground. It's not especially precise, but can tell you the rough distance and direction to any nearby deposits of raw (or worked) gold, iron or other metals. Quirk: Obsessively checks wand to see if it's struck gold.

Sturdy: This 'wand' is also a melee weapon like a shortsword or mace. The same magic bonus applies to both spell and melee attacks made with the wand (so if it's a +1 wand, it's also a +1 weapon). It only takes up one chakra slot (pick which one you want to use), and gets full benefit from any oils or runes applied to it (so, if you boost the item up to a +2 wand with magic oil, it also becomes a +2 weapon). Quirk: Mistrustful of complexity, innovation or sophistry.

*Steel and stone and rune and fire.
Gold and dark and blood and fire.
Heart and soul and beer and fire.
These things make a dwarf.*

*- ancient dwarven song, used to keep time when
pumping bellows*

WEAPON

Ankle-Hewing (melee weapon): Giants are *vulnerable* to the attacks of this weapon. Quirk: Gets touchy about short jokes.

Resounding (melee weapon): When you roll a critical hit on one enemy, you may also inflict thunder damage equal to your level to a different nearby foe. Quirk: Half-deaf

CHAMPION

Quaking Hammer: This warhammer +2 makes the ground shudder when you get in a good hit with it. If you hit, all nearby enemies take 1 thunder damage for every weapon damage die that rolls its highest possible result. So, if you roll 6d8 for damage, and you roll three 8s, then that's 3 damage to every nearby foe. Quirk: Terrified of the ocean. You need solid rock under your feet.

WONDROUS ITEM

Bountiful Jar (recharge 11+): This earthen jug bears the mark of the Dwarf King. Usually, it is dark and empty, smelling only of stale ale. However, at the start of battle, it magically fills up with magic oil. Roll a d6 to see how much oil is produced.

- 1-2: Enough for one weapon, armor or implement of your tier
 - 3-4: Enough for three weapons, armors or implements of your tier
 - 5: Enough for one weapon, armor or implement of the next tier
 - 6: Enough for three weapons, armors or implements of the next tier
- (If you're an epic-level character and you roll a 5 or 6, you get iconic-tier oil that gives a +4 bonus!)

The oil can't be decanted or stored. Use it or lose it. It's a quick action to apply oil from the jar to an item.

While the jar reliably produces oil, dwarven tales insist that it has conjured other liquids in time of need, including blindingly strong mushroom liquor, fresh water, potent acid and even healing potions. Quirk: Secretly worries they have somehow become a hollow earthenware duplicate of themselves, and that if they are struck too forcefully, they will crack and their contents flow out.

Echoing Horn: A note from this horn echoes through the endless tunnels of the underworld, and resounds from the cliffs and peaks of the dwarven mountains. As long as you're somewhere within the realm claimed by the Dwarf King, then when you blow this horn, some ally of yours (or his) will hear it. The ally may be nowhere nearby, so help may not arrive immediately, but you'll never blow this horn wholly in vain. At the very least, you can sound a warning and die knowing that someone will hear it, and what dwarf could ask for more? Quirk: Self-sacrificing.

ADVENTURE HOOKS

Ill-Gotten Gains—A dwarven criminal on the run from Forge runs into the adventurers and bargains for his life. If they hide him from the dwarf bounty hunters close on his heels, he'll reveal to them the location of a secret underground fortress and treasure vault. The Dwarf King built the fort as a refuge in case Forge ever falls. The fort's so secret that it's unmanned. All they need to do is sneak past "one or two" traps and maybe a golem, and they can loot the Dwarf King's secret treasury!

The Ring of Truth—In the middle of a great battle between the dwarves and the Imperial Legion on one side, and the Orc Lord's armies on the other, a dwarf hero wielding a *quaking hammer* strikes a mighty blow, inflicting a blast of thunder

damage on all nearby orcs – but it also injures one of the human commanders, who was already badly hurt, and is now on the brink of death! Why did the hammer's spirit consider that Imperial commander to be an enemy? Can the adventurers uncover the roots of this enmity before the Imperial forces decide it was a deliberate betrayal by the dwarves?

Curse of the Derro—A retreating band of derro cast a terrible spell on a dwarf master-smith. Now all the weapons she forges are cursed. The only way to lift this spell is to make a pilgrimage to a lost temple to the forge, and the adventurers will have to use the cursed weapons on their journey there. What happens when they run out of *oil of quelling*?

ELF QUEEN

There is no easy translation of the phrase ‘magic item’ into Elvish. To the elves, magic is a question of degree, not of quality. All things are magic, but some possesses stronger or more obvious magic than others. The touch of the Elf Queen brings the inherent magic in all things surging to the surface. Unlike the Archmage, who labors to weave spells around mundane items, she merely breathes on beautiful works of art, and makes their inner beauty and power more evident. Her gifts, therefore, often appear to be well-made common items instead of things that exist solely to bear an enchantment.

ARMOR, ROBE, SHIRT, TUNIC

Of Butterflies (quick action – recharge 6+): Hundreds of brightly colored butterflies cling to this armor, strangely undisturbed by the din of battle or other unpleasant conditions associated with the adventuring life. They sometimes flutter around the wearer. New butterflies sometimes crawl out of joints or gaps in the armor, although there are no chrysalises or hiding places on the inside. It’s just one of those things.

You may send the butterflies off to protect an ally. That ally gains the magical protection of your armor instead of you (the bonus from your armor stacks with theirs). The butterflies return to you at the end of your next turn. Quirk: Fragile sense of self.

Of Swift Fury (recharge 16+): When an enemy crits you in melee, you may immediately take an opportunity attack against that enemy. Quirk: Unsettlingly cheery, especially in the face of danger.

Of Unfettered Grace: While wearing this armor, you feel even more agile and limber than you do while wearing normal clothing. You gain a +2 bonus to disengage checks and any skill checks related to gymnastic ability, tumbling or poise. Quirk: Show-off.

ARROW, CROSSBOW BOLT, SLINGSTONE

Elf Shot: If you’re attacking from ambush, you get a +5 bonus to your attack roll.

Swift Shot: Once per battle, if you’ve got elven grace, and you get an extra standard action, and you use that standard action to make a ranged attack with this ammo, then the size of the die rolled to determine whether or not your elven grace triggers doesn’t increase. If you’re not playing a wood elf archer, your eyes probably glazed over two clauses back.

BELT, SWORDBELT, KILT, GIRDLE

Belt of Dusk and Dawn (recharge 6+): Heal with a free recovery at the moment of sunset or sunrise. Quirk: Struck by existential angst in the middle of the night.

Only a fool would rely on the magic of the setting sun. Few monsters are polite enough to wait until two minutes before sunset before attacking so your belt can heal you in the middle of the fight.

- Dracerys, dark elf knight

Woodrunner’s Kilt: While wearing this loose belt, you can run through the branches and treetops as though running on firm and level ground. The belt only allows you to run – if you stop to fight or do anything other than run swiftly, then it provides no benefit and you may fall or be otherwise impeded by the terrain. Running in forests, though, you’ve got covered. Quirk: Restless.

BOOK, SCROLL, TOME, GRIMOIRE

Green-bound Book: This book is of use only to sorcerers (or those who can borrow sorcerer spells, like a ranger with *fey queen’s enchantment* or a bard who’s the *jack of spells*). The *green-bound book* is blank when first acquired, but soon fills with notes and essays on the nature of elven magic written in your own hand. No, you don’t remember writing them.

The insight from reading (and, although you can’t remember, writing) these notes means that any daily spells associated with the Elf Queen (*breath of the green*, *the queen’s shadows*, and *calling the blood* if you roll a 4 when casting it) become Recharge 16+ instead. You may also cast *silver flame*, only it’s *starlight cascade* and uses your relationship with the Elf Queen instead of the Archmage. *Starlight cascade* is still a Daily spell (and while we’re being pedantic, *breath of the green* is associated with the Elf Queen only as long as the Green dragon is in her thrall). Quirk: Convinced of the superiority of elven magic.



BOOTS, SHOES, SANDALS, SLIPPERS

Masterworks of the Cobbler-Sprites: These elegant shoes are always found in absolutely pristine condition, and always are perfectly fitted to the feet of the wearer as if a legion of invisible master-cobbler faerie sprites had worked diligently all night. That's probably because these shoes come with a legion of invisible master-cobbler spirits bound to them. If the shoes are ever damaged or soiled, the cobbler sprites repair them overnight.

Now, if the sprites arrive at night and find the shoes are not in need of repair, then the diligent craft-spirits do not stand idle. Instead, they turn their tiny invisible hands to other jobs that need doing. In game terms, whenever you take a full heal-up, you may specify what act of building, maintenance or service the spirits do for you. They won't fight, but they could repair part of a damaged castle, clean all your equipment and polish your armor, prepare and serve a seven-course breakfast, or just repair the footwear of anyone else in the party. The spirits are cobblers at heart, and prefer mending shoes to any other tasks. They become vengeful if their masterwork shoes are deliberately destroyed or defaced. Quirk: All other shoes seem to fit very badly.

CHAMPION

Seven League Boots (move action - recharge 16+): These travelling boots allow you to cover huge distances with every stride.

In combat, you may move to any point you can see as a single move. This isn't *teleportation* – you must disengage, may risk opportunity attacks or be intercepted. Out of combat, the

boots let you cover huge distances very quickly. However, skill checks may be required to avoid becoming lost or to dodge hazardous terrain, like tripping on a mountain as you stride across the world. Quirk: You start sleepwalking.

CLOAK, MANTLE, CAPE

Pale Mantle of Suffering: This cloak is usually pale white, but becomes redder and darker as its power grows. You heal 2 hit points (champion: 4; epic: 10) whenever an enemy suffers ongoing damage caused by one of your attacks. Rumors that certain Drow nobles wear pale mantles that are so blood-drenched they appear black as night are quite accurate. Quirk: Delights in the suffering of others.

Two Worlds Cloak (recharge 16+): When you *teleport*, you may bring one extra passenger along with you, wrapped in the voluminous folds of this purple silk cloak. Quirk: Emotional obsession with your extra passenger.

GLOVE, GAUNTLET, MITT

Swordmaster's Gauntlets (recharge 6+): These lacy silk gloves seize control of the wearer's hands when placed near a blade. You may make a basic melee attack as a quick action after missing with a Close spell. This extra attack is instead of any miss damage from your missed spell. Quirk: Challenges people to sword duels.

Trial by combat is a legal defense in most of the Empire. They don't allow it in Horizon – wizards' duels are outlawed except in rare circumstances, because, well, fireball. And they don't allow it in Newport or Glitterhaegen, because they think they're more civilized there. Most other places, you can find the gods' truth on the edge of a blade.

– Sir Tanteer, paladin of the light

HELMET, CIRCLET, CROWN, CAP

CHAMPION

Crown of Leaves: Once, the Elf Queen ruled over all the forests of the Dragon Empire. Over the centuries, many of those woods have gone wild, or fallen until the sway of other powers, but the oldest trees remember their oaths to the lady of the stars. This crown gives you authority over all woods in the Empire. You gain a +4 bonus to skill checks to travel through the woods.

Once per level, you may *curse* another traveller in the woods. The cursed victim is doomed to wander the woods until they perish, or until you release them (or until they're freed by a powerful entity, or find an alternate way to leave like *teleporting*). Cursing people is safe enough in the Queen's Wood – doing so in any of the other major forests may incur the wrath of the local icon or other great powers. Quirk: Sleeps standing up, and sways back and forth gently while sleeping.

GAMEMASTER

In Gareth's campaign...

The Diabolist claims Cairnwood, at least when she's feeling feisty.

The High Druid rules the Wild Wood.

The Archmage considers the Dire Wood to be part of Horizon.

Bitterwood, they say, is divided between the Lich King and the Prince of Shadows.

No Icons claim the Spider Wood, or Blood Wood, or the Stalking Trees – but they weren't given such grim names without good reason.

The Dragon Wood is an odd case. The Red considers it to be his personal hunting ground, and parts of the forest are scarred by the marks of ancient fires, but he rarely visits. Most of the time, the Dragon Wood has no ruler... but you can be very, very unlucky.

ПЕСКЛАСЕ, РЕПДАНТ

Dragon-Stone (recharge 11+): This pendant consists of a shard of frozen dragonblood, wrapped in thorns of silver and steel. Talismans such as this are given to the elven warriors who guard the prison of the Green. With this pendant, you may count your positive relationship dice with the Elf Queen as conflicted relationship dice with the Three. Quirk: You feel twinges of sympathy or pity for the imprisoned dragon.

Elf-Stone (recharge 16+, but see below): As the bearer of this green stone, you count as an elf. You can take elf-only feats and magic items, you share the spiritual connection to the Elf Queen, and you may attend the Court of the Stars as an elf. You might have been born human, or dwarf, or dragon, or whatever, but this stone means you'll be counted with the elves until the end of time. As a side benefit, you may activate the elf-stone to count 4s as 5s when rolling your relationship dice with the Elf Queen. The stone automatically recharges when you take a quick rest if you don't roll any 4s. Quirk: Unconsciously drops ancient elvish words and phrases into conversation.

Sister-Stone (recharge 11+): Carved into the face of this wooden amulet are two identical faces, one surmounted by the stars, the other by the moon, representing the Elf Queen and her 'sister', the High Druid. This amulet is a token of kinship. By drawing on its power, you may count your positive relationship dice with the Elf Queen as positive or conflicted High Druid dice too. So, if you roll a 6 when rolling for relationship dice, you could take a benefit from the High Druid instead of the Queen. Quirk: Your own relations with your siblings become tempestuous. If you don't have any siblings, just wait...

RING

EPIC

Ring of the Consort (recharge 11+): Exactly what's meant by "consort" in this case is up to you.

And the GM.

And, most importantly, the Elf Queen.

Anyway, here's what the ring does – when you fall asleep, you find yourself in the Elf Queen's private bower in the Court of the Stars. You're not dreaming, nor were you *teleported*. Instead, the ring allows you to exist in two places at once. You can't leave the bower, and if your sleeping form is disturbed, you vanish from the bower and awaken normally where you were.

There are several advantages to this curious power. You can eat and drink and rest while in the bower – if you spend recoveries there, you get the maximum possible healing from them. You may give and receive counsel from the Elf Queen's advisors and sages, as well as the Queen herself if she is present. You may roll your Elf Queen relationship dice each time you visit the bower, although if you roll a 1 on any of the dice, the Queen is temporarily tired of you and is not present when you arrive. You may not take anything with you from the bower when you awaken. Quirk: The world outside the bower seems pointless and dull compared to the endless delights of her company. Why ever wake up again?

SHIELD

Of Flowing Silver (free action – recharge 11+): The surface of this mirrored round shield flows like quicksilver. When someone attacking you rolls a natural 1, you may *teleport* that attacker to anywhere nearby that you can see. You can't put the attacker into immediate danger (no teleporting foes into lava), but can put them in combat with your allies, or stick them up a tree. If the attacker's wielding a weapon, then you can choose to just teleport the weapon; the attacker can either let go of its weapon and stay engaged with you, or keep hold of the weapon and get *teleported* too. Quirk: Vain

STAFF

Oakenheart Stave (recharge 11+): Leaning on this heavy staff for a moment connects you with the living earth and the boundless regenerative energy of the trees. If you do nothing in your turn – no move actions, no attacks or standard action, no quick or free actions, not even rolling any saves – you automatically heal using a recovery. And if you're in the Elf Queen's woods, that recovery is free. Quirk: You start putting down roots. Emotional ones, to begin with.

SYMBOL, HOLY RELIC, SACRED SICKLE

Wreath of the Ancient Woods (recharge 11+): A living strand of ivy twines around the holy symbol, linking it to the deep magic of the woodlands. When you cast a divine spell, you may have the spell emanate from any plant you can see. So, if you're far away from a fighter, but she's got her back to a tree, you can channel your *heal* spell through the tree and 'touch' her from afar. Quirk: Keeps an elaborate and well-maintained garden.

WAND

Baton of the Queen (quick action - recharge 6+): This wand gives an extra +1 to attack and damage to spells targeting enemies associated with icons hostile to the Elf Queen (Orc Lord, Dwarf King and the Three, usually – it'll be more if the silver folk ever gain control of the Court of Stars). Quirk: Takes offense easily.

WEAPON

EPIC

Tooth of the Green (one-handed melee weapon): Long ago, the Elf Queen ensorcelled the dread Green, one of the five primordial chromatic dragons, and trapped it deep in the woods. The dragon remains there still, lost in an endless dream. This tooth, shed by the sleeping dragon, was fashioned into a scimitar by elf-wizards; the effort cost them their lives or their sanity or both. The *tooth of the green* is a +3 one-handed melee weapon that inflicts 20 ongoing poison damage on a critical hit. If a victim of this poison damage rolls a successful save against it, you may cancel that save by taking 20 poison damage yourself.

You gain a 1-point negative relationship with the Three as long as you bear this sword.

Quirk: You share the dreams of the Green. If the weapon takes over, you'll try to free the dragon from its slumber.

WONDROUS ITEM

Hero's Harp (recharge 6+): This wooden harp is of use only to bards.

When you roll to sustain a song, you may keep the result of the d20 roll and use it for an attack this round. Quirk: Composes heroic ditties about the exploits of the rest of the party.

ADVENTURE HOOKS

The Distant Wood—Much of the Elf Queen's power is inextricably linked to her forest. As threats grow in the western empire – like the approach of the Orc Lord, and the war between the Crusader and the Diabolist – the Queen needs to extend her reach westwards. She sends the adventurers to plant magical seedlings in one of the western woods, which will over time connect that wood to the Queen's Wood. Which wood do the adventurers gift to the Queen, and how do they defend her new domain before it grows to full strength?

The Lost Consort—The bearer of the *ring of the consort* is slain, and her ring is stolen. If that ring falls into the wrong hands, it could be disastrous – imagine the Orc Lord having the power to *teleport* right into the Queen's chambers every night? The first trustworthy adventurer – of any sort – to find the ring may keep it, as long as they stop the Queen's enemies from finding it first.

The Cursed Harp—A bitter druid curses a *hero's harp* belonging to a bard who offended him. Now, that harp magically relates embarrassing tales and secrets that it has witnessed when played. The trouble is that the bard has visited many of the courts and strongholds of the Empire, including the Court of Stars, and that harp knows far too much for comfort. The Queen charges the adventurers with the task of finding the bard, retrieving the harp, and then bringing it to the druid so he can lift the curse. She also commands that they are not under any circumstances to listen to the harp's deceitful stories about her.

EMPEROR

The magic weapons of the Emperor come mostly from the Imperial vaults. They were made in ages past by loyal imperial wizards, priests and artificers, and many hands have wielded them before they came to you. To carry a weapon of the Emperor is to carry a weapon out of history into legend.

Other magical items in the Emperor's gift were not made by any single spellcaster – instead, they are the foci of the spiritual energies of the vast Imperial population. These are items infused with civic pride, with hopes and dreams, or with the fears of the crowd.

ARMOR, ROBE, SHIRT, TUNIC

Inspiring: Any nearby allies may use your hit point total instead of their own to determine if they're affected by fear. If you're not scared, they're not either. Quirk: Roars a battle cry at the start of every fight.

CHAMPION

Captain's Armor: At the start of a battle, you may choose to reduce this armor's bonus to +1 for the rest of the battle and give up to five allies a +1 bonus to their AC, as long as all the chosen allies are wearing non-magical armor. Quirk: Paternal attitude towards allies

ARROW, CROSSBOW BOLT, SLINGSTONE

Bolt of the Legion: You deal +1d6 damage on a hit. Any allies who make ranged attacks at the same target you just hit also deal +1d6 damage on a hit. This effect ends as soon as an ally misses with a ranged attack, or at the start of your next turn.

BELT, SWORDBELT, KILT, GIRDLE

Belt of the City (quick action – recharge 16+): There are seven great cities in the Empire, but there are more than seven of these belts, so some cities have more than one agent among the living. The wearer of one of these belts attunes to the city, becoming the city's avatar or embodiment of its civic spirit to some degree. This translates to a +4 bonus to any skill checks related to movement, hiding or navigation within the city. Furthermore, the wearer may activate the belt to 'nudge' the city in some way – causing a door to pop open for a quick escape, making the church bells ring out at an opportune moment, or pushing the mood of the city one way or another.

These belts are old and battered strips of leather with ornate buckles that are perfect maps of the city streets. A few belts are in the custody of the respective Imperial governors

or civic authorities, but most are loose, waiting to be found in some alleyway or market junk-stall by the city's next chosen protector. Quirk: Bound to defend the city.

Belt of Swift Travel: You can sleep and heal while riding; better yet, any steed you sit upon while wearing this belt does not suffer from fatigue, and needs only a little food and water to keep going indefinitely. Quirk: Only comfortable on a horse.

Back when the world was young, they made belts of swift travel for the Emperor's dragon-riders. The dragons still remember them, and honor the sacrifices of their riders. If you find a belt of swift travel that looks very, very old, and if it's got rings on the hips where straps might go, then maybe you've one of those dragon-belts, and you can ask a favor of a dragon of Axis. One favor, in memory of fallen heroes.

Synix Alacostar, Wizard of Horizon

BOOK, SCROLL, TOME, GRIMOIRE

Scroll of Glorious Deeds: This item works in a similar fashion to the *scroll of unspoken deeds* on page 15. When you write the description of an event on the blank scroll, that event becomes famous and is seen as impressive or inspiring, no matter what actually happened. Stories of the deed are on everyone's lips no matter where you go; bards compose epic sagas immortalizing the deed, and rich merchants try to buy respect by building statues commemorating it.

If the deed was shameful or trivial, then people will still try to find something memorable about it. The magic might cause people to misinterpret what happened, or read unintended meanings into it, or connect it to some unrelated story. So, if Bognor the Barbarian mistakes the chamber pot in the inn for a hat, and you make that deed a glorious one, then perhaps:

- Bognor becomes a fashion icon, and wearing chamber pots as hats is the thing to do at court
- It's said that a rich merchant left a fabulous jewel in the chamber pot, and Bognor is now famed for his good luck and sudden wealth
- Bognor and the chamber pot? Everyone knows that 'Bognor' is just a metaphor for the Orc Lord, and the chamber pot is the nickname of a fortress on the border that held off an attack by the orc armies. That chamber pot story is an allegory for heroism and the defense of the realm!

In effect, whatever you write on the scroll becomes a famous feel-good tale. You may scrape the scroll clean and inscribe a new event on it, but that lifts the enchantment from the previous glorious incident.

You may inscribe an event that you weren't involved in, but you need to be able to describe it in detail and note down everyone who was there.

Quirk: Unusually modest and self-effacing.

BOOTS, SHOES, SANDALS, SLIPPERS

Boots of the Hero's Footsteps: These travel-worn boots have been all over the Empire, and they remember every step. Sometimes, you're beset by intense déjà vu, as memories from the boots leak into your mind. This only happens in places where the boots have been before, so it won't happen outside the Empire, at sea, in the Overworld, or in much of the Underworld. When it goes, you either get a +4 bonus to a Wisdom skill check related to navigation or finding paths, or a +4 bonus to a Dexterity check to avoid unexpected hazards that the boots have encountered before (so, a specific pit trap wouldn't trigger the boots, but the infamous sucking sands of the Kneedeep would be remembered by the boots.) Quirk: Your feet instinctively lead you towards the nearest inn.

CLOAK, MANTLE, CAPE

Purple Mantle: While wearing this fine purple cloak, others instinctively see you as an individual of wealth or influence from the upper echelons of society. In the Dragon Empire, they assume you are in some way noble; other cultures interpret your magically enhanced station differently. The cloak does not give you any automatic bonuses to interactions, but may alter the sort of interactions you experience (the wealthy noble sees you as a peer and holds a feast in your honor; the brigand lurking in the inn sees you as a target and tries to rob you). Quirk: Has trouble holding onto money.

Spy-Master's Cape (recharge 16+): The magic in this dark cape allows you to *teleport* to any nearby or far away location you can see, but only when you are hidden from the view of all other observers. You may use the cape at the moment of discovery to escape. For example, if you're trying to hide from a band of orc scouts, and one of them discovers your hiding place, you may *teleport* as a reaction just before he sees you. Once he looks directly at you, the cloak cannot be activated. Quirk: Ends conversations by leaving abruptly when the other person looks away.

GLOVE, GAUNTLET, MITT

Dragon-Rider's Gloves (recharge 11+): You do +1d8 damage with long-hafted weapons (spears, lances, polearms – anything that qualifies for reach tricks) for the rest of the battle, as long as you're mounted on a steed of some sort (champion: +2d8; epic: +4d10). Quirk: Condescending.



HELMET, CIRCLET, CROWN, CAP

CHAMPION

Castlehelm (standard action - recharge 16+): On command, this ornate full helmet expands to the size of a watchtower. The eye-slits are now the size of windows, and can be used as arrow-slits by archers. The face-plate is now a fortified doorway, narrow enough to be held by a single warrior. A hatch in the 'ceiling' of the helmet allows access to the ceremonial crest, which is now a walkway some thirty feet above the battlefield, perfect for another archer or spellcaster to rain down destruction.

The *castlehelm* may only be activated when there is enough space for the helmet to expand (roughly a 30' x 30' x 30' area). Anyone inside that region – usually, anyone nearby the wearer – finds themselves inside the 'castle' when it appears. Anyone else ends up outside the instant keep. One or two characters may fight in melee from the narrow doorway of the castle, and up to three may use ranged attacks from the eyeslits and crest.

The growth of the helm is instantaneous and magical – one moment, there's a normal-sized helmet, and the next, there's a castle, with no apparent transition, so you can't, say, squish a foe by trapping them between a wall and the expanding helm. While the helm is in fortress mode, you still get its bonus to MD as long as you're inside it. Quirk: Egotistical.

Three days west of Anvil, there's a giant suit of armor, lying rusting in the mud, all overgrown with bitterweed. I've seen it. Some say the helmet's a castle helmet that got stuck, but where did the rest of the armor come from? Not even the biggest giant is that big... right?

Ljan, Acolyte of the Crusader

ПЕСКЛАСЕ, РЕПДАНТ

Talisman of Bound Duty (recharge 16+): The Emperor is the liege lord and master of many powers in the Empire – although it is a matter of debate how much influence he really has over some of them. Still, with this symbol of Imperial authority, you can demand aid from those sworn to serve the throne. Activate the talisman, and you can count a 5 or a 6 on a relationship roll with the Emperor as a 5 with the Archmage, Priestess or Great Gold Wyrn.

(Champion: Add the Crusader, the Dwarf King and the Elf Queen to the list of markers you can call in.

Epic: Feeling brave? Then add the Prince of Shadows, the Three and the Lich King to the list of potential allies.)

You're supposed to only call upon the aid of another Icon with this talisman when the Empire is in dire need, but that's a guideline, not a rule. The Icon whose aid you compel gets you ask you a favor in return (remember, it counts as if you'd rolled a 5 on a relationship roll with that Icon), and you can expect that favor to be extortionate in most cases. Quirk: Speech becomes extremely politic and respectful; you go through verbal gymnastics to avoid giving offense to anyone, ever.

RING

Spellbreaking Ring (recharge 11+): For a magic ring, this is a hefty chunk of metal, more of a knuckleduster than anything else. If an enemy you're engaged with draws an opportunity attack by casting a spell, and you hit with that opportunity attack, you may activate the ring to automatically counter the enemy's spell. If you roll a natural even hit, and the spell has a limited number of uses, then one use is consumed fruitlessly. Quirk: Doesn't respect personal space.

SHIELD

Heraldic Shield (quick action - recharge 16+): Your shield bears the heraldic symbol of your family (or that of some other noble knight, if you looted this shield in a dungeon). Either way, you may invoke the aid of that symbol, causing a spirit animal to manifest on the battlefield. This spirit remains until the end of the battle (or until you disgrace your family, causing it to leave in disgust). The benefit provided by the spirit depends on what it is, but here are some ideas.

- Boar: +1d4 damage if you hit someone in the same round you move to engage them (champion: +2d4; epic: +4d6)
- Eagle: +1 damage to ranged attacks, hit or miss (champion: +3; epic: +6)

- Dog: Enemies engaged with you have an additional -1 penalty to disengage check. (champion: -2; epic: -3)
 - Unicorn: You may rally a second time in a battle without rolling (champion: once per battle, you can rally on behalf of a nearby ally; you spend the standard action and the recovery, they get the healing; epic: twice per battle)
 - Griffon: Once per battle, when you inflict a critical hit on a foe, you may immediately make a basic attack on a different enemy as a free action. (Champion: twice per battle; epic: three times per battle).
 - Lion: Once per battle, you can roar. You cause fear as though you were a monster with a fear aura until the start of your next turn (champion: you count as being one level higher for the purposes of determining your fear threshold; epic: two levels higher).
 - Wolf: +1d6 damage on opportunity attacks (champion: +2d6; epic: +4d8)
 - Dragon: Once per battle, when you inflict a critical hit on an enemy, you immediately deal 1d6 fire damage to all other engaged enemies (champion: 2d6; epic: 4d8)
 - Snake: Once per battle, when you hit an enemy engaged with you, you may add 5 ongoing poison damage to the damage roll (champion: 10 ongoing; epic: 15 ongoing)
- Quirk: Family honor is everything.

I once knew this barbarian. Eight feet tall he was, and nearly as broad across the shoulders, eyes like smoldering coals. He comes out of the north, as barbarians do, and does all the things you'd expect a barbarian of that sort to do. He loots dungeons, slays monsters, sacks cities, seduces princes. The Emperor gives him a castle to keep him quiet, and a noble title to go with it. So, now that he's a respectable noble, our barbarian goes and gets himself a suit of magic plate armor, and a magic shield to go with it.

The shield-maker asks him what the heraldic symbol of his house is, and the barbarian doesn't know. He thinks about it, and picks the most impressive beast he's ever seen.

KORU! he says, in this deep booming voice like an earthquake.

So the shield-maker paints a behemoth on the magic shield.

Next time a demon shows up, the barbarian girds his loins, and the rest of him too, and rides out to meet it in battle. He invokes the power of his shield and calls on his heraldic spirit...

You can still see the crater. It's in the shape of a behemoth footprint. Squished him and the demon flat as two pancakes.

That's why, if they ever make me a baron, I'm going to rule under the sigil of something small and very safe. I'm thinking goldfish. You?

Stormcrow Jacen, "Merchant"

STAFF

EPIC

Axial Staff: The *Axial Staff* draws its power from the Imperial city of Axis, and grows in strength the closer you are to that great metropolis. The staff gives a +3 bonus to attacks and damage with spells while within 100 miles of the city, +2 within 200 miles, +1 within 400 miles, and has no effect beyond that, or when in the Overworld or Underworld. Oh, it's a mighty +4 *within* Axis.

You may also add the staff's bonus to any Charisma checks involving invoking law or imperial authority.

(For reference: It's +3 at First Triumph, +2 in Horizon, Glitterhaegen, up in the mountains, and for about half the Kneedeep, and +1 in about another third of the Empire).

The downside, beyond your staff diminishing in power the further you go from the capital, is that the *Axial Staff* connects your spirit to the city. Your maximum recoveries drop by 1 when you're outside the city, by 2 within 200 miles, by 3 within 400 miles, and by 4 beyond that. If the city's damaged, you take damage. If it's beset by plague, you're sickened. If there's a famine, you starve no matter how much you eat. And if Axis falls, you die.

Persistent rumors claims that the staff also allows the bearer to *teleport* directly to a secret imperial sanctum buried deep beneath the city, or to activate the dormant volcano beneath Axis, or to summon a host of ghostly golden dragons to fight one last battle, or that the Lich King or the Archmage fear and hate this staff. Whatever the truth, this staff is only given to spellcasters who the Emperor trusts above all others. Quirk: Your moods and health become entwined with those of the city of Axis. When there's a festival in the city, you're tipsy. On the days of the gladiatorial games, you get rowdy.

WEAPON

CHAMPION

Glorious Gladiator's Blade (standard action – recharge 16+): This weapon is a trophy of the arenas of Axis, handed down from champion to champion. To activate it, the escalation die must be 3+ and you must spend a round showboating for the crowd (even if you don't have an audience.) While showboating, you may not attack and take a -2 penalty to all Defenses. Furthermore, the other players (and anyone else in the room) must chant your character's name.

The first attack you make in the round after showboating is enhanced by the sword – you may *double* the to-hit bonus from the escalation die, and add the value of the escalation die to your crit range. So, if the escalation die is 4, you get a +8 bonus to hit and have your crit range increased by +4. Quirk: Craves the adulation of the crowd.

WONDROUS ITEM

Homunculus of Delegation: The curious *homunculus of delegation* is a small wooden or stone statue, about three feet tall. When you attune to it, its features suddenly resemble a lumpy, ugly version of your own. The statue also takes on your memories, beliefs and skills, and becomes utterly loyal to you. The homunculus can act on your behalf, doing tasks while you're off adventuring. It's too slow and weak to fight, and cannot cast spells, but can administer

a domain, run a business, negotiate, attend court, perform research, gather information or do whatever else you need done in your absence. As the homunculus has a copy of your memories and skills, it always knows what you would do in a situation and always acts in your best interests. However, there is no telepathic link between you and your homunculus; while it always does what you would want it to do in a situation, you won't know what it's done in your absence until you interrogate it.

If called upon to make an Intelligence, Wisdom or Charisma skill check, the homunculus uses your skills and backgrounds, but with a -2 penalty. The homunculus cannot make Strength, Constitution or Dexterity-based checks.

A *cursed* variant, the *roaring homunculus* is more energetic and forceful. It doesn't have the -2 penalty to skill checks, but if you roll a natural 1-3 when making a check for the homunculus, it flies into a towering rage and unleashes a stream of invectives and deeply personal insults that alienate everyone around it (and as the homunculus has your memories, it says exactly what you know would hurt the most.) Quirk: You occasionally become confused – are you the adventurer or the homunculus?

ADVENTURE HOOKS

Diabplomacy—The Diabolist claims that her fiendish enterprises ultimately aid the Empire and the Great Gold Wyrms, that the demons she summons to serve her would otherwise overrun the land. So, if her claims are true, then she is a loyal servant of the Empire. The Emperor entrusts the adventurers with a *talisman of bound duty* and sends them off to Hell Marsh. If the Diabolist is willing to bow to Imperial authority, then the Emperor will consider relaxing some of the laws against trafficking with demons. If she refuses to acknowledge her duty by allowing the *talisman* to bind her, then her claims are lies and the Emperor will know for certain that she is a threat that must be dealt with. So, all the adventurers need to do is convince the Diabolist to kneel before Imperial authority – or else escape her citadel when she turns on them...

Belt of a Killer—When Highrock fell, so too did the wearers of the *belts of the city of Highrock*. The destruction of their city drove them mad. At least two hurled themselves into the sea; another, the stories say, burnt herself alive with a conflagration of magical fire. Now, three hundred years later, there's a killer at large on the streets of Drakkenhall, and the Blue's secret police suspect this killer has a *belt of the city*. Could it be the ghost of one of the original champions of the city, or has someone else taken up the cause of lost Highrock? Either way, the Blue wants the adventurers to catch the killer before any more dead bodies show up.

The Madman—A ragged beggar asks the adventurers for aid. He claims that he was once a guildmaster in Glitterhaegen. He went away on a secret trade mission to Drakkenhall, and left a *homunculus of delegation* to run his business affairs in his absence. When he returned, he had no sooner set foot on the docks than he was seized by thugs and nearly drowned. He managed to escape, but soon learned that his homunculus had stolen his identity, and is now running the guild under his name. How a statue managed to fool the rest of the guild into obeying its orders, he does not know, nor can he explain how a magical device that's supposed to act like a copy of his mind could have betrayed him so completely. Will they help him reclaim his life?



GREAT GOLD WYRM

Small-souled, petty or greedy folk say the Wyrms' treasures lie buried in the ruins of the Golden Citadel, or scattered across the sands of the Red Waste, or were stolen by monsters and thieves long ago. Prophets and paladins and innocent souls say that the Wyrms' true treasures are spiritual, and lie buried in the soul, or can be found only in acts of courage or mercy.

They're both right. Magic items associated with the Great Gold Wyrms usually look like ordinary weapons and tools, and it's only in the hands of a deserving soul that they awaken to restore hope and light to the world.

ARMOR, ROBE, SHIRT, TUNIC

Blazing Beacon Armor (heavy armor - quick action - recharge 11+): You may activate *blazing beacon armor* when you hit an enemy with a melee attack. While active, the armor's bonus to AC increases by 1. It increases again by +1 if you hit again, to a maximum of +2 (champion: +3; epic: +5). However, if you miss or are hit by an attack, the armor deactivates and the added bonus is lost. When active, the armor glows with a burning holy light whose brightness is proportional to the bonus to AC, making you the most obvious target on the battlefield. Quirk: Foolhardy.

ARROW, CROSSBOW BOLT, SLINGSTONE

Missile of Challenge: This item is of use only to paladins – and even then, only to paladins with the paladin's challenge talent. When you hit a foe with this missile, you may choose to challenge them as if you'd struck them with a melee attack.

BELT, SWORDBELT, KILT, GIRDLE

Belt of Humility (free action - recharge 11+): This simple leather belt allows you to automatically succeed at a saving throw (including a death save) or to use a recovery to heal, but only when you *really* need it. You may only use this item when you're at 10 hit points or less, or in a similarly dire situation. After using the belt, you must repay your debt to the cosmos, either by sacrificing another true magic item, or by undertaking a quest with no hope of reward. Quirk: Incapable of saying no to a request for aid.

BOOK, SCROLL, TOME, GRIMOIRE

Prophecies of the Coiling Dragon: The original of this huge, contradictory collection of prophecies, visions and foretellings was stored in a secret vault beneath the Golden Citadel. That book was destroyed, but monks in the service of the Great Gold Wyrms smuggled out several partial copies in the hopes of preserving what was lost. Unfortunately, they were hunted down by rival monks in the service of the treacherous Black Dragon, who introduced errors and false prophecies into the rescued manuscripts. The result is that there are now more than a dozen 'complete' versions of the Prophecies, each one assembled from a different mix of true and fraudulent partial copies. Even before you can begin to interpret the bizarre visions, you have to work out which are real prophecies and which are cleverly designed fakes.

Once per level, you may declare that some event that just occurred or individual just encountered in the course of play matches part of the prophecies. (Other players' One Unique Things are perfect fodder for this). The next time the GM calls for relationship rolls, you may change up to three relationship dice to be 5s or 6s. They don't have to be your dice. You can foretell which great powers of the Age will be involved in events to come, thanks to the prophecies. Of course, since you might be relying on partially fake visions, you won't know exactly how events will pan out. Quirk: Obsessively takes notes and correlates them with the prophecies.

BOOTS, SHOES, SANDALS, SLIPPERS

CHAMPION

Errant Boots: It is well known that the Great Gold Wyrms sends dreams to guide his chosen agents and followers. With these boots, you walk the paths of dream. Whenever you dream a true dream (which might possibly be as often as 'when you get a double-strength success on a relationship roll with the Great Gold Wyrms or a similarly oneiric icon'), you may *teleport* to a place glimpsed in that dream. You don't get to control where that place is; you dream of somewhere, and you wake up there.

Don't take this item until you really enjoy being tossed across the world by the whims of fate. Of course, if that sounds like a barrel of laughs, or a barrel of worthy heroic demon-smiting, then go for it.

Sometimes – perhaps when the stars align, perhaps when the Wyrms has a moment of respite in his eternal struggle, or perhaps when it suits the GM – the boots allow several others to *teleport* too. Actually, 'allow' is the wrong word to describe the act of being kidnapped by someone else's footwear.

Quirk: Collects souvenirs.

CLOAK, MANTLE, CAPE

Cloak of Gold: To most people, this cloak looks drab and threadbare, so shabby that a beggar would be ashamed to wear it. However, certain people can see the cloak for what it really is – a shining mantle of golden light that makes you a blazing beacon of hope. Innocents, paladins and those touched by the Wyrms' blessings can see the true cloak, as can evil-doers and servants of dark powers who should rightly fear the approach of one of the Wyrms' champions.

In short, if someone reacts to your cloak, then there's something special about them. Quirk: Frets constantly about seeing the cloak as drab and threadbare.

GLOVE, GAUNTLET, MITT

Dragon's Claw Gauntlet (quick action - recharge 11+): This elaborate steel gauntlet is made to resemble the claw of a dragon. Your next attack that would normally target AC now targets MD instead, as you hew at your enemy's soul. Quirk: Quick to judge.

Gauntlet of Revelation (recharge 6+): When you hit an enemy with a melee attack, you momentarily disrupt anything that stops people from seeing that foe as they truly are. So, if the enemy's shapeshifted, or invisible, or cloaked in an illusion, or has *charmed* people into believing a lie, they see the truth for a brief time. The enemy's deceptions reassert themselves at the start of the enemy's next turn. Quirk: Paranoid.

HELMET, CIRCLET, CROWN, CAP

Herald's Helm: This ill-fitting helmet feels like it was designed for someone bigger and more imposing than the wearer. It's also ancient beyond compare, and marked with runes whose meanings are lost in the present Age. While wearing this helm, you're considered a representative of the Great Gold Wyrms. This gives you a +4 bonus to any Charisma skill checks when dealing with the Wyrms' followers, or when dealing with dragons or other ancient entities who remember the past Ages when the Wyrms was an active force in the world. So, demons, some undead like older liches, elemental spirits, and some Icons will lend your words extra weight while wearing this helm. Quirk: Your voice is not always your own – sometimes, strange spirits speak through you.

Helm of the Unbowed (recharge 16+): After the first time in a battle that an enemy attacks you with a power that targets your Mental Defense and misses, increase your MD by +2 for the rest of that battle. Quirk: Uncompromising.

Helm of the Dragon's Soul (recharge 6+): When casting a divine spell, you may use your Strength modifier instead of your Wisdom modifier. Alternatively, when making a melee attack, you may use your Wisdom modifier instead of your Strength modifier. Either way, for the rest of the battle, you glow from within. Quirk: Ascetic in the extreme. Often, you'll forget to eat or sleep.

Don't believe a lich if it tells you it's many Ages old. The thing about liches is that we all look the same. One walking skeleton in robes looks almost exactly like another walking skeleton in robes. In fact, a lot of liches take titles that mention the color of their robes – the Red King, the Lord of Fallen Trees, the August Personage in Jade – just so people know who they are when they walk into the room. It's easy for a lich to say they're much older than they actually are.

That's why liches hate herald's helms. It shows them up for the pretenders that so many of them are.

Not me, of course. Why, I was there when the Lich King still had two eyes.

Baron Rotte, exiled lich

CHAMPION

Helm of the Vigilant Commander (recharge 11+): When a nearby enemy targets a nearby ally that has 25 hit points or fewer (epic: 50 or fewer, and it's recharge 6+), you may redirect the attack to target yourself instead. You must choose to do this before the attack is rolled. Quirk: Savagely protective of allies.

NECKLACE, PENDANT

Necklace of the Light (standard action - recharge 11+): 1d3 nearby undead creatures, each with 55 hp or fewer, are automatically dazed until the end of your next turn (champion: 150 hp or fewer; epic: 240 hp or fewer). For the rest of the battle, those undead you targeted with this effect have a +1 bonus to their attacks on you. Quirk: Restless sleep.

RING

Seal Ring of the Citadel (standard action - recharge 16+): By slamming this ring onto a door or other portal, or onto the lid of a container, you create a magical seal of golden light that undead and demons cannot pass – at least, not for some time. The seal works like the wizard spell *hold portal*, cast at 1st level (champion: 3rd level; epic: 7th level), but instead of you making Intelligence skill checks to keep the portal closed, you make Charisma checks instead.

Two things to note – first, unlike the spell, it's not restricted to doors and door-like things. You can seal a vampire in a coffin, or a ghost in a bottle, or a demon in a magic circle. As long as there's a clear barrier that you can reinforce with the magic of the ring, it'll work.

Second, the magic only works on demons and undead. Other creatures can open the barrier just fine – and can, if they wish, let the undead or demons through behind them. Quirk: Tests others for weakness, both physical and mental.



Before the Great Gold Wyrms sacrificed himself by entering the Abyss, these were even more powerful, and their binding spells lasted for many centuries if the soul that wielded the ring was strong enough. There are still bound demons and ghosts across the land, held prisoner by the power of these rings, and only the matching ring can free them. Those who bear these rings must beware of thieves and assassins in the service of the Diabolist.

Sir Tanteer, Paladin of the Light

SHIELD

Shield of Fate Aversion: This burnished shield bears the symbol of the Great Gold Wyrms, his wings stretched protectively over the whole world. Once per level, when you take a campaign loss (page 166 of the *13th Age* rulebook), you may invoke the shield's power to avert the worst effects of the loss. Bad stuff still happens, but events conspire to give you a fighting chance to put things right. To take the example from the book, if you're on your way to rescue a captive from an unholy sacrifice, and you take a campaign loss through fleeing, then without the shield, the captive gets sacrificed. With the shield, maybe the captive's bleeding out when you arrive in the ritual chamber, and if you can get close to her quickly, you can save her life. Or maybe she's dead, but there are spirits of light fending off the summoned demon, so you've a chance to save her soul from being consumed.

The powers of light look a lot more favorably on campaign losses suffered because of really unfortunate dice rolls than they do on losses incurred through hesitation, bad decisions or cowardice. Quirk: Dwells on worst case scenarios that will probably never happen.

GAMEMASTER

Here's my thinking with this item. If you're playing a paladin of the Great Gold Wyrms or some other morally upright hero-type, then you're asking for the GM to hit you with hard choices and ethical dilemmas, right? Things only get really troublesome when you add bad luck with the dice into the equation. It's cool to be faced with a choice between saving the city from the orc army, and fulfilling your oath to your father. It's not cool when you can't risk either option because that stupid ogre critted you and you've got no recoveries left, so you know you'll die either way if you push on. So, this shield is here as paladin insurance – you'll always have a chance for heroism, even if you have to swallow a campaign loss because of bad luck.

STAFF

CHAMPION

Dragonfire Staff (standard action - recharge 11+): You may expend one of your spell slots (one containing either an at-will spell, or a spell that you could cast this battle, but haven't yet used) to channel the fiery breath of the Great Gold Wyrms through your staff. This close-quarters attack uses your Wisdom or Charisma + Level, affects 1d3+1 nearby enemies, targets Physical Defense, and inflicts 1d8 damage per level of the spell expended (epic: d12s), plus your Wisdom or Charisma modifier. Oh, each dice of damage is both fire and holy damage. Quirk: Warns people about the error of their ways, and how they had better repent or... boom...

SYMBOL, HOLY RELIC, SACRED SICKLE

Symbol of Fallen Heroes (recharge 11+): The gods are often distant and uncaring; it is the deeds of heroes and champions that make all the difference in the mortal realm. This holy symbol honors those fallen heroes. When you invoke it, you gain an additional +1 bonus to hit and damage with a divine spell. You must call on a specific fallen hero and explain how their example inspires you in this case. A good tale might convince the GM to let you swap that +1 bonus for a change to the spell, like adding on an extra condition or some other special effect.

The symbol's especially attuned to fallen player characters. If a PC died earlier in the campaign, you can call on their spirit to get a bonus based on their tier when they died. Adventurer PCs give a +1, champions give +2, epic-tier PCs give a +3. The PC has to be dead (or at least dying) for you to call on their spirit – you can't invoke the spirit of a character who later got resurrected. Quirk: Encourages others to take risks.

Symbol of the Golden Order: When you cast a spell that heals or provides temporary hit points, add 4 to the total for every relationship die the target has with the Great Gold Wyrms (champion: pick another Icon allied with the Wyrms; relationships with that Icon also count for the bonus hit points; epic: pick a third Icon and justify why the Wyrms helps servants of theirs. You can change which Icons get this bonus after each full heal-up). Quirk: Proselytizes for the Golden Order.

WEAPON

Indomitable: If you're attacking an enemy 3 or more levels higher than you, you deal +1d8 damage to that enemy on a hit (Champion: +2d8; epic: +4d8). Quirk: Tilts at windmills.

WONDROUS ITEM

Dream of the Light: While he blocks the Abyss with his living body, the Great Gold Wyrms exists beyond the reach of mortal time. He can see the shifting paths of past and future, and can even glimpse routes towards redemption and the ultimate victory of light. A few lucky mortals are permitted to share in this dream.

This isn't technically an item, per se, but it functions like one and counts towards your limit. Once per level, you may allow one of your allies to heal using your recoveries during a quick rest. That ally may also reroll any failed attempts to recharge powers and items during the quick heal-up. Quirk: Believes in a better world.

ADVENTURE HOOKS

Lost in the Desert—The adventurers are accompanying a trade caravan travelling along the Demon Coast when a sandstorm blows up from the Red Wastes, and they lose their way. By good fortune, they happen upon a ruined shrine sacred to the Great Gold Wyrms where they can take shelter, but one of the caravan traders refuses to enter the ruins, claiming that death awaits her there. Is she secretly evil, and so fears to enter a shrine of the Wyrms, or did the Wyrms send a dream warning her that evil monsters have taken over the ruins? In any case, the storm isn't going to abate any time soon – it's either brave the shrine or perish.

Zombie-Errant—The ghost of a paladin appears to a worthy adventurer in a dream. She explains that she recently fell in battle against an evil necromancer. The dastardly villain killed her with a spell that turned her body into a ravaging ghoul. However, she was wearing a pair of *errant boots* when she died, and it seems that the boots are *teleporting* the ghoul around the Empire. Whenever danger threatens, whenever all hope seems lost, whenever a hero is truly needed – a ghoul *teleports* in. Not only is the ghoul ruining the paladin's good name, it's also making matters worse wherever the boots bring it. Before she passes on to the afterlife, she wants someone to deal with her renegade corpse and its stylish yet troublesome shoes.

The Right Person To Punch—One of the adventurers comes across a *gauntlet of revelation*. Soon afterwards, they become embroiled in a mystery at a remote hunting lodge. One of the aristocrat guests is actually a rakshasa in disguise, but if they reveal this danger, the vitally important secret negotiations between various warring factions will fall apart. They have to identify and remove the rakshasa without anyone else knowing they're being stalked by a shapeshifting killer. The *gauntlet* gives a foolproof method of identifying the shapeshifter, but to use it, the adventurer must strike the person she's testing. So, what excuse can the players come up with that lets them slap a dozen nobles in the face without raising the alarm?



HIGH DRUID

The High Druid's power is waxing, growing like a spring tide across the land. The wonders she gifts to her followers are products of her wild, woodland magic. Many are grown, not made, or look like primitive implements from the distant past instead of artfully designed magical items. Her power is atavistic, ancient – and incredibly potent.

To put it another way – the magic items of the Archmage are trained dogs that do tricks. The High Druid hands you a dire wolf on a fragile leash and suggests you point it towards the meat.

ARMOR, ROBE, SHIRT, TUNIC

Rooted Armor (heavy armor – quick action – recharge 6+): Roots and tendrils trail from this suit of heavy armor. On command, the armor roots itself to the ground, increasing its AC bonus by +1 but keeping the wearer *stuck*. Freeing the armor from the ground and ending the *stuck* condition takes a standard action; the +1 bonus to AC is lost as soon as the wearer becomes unstuck. Quirk: Heavy sleeper.

Formic Armor (heavy armor): As if the antennae on the helmet didn't give it away, this armor was made by (and from) giant ants. (Don't worry – they're cool with you wearing the exoskeleton of their dead relatives. Ants are like that.) You get Acid Resistance 12+. Quirk: Interprets smells as speech.

*Giant ants. Why did it have to be giant ants?
Arthak, orc blood mage.*

Fur Shirt of Vitality (light armor): Add the armor's magic bonus to the total hit points restored when you receive healing from any source (champion: bonus x2; epic: bonus x4). Quirk: Wild and raucous.

ARROW, CROSSBOW BOLT, SLINGSTONE

Quickling Arrow: You can attack during an ambush no matter what your initiative roll was.

(Why's that a benefit? Take a look at the rule on ambushes and surprise, on page 164 of the *13th Age Rulebook*. If one side ambushes the other, then the ambushers all roll initiative, but only two ambushers actually get to act in the surprise round. That's a nice fair way of making ambushing worthwhile without being so good that surprise rounds mean instant death for the losers, but it does eliminate the possibility of a host of green-clad outlaws popping out of the trees and loosing a hail of arrows – hence this item.)

CHAMPION

Ghost Arrow: This arrow's damage is force damage, so it can hit wraiths and other pesky *resist damage* ghosts without any problems.

Serpent Arrow: On a hit, this arrow also inflicts 5 ongoing poison damage on the target (epic: 15 ongoing poison). On a miss, the arrow falls to the ground and becomes a snake. If the target of the attack does not move away from the snake (or spend an attack killing it), the snake attacks again on the same initiative as the missile attack next round. The snake attacks with +10 vs. AC, and deals 5 ongoing poison damage on a hit. The snake keeps attacking until the target moves away or kills it. (Epic: +15 vs. AC and 15 ongoing poison damage).

BELT, SWORDBELT, KILT, GIRDLE

Kilt of Wild Magic (quick action – recharge 11+): Talismans and fetishes of ancient magic hang from this kilt. Sometimes, when the chaotic forces align, the wearer can channel cosmic energy to fuel works of great spellcasting. Of course, there's also a chance that those chaotic forces can rip the wearer's soul to shreds. When you cast a spell or use an item, you may activate the kilt and roll a d6. If the result is less than the escalation die, then the recharge roll for that power drops by 5 (so, an item that's recharge 11+ becomes recharge 6+). Daily spells affected by this item become recharge 16+.

If you roll equal to or higher than the escalation die, then you take damage equal to your level multiplied by the value of the escalation die. Quirk: Reads meaning into patterns, like the flight of birds across the evening sky or the ripples in a wind-tossed lake.

BOOK, SCROLL, TOME, GRIMOIRE

Herbal Compendium: This isn't just a book – if you've got a copy of the *herbal compendium*, then you've also got bags of dried herbs, gardening tools, dirt under your fingernails and things growing in your hair. You get a +4 bonus to any skill checks relating to herb lore and plant life, and you almost always have a herbal remedy to deal with a problem or free-form challenge. At the very least, you can say what sort of herb could help in the current situation, and you know the regions it's said to grow in. Quirk: Always grubby.

CHAMPION

Palimpsest of the Living Land (recharge 11+): This collection of philosophical writings, arcane ravings, philosophical dirges and mystical revelation has been handed down from druid to druid over the Ages, with each generation adding to the wisdom of those that have gone before. The writings describe the wild world before the civilizing influences of industry and emperors, before rule-bound magic and petty gods, before roads and farms and cities.

You really should have at least a 1-point relationship with the High Druid to attune to this book. That's not a hard-and-fast rule, but the druids don't take kindly to outsiders stealing their sacred texts.

When you make an attack roll, after finding out if the attack hits, you may change the attack roll to a value that depends on your surroundings. In a city or other outpost of civilization, it's 1d6. In a region that's mostly wild, but is still marked by signs of civilization (roads, farms, stone buildings), it's 2d6. In the wild woods, deep desert and other regions of pristine wilderness, it's 3d6. If you've recently helped nature reassert itself by destroying those pesky signs of civilization, have another +1d6, or even 2d6 for a really crushing blow to the Empire.

So, theoretically, if some druid was defending the heart of the Wild Wood (a 3d6 region) and had just dealt a terrible injury to the forces of civilization (+2d6), she could reroll a missed attack and substitute 5d6 for a d20 roll. Quirk: Reads messages from the living world in the shape of trees and the colors of the leaves.

BOOTS, SHOES, SANDALS, SLIPPERS

Shoes of the Doe (quick action – recharge 6+): The wearer of these deerskin moccasins is astoundingly fleet of foot. Out of combat, you can run as fast as a horse, and with similar endurance. In combat, you may activate the shoes to take a bonus move action in a round. Quirk: Easily startled.

Verdant Boots: Plants sprout instantly in your footsteps. You can easily be followed when walking – all your pursuer needs to do is look for the wide path of riotous vegetation that springs up in your wake. These boots are banned on all Imperial highways and in cities, as one casual stroll can ruin a paved road as trees and plants push up between the stones.

In combat, the growth of plants around your feet hinders your foes. Enemies take a -2 penalty to attempts to disengage from you, as they've also got to pull themselves free of the thorn bushes and twining plants you've inadvertently caused to grow around you. Quirk: Suffers from hayfever.

In the village of Hawhedge, the punishment for many crimes is to spend a day walking up and down the fields in the "Boots of Justice". They're a pair of verdant boots, only with a ball and chain attached to each boot. The ball's hollow and pierced with lots of little holes, and the villagers fill it with seeds of whatever plants they want to grow that day.

Synix Alacostar, Wizard of Horizon

CLOAK, MANTLE, CAPE

Animal-Shape Cloak (standard action – recharge 11+): There are several different types of cloak, each of which allows you to take on the shape of a particular animal. The same rules apply to all of them.

- Changing shape into an animal is a standard action. Changing back by taking off the cloak is a quick action.
- You automatically change back if you're knocked unconscious, fall asleep, or suffer a critical hit.
- Some cloaks allow you to fight in animal form, but you use the stats for a ranger's animal companion of two levels lower than your actual level (minimum 0), and you don't add the escalation die to your attacks. On the bright side, you get to use your own hit points.
- You can't cast spells, use items or speak while in animal form. You can communicate through gestures and adorable animal interpretive dances.

The cloak resembles the sort of animal you can turn into – so, a bearskin cloak might let you become a bear, a wolfskin cloak lets you turn into a wolf. A shimmery, filmy, scaly cape lets you become a salmon. Classic animal shapes include: bear, wolf, bat, cat, squirrel, seal, fish or bird. Quirk: Take on traits of the animal you become.

CHAMPION

Cloak of Many Shapes (standard action – recharge 11+): The champion-tier version of the *animal-skin cloak* lets you take on the form of any common animal. Otherwise, it works just like the common cloak. Quirk: Values animals above other people of your kind.

GLOVE, GAUNTLET, MITT

EPIC

Hand of Winter (quick action – recharge 11+, but see below): It's debatable if there's one relic called the *hand of winter* that recurs in different forms, or if each one's as distinct as one winter is from next year's. To obtain the *hand of winter*, you need to find the current bearer (or their corpse) and touch their frozen, icy-blue hand. If they willingly pass on the curse of the *hand* (or they're dead), then your own hand freezes solid and becomes living ice, while their hand unfreezes and rots instantly, as frostbite devours it completely.

So, now that you've got an icy hand, what does it do for you? Your melee attacks and damaging spells can do cold damage instead of whatever damage they normally deal if you wish. You inflict additional cold damage equal to twice your level when you punch or touch someone. All those effects are automatic and passive – you don't need to activate the hand for those.

You may activate it to:

- add +5d10 cold damage to any one attack (if the attack has more than one target, then split the d10s among them before rolling – you could do an extra d10 to five different enemies, or hit two foes, one for 3d10 and the other for 2d10).
- allow yourself or any nearby ally to automatically succeed at a save against ongoing cold damage.
- change the weather in the local area. You can call up winter storms, blanket the land in a blizzard, or pick up and drag winter away to let spring in. You don't have any fine control, so you can't use this power as a direct attack.



- Do epic, hand-wavey narrative things because you've got a season on the end of your arm.

Once you've got the *hand*, you're stuck with it until you perish or you willingly allow someone to take it from you. Technically, your *hand* is indestructible, but that's something of a moot point, as the rest of your body is still mortal. If you try to, say, catch the fiery breath of the Red, your hand will survive but the rest of you will be frosted ash on the wind.

Depending on the whims of the GM, the following may be true:

- You have to physically drag the season of winter down from the north each year, and pull it back up when it's time for spring
- You're doomed to freeze the hearts of anyone you love
- You get to shape giant snow castles and rule an ice-bound empire with your frozen fist
- You're an honorary blood sibling of the Front Giant Jarl. Or his mortal enemy. Or both.

Quirk: Depressed.

*Hand of winter, breath of spring, Heart of summer,
shadow's fall,
Seasons stop and old trees sing
When the Druid finds them all*

Children's rhyme in Eld

HELMET, CIRCLET, CROWN, CAP

Hat of Birds (recharge 11+): A colony of birds nest in this now-shapeless pile of fabric scraps that claims to be a hat. The birds consider you to be the supreme being, and devoutly perform basic tasks for you like scouting ahead, carrying messages or foraging for insects. While the birds are smart, they're not supernaturally intelligent, so their scouting is limited to reports of "danger that way, no danger this way", where "danger" means "animals or humanoids".

Protective druidic blessings tie the birds to your life force; as long as you're alive, they'll be ok even when the *fireballs* start flying. Quirk: Drawn to rooftops and open spaces. Also, insects are surprisingly tasty and a good source of protein.

RING

Ring of the Cycle: When a nearby ally fails a death or last gasp save, you may cancel this failure, keeping them alive. However, each time you do this, you must pick another nearby ally to 'lose' a death save. If that second ally gets knocked to negative hit points and has to make death saves, then they die after one fewer death save than normal. (Usually, you die after four failed death saves; if someone's used the *ring of the cycle* on you once, you die after three.)

The *ring of the cycle* cannot be used to preserve someone who has lost a death save to the ring.

Death saves 'reset' when a character levels. You can't use the *ring of the cycle* on yourself, either to save yourself or to sacrifice your own life force to save others. Druids have to stand outside the cycle of life. Quirk: Unaccountably merry in the presence of death.



SHIELD

CHAMPION

Ironhide Shield (recharge 6+): It may be nothing more than animal-hide stretched over a crude wooden frame, but the primitive druidic markings daubed onto the face of this shield make it indestructible. When an enemy attack you in melee combat, use the shield to inflict damage equal to the natural attack roll on the attacker as their blow smashes into the surprisingly immovable surface of the unyielding shield. Quirk: Loves to provoke a fight.

STAFF

EPIC

Heartwood Staff (standard action - recharge 16+): The flickering viridian glow from this staff leaps to an emerald blaze when its power is invoked, as it opens a direct connection to some primal source of druidic power. Pick a number of allies equal to the value of the escalation die and roll a d20 for each of them; on a 16+, that ally gets to take an extra standard action in their next turn. The threshold for extra actions drops to 13+ if the ally has a positive relationship with the High Druid.

You might also be able to use this staff's wellspring of life energy to cause rapid growth of plants or animals, to change the seasons, heal a wounded forest, or otherwise meddle with the fundamental forces. You've got high-infinite life force on tap through the staff – use it wisely. Quirk: As you can't target yourself with the staff, you feel old and jealous when you lend youth and vitality to others.

SYMBOL, HOLY RELIC, SACRED SICKLE

Sickle of Culling (quick action – recharge 11+): For the rest of the battle, all your attacks deal 5 extra damage (champion: 10 extra damage) when targeting mooks. Quirk: Callous.

WAND

Wand of Dowsing: In addition to providing the usual bonus to arcane spells and damage, this wand of rowan-wood can also point on command towards the nearest concentration of elemental power (bodies of water, volcanoes, druidic circles – the raw, wild magic of the natural world). The wand does not reveal what sort of elemental power it's pointing towards, only the rough strength and distance. Quirk: Wild and lurid dreams.

WEAPON

Of Thunderbolts (recharge 11+): At the start of a battle, roll a d6 (champion: 2d6; epic 3d6). When the escalation die equals the value rolled on the d6, a bolt of lightning shoots from the sky and charges your weapon with crackling energy; for that round, any hits you inflict with your weapon deal an extra 2d10 lightning damage.

If you're using a champion- or epic-tier weapon of thunderbolts, then there's a chance that two or more bolts will land in the same round; in that case, the damage stacks.

As the lightning bolt needs a clear path from the sky to your upraised weapon, this item doesn't function indoors or underground. Quirk: Bombastic speech.

I don't believe it myself, but this lizard I know swears that the Blue Lady up in Drakkenhall bewitched a druid, and he made her one of those thunderbolt weapons. You know what charges a weapon a lot better than a bolt of lightning from the sky? The unfettered breath of the Blue, that's what. When that hammer's charged up, they say it could knock the head off a mantichore with one swing.

Of course, for some of the things that crawl out of the Iron Sea, we're going to need a bigger hammer.
— Stormcrow Jacen, "Merchant"

CHAMPION

Bow of the North Wind (+2 longbow – recharge 11+): When you hit with this bow, you start to fly, carried aloft by a howling gale of icy winds. You keep flying as long as you keep making successful ranged attacks with the bow. If you ever miss or don't make an attack, you land at the start of your next turn. Quirk: Haunted by frost-spirits.

WONDROUS ITEM

Bag of Storms (standard action – recharge 11+): The walls of this leather bag creak and stretch as it struggles the storm trapped inside. You may loosen the drawstring of the bag to let out a bolt of lightning. This counts as casting a ranged spell. The bolt attacks

using your Dexterity + Level vs. PD, targets up to three nearby enemies in a roughly straight line, and inflicts 2d6 lightning damage (champion: 4d6; epic: 10d6). If you roll a natural 1, roll a d20. On another natural 1, you let the storm out, as detailed below.

Alternatively, you may open the bag entirely and let the storm free. This destroys the *bag of storms*, but unleashes a titanic, once-a-century storm on the region, centered on you. The effects of the storm are more story-based than anything else, but the ghastly weather conditions make any sort of fighting almost impossible. All anyone can do is seek shelter from the howling winds, crashing thunder and torrential rain. Any sort of ranged attacks, flight, spellcasting or travel is ill-advised for the next several hours. Quirk: Moody

CHAMPION

Cauldron of Dead Men: Centuries of soot and congealed meat juices have blacked the exterior of this iron pot, and made the magical runes on it almost impossible to read. The power of the cauldron, though, is well known from story and song. Put a dead body in the cauldron, add water, and boil it up. Soon, the dead body will come to life and climb out of the cauldron.

The stories are mostly accurate. You may use the cauldron during a full heal-up to restore life to *one* recently-killed corpse. The resurrected individual looks ghastly – it's a walking corpse that's been scalded all over by boiling water – but is otherwise unaffected. This restoration is only temporary, though – the person you resurrected dies again at the start of the next full heal-up, unless you stick them back in the cauldron for another hot bath.

So, you can use the cauldron to keep one slain player character semi-alive, as long as you keep resurrecting them with each full heal-up. It may still be worthwhile seeking out a more permanent source of resurrection, but the cauldron's a gory stop-gap. You can also use it to bring back other characters on a temporary basis, as a source of information or to perform one last task. Quirk: Loves to cook.

ADVENTURE SEEDS

Your Problem Now—An old druid gives his *wand of dowsing* to the adventurers, his hands shaking with terror as he does so. The wand's detecting a massive impending eruption of elemental energies. A volcano, perhaps, or a once-in-an-Age storm, or a magical cataclysm that plunges the world into elemental chaos. Whatever it is, the wand says it's coming soon.

The Dead Woman—The adventurers come upon the body of a young woman, clearly an apprentice druid. She was wearing an *animal-shape cloak* when she was shot by a hunter's arrow. She returned to her true form at the moment of death. Who shot her, and did the attacker think she was just a deer when he loosed his arrow? If so, is the hunter guilty of murder? The trees cry out for justice for their murdered daughter!

Outlaws of the Wild Wood—A band of outlaws, equipped with druidic items and druidic magic, start attacking caravans between New Port and Santa Cora. Is this a deliberate act of aggression by the High Druid, or did these outlaws steal their magic items from somewhere deeper in the wood?

LICH KING

The One-Eyed King has had many names over the Ages. Once, he was a Wizard whose power eclipsed that of any subsequent Archmage; he was a king before there were Emperors, and the land still remembers its true ruler. He was a hero before he was a tyrant, and a tyrant before he died, and dead before he rose again as the undying master of death.

Items touched by the Lich King might reflect any part of his long history. He wrought arcane wonders to equal anything the Archmage can produce. He still claims the throne of the Emperor, and all the spiritual authority, martial might and magical treasure that goes with it. Now, of course, he rules the dead and wields terrible occult power. Of all the Icons, the Lich King has perhaps the greatest store of relics and long-buried wonders. Swear fealty to the Lord of Dead, take his bony hand, embrace death, and he will reward you.

ARMOR, ROBE, SHIRT, TUNIC

Armor of Animation (recharge 11+): This armor smells musty and foul, even when newly cleaned. It has a faint magical aura, but its true powers only activate when the wearer falls in combat. If you fall below 0 hit points, you can keep fighting as the armor infuses your wounded body with necromantic magic. You still have to make death saves, and you still die if you fail all your death saves or get dismembered by going to negative half your starting hit points.

Oh, you also become vulnerable to holy attacks. And if you die while animated, it's a dead cert (ahem) that you're coming back as some sort of undead.

If you don't already have a relationship with the Lich King, you soon will. Quirk: Hungers for the life force of living beings.

Spectral Armor (quick action – recharge 16+): The shreds and tatters of rotten cloth that hang from this armor flutter in a breeze that no-one else can feel, because this armor is half in the ghost world. Activate it, and you can step fully into the ghost realm for a brief time. While ghostly, you can move through solid objects, but you can't end your turn inside one. You get *resist damage 12+*, but can be damaged normally by force damage. Everyone else gets *resist your damage 12+* too.

You remain ghostly for one round. If you want, you can try to stay ghostly by spending a recovery to let you begin making hard saves (16+) at the end of each turn. Pass the save, and you can prolong your ghostly status for another round. You can stay ghostly as long as you keep making saves. If you somehow spend your last recovery to stay ghostly – well, you've just lost your connection to the living world. Maybe you can find your way back. Maybe you'll drift forever alone in a grey emptiness. Quirk: Pained by bright lights.

ARROW, CROSSBOW BOLT, SLINGSTONE

Biting Skull: Arrows and bolts with this property have the skulls of rats, snakes or other vermin attached just behind the arrowhead. Sling-stones with this property are actually tiny chattering skulls. The animated skulls bite and shriek distractingly when they strike; a creature hit with this ammunition has its Initiative reduced by 4.

CHAMPION

Mortal: Damage caused by this arrow cannot be healed easily. It takes two points of healing to cure one point of damage from an attack made with this arrow.

BELT, SWORDBELT, KILT, GIRDLE

Girdle of the Grave (recharge 11+): Until the end of your next turn, the first 5 points of negative energy damage you suffer in a turn heals you instead of reducing your hit points. So, if you get hit for 8 negative energy damage, that's a net gain of 2 hit points (+5 hit points, then -3). (Champion: heal with the first 10 points; epic: heal with the first 25). Quirk: Doesn't really see what's wrong with the undead. Lovely people, once you get to know them.

Swordbelt of the Slayer (quick action – recharge 6+): You are drawn to prey on the weak and the dying. When you use the belt, you get a +1 bonus to your attack as long as you attack the enemy with the fewest hit points. (Champion: the effect lasts for three rounds; epic: until the end of the battle). Quirk: Merciless.

Fighting against the Lich King's armies isn't like fighting against mortal foes. Living enemies need to sleep, and eat. Their numbers grow fewer over time as soldiers get sick, or desert and go home, or turn to looting and pillaging instead of fighting. The undead, though – their armies get stronger over time. Those monsters avoid pitched battles at all costs – why go to war against the Imperial Legion, when you can slaughter a dozen peasant villages and turn all the dead into more zombies? It's like fighting a plague.

Swordbelt of the Slayer? Pah! Swordbelt of the Pestilent Coward, more like!

- Sir Tanteer, paladin of the light

BOOK, SCROLL, TOME, GRIMOIRE

Litany of the Undying Peerage (recharge 11+): A Who's Who – or Who Was Who – of the Lich King's undead aristocracy, study of this book allows you to invoke the dread names of various powerful liches, vampires and spirits when casting a spell. Dedicating your spell to a named member of the peerage lets you add on another small bonus effect, or otherwise tweak how the spell works, along the same lines as the wizard talent *Vance's polysyllabic verbalizations*. You must name the member of the peerage you're calling on by giving them their full title, which includes either their domain or particular office within the Lich King's hierarchy.

So, if you cast *magic missile* in the name of *Lord Shroud, Royal Captain of the Vampire Bat Cavalry*, then your spell takes the form of a sky-darkening host of bats that feed on the hot blood of your target. If you cast it in the name of *Baron Rotte, the true lord of the Barony of Woodsedge, which the usurpers call Proudfort*, then you might get to apply the benefit of one of the magic missile feats, but only if you cast it in or near Proudfort.

The *litany* works equally well with any sort of spell, arcane or divine.

Two notes of caution: first, while invoking the name of the undead noble who once ruled over the land you're currently standing on does warrant a nice augmentation to your spell, it's also frowned upon by the living. No-one in, say, Glitterhaegen will appreciate it when you start throwing around the name of Prince Bone, Lord of the Bitterwood Estates. Second, liches and vampires love to gossip, and overuse of one particular name from the litany may be interpreted as tacit support for that undead aristocrat. Use the book unwisely, and you'll be drawn into the eternal machinations and intrigue of the Undying Peerage. Quirk: Stilted and formal in every situation.

The Imperial Book of the Dead: Tradition demands that the graveyards of the Empire be maintained, and that certain rituals be performed to honor the Imperial dead. The power of the Lich King grows wherever these traditions are not observed, as the disgruntled dead switch allegiance from the line of Emperors to the lord of the dead. To make matters worse, the locations of many graveyards and the precise rituals needed to correctly venerate the dead were lost in the chaos of past Ages, so even when people try to keep their ancestors from turning to the Lich King, they are not always successful.

Depending on how you obtained it, this book might be the product of decades of reconstruction and investigation by the best Imperial historians and the theologians (aided by the Priestess herself), or it might be a musty original from the libraries of the Necropolis. Either way, it contains hundreds of different rites and rituals, each keyed to a particular region, graveyard or even a particular family. Many of the rites are lengthy or require specific offerings or sacrifices.

On a full heal-up, roll a d6. On a 5-6, your diligent study of the *Imperial Book of the Dead* tells you there's a graveyard/tomb/burial site/ancient battleground/necropolis nearby. If you

go there and perform the necessary rites, you get a temporary 1-point relationship with the Lich King (the nature of this relationship is up to you – are you recruiting the neglected dead for his army, or placating them so they don't join him?). As a side effect of your duties, you get a +4 bonus to any checks relating to rites for the dead, the gorier bits of Imperial history, or when speaking to intelligent undead creatures.

It's considered high treason, not to mention tacky, to use this book to find tombs worth looting. Quirk: Pick a dead friend or relative to haunt you.

The top three reasons the dead return to plague the living, not counting evil necromancers – to complete unfinished business, to avoid their fate in the afterlife, and to complain that they didn't get the proper burial rites.

- Synix Alacostar, Wizard of Horizon

BOOTS, SHOES, SANDALS, SLIPPERS

Dead Man's Boots (recharge 11+): If you're knocked unconscious or otherwise rendered helpless or incapacitated while wearing these boots, then you get to pick a nearby enemy and make a +10 attack vs. MD against that foe (champion: +15; epic: +20). If you hit, that foe takes a fancy to your boots and tries to loot them from your unconscious body at the earliest possible opportunity. The enemy won't take absurd risks to get the boots, but might choose to go after your boots rather than pressing the attack against the rest of the party. You'll probably occupy your target for at least one round.

The magic of the boots works best against greedy humanoids. Targeting a foe that wouldn't normally wear boots or care about fashion means a penalty on your attack (GM: -4 sound good to you?). Targeting the sort of foe for whom looting the bodies is second nature gives a bonus to the attack (so, using the boots on goblins, kobolds, bandits, thieves, ghouls or adventurers is worth +4 or so).

On a natural 20, then the chosen enemy is so obsessed with the boots they become *confused* (save ends). Quirk: Hey, these *are* really nice boots.

Gravewalker's Shoes: When you move, everyone nearby feels a sudden, inexplicable chill that seems to be in time with your footsteps, as if you're walking on their grave right now. You get a bonus of +2AC against opportunity attacks provoked by movement, but this bonus is lost for the rest of the turn if one of the opportunity attacks hits. Quirk: You disconcert and discomfort people just by being there.



CLOAK, MANTLE, CAPE

Mantle of the Necromancer: Undead creatures take a -2 penalty to their attacks against you if they are also engaged with one or more of your allies. Quirk: Ghosts and other undead spirits regularly petition you for aid.

EPIC

Cloak of the Dead World (quick action – recharge 11+): When you hit a nearby foe with an attack, your cloak engulfs them and draws them into a nightmare realm. Survivors have reported seeing a dead world of grey desolation, inhabited only by shambling zombies ruled by the Lich King from a citadel of bone. The vision inflicts 4d10 psychic damage on your enemy. The target is swallowed by your cloak and vanishes from the battlefield until the start of their next turn, at which point they emerge at a point nearby of your choice. Quirk: Spouts apocalyptic prophecies about how we're all doomed, utterly doomed.

STAFF

CHAMPION

Staff of Destruction (recharge 16+): This white-metal staff is topped with the skull of a wizard of prodigious power, probably a lieutenant of a former Archmage. It laughs maniacally and blazes with unholy light when you activate the staff. Any creatures damaged by your attack this round that have 20 or fewer hit points remaining afterwards are instantly torn apart

by the power of the staff (epic: 40 hit points or fewer). Quirk: Prone to acts of pointless malice.

SYMBOL, HOLY RELIC, SACRED SICKLE

Symbol of the Dead King: If one of your spells would daze an undead creature, that creature becomes confused instead for the same duration. Quirk: Imperious and curt when dealing with 'underlings'

WAND

Deathmark Wand (quick action – recharge 11+): This ghastly wand resembles a bony finger. When you activate the wand, you must nominate an enemy on the battlefield. Your next attack on that enemy inflicts 1d4 extra negative energy damage for each round since you nominated the foe (champion: make those d6s; epic: d8s). So, if you mark a foe for death in the first round of combat, but then don't attack that foe for five rounds, your attack on that enemy will benefit from 5 extra dice of negative energy damage, hit or miss. Quirk: Enjoys watching others struggle or run.

WEAPON

Haunted (recharge 16+): An unquiet spirit haunts your weapon. At the end of your turn, if you did not make an attack, the ghost may make a basic attack using the weapon as a free action, using a +5 as its attack bonus (champion: +10; epic: +15).

This basic attack may not trigger flexible attacks; treat it as if an ally was attacking an enemy, and it doesn't benefit from the escalation die. Quirk: It's a talkative ghost. Or maybe it just screams in your ear all the time. Either way, you're the only one who can see or hear it.

CHAMPION

Of the Threshold (recharge 16+): When you slay a foe with this weapon, that enemy does not die immediately. Instead, they become hampered (basic attacks only) and take one last turn immediately after this one. In this terminal turn, you get to choose what the dying creature does, as it's animated by the necromantic power of your weapon. Once the creature's last turn finishes, it dies. Quirk: Obsessed by your own tomb, and driven to build a bigger and better one so you are never forgotten when you die.

WONDROUS ITEM

Boneservant (recharge 16+): You have a skeletal manservant. Technically, it's an undead spirit animating a skeleton – if your skeleton is destroyed (your manservant's skeleton, that is – if your own skeleton's destroyed, then that's a whole other problem), then the spirit flies off and finds another skeleton or corpse to animate. The boneservant uses the stats for a Decrepit Skeleton (page 246 of the 13th Age rulebook), so it's not much use in a fight. However, it is semi-intelligent, untiring and magically bound to service you, no matter what you do to it or how many deathtraps you make it spring.

You only need to roll to "recharge" the boneservant if it's destroyed – the roll determines how long it takes the spirit to find a new corpse. The animating spirit is familiar with all the skills needed by a personal servant, albeit one from a previous Age. Quirk: Takes joy in the suffering of underlings.

ADVENTURE HOOKS

Unwanted Gifts—The adventurers are about to face some terrible trial or climatic battle. On the eve of this confrontation, an agent of the Lich King visits them. She brings them gifts from the One-Eyed King – a set of *armor of animation* for each of them. Is the Lich King trying to help them after his own cold fashion, or is he plotting to bring them under his control by setting them up to perish in battle?

City of the Dead—A group of miners accidentally break through into an ancient tomb, and call the adventurers in to clear out a few pesky undead. The adventurers soon discover, though, that this lost tomb is only one small part of a vast buried necropolis, a catacomb of graves and tombs that stretches underground for miles. They've just desecrated a small part of this graveyard – which means the Lich King can now influence it. How can they undo the damage and stop him raising up a vast army of the dead?

Revenge of the Boneservant—Of all necromancers, Zangor the Bone Prince is reputed to be the most cruel and depraved. In fact, the adventurers have proof of Zangor's madness standing in front of them, in the shape of a skeleton. Zangor's boneservant has grown tired being abused and mistreated by the necromancer, and now offers to conspire with the adventurers to murder his master. The boneservant claims it can get them into Zangor's fortress without being detected, and then all they need to do is fight past a few guards, break into Zangor's crypt, and put an end to the necromancer while he sleeps. A just and fitting fate for the necromancer – unless this is all some twisted trick by Zangor to lure the adventurers into a trap!



ORC LORD

The hordes of the Orc Lord include many shamans and orc wizards, and they forge lethal magic weapons and blood-drenched talismans for his chosen champions. Orc magic may lack the subtleties and refinement of civilized wizardry, but there is a power in the savage magic of sacrifice and slaughter that more than compensates.

In addition to these orcish items, the Orc Lord's armies have sacked dozens of other kingdoms and empires. Their path across the face of the world scrawls a bloody history of conquest and slaughter; he carried off arcane wonders and relics from a hundred cities before he razed them to the ground. He understands the virtue of concentrated force – if putting those captured weapons and artifacts into the hands of his warriors can hasten the fall of the Dragon Empire, then he shall be generous in distributing tools of magical devastation.

ARMOR, ROBE, SHIRT, TUNIC

Armor of Scars: This 'armor' consists of magical brands and scars that strengthen your flesh until it becomes as tough as iron. You gain the bonus to AC even when naked, and this armor cannot be removed. You may wear other armor over it, but magic bonuses to AC don't stack – use the best one. The armor of scars only takes up a chakra if it's the most powerful magic armor you're wearing. Quirk: Stoic in the face of pain.

Dragonhide Shirt: This shirt gives resistance 12+ against either fire, lightning, acid, cold or poison, depending on whether the dragon whose hide you're wearing was red, blue, black, white, or green. Presumably, once the Orc Lord's armies go up against the Emperor's dragon-riding cavalry in earnest, there'll be a lot more brass, bronze, silver, and gold shirts in the mix.

Wearing a dragonhide shirt gives a -4 penalty to any Charisma skill checks when trying to negotiate or placate a dragon. Quirk: You can only get comfortable when lying on coins and jewels.

ARROW, CROSSBOW BOLT, SLINGSTONE

Barbed Arrow of Disruption: An enemy hit with this arrow stops counting as an ally to its allies, so it cannot benefit from group abilities, bard songs and similar abilities. A hard save (16+) at the end of your turn ends this disruption.

BELT, SWORDBELT, KILT, GIRDLE

Taskmaster's Belt (recharge 6+): This ugly iron belt is of benefit only when partnered with a magic weapon that deals extra dice of damage when a particular condition is met. From the 13th Age rulebook, examples include weapon properties like *abandon* (extra damage on your first attack), *greater striking* (extra damage when the escalation die is 3+), *haughty* (extra damage when fighting the most dangerous foe on the field), *vanity* (extra damage when you're the only one engaged with a foe) or *vengeance* (extra damage when you're staggered). Activating the belt lets you ignore your weapon's condition for one attack. Quirk: Intolerant of the failings of others.

Belt of Skulls (quick action – recharge 16+): This belt is empty when found. Once per level, when you defeat a foe whose level is higher than yours, you may mount that foe's head on your belt as a trophy. (The belt's magic shrinks the head to fit.) You may activate the belt when you make an attack; instead of rolling the dice, your natural attack roll is equal to 5+the number of skulls on the belt. Large monsters count as two skulls; huge monsters count as three skulls (so, theoretically, you could get a natural attack roll of 35 if you have 10 huge skulls on your belt.) You may not swap out skulls – you must stick with your original trophies. Quirk: Haunted by ghostly voices from the skulls.

GAMEMASTER

"This belt is empty when found."

So, where did all the previous owner's shrunken skulls go?

BOOK, SCROLL, TOME, GRIMOIRE

Chained Grimoire (recharge 16+): According to wild tales told by refugees who flee before the Orc Lord, his legions have already conquered many lands, and in each land they enslave wizards and sages and force them to write down their secrets in one huge bloodstained book. This tome, the *chained grimoire*, holds the secrets of dozen of cultures. Whether or not that's true, you can use this book to create freeform rituals based on the spells and spirits of distant lands. You still need to expend a spell of the appropriate level to fuel the ritual, but the effect of the spell need not be connected to the effect of the ritual. Quirk: All too willing to get your hands dirty when it comes to ritual magic. The more blood and gore involved in the magic, the better.



BOOTS, SHOES, SANDALS, SLIPPERS

Clawed Boots (*move action – recharge 11+*): The lion-fur that lines these boots conceals magical bone claws that sprout from their ankles. You may leap upon a foe of equal or greater size while wearing these boots; when you do so, the claws dig in and keep you attached to that enemy. The enemy has a -2 penalty to attempts to disengage or pop you free, and if the enemy does disengage by any means, your boots inflict 1d10 damage on it automatically (*champion*: 2d10; *epic*: 4d10). Quirk: Likes high places and elevated positions.

EPIC

Throne-treading sandals: The power of these magic sandals grows when you face enemies of great power and authority, as you become a remorseless, unstoppable force that threatens to overthrow their kingdoms and tread their jeweled thrones beneath your feet. When facing a foe who is a ruler of some sort (a Leader-type monster, a noble, a tribal chieftain, a king, the ruler of a dungeon), you may ignore being stuck or teleported. The boots don't cancel the effects that teleported you or made you stuck – if an attack normally inflicts 50 damage and the stuck condition, you still take the damage, but you don't get stuck. Nothing can stop your inevitable advance towards your foe. Quirk: Melancholy.

CLOAK, MANTLE, CAPE

Mantle of the Warlord (*quick action – recharge 6+*): When fighting alongside allies that don't normally get to add the escalation die to their attacks (summoned monsters, ranger's pets, druids in animal form, most NPCs, those suffering from fear), you may choose at the start of your turn to give up the bonus from the escalation die until the start of your next turn. If you do so, all nearby allies who could not otherwise do so may add the escalation die to their attack rolls. Quirk: Shouts like a drill sergeant.

Scout's Cloak: Gives +2 to attempts to hide in darkened areas, or at night. You may share this bonus with up to two other nearby allies. Quirk: Paranoid.

CHAMPION

Cloak of Escape (*recharge 11+*): The wearer seems to almost vanish in the billowing black folds of this overlarge garment. When included in the list of targets for an attack that strikes multiple targets, if there is at least one nearby ally who is a valid target for that spell but is not already targeted by it, you may use the *cloak of escape* to force the attacker to choose another target instead of you. For example, if an enemy casts a spell that targets two nearby creatures, and there are two other player characters nearby, you may use the cloak to ensure the spell attacks the two of them instead of you. Quirk: Gregarious.

GLOVE, GAUNTLET, MITT

Gauntlets of Maiming (*recharge 16+*): These nasty, spiked gauntlets are invariably caked with blood and gore, no matter how much you scrub them. When you inflict a critical hit that does not kill your opponent, you may describe how your attack is especially painful, and may involve chopping off limbs or skewering organs. The GM might even let this *hamper* or *daze* your enemy, or give a penalty to a particular special attack ("how's that *manticore* going to make a *tail spikes* attack now that I've cut off his tail!"). Quirk: Squeamish and gentle outside of combat.

Gloves of the Low Blow (*recharge 6+*): Sparks and tendrils of chaotic magical energy crawl around these gloves, like coiled snakes waiting for the moment to strike. When you make a melee or ranged attack on a foe that's vulnerable to a particular type of damage (like vulnerable to fire or vulnerable to holy), then the gloves magically make your attack do that sort of damage. Quirk: Refuses to admit pain or weakness.

CHAMPION

Siege Engine Mitts (*standard action – recharge 11+*): When you throw a stone from these heavy leather gloves, the magic of the mitts imbues it with as much weight and force as a boulder hurled from a big siege catapult. You may make a basic ranged attack by throwing a pebble, but your projectile also inflicts lots of collateral damage on the surrounding scenery. You can smash down castle walls, break down doors, collapse ceilings or tear huge holes in the ground by flinging a tiny piece of rock. Quirk: Loves ball games, especially ones that involve knocking down targets.

*: Here's how: "You cut off the manticore's tail, and it falls thrashing to the ground! It spasms, and shoots spikes everywhere! But especially at you!"



HELMET, CIRCLET, CROWN, CAP

Helm of Infamy: Helmets of this type are always distinctive in design – maybe yours has horns, or is made to look like a snarling beast, or has a noticeable crest or is painted an unusual color. Anyway, it's immediately recognizable. When you defeat a group of enemies who are all of the same type (all goblins for example, or, all elves, or all zombies, or all serving the same master), then as long as you let one of them survive to spread your legend, then your attacks deal an extra +1d4 damage against all creatures of the same type who have heard your legend. At the adventurer tier, that generally means 'in the same tribe, clan or army, or living in the same dungeon'.

The helmet only affects one type of foe at a time. If you're the infamous bane of the goblins of the Hag Caves, the helmet has no effect on other creatures in the Hag Caves who aren't goblins (or goblins from outside the Hag Caves).

The champion-tier version of the helm ups the damage to +1d6, and your legend spreads to a whole region. You might be feared by every spider in Spiderwood, or every lizard man in the Fangs, or every demon in the Red Wastes.

The epic-tier *helm of infamy* increases the damage to +1d8, and you strike terror into the hearts of your chosen prey across the world. Even foes of that type who have never heard of you are instinctively scared of your dreadful visage.

You can change the type of foe affected by the helmet, but you must win a significant victory against that type of foe to build a new infamous reputation before you get the bonus. Your previous victims breathe a sigh of relief that their cultural bogeyman has moved on to a new set of targets, and are no longer terrified of you. Quirk: Enjoys intimidating people.

NECKLACE, PENDANT

Spirit Fetish: This leather bag binds and constrains a spirit of some sort. Choose the type of spirit when you gain the item. The spirit tugs on your soul, giving you a +1 bonus to saves in certain situations. For example, a spirit of fire gives you a +1 bonus to saves against cold-based attacks. A spirit of battle might help you make saves against effects that stop you fighting and killing, but wouldn't care about *confusion* as long as you're still hitting people. Quirk: Depends on the spirit.

CHAMPION

Spirit Channeling (recharge 16+): This potent talisman lets you call on powerful elemental spirits. To use it, you must touch a magic item whose powers are expended and so is in need of a recharge. By placing a powerful spirit in the item, you automatically recharge it and it can be used again in this battle. However, the super-charged item now permanently counts as two items rather than one for the purposes of determining how many magic items you can safely carry (but not for how many times you can use it – you're trading a once-off recharge for a permanent downside).

You can repeatedly recharge an item using this talisman, but each time you add one to the 'item count' of the charged device.

A kind GM might let you infuse yourself or an ally with a spirit, allowing immediate recharge of a power. A cruel GM will

definitely let you stick wild elemental spirits into your fellow PCs. Sure, recharge that power. Take another hit. What could go wrong with welding elemental spirits to the souls of your friends?

Oh, if you try recharging a *spirit channeling talisman* with itself, it explodes and becomes a howling gate to the spirit realm. Quirk: Eager to be helpful.

RING

Ring of the Bloody Swathe (quick action - recharge 6+): The huge ruby in this ring glows hungrily when you call on its power. Activate the ring when you defeat three or more foes with a single attack. After the battle, you may apply the number of foes dropped with that single attack as a bonus to any recharge rolls made after this combat. Quirk: Battle-hungry.

SHIELD

Warleader's Shield: Nominate two allies at the start of battle. Their maximum (and current) hit points are raised by 2 (champion: 5; epic: 13) until the end of the battle. Quirk: Considers possessions to be held in common among members of the party.

CHAMPION

Shield of Crashing Thunder (recharge 16+): This ringing noise of this heavy steel shield echoes across every battlefield where the Orc Lord's forces have fought and died. When an enemy makes a melee attack on you, you may inflict thunder damage on all engaged creatures (both enemies and allies) equal to the natural attack roll. Quirk: Hard of hearing.

STAFF

EPIC

Spellbane Staff (standard action – recharge 11+): This staff was originally a simple tree-branch used as a walking-stick, but now it groans beneath the weight of hundreds of magical talismans, wands, holy symbols and other arcane tokens taken from defeated spellcasters. It has become a symbol of the Orc Lord's triumph, and can only be used by those who have at least a 1-point relationship with him.

When you activate the staff, you gain the *counter-magic* spell (13th Age core rulebook, page 149) and may use it any number of times per battle, until you miss with it or cast a spell that isn't *counter-magic*. You also deal 3d6 psychic damage when you hit with *counter-magic*. Quirk: Collects trophies from the defeated.

SYMBOL, HOLY RELIC, SACRED SICKLE

Fanatic's Symbol: The sight of this symbol spurs those who see it to greater acts of devotion to their cause. Anyone nearby feels more devoted to their chosen faith or creed, becoming more willing to commit perilous or bloody deeds, and less willing to compromise or tolerate the ways of others. Quirk: Sees the hand of the gods everywhere.

WAND

Rushlight Wand (recharge 6+): When you hit a target with a ranged spell, you may cause that creature to glow from within for the rest of the battle with a bright light, as if their blood had caught fire. This glow makes it very difficult for the target to hide (-4 penalty to attempts to hide), and even invisible creatures shed some light (miss chances are halved). Quirk: Likes to make things burn.

WEAPON

Hungry (any weapon): You deal +1d6 damage with this weapon on all hits after the first time you hit with it in a round (champion: +2d6; epic +4d6). So, opportunity attacks, cleaves or extra attacks from powers like *haste* or *hack & slash* can trigger this weapon's bonus damage. Quirk: Short attention span.

CHAMPION

World-Rending Axe (+2 greataxe - quick action - recharge 16+): This massive two-handed axe never needs sharpening, as its edge is already keen enough to cut through the fabric of reality. When you inflict a critical hit, you may *teleport* to any nearby location you can see by slicing a hole in the world and stepping through it. This ability lasts for the rest of the battle. Quirk: Feels alive only in battle.

EPIC

Sword of Ruin (+3 greatsword): Until recently, the Orc Lord's personal executioner carried the *sword of ruin*, but she and the blade vanished mysteriously, and the dread weapon's current whereabouts are unknown - which means no Icon or ruler in the land can sleep soundly. The *sword of ruin* is the bane of kings and the unraveller of empires. If it's used to kill someone with authority over or ownership of a domain of any kind, it curses that domain. Armies lose their courage; castle walls lose their strength; places of magic lose their power; people lose their faith and even the land loses its vitality and becomes desolate and barren.

For example, if the *sword of ruin* killed the Imperial Governor of a seaport, then that town's walls might crumble. Its defenders might lose heart, its ships might sink or its fishing fleets might find the seas unaccountably empty. The precise manifestation of the sword's curse varies, but it always brings ruin and destruction. Any domain, no matter how large or small, is vulnerable to ruin. If it killed a peasant, it blight only that peasant's field and leave the rest of the farmland nearby untouched. If it killed the Emperor... well, that would be one way to end a campaign.

The *sword of ruin* only works if it kills with a critical hit or a coup de grace. Quirk: Hates to be given orders.

WONDROUS ITEM

Dice of Fate (recharge 16+): Looted from a nameless city far to the north of the Dragon Empire, these three green dice bear weird glyphs instead of pips or numbers. Before a battle, you may cast the dice to affect your fortunes. Roll all three dice. Pick one of them and keep it - during the battle, you have a number of +1 bonuses equal to the value on the die that you can apply

to your d20 rolls or the d20s rolls of your allies. So, if you take a 5, you've got 5 +1 fate bonuses that you can use on any roll. You have to apply the fate bonus before you roll, and you can only use one of these fate bonuses on a roll.

The GM picks the second die. This second die works the same way, but the GM gets to give those fate bonuses to your enemies in the battle.

The value of the third die, the one neither side picked, warps the skein of destiny in the battle. Consult the table below for inspiration.

- 1: Unchanged Fate - nothing weird happens.
- 2: Two paths diverge - you'll be faced with a terrible choice during or soon after the battle.
- 3: A third side - there's another faction at work here, beyond the enemies you know about, and they'll show their hand soon.
- 4: Death - this battle will have lasting and terrible consequences. Don't count on being able to flee.
- 5: The elements in turmoil - the weather or some other elemental force is going to play a major role in this battle
- 6: Wild Chaos unleashed. GM's whim.

Quirk: Can't resist a wager.

ADVENTURE HOOKS

False Dawn—For six days, the orcs laid siege to Barant's Tower, an Imperial keep on the borderlands. The leader of the orcs was a brute named Crackskull, who wore a dread *helm of infamy* and struck terror into the hearts of all the soldiers who manned the tower's battlements. Now, the orcs have suddenly retreated - and, more worryingly, the unnatural terror generated by the helm has also lifted. What new foe has Crackskull found that's more important than the Imperial legion?

Dice Gone Wild—Through the machinations of the Prince of Shadows, a set of *dice of fate* ended up in Shadowport. Unfortunately, one of the dice has gone missing. Doubtless, it's on some gambling table in a dingy dockside bar - but every time that die gets thrown, it spits chaos and wild magic into the world. The adventurers must find this missing die before someone rolls a hard six.

The Enemy of my Enemy—A half-orc shaman approaches the adventurers under a sign of truce. He explains that he used a *spirit-channeling talisman* to strengthen his daughter, a famous half-orc warrior and commander. However, he was tricked by a deceitful demon, and accidentally bound the demon to her soul. She's gone mad with power, and is on the verge of starting an orcish civil war. He needs the adventurers to help exorcise the demon without the other orcs knowing of his daughter's curse. If they help, he'll bring her into the service of another Icon, like the Crusader or the High Druid. Do the adventurers aid the old shaman in rescuing his daughter, or do they take advantage of the situation and help foment chaos in the Orc Lord's legions?

PRIESTESS

Santa Cora is alive with miracles and relics since the arrival of the Priestess. Some of these treasures were made by clerics and sorcerers devoted to the Priestess; others are ancient holy relics stirred to new life by her divine presence. Other gifts of the Priestess were once ordinary, unenchanted items that she blessed with power and purpose. The favor of the Priestess can work wonders beyond understanding – but not beyond the reach of faith.

ARMOR, ROBE, SHIRT, TUNIC

Blessed Robes (light armor - recharge 11+): When an attack hits you, you gain a +4 bonus to all Defenses until you attack or until you are hit again. Quirk: Sings or hums hymns when nervous.

of Divine Passage (quick action - recharge 6+): When activated, this armor glows with holy light. You gain a +5 bonus to attempts to disengage from undead or demons. If an undead or demon intercepts you, you may avoid the intercept and move past without provoking an attack of opportunity if you roll an 11+ on a d20. This effect lasts until you stop moving. Quirk: Hates to be confined.

Martyr's Armor (free action - recharge 6+): If you are knocked unconscious or slain, you may apply your armor's magic AC bonus to an ally's AC for the rest of the battle, or until you are revived. This bonus stacks with any protection given by the ally's magic armor, if any. Quirk: Casts away unneeded worldly goods.

ARROW, CROSSBOW BOLT, SLINGSTONE

Arrow of Judgment: When you hit an enemy with this arrow, you receive a brief moment of insight into the foe. You might see something they've done recently, or learn why they're in this battle, or glimpse something of their plans. You may then choose to either add another +1d6 holy damage onto the attack (champion: +2d6; epic: +4d6) or deal your miss damage instead of your hit damage.

Slingstone of Courage: This ammunition deals +2d10 damage when it strikes a foe from a higher tier (so, if you're an adventurer-tier character, you deal the extra damage when you hit a creature who's 5th level or higher.)

BELT, SWORDBELT, KILT, GIRDLE

Girdle of the Gods (recharge 11+): When you first receive this item, pick the god it's dedicated to. You may heal using a recovery when you perform an act pleasing to that god, or

It's all miracles now. We're cursed by blessings. You can't walk down the street without passing six prophets – four mad, one genuine, and one mad and genuine – not to mention a dozen pilgrims, a few divinely inspired heroes, and a being of pure light that tumbled down from heaven. And do any of them by chamberpots from me? No. Minds on higher things, you see. No time for base physical needs.

I thought it was bad when my wife became the avatar of some goddess of death that no-one's worshipped in nine Ages. Before that, my daughter ran off to the Red Wastes to join the children's crusade, and fight demons with toy swords and sticks – and the last I heard, they were winning. But no, it got really bad when the Priestess blessed my store. Like I said, I make chamberpots. Only now, no matter how hard I try, every one of 'em I make has these perfect images of the dwarf gods of smithcraft on 'em. Perfect, divine images, so beautiful you'd weep.

Only I can't very well sell them, can I? They're chamberpots. Know what the dwarf clerics would do to me if people started peeing on the sacred beard of the smith-god? I swear, if one thing gets weirder around here, I'm going to go adventuring for a taste of normality.

- Barto the Potsmith, formerly of Santa Cora

So you're saying, this town is going to the gods?

- Hresta, half-elf ranger

when you're in or near a place associated with that god. So, if you pick a war god, then the belt might let you rally after you slay a foe. If you pick a harvest god, then you get to rally when defending farmland, or at the end of summer (or maybe you can argue that, symbolically speaking, it's the autumn of the encounter when the escalation die is 5+, so you can heal then.) Quirk: Bound to observe religious holidays. *All* of them for the god in question, no matter how obscure or moribund.

Sash of Subtle Arguments (recharge 6+): Minute inscriptions of obscure philosophical debates cover both sides of this silken belt. You may ignore any one condition affecting you until the start of your next turn. You don't suffer the penalties or ongoing damage from that condition, but you may not make a save against that condition if it allows a save. Quirk: Delights in getting into arguments.

BOOK, SCROLL, TOME, GRIMOIRE

Hymnal of the Divinities: This item allows its bearer to roll to sustain bard songs sung by an ally. Both you and your bard ally get to make a roll to sustain; as long as one of you succeeds, the song may continue. You may keep sustaining a song even if the bard is dead, unconscious or otherwise unable to sing. Quirk: Puritanical, especially when it comes to frivolous entertainments.

Litany of the Light (recharge 6+): In order to benefit from this book's effect, your character must have recently preached or recited an extract from it to your allies, so it's of no use when ambushed or if you don't have time to prepare for battle. When you cast a divine spell that targets more than one ally, you may target one additional ally who listened to your preaching earlier. Quirk: Loves the sound of your own voice.

EPIC

Tome of Enlightenment: If you believe the tales, the Priestess wrote this book herself, and it explains the meaning of life. However, everyone who reads it describes the contents differently, as if there's a unique book for every living soul. Your particular copy makes perfect sense to you, though, so it must be the true *tome*.

When you prepare spells, you may leave one slot empty. You may fill that slot with a spell whenever you need it. So, you could leave one ninth-level cleric spell slot free, and fill it with *resurrection* if a party member dies, or *overworld travel* if you need to get somewhere in a hurry, or a 9th level *turn undead* if you're ambushed by the Lich King's forces.

(If your class doesn't have spells, you may leave a power or feat slot empty when you level instead.)

Quirk: Loves abstruse philosophical arguments and theological debates.

BOOTS, SHOES, SANDALS, SLIPPERS

Boots of Joy (recharge 6+): These elegant boots lighten your heart, and make you want to dance at every opportunity. You may take a free move action immediately when you roll a natural 20. Quirk: Merry.

Shoes of the Pilgrim (recharge 11+): You'll always find friends and shelter on the road. When travelling along an Imperial highway towards a shrine that you intend to visit (and there's always a shrine or temple or holy site somewhere), you may reroll any relationship dice that rolled a 4 or less. Quirk: Always thirsty.

CLOAK, MANTLE, CAPE

Cloak of Shelter (recharge 6+): One nearby ally may use one of your Defenses (AC, MD or PD) when targeted by an enemy attack. The choice to substitute your Defense for theirs must be made before the attack; however, if the attack hits, the cloak's power is not expended. Quirk: Attract those in need of alms and aid everywhere you go.

Mantle of Divine Grace (recharge 6+): Negates 15 points of negative energy damage you would otherwise suffer from an attack (champion: 30 damage; epic: 60 damage). Quirk: Innocent and unworldly.

GLOVE, GAUNTLET, MITT

Gloves of the Healing Touch (standard action – recharge 16+):

These pearly-white gloves are usually splattered with dried blood and the mud of the battlefield, but shine all the brighter for it. When you cast a healing spell (or use a power that heals in a similar way, like *lay on hands*), you may touch an additional target. That extra target also gets the benefit of the healing effect. Quirk: Martyrdom complex.

HELMET, CIRCLET, CROWN, CAP

Soulshield Helmet: The MD bonus from this helmet is doubled against attacks from demons. Quirk: Fastidious about personal cleanliness.

CHAMPION

Circlet of Revelation (recharge 11+): When you're hit by an attack that targets MD, you can take half damage from that attack. However, in that moment, you're blasted by a divine revelation or vision so profound you cannot ignore it. The GM may describe the vision, or ask you to do it, or get another player to provide it, or use some other random method like flipping through the 13th Age rulebook and having your character 'see' the first picture you come to. Whatever that vision is, your character is temporarily obsessed with it. Quirk: This item's really just a bit bundle of quirk wrapped in a little bit of damage mitigation. It's pretty quirky already.

PECKLACE, PENDANT

Periapt of Faith (recharge 16+): Only clerics may use this item. This small pebble on a simple silver chain holds an inextinguishable spark of faith, and meditating on it can renew the spirits of those who are broken and exhausted. If you have no daily spells and no domain invocations remaining at the start of a battle, you may use this item to immediately regain one daily spell.

(Champion: You can instead choose to regain one domain invocation; epic: recharge 11+). Quirk: Irritatingly serene.

RING

Ring of the Imperial Cult (recharge 16+): In the 13th Age, the Empire permits near-total freedom of religion – any god or divine power may be worshipped, as long as the worshippers do not break Imperial laws in their devotions (so, no demon-summoning, no human sacrifice, no meddling with the Archmage's magic wards). It was not always so – previous Emperors tried to impose the Imperial Cult on the people, and demanded that they be worshipped as gods and deified

after death. The Imperial Cult was discredited centuries ago, and now survives only in isolated villages and among various eccentric families in Axis and Glitterhaegen. (Indeed, some whisper that the cultists have turned their allegiance to the “true” Emperor, the One-Eyed King who rules from the Necropolis...) Still, it is one of the faiths of the Empire, and so it has a place in the Cathedral.

With this ring, you may turn a relationship roll of a 5 or 6 with the Priestess into a 5 with the Emperor (or, if the GM’s feeling malicious, the Lich King). Quirk: Obsessed with Imperial histories and genealogies.

CHAMPION

Eternal Ring of the Cathedral: This ring is made from the same otherworldly substance as the rest of the Priestess’ glorious Cathedral. It was cut from the walls of the shrine or wing dedicated to your character’s particular deity, assuming there’s a place in the Cathedral for whatever or whoever you worship (and if there isn’t, that raises all sorts of questions about hidden wings and secret labyrinths beneath Santa Cora). By invoking the power of this ring, you open a mystical connection between yourself and the Cathedral, allowing you to channel divine power. The effects of this vary wildly depending on which deity you’re plugged into and your situation when you invoke the ring. In general, you can expect the best results when you call on your deity when you’re in dire need *or* have just done something exceedingly pleasing to their eyes, and when you use the ring in situations where your god holds particular sway. So, calling on a weather god to quell a storm works well; calling on one to help you find your way out of an underground maze is likely to be less effective. As a rule of thumb for beleaguered GMs, divine intervention should be on a par with a double-strength Icon benefit.

Once used, the ring must be recharged by returning to the Cathedral – ideally with a suitable offering or trophy to honor the shrine to your deity there. Recharging it more than once per level may have adverse effects on the Cathedral’s divine workings. Quirk: You come to resemble your deity more and more. That’s good news if you’re worshipping a god of youth or beauty. Less so for devotees of the sacred toad.

SHIELD

Shield of Peace: In combat, regain hit points equal to the value of the escalation die at the start of every round (champion: twice the escalation die’s value; epic: three times the value). This stops as soon as you make an attack or otherwise inflict any damage on an enemy. Quirk: Always thinks the worst of people.

Shield of War (recharge 6+): Until the end of your next turn, you and anyone engaged with you when you trigger the power cannot regain hit points by any means – no healing spells, no regeneration, no rallying. Quirk: Single-minded.

STAFF

CHAMPION

Staff of Prophecy (recharge 16+): This ornate ivory staff is decorated with thousands of tiny letters, whose endless combinations and recombinations encapsulate every possible prophecy. You may only glimpse a fraction of the full divine insight contained in the staff, but it’s enough to give you an edge. When you activate the staff, pick three combatants – allies or enemies – and roll 1d20 for each of them. That d20 is the natural roll they’re going to make for their next attack. So, when a target of your prophecy makes an attack, they don’t need to roll the die – they just take the d20 you rolled for them and use the value shown on it.

The vision only looks into the immediate future – if any of the targeted creatures don’t make an attack by the end of your next turn, discard the value you rolled for them.

The staff doesn’t give you any special power to affect the future, it just gives you a brief insight into likely outcomes. Quirk: Speaks in riddles.

GAMEMASTER

When it comes down to it, prophecies are about as solid as promises. The staff of prophecy lets you replace someone’s ‘basic’ d20 roll. If they’ve got a way to reroll it, they can still do so despite your soothsaying. If the target’s rolling extra d20s for some reason, like a raging barbarian, then you only replace one of their dice. The other dice are still wild cards, so to speak.

EPIC

Staff of the Gods (recharge 16+): This staff allows you to call on the gods directly when casting a spell. Either the god you name channels their power through you, or they manifest in person through the magic of the staff to deliver the spell on your behalf.

You’ve got to describe the god or divine entity you’re channeling, and the GM will add on a suitable bonus effect to the spell based on the god. Say you’re casting *javelin of faith* at a foe, and you use this staff to invoke Thor. Maybe the clouds part and everyone sees a giant thunder god flinging a hammer at your target (adding in a juicy thunder damage hit on all enemies adjacent to the target), or everyone sees that you’re suddenly dressed in holy armor and carrying a giant warhammer (giving you the effects of *hammer of faith* for one round).

GMs: there are probably very good reasons why the gods don’t actively intercede in the world all the time. This staff is a ghastly violation of whatever divine laws exist – feel free to play merry hell with the fabric of reality every time it’s used. Quirk: None. You’re so awesome the gods themselves come running when you call – therefore, it’s absolutely unthinkable that so paltry an item as this one could ever affect your incredible mind. Let lesser beings have their quirks and foibles; such things are utterly beneath you!

SYMBOL, HOLY RELIC, SACRED SICKLE

Symbol of Exorcism (recharge 11+): This symbol is especially effective against enemies that assail the minds and souls of their victims. If you or any of your nearby allies are attacked by a enemy using an attack against Mental Defense, you may activate this symbol to get an additional +2 bonus to attacks and damage with divine spells targeting that enemy for the rest of the battle. (Champion: You also deal an extra 1d10 holy damage whenever you hit that foe with a divine spell; epic: 2d10 holy damage). Quirk: Seeks out creatures of darkness.

Symbol of Light (recharge 6+): When you cast a divine spell, your symbol flares with bright light for a moment, starkly illuminating your surroundings. When you cast a daily divine spell, that light is bright enough to *daze* one enemy engaged with you who has 50 hit points or less (champion: 100 hit points or less; epic: 250 hit points or less). This daze lasts until the end of the enemy's next turn. Quirk: Scared of the dark.

WAND

Wand of Pious Thaumaturgy (recharge 6+): Wands of this sort are marked with holy symbols and inscriptions that warn of the dangers of sinful magic. Your immortal soul is safe from corruption, though, thanks to this blessed and sanctified wand. You may use the wand to have a spell's damage be holy in addition to its usual damage types. That spell also counts as divine magic as well as arcane magic. Quirk: Ostentatiously pious and devout.

WEAPON

Bonecrushing Hammer (any bludgeoning weapon): This weapon's die type improves by one step when dealing damage to skeletons and any other creatures that are composed entirely or mostly of bare bones (liches, particularly worm-eaten wights, animated skulls, bone golems and the like). So, if a warhammer normally does d8 damage per level in your hands, it does d10 damage per level against bony foes. Quirk: Grimmer than a depressed dwarven gravedigger in the rain.

Lucky (any weapon – recharge 16+): If you miss, you can choose to make another attack on a different target instead of dealing miss damage. Quirk: Oblivious.

Of Providence (any weapon – recharge 16+): The gods guide your hand. Don't bother rolling the dice – you hit, if it's at all possible that your blow could somehow land. This is a basic attack, and doesn't trigger any flexible attacks or special abilities. Quirk: Much too trusting.



CHAMPION

Of Redemption: Once per level, when you defeat an enemy with this weapon, you may choose to redeem that foe instead of slaying them. The redeemed foe sees the transcendent divine glory of the gods of light, or the face of the Priestess, or maybe they just see the fiery hell that awaits them when they die. In any event, they immediately undergo a road-to-Santa Cora conversion to your faith and abjure their former ways. This conversion may be genuine and long-lasting, or it may wear off in time as your foe returns to their wicked ways, but in the short term at least, the defeated foe will give what aid and information they can. (The conversion process often involves short-term memory loss and confusion – seeing the light of the gods is a traumatic experience – so a converted enemy may not be as helpful as one might hope.)

Defeated foes have hits points equal to their level instead of being dropped to 0 hp, and won't fight for you. Pacifism and self-sacrifice are common side effects of forcible redemption.

Quirk: Unforgiving of the weakness of others.

WONDROUS ITEM

Saintly Reliquary: Somewhere inside this casket of gold and gemstones is the skull or other body part of a long-dead saint. Once per day, the saint intercedes on your behalf by casting a divine spell. As you're the bearer of the relic, and hence the saint's link to the land of the living, the saint's spell gets treated as though you'd cast it. So, if you're 7th level, the saint gets one 7th level spell per day, and uses one of your actions to cast it when in battle (it can cast the spell out of combat, or even as part of a ritual). You can pick the spell on the fly – it doesn't need to be prepared ahead of time.

The saint's spirit may also manifest to give you advice, counsel or just harangue you with sermons and religious curses, depending on the saint. At best, that's a +4 bonus to relevant skill checks. At worse, it's a headache. Quirk: You must continue the holy works of the saint, which usually involves lots of visits to temples, lengthy religious ceremonies, and curing the sick. If you're unlucky, martyrdom may also be on the agenda.

ADVENTURE HOOKS

The Accidental Relic—A merchant comes to the player characters in search of aid. Her ship, the *Swift*, recently arrived in Santa Cora. Unusually, the ship ran into a storm just as it neared the harbor. Unnatural winds and blast of lightning roared all around it, but the *Swift* made it through the tempest. However, as soon as it docked, the ship was seized by devotees of a storm cult. Apparently, one of their prophecies relates to a

ship that comes through a storm, and they've decided that the *Swift* is that holy vessel. To make matters worse, they may be right – ever since the storm, the ship hasn't felt right. Maybe it did become a holy relic. The problem is that there's a cargo on board that ship that needs to be unloaded and sold, and the cult aren't allowing anyone else onto the holy ship. The city watch of Santa Cora won't help, as they refuse to get involved in religious disputes. How do the adventurers recover the cargo without committing blasphemy against the storm cult?

The Gods Did It—A fellow adventurer is imprisoned for murder. The only argument he can make in his defense is a curious one – he claims that his weapon is a *sword of providence*. The gods guide his sword, not him. He didn't mean to draw the weapon and stab the baron in the heart. The gods made him do it. He begs the adventurers to clear his name by proving the gods wanted the baron dead.

The Challenge—A terribly powerful demon possesses an innocent child, and issues a challenge to the clerics and holy ones of the world. If none of them can dislodge the demon from the child's form before the next full moon, that will prove the supremacy of the infernal powers. However, if a cleric can force the demon to leave, then the demon will serve that cleric loyally forever. It must be a trick by the demon – maybe it intends to find the cleric who has the strongest faith, so it can undermine that faith while 'serving' at the cleric's side, or maybe the whole scheme is a distraction to draw holy spellcasters away from where they are truly needed. Whatever the demon is up to, the adventurers are given a potent *symbol of exorcism* and told to go spring that infernal trap...

PRINCE OF SHADOWS

It's best not to pry too deeply into the Prince's affairs. Maybe he stole all these items from great wizards and artificers over the years; maybe there's a secret bazaar of the wonderful where he trades stolen goods for magic; maybe he rifles the dreams of sleeping dragons or can condense items out of cobwebs and shadow. As far as you're concerned, they just fell off the back of a magic carpet and are available as a special one-time offer.

ARMOR, ROBE, SHIRT, TUNIC

Armor of Darkness: Shadows congeals around this armor, sheathing the wearer in a shell of darkness. This armor gives an additional +1 bonus to AC when the wearer is in the shadows (at night, or underground or indoors and away from any light sources). Its AC bonus is reduced by 1 when in direct sunlight or next to a light source. Quirk: Finds bright lights painful. Skin becomes alarmingly pale. Also, allergic to garlic.

Unremarkable Armor: While wearing this armor, you look like... well, the main distinguishing feature is the armor's... people chiefly remember that you... were wearing armor and... that's about it. In addition to being utterly unmemorable to casual observers, the armor makes you appear less dangerous in combat. If two or more allies are engaged with the same foe as you, their attacks that target only you take a -2 penalty. Quirk: All your deeds, good and bad, get attributed to other people.

ARROW, CROSSBOW BOLT, SLINGSTONE

Assassin's Arrow: +1d10 damage if you hit with this arrow during a surprise round. If you're a rogue, you may also apply your sneak attack damage if you hit with this arrow at any time.

Arrow of Invisibility: If you miss with this arrow, you become invisible until the end of your next turn, or until you attack, whichever comes sooner.

BELT, SWORDBELT, KILT, GIRDLE

Belt of Illusions (recharge 16+): This belt works like the wizard spell *disguise self*, altering your appearance by cloaking you in a magical disguise.

Unlike the spell, though, you can disguise yourself as a specific person without penalty. There's a trick to it, though – there's a leather pouch attached to the belt, and the illusion's based on whatever you put into the pouch. The more personal the item, the better.

Say you want to appear to be an orc warrior so you can sneak into an orc-infested dungeon without raising the alarm. If you pickpocket an orc guard and stick whatever orcs keep in their pockets into the pouch (gobbets of raw meat, probably, and fangs, and stones that look like they might be good for smashing skulls), then the belt obligingly disguises you as a generic orc warrior. However, if you could steal the tribe shaman's holy symbol, then the belt might disguise you as the shaman herself.

The illusion lasts for ten minutes, and whatever item you place in the pouch is consumed when the duration expires. Quirk: Insists on elaborate systems of passwords and magic wards to defeat rival shapeshifters and doppelgangers.

Unseen Swordbelt: Spells of blinding and hiding woven around the ornate scabbard on this belt prevent it from being seen or noticed by any except exceedingly powerful and cunning entities (epic-tier characters, or champion-tier characters who specialize in divination or awareness). With your sword or other weapon hidden on this belt, you appear to be unarmed until you draw it. Quirk: Takes unholy delight in making sword-based puns, as if subconsciously trying to draw attention to the invisible sword.

BOOK, SCROLL, TOME, GRIMOIRE

Codebook of Nefarious Machinations: Whenever your group suffers a campaign loss, you gain a temporary bonus relationship die with the Prince of Shadows. This die is lost once you gain some benefit from the Prince; you must then explain how your party's defeat played into the Prince's stratagems, and now you're getting your payoff. Quirk: Leaves apparently meaningless messages hidden in the most unlikely places.

No, really, it's a good thing we got shipwrecked. I can't tell you why, but trust me, it's all part of the Plan.

It's also a good thing that we were able to salvage this barrel of wine. That's not part of the Plan, I just want a drink.

- Stormcrow Jacen, not even bothering to pretend he's a "merchant" at this point.

BOOTS, SHOES, SANDALS, SLIPPERS

Boots of Convenience (recharge 11+): When you're not engaged, you may choose to temporarily be nearby or far away when targets are chosen for an attack, regardless of your actual physical position on the battlefield. So, you can be nearby the cleric when she casts heal, but then snap back to far away when



the evil spellcaster fireballs the area. Quirk: Whenever you visit a tavern or other gathering-place, you attract a retinue of sycophants and ne'er-do-wells who vanish whenever you might ask them a favor.

Surestep Boots (recharge 11+): There's always something to step on. When you activate these boots, you can be assured that your very next step will be onto something safe and solid, no matter the situation. If you step into a river of lava, you'll put your foot on a cool rock. If you jump down a cliff, you'll step on a ledge or a branch. Jump off a roof, land on a balcony or a flagpole. Leap into the ocean, and you'll land on a sandbank or a piece of floating wreckage or a trusty sea-turtle. Depending on the circumstances, the boots may give you a +4 bonus to skill checks related to unlikely swashbuckling and acrobatics.

Disclaimer: the magic of the boots is good for one (1) step. Any and all future steps are outside the purview of these magic boots. You can step off a flying realm and set foot on a seagull or a floating rock, but your next step after that is your own problem. (Here's where you start spinning the GM a yarn about how one of your backgrounds totally counts for riding a seagull while balancing on one leg.) Quirk: Impetuous.

CLOAK, MANTLE, CAPE

Cloak of Anonymity: While wearing this cloak, you blend in with crowds. People ignore you, and overlook anything else that's strange about you. You could be a ten-foot-tall fanged demon who constantly weeps poison, and no-one would look twice when you walked past them in the marketplace. The cloak's magic can't hide you if you do something out of the ordinary. If someone is specifically looking for you, you get a +4 bonus to checks to hide in the crowds. Quirk: Wants to do whatever common people do.

Beware! Beware! Monsters and demons walk amongst you unseen! They wear masks of flesh, or cloak themselves in illusion, so you do not see them as they work their evil. I say to you all – you are a slave to devils, and vampires feed on your children, and your soul is meat for the beasts of the hells, and you are blind, blind to all this! Only those blessed by the Dark Gods can see the truth! Join the Crusade, and the veils will be lifted from your eyes, and you can fight back against the invisible horrors that have ruled you all your life! Join us, and see! Join us, and fight!

- Erach, crazed preacher

CHAMPION

Cloak of Bilocation (recharge 16+): For the rest of the battle, or until you're taken out, there are two of you – or one, in two places at once. You don't get any extra actions, but you can divide your actions between your two copies as you wish. Everything's shared between the two – damage and conditions apply to both of you. You can engage multiple foes, but take a -4 penalty to any opportunity attacks you make beyond the

first each round. You can even both engage the same enemy for the purposes of powers like sneak attack.

When the battle ends, pick which you stays, and which one vanishes.

The epic version of this cloak gives you an extra standard action in the turn you activate the cloak. Quirk: You argue with yourself. And lose.

GLOVE, GAUNTLET, MITT

Detachable Gloves: You may remove your hand and send it scurrying across the ground like a five-legged spider. Not only is this hilarious at children's parties, but you may control your detached hand by remote thought, allowing you to perform actions at a distance. Even when on detached duty, your hand shares your allocation of actions, so if you want the hand to cover any distance, you'll need to spend a move action on it. You can't attack with your hand, but can cast spells through it that rely on touch. If anyone injures your hand, you suffer the damage.

You can reattach your hand by picking it up and touching it to your wrist. Quirk: Evil hand. Or good hand. Hand of opposite alignment to you, anyway.

Some years ago, it was fashionable in Glitterhaegen to wear detachable gloves. So many hands went astray, especially after parties, that the specialized profession of handfinder evolved. Indeed, the Worshipful Guild of Handfinders is still in operation, though I have no idea what they do now that the gloves have fallen out of common use.

- Synix Alacostar, Wizard of Horizon

Gauntlets of Swift Striking (recharge 6+): Increase your initiative by +2d6 for this round only (champion: by 13; epic: you're going first this round no matter what.) Quirk: You already assumed the quirk for this item was 'jumps to conclusions', right?

HELMET, CIRCLET, CROWN, CAP

Roguish Cap: While wearing this cap, you bring out the sinister or mischievous side of people. They become more willingly to break the rules around you, and see you (probably correctly) as a fellow devil-may-care sort of rulesbreaker. Depending on your surroundings, this can get you involved in all sorts of criminal dealings (wear this in a dockside tavern in Shadowport, and you'll be surrounded by self-confessed smugglers and pirates in no time) or just give you an insight into what people might prefer to keep hidden (wear it in Santa Cora, and you'll learn gossip about how the clerics of such-and-such a temple are all crooks out to fleece pilgrims, or how the holy relic of St. So-and-so is just an old skull dipped in luminous paint). Quirk: Terrible reputation as a thief and scoundrel, no matter where you go.



ПЕСКЛАСЕ, РЕПДАПТ

Earring of Fortunate Happenstance: While wearing this subtle diamond stud, your attention is magically drawn to any nearby conversations that may be of use to you. The earring is obviously of most use in crowded places, like markets or taverns or courts where there are plenty of opportunities for eavesdropping. Quirk: Unconsciously pauses in the middle of conversations to listen on what's going on next door.

Necklace of the Noose: This little talisman allows you to feign death perfectly. When you activate it, you 'die' from whatever malady is most appropriate for your current situation - you might succumb to your wounds, or appear to be blasted by a death spell, or just suffer a sudden and lethal heart attack. You appear genuinely dead to all observers - a hard skill check by a physician or a spellcaster with some sort of life-discerning spell might be sense that something is wrong, but could not say for sure if you're alive or dead.

This illusion lasts for up to twenty-four hours. The GM decides when you awaken and in what circumstances - you're completely unaware of what happens to your 'corpse' while you're unconscious.

The champion and epic versions of this item actually disconnect your soul from your body for the duration of the illusion, so even the gods are fooled if they don't look too closely. Quirk: Delights in ghastly practical jokes.

Ring

Ring of Poor Choices (quick action - recharge 11+): This ring allows you to subtly influence the choices made by your enemies. When you use it, make a Charisma + Level attack vs. MD against one nearby enemy. If you hit, you may suggest a poor choice for the target's next action. The course of action you suggest must be relatively reasonable - stabbing an ally for no reason is a terrible decision, not a poor one. You could, however, suggest that the enemy engage the raging barbarian instead of the unarmored and wounded wizard, or that the city guard chasing you try climbing the outside of the building instead of following you up the stairs. The GM has final say over the victim's actions - this ring lets you influence people, not mind-control them. Quirk: Self-deluded and blind to own faults.

SHIELD

Half-Cape of Evasion (recharge 6+): This half-cape of heavy cloth works like a shield, both in terms of defensive fighting (you can use it to block light weapons or engulf and parry heavier attacks) and magic (its default bonus increases your maximum hit points). You can activate it when an enemy moves to attack you, or when you're intercepted while moving.

If a foe moves to attack you, then if the attack misses, you pop free automatically and don't suffer the miss damage, if any.

If you got intercepted while moving, then if you make an attack on the foe and hit, then you pop free and can finish your move action as if your enemy never got in your way. Quirk: Taunts and mocks foes, especially minotaurs.

STAFF

EPIC

Jack of Staves (varies - recharge 16+): It's a powerful magic item, but this gaudy shaft of painted wood looks like a jester's stick. Using this staff is a two-stage process. First, you've got to touch an enemy spellcaster with the staff (hitting them in melee works just fine). You may then use the staff to cast one of their spells. (Work with your GM to hastily hammer monster abilities into something that looks like a player character ability). The enemy can't use the same spell in their next turn (and if the spell had a limited number of uses, you just expended one of them). Quirk: Loves disguises.

WAND

Wand of Arcane Ventriloquism (recharge 11+): This wand is small enough to be easily concealed. When you cast a spell, pick another spellcaster (either an ally or an enemy). Your spell emanates from their location as if they'd cast it, and anyone not familiar with arcane techniques will assume they were responsible for whatever spell you just threw. You can only pick a spellcaster who's far away if your spell can reach that range normally. Quirk: Blames magic items for any strange behavior or moral failings.



WEAPON

Discretion: Your attack does not trigger any counterattacks from your foe. For example, when an iron golem become staggered, it leaks poison gas. If struck by a weapon of discretion, though, the golem's poison gas would obligingly wait for the next person to deal damage to it. This doesn't prevent opportunity attacks, however. Quirk: Polite in the most unlikely situations.

CHAMPION

Throwing and Catching Dagger (+2 throwing dagger – recharge 16+): When you throw the dagger, you *teleport* and catch it before it hits the ground. You may throw the dagger anywhere within throwing range, allowing you to teleport to any point you can hit with the dagger. Precarious locations (like, say, throwing the dagger up a cliff, or between narrow bars) may require an attack roll or a skill check, or even both. You can combine throwing the dagger with a melee attack – you throw the dagger at a foe, *teleport* over, snatch the dagger out of the air and use it to stab your enemy. Treat this as the High Elf racial power, only you can also shave with it. Quirk: Jumpy and quick to change the topic of conversation.

WONDROUS ITEM

Jar of Mischief: This brass jar seems to be empty, but when you unstopper it, you hear a chorus of gleeful squeaks and high-pitched laughter. Roll 1d4 – that's the number of things that are going to go horribly wrong nearby in the next few minutes.

In a battle, this works just like the tiefling's *curse of chaos* racial power – when a nearby enemy rolls a natural 1-5 on an attack roll or save, you can turn it into a natural 1 and describe how they fail horribly and bring added calamity on themselves.

Outside of battle, then it applies to skill checks, but you can also invoke Murphy's law to your advantage. A gust of wind blows out the guard's torch; a rope breaks, sending the ship off course; the alchemist adds the wrong reagent and his experiment explodes in his face.

Whatever's in the jar comes back to the jar after a while, recharging the item. Assume it's usually usable once per day, but if there are more interesting things around (or, gods forbid, a tavern or a church), then it could be weeks before they come home to their jar. Quirk: Delights in chaos.

Nightcandle: A *nightcandle* is an ugly black tallow candle, about a foot tall. You may attune others to the *nightcandle* by having them pass their hands through its flame. Only those attuned to the *nightcandle* can see the light shed by its flame. You can use it as a signaling device that's imperceptible to others, or as a source of illumination that won't give away your location. After a few hours of use, you must renew the *nightcandle* by putting it in a dark place with some lard and a little red wine. Quirk: Secretive.

ADVENTURE HOOKS

Graverobbers—A friend of one of the adventurers is sentenced to death for her crimes, and sentenced to death. Before she goes to the gallows, though, she sends a message to the adventurers. She reveals that he has a *necklace of the noose*, and so while she'll appear to die, it will only be an illusion. She'll be buried for real, though – so she needs the adventurers to sneak in and steal her body before she wakes up in a sealed coffin.

Hand-Off—A powerful wizard comes to the adventurers with a... sensitive matter. He has a pair of *detachable gloves*, and uses them for various menial tasks, like running a bath or fetching a drink when he has his feet up after a long day studying the secrets of the universe. Last night, someone kidnapped his left hand. He needs his hands to work his magic, so he's now almost powerless. He hasn't received any ransom notes yet, but he fears it can only be a matter of time before the hand-thieves make their demands. Can the adventurers find the hand before the wizard gets a finger in the post?

The Signal—While at sea, the adventurers see a bright light emanating from the top of a ruined lighthouse. No-one else on board can see this light. It must be a gigantic *nightcandle*, big enough to be seen from miles away. Why would someone need a candle of such size, and why are the adventurers attuned to it? Have they stumbled upon some plot of the Prince of Shadows, or is it a lure that will bring them to disaster?

THE THREE

Each of the Three tend to specialize in particular categories of item. The Black provides weapons and armor; the sorcerer Blue enchants magical implements and wondrous items, and they split magical garb between them. This partnership allows each dragon to make the most efficient use of their respective networks of spies and minions.

As for the Red – if he favors you, then expect the occasional charred carcass to come tumbling out of the clouds and crash down near where you stand. Cut the body open, and you'll find an ash-caked treasure looted from the wreck of a distant city, and know that you are blessed by the greatest of the Three.

ARMOR, ROBE, SHIRT, TUNIC

Chameleon Armor (recharge 6+): You can blend in with your surroundings, becoming effectively *invisible* as long as you don't move or attack. If a foe knows where you stopped to become invisible, your miss chance against their attacks is only 25% instead of the usual 50%. Quirk: Insects, when prepared correctly, add much-needed crunch to any dish. Share this culinary discovery with your friends.

Sorcerer's Leather (heavy armor): This counts as heavy armor, but arcane spellcasters don't suffer an attack penalty to their spells while wearing it. The attack penalty still applies to their melee and missile attacks, though. Quirk: Addicted to spellcasting.



CHAMPION

Strangling Robes of the Black (recharge 6+): This strange armor looks like a tangle of black bandages, held together with leather straps. In battle, the bandages writhe and flail with a will of their own. When you use the armor, you may make an opportunity attack on any nearby enemy that provokes one, even if you're not actually engaged with them. Alternatively, if you've got the sneak attack power, you can activate the robe to have it count as an ally engaged with your target for one attack, letting you deal sneak attack damage. Quirk: Speaks in a throaty, watery voice, like you're half-drowning all the time.

EPIC

Scales of the Blue (recharge 16+): Only sorcerers can benefit from this armor. Only sorcerers are mad enough to wear it. This armor is made from scales taken from the Blue herself, living dragonscales infused with the primal magic of the mother of sorcery. You gain an extra Sorcerer talent, which must be spent on either Blood Link or Chromatic Destroyer Heritage. Got both those talents already? Then have a free feat, which must be spend on augmenting one of those talents.

You may also channel the Blue's power. This lets you gather power as a quick action, but the Blue gets a say in the spellcasting. She might have her own ideas about the choice of targets, or demand that you carry out some particular course of action or repay her by doing her some service. Of course, if you're wearing this armor, you must be a loyal ally of the Three, and so you will have no qualms whatsoever about letting her sniff around inside your soul...

Quirk: The dividing line between you and Her gets blurrier every day.

ARROW, CROSSBOW BOLT, SLINGSTONE

Arrow of the Three: In addition to its usual damage, this arrow inflicts 1d6 fire, lightning or acid damage, chosen when fired (champion: +2d6 damage; epic: +3d6 damage).

BELT, SWORDBELT, KILT, GIRDLE

Belt of Miscibility: You can benefit from the effects of two potions at once. Quirk: Likes to eat weird combinations of food.

Belt of Swift Escape (recharge 6+): When you disengage from a foe, you may make an immediate save against any one condition or any ongoing damage inflicted on you by that foe. Quirk: Takes the easy way out.

Kilt of the Swamp Leech (recharge 11+): The power of the lizardfolk shamans who wove this kilt flows through you. After an enemy targets you with an attack, you may activate this belt to leech off their good luck. You use the same result that they used to attack you for your next attack. Quirk: Takes advantage of others.

BOOK, SCROLL, TOME, GRIMOIRE

Scroll of Three Terrible Secrets (recharge 6+): The original version of this elaborately illuminated scroll recorded the mystical secrets of the five chromatic dragons, which – if combined correctly – would bring about the end of the world. However, as the White is dead and the Green trapped, their secrets are lost, leaving only the secrets of the Three to be discovered by their initiates.

When you hit with an attack based on Strength, you may either deal +1d4 fire damage (champion: +2d6; epic: +4d8) or make a basic melee attack against a mook engaged with you.

When you hit with an attack based on Dexterity, you may either inflict +1d4 acid damage (champion: +2d6; epic: +4d8) or pop free from an enemy.

When you hit with an attack based on Charisma, you may either inflict +1d4 lightning damage (champion: +2d6; epic: +4d8) or allow one nearby ally to roll a save against a save ends effect. Quirk: Rants about how the end of the Age is coming soon.

Seared Book (recharge 11+): It's hard to tell that this lump of charred and ruined paper was ever actually a book, but that doesn't stop you reading it obsessively, trying to find wisdom in the burnt, acid-scarred pages.

When an enemy is slain by an acid attack – you don't have to be the one who actually delivers the killing blow, you just need to witness it – you may either take an extra move action in your next turn, or learn one secret held by that enemy related to personal matters, or to politics, intrigue or crime. The answer appears in the pages of the *seared book*. Think of it as a forced final confession, or a strange variation on a *speak with dead* ritual that uses acid as a medium.

When an enemy is slain by a lightning attack, you may either immediately cast an at-will spell as a free action, or learn one secret held by that enemy relating to arcane or spiritual matters.

When an enemy is slain by a fire attack, you may either take an extra standard action in your next turn or learn one secret held by that fallen enemy related to practical matters (anything not covered by the other two). Quirk: Drawn to ruined places and ancient battlefields.

BOOTS, SHOES, SANDALS, SLIPPERS

Boots of Water Walking: As long as you don't stop moving, you can walk on water. You start sinking after any turn in which you don't take a move action. Quirk: Twitchy.

CLOAK, MANTLE, CAPE

Cloak of Lizards (recharge 16+): This folds of this scaly cloak quiver and move of their own accord, as if something – a lot of somethings – scurries around beneath the fabric. When activated, a swarm of silver lizards rush out of the cloak and distract your foes. You and any nearby allies may pop free. Quirk: Delights in sleight-of-hand and other dramatic tricks.

Shroud of Protection (recharge 11+): You may activate this cloak in response to being targeted by any non-melee attack by pulling it over your body to shield you from the blast. You choose to use the cloak before damage is rolled. You take half damage from the attack, but lose your next standard action. Quirk: Nervous.

GLOVE, GAUNTLET, MITT

Glove of Adhesion: The fingers of these gloves stick to any surface, giving a +4 bonus to skill checks to climb or hang on. The stickiness of the gloves lingers even after you stop using them, making your touch clammy and unpleasant. Quirk: Loves heights.

HELMET, CIRCLET, CROWN, CAP

Circlet of Stolen Thoughts (recharge 6+): You pick up on the thoughts of those around you. You can't choose whose thoughts you hear, and you don't hear everything – just snatches and fragments. Unless you are familiar with those around you, you may not be able to tell which thoughts come from whose mind. You can be sneaky and get people alone so you can listen to their thoughts only, but you still won't know everything they're thinking, only the occasional stray emotion or image.

In combat, the *circlet* may give you just enough warning to avoid an attack. If an enemy's total attack roll is exactly equal to your AC (or PD, or MD, if the attack targets a Defense other than AC), then you can change that attack into a miss by dodging at the last second. So, if you've got an AC of 21, and an attacker with an attack bonus of +6 rolls a 15 for a total of 21, you can change that hit into a miss. Quirk: Pries into personal matters.

EPIC

Triple Crown of the Wyrms: When you first claim this crown, you've got make a choice – pick one of the Three and declare that dragon to be the biggest, nastiest, cleverest, fairest and most likely to succeed. The other two certainly won't take offense at being snubbed, and won't bear a grudge forever. They're dragons, and if there's one thing dragons are known for, it's being forgiving.

If you picked the Black, then the *crown* gives you a +1 to all saves and you get to add +1d6 acid damage to all your attacks. That's *every* attack – every sword strike, every spell, every arrow, every punch. Even every harsh word. Whenever you act with malice towards another living thing, throw an extra 1d6 acid damage on top.

If you picked the Blue, then you get a +4 bonus to any skill checks for persuasion and diplomacy, and you get to add +1d8 lightning damage to all attacks.

If you picked the Red, then it's +1d10 fire damage to everything, forever. No other bonus, just destruction. Quirk: Vastly inflated ego.

If you ever get the chance to wear that crown, go on – pick the White. The Three will be so furious that they'll obliterate you, but my word, your ghost will get a hero's welcome in Necropolis for making the Lich King laugh.
– Baron Rotte, exiled lich

ПЕСКЛАСЕ, РЕПДАПТ

Assassin's Amulet (recharge 6+): When you miss with an attack, you may use the amulet to ensure that no-one notices. You don't get to inflict miss damage. As far as any witnesses (including your target) are concerned, you did something perfectly innocent. Maybe you stumbled slightly, or perhaps you muttered to yourself. You certainly didn't launch yourself across the room screaming "*death to the enemies of the Three*" or cast *chaos bolt* at the high priest. Quirk: Obsessed with making a good first impression in any situation.

Only humans and dragons are so neurotic about appearances that they'd invent such a thing. If an orc fails to land a blow, he gets angry and hits harder next time!

- Arthak, orc blood mage

РІНГ

Ring of the Spell Vampire (recharge 11+): This ring siphons magical energy from defeated enemies. When you slay a foe, name one of your magic items or recharge powers and justify how you're recharging that item or power with that particular foe's essence. There has to be a symbolic or narrative connection between the two – you could obviously use a defeated fire elemental to recharge your draconic breath weapon, but how does the elemental essence charge up your *stalwart cloak*? You get the level of the defeated foe as a bonus to the power or item's recharge roll. Quirk: Terrible table manners.

СТАФ

Staff of Storms (recharge 11+): This staff is a long, thin shaft of blue metal, topped with a stylized image of the Blue. When you take lightning damage, you gain a bonus to your next attack of +1 per 10 damage suffered. So, if you're hit for 100 damage, that's a +10 bonus to your next attack. Yes, you can target yourself with a lightning attack to charge the staff. Quirk: Wild emotional swings, especially during thunderstorms.

ВАПД

Wand of Inner Fire (recharge 6+): The magic of this wand is intended for use by sorcerers, as it stirs up the user's innate magic. Use it after you miss with a spell; you take 1d4 x your level in damage (1d6 x your level if you're not a sorcerer), but you get an additional +1 bonus to your next attack with a spell. Quirk: If you're a sorcerer, your arcane heritage goes into overdrive, and you start acting more like your patron Icon. If you're not a sorcerer (or you're a sorcerer without a clear ancestry), then you just feel queasy after using the wand, as if your blood's started to fizz like a carbonated drink.

ВЕАРОП

Duplicitous (melee weapon – recharge 11+): When you hit an enemy with this weapon, you may choose to instead deal the damage to another enemy also you're engaged with. Quirk: Lies about trivial matters.

Feinting (melee weapon): When you miss with an attack with this weapon, you gain a +1 bonus to AC until the start of your next turn. Quirk: Blurts out lies when put under pressure.

ВОПДРОУС ІТЕМ

Spirit-Catching Jar: Spirits of all sorts move through the Empire. This glass jar is marked with runes of capture and containment, so roll a d6 at every full heal-up. On a 5 or 6, you've caught a spirit of the sort you'd expect to find in your current environment (ghosts in a graveyard, arcane sprites in a wizard's tower, storm elementals at sea). Some spirits are intelligent enough to bargain for their freedom; all are magically potent and can be used either as ritual components, or just left loose at the right moment. You might catch an air sylph spirit and let it go to produce a sudden gust of wind, or capture a forest sprite and force it to show you a path through the woods. Quirk: Avid collector – coins, pinned insects, kobold ears, obscure spells or something weirder.

АДВЕНЧРЕ СЕЕДС

The Emperor's First Wandsmen—The Blue offers to equip a legion of spellcasters with *wands of inner fire*. Is the dragon genuinely trying to improve the defenses of the Empire, or does the Mother of Sorcerers have some other scheme in mind? The adventurers are asked to 'field-test' the Blue's wands to see if they experience any ill effects.

Down The Well—While exploring an underground cave complex, the adventurers discover a steep shaft that plummets down into the darkness. Stuck to the cave roof above the shaft is a single *glove of adhesion*. Its mate – and, presumably, the remains of their wearer – must be down at the bottom of that deep shaft. If the adventurers want to reunite the gloves, they'll have to go down into the noisome pit.

The Assassin of Dreams—All the adventurers share the same dream. In it, they were attacked by a mysterious spellcaster, who hurled a massively powerful *lightning fork* at them – and missed completely. If the attacker had an *amulet of the assassin*, then maybe the dream is a memory of an event that now never took place – which means the assassin is still out there, waiting to try again tomorrow! They must find the assassin before he strikes again.

TREASURE TROVES

Finding hidden treasure hoards and looting piles of coins from monster lairs can bring joy to the heart of the most cynical, world-weary gamer, especially when finding that treasure has more interesting results than just incrementing the 'GP' box on their character sheet. Gold for the sake of gold is pointless, except to keep score; it's not how much treasure you have, it's what you do with it that's interesting.

For convenience, here are the guidelines for treasure per player character per full heal-up – so, every 3-4 fights, a party of four player characters should get four times that much cash, either as a reward or as loot.

Treasure-as-loot plugs right into some atavistic urge and can be great fun; treasure-as-reward often makes more sense in context, though, so mix your PCs' revenue streams.

TREASURE TYPES

Treasure comes in four types. The most common – and fungible – is *coins*. Piles of gold pieces, with a few silvers and platinum coins mixed in for variety.

Next, there are *gemstones and jewels*. Like coins, these are innately valuable, but one gemstone might be worth dozens or even hundreds of gold pieces, so they're harder to trade. Pity the poor adventurer who tries to buy a night's lodging at an inn when she's got nothing but rubies and pearls in her backpack. (Actually, don't pity her; her vast wealth might just be enough compensation for one sleepless night).

Treasures are a catch-all category for 'things that are valuable enough to loot, but aren't precious metals or gems.' Art, trade goods, books and scrolls, spell components, documents, spices – all worth a king's ransom to the right person, but finding that person may be an adventure in itself.

Finally, there's *magic*. True magic items aren't counted as part of the treasure hoard's value, but potions, runes, oils and scrolls are.

PC Level	Gold per Full Heal-Up
1 st Level PC	100 gp
2 nd Level PC	125 gp
3 rd Level PC	175 gp
4 th Level PC	210 gp
5 th Level PC	250 gp
6 th Level PC	325 gp
7 th Level PC	425 gp
8 th Level PC	500 gp
9 th Level PC	650 gp
10 th Level PC	850 gp

HOARD COMPOSITION

Match the composition of the treasure hoard to the monster. A band of mercenary gnolls might have mostly coins, given to them as payment by their most recent employer. A tribe of ogre bandits, though, might have more treasure in the form of stolen goods than anything else, while a king's tomb might be crammed with nothing but gems and jewels. If you're stuck for inspiration, roll on the table below.

- 1-10: Mostly coins
- 11-12: Mostly gems & jewels
- 13-14: Mostly treasures
- 15-16: Mostly magic
- 17: All gems & jewels
- 18: All treasures
- 19: All magic
- 20: Unusual Hoard

Coins

The choice of coins in a treasure hoard adds flavor to your descriptions. Make sure it's a flavor you want to add, though – unless you're going to use the origin of the coins as a plot point ('*why do these gnolls have coins from Horizon?*') or want to reinforce a theme (mentioning old and tarnished dwarven tower-coins in a ruined dwarf-city that's become a dungeon), then specifically calling out the coins as being of a particular type may be erring on the side of too much detail. Paranoid players might assume that your description of the coins contains a subtle clue (and if they do make an assumption like that, run with it, reifying whatever coin-related conspiracy theory the players came up with. Fantastic adventures can sprout from misunderstandings between players and GM.

- 1-5: A motley mix of coins
- 6: Mostly silver
- 7: Mostly platinum
- 8-9: Imperial coins from Axis
- 10-11: Glitterhaegen *glits*
- 12: Newport *nupes*
- 13: Santa Cora *saints*
- 14: Horizon tokens
- 15: Drakkenhall *draks*
- 16: Dwarven *towers*
- 17: Elven *trines*
- 18: Ancient coins from a past age
- 19: Forged, foreign or illegal
- 20: Really strange coins – maybe they're actually gambling tokens, or holy symbols, or tools of divination.

GEMS & JEWELS

You've got your classic precious stones – diamonds, pearls, rubies, emeralds, sapphires, ambers, agates, jade, opals and all the ones only dwarves remember, like carnelians and feldspar. They're good for descriptions of wealth – players instantly understand what 'a crown studded with rubies' looks like. 'A crown studded with the tears of stars' requires a bit more explanation and context. Both sorts of gems have their place.

So, what sort of magic gems might you find in a treasure hoard – and more importantly, who wants them? The Lich King treasures ghostpearls, which are accretions of ectoplasm around a speck of regret in a coffin, formed when the deceased still had unfinished business, but lacked the strength of will to hold on and become undead. These pearls taste of bitter sorrow, and glow from within with a dim white sheen like reflected moonlight. The Diabolist, however, favors polished infernalite, a rare semi-precious stone formed when opals or jade are subjected to the eldritch stresses of hellhole formation. The fiery red veins and distinctive electric thrill when touched distinguish true infernalite from mere tortured stone. In the groves of the Elf Queen grow silvertrees, with bark like precious metal and leaves that fossilise into tiny jewels when they fall. Her sister's forests also contain magical trees of fabulous worth, like the Eldoaks that produce the rare Winter Amber, a stone that holds a season's cold frozen in its heart.

The Archmage and the Dwarf King also trade in elemental gemstones – firestones, water crystals, true geodes and windspars. Since the Priestess came to Santa Cora, there have been several hail-showers of precious stones, including a fall of ichorite, a magical stone that congeals from the spilled blood of gods. Given the size of the ichorite shower, a whole pantheon must have been slaughtered in the Overworld above the Cathedral to spill that many stones.

Dragons love gemstones, the bigger the better. If a dragon lies on a bed of gems, the magical pressure of causes the stones to metamorphose into enchanted flame rubies or gold diamonds. The Black has a bed of pearls so infused with his poisonous essence that touching one brings instant death, while the Blue's trove of sorcephires crackles with unthinkable arcane power.

Jewels – crowns, scepters, golden chains, rings, torcs, plates and chalices, amulets, ornamented swordhilts and helmets, orbs, staff-heads, necklaces, bracelets, piercings, ceremonial weapons, reliquaries and ritual items – each one is unique, and each one deserves a story. The GM doesn't always have to be the one to tell it, though. If the players find a valuable piece of jewelry, have one of them tell the tale of the item's history and how it came to be here in this unlikely spot. Maybe they'll find some of the fabled lost crowns of the Emperor (one gets lost every age, usually just before that Age spirals into Chaos), or one of the chests of treasure the Prince is said to have buried in dungeons around the land.

- | | |
|---------------------------------|---|
| 1–5: Semi-precious stones | 15: Crowns or tiaras |
| 6: Sapphires | 16: Orbs or scepters |
| 7: Rubies | 17: Ornamented books |
| 8: Emeralds | 18: Reliquaries or grave goods |
| 9: Diamonds | 19: Talismans or ornamented robes |
| 10: Magical stones | 20: Ornamented arcane or mystical items |
| 11: Rings or bracelets | |
| 12: Necklaces or pendants | |
| 13: Cups and plates | |
| 14: Ornamented weapons or armor | |

TREASURES

Giving the players unusual treasures can be interesting, or a headache, or even an interesting headache. Treasures can't be easily converted into money (or, more usefully, healing potions), so giving a treasure entails some extra effort on the part of the players to find a buyer or otherwise take advantage of the loot. In some situations, that's great fun – if the players capture a pirate ship with a cargo hold crammed with weird treasures from every corner of the Midland Sea, then that's six weeks worth of adventure hooks right there. One week they're off trying to sell stolen dragon eggs in Drakkenhall, then it's off to Santa Cora to offload the pile of mysterious holy relics and ritual candles. However, if the player characters are pressed for time or just want to get to the next fight, then giving them treasure in the form of loot can make them feel like the GM's messing them around by making them jump through pointless hoops to get the cash.

Treasure can take many forms. For each, we've listed the most likely place to find a buyer willing to pay top coin for the merchandise.

- | | |
|---------------------------|-------------------------|
| 1–5: Art | 13: Mystical Components |
| 6–8: Books | 14: Spirits |
| 7–10: Letters & Documents | 15: Religious Relics |
| 11–12: Maps | 16–20: Trade Goods |

Art: Paintings, sculptures, carvings – even rare poems, songs or musical compositions. Best place to sell: Concord.

Books: History books, philosophical treatises, collections of stories, technical manuals, spellbooks – books can be immensely valuable to the right buyer. Different topics sell best in different cities – Horizon for spellbooks, Santa Cora for philosophies, Drakkenhall for certain histories and books on etiquette (there are monsters there who now consider themselves Imperial citizens, and are determined to act like it).

Letters & Documents: A letter or legal document is an instant plot hook. A legal document could be a will (doubtless one that's been lost for years) or a contract or treaty ('hey, back in the 9th Age, a previous High Druid swore to perform three great deeds for the Emperor – and that obligation got handed down to the current High Druid. It looks like the 9th Age ended before anyone called in the High Druid's debts, and this scroll got lost in the confusion back then. We're the only people who know that the High Druid owes the Emperor three favours. What do we do with this?') Even mundane documents can be interesting in the right hands – a bill of lading for a merchant caravan clues the PCs into

the possibility of more treasure elsewhere in the dungeon, while a letter of introduction could be used to get the PCs into the good graces of some noble or Icon. Documents that give the bearer a position of authority are especially amusing – *‘he who bears this scroll is rightwise imperial inspector of all temples, shrines and places of worship, and may close or fine such places should they be offensive or unsafe’* is a great prize for a character with a negative relationship to the Priestess. The best place to sell documents is the trading city of Glitterhaegen.

Maps: Accurate, up-to-date maps and charts are useful anywhere in the Empire, and absolutely vital outside it, or in places where the geography is... variable, such as Horizon. A map might reveal the location of buried treasure, or just mark hazards and currents at sea. This category also covers almanacs, timetables and other navigation aids and tools. Knowing when a Koru behemoth’s going to pass through a particular region, or being able to calculate the movements of a flying realm can be worth a lot in the right circumstances. Maps are especially prized in Newport, as the merchants there look to the lands across the Iron Sea for their fortune.

Mystical Components: Alchemical reagents like quicksilver, distilled moonlight, pixie spit or ground dragon egg; spell components like powdered demon-bat guano or phase spider-web; religious components like water blessed by the High Druid or mummy dust from the Necropolis. Optionally, spellcasting player characters could use these mystic components in their own rituals, getting a bonus to the skill check needed to successfully perform the rite. Otherwise, mystic components fetch a good price in Horizon.

Spirits: Spirits of all sorts throng the Empire. Spellcasters and other powerful entities trap them in specially prepared containers. Characters who are willing to overlook the ethical concerns can sell trapped spirits to an interested buyer, usually in Drakkenhall or Horizon.

Religious Relics: The remains of prophets and saints, relics and symbols from distant temples, objects sacred to one god or another, ceremonial robes and vestments, holy books and scrolls, even bits of dead deity can fetch a high price in Santa Cora.

Trade Goods: Fine cloth, spices, rare animal pelts and parts, wine and other exotic foodstuffs, especially Halfling or Elven ones. Rare goods can be sold in any city, but Shadowport specializes in dealing with items of uncertain provenance.

Ah, you’re speaking of legitimate trade, of salvage and finder’s fees. Fat merchants who pay their taxes and have their scales inspected once a year. No, friend, if you want to make good loot, you’ve got to look... elsewhere. Drakkenhall and Shadowport are a good start, but I know a man who knows a man who knows a dead man. Buy me another drink, and I’ll tell you about the Bazaar of Hell and the Mortuary Market...

— Stormcrow Jacar, “Merchant”

MAGIC ITEMS

Magic items can be one-use items (potions and the like, which we talk about on 62) or true items (see the rest of the book). If a treasure hoard includes magic, then remember to have the monsters guarding the hoard make use of the items if they can.

STORY HOOKS

If you’re looking to add a complication to a treasure hoard, pick one of these plotlines and roll relationship dice to see which Icons (or their agents) are involved. You can always interpret a relationship roll metaphorically if it makes more sense that way – if a player rolls, say, the Orc Lord, that doesn’t necessarily mean that the Orc Lord himself has an interest in the current situation. It might mean that someone orcish (a half-orc, or a merchant with orc mercenaries) is involved, or that someone’s going to act like the Orc Lord would (and try to take the treasure by force and intimidation).

Original Owners—The original owners (or their descendants) want the treasure back, and they’re only willing to give the PCs an insultingly small finders fee for recovering their lost goods. Do the players swallow this insult and hand their hard-won treasure over, or do they make some new enemies?

Need A Buyer—To sell this particular treasure for anything close to its real value, the PCs have to find a specific buyer. The sacred hammer of the Storm Giants is just an old and rusty hammer without any obvious magical power, but it’s worth a fortune to the Storm Giant chieftain. To collect that fortune, the PCs have to find the chieftain and convince him that he needs the hammer to solidify his position among the giants.

Seller’s Market—The PCs have something that several powerful people want. They can only sell it to one of them – so who do they pick, knowing that the other petitioners won’t take kindly to being rejected.

Suspicious Circumstances—So, you found my brother’s sword in the stomach of a sea serpent? Oh, I’m sorry – a sky serpent that flew down from the Overworld, and when you killed it, its corpse fell up into the clouds. That seems entirely plausible. How could I ever have thought that you murdered my brother and stole our family’s ancestral blade?

Cursed or Haunted—The treasure’s under a magical curse – or is infused with the evil of the monsters who guarded it for so long. Do the characters seek out a way to remove the curse, or do they just hide it until they can sell the treasure?

Missing Pieces—The treasure’s full value can only be realized if the PCs find the rest of it. Maybe they’ve found two volumes in a set of three, or the jeweled skull is missing the giant sapphire that should go in its left eye.

ONE-USE ITEMS

Potions

As a reminder, a character can only benefit from one potion at a time – drinking a second potion, even one that works immediately like a healing potion, ends the effect of the first potion.

Heroism: Drinking this potion gives the character a temporary incremental advance. This advance lasts for five minutes or the rest of the battle. You can't double up on advances – if you've already taken your +1 to skills, you can't take it again. You also can't gain a new spell or power with one of these potions, unless the GM's in a generous mood. Costs 150 gp/300 gp/600gp.

Fortification: For the duration of this potion, you get a +1 bonus to saves against effects caused by foes and hazards of the same tier or lower as the potion. Saves against higher-tier threats aren't affected by the potion. Costs 150 gp/300 gp/600gp.

Salvation: You may immediately make a save against an ongoing save ends effect caused by a foe or hazard of the same tier or lower as the potion. Costs 50gp/100gp/200gp.

Rejuvenation: A draught of this potion removes fatigue, hunger and thirst. It's as if you'd slept solidly for eight hours and had a square meal afterwards. You still need to wait until you get a full heal-up before you can refresh your powers and recoveries, but this potion takes care of basic necessities like sleep and food. Costs 100gp.

Trollblood: Trollblood potions give almost the same healing effect as a healing potion, but spread it out over time. When you drink a trollblood potion, you spend a recovery, and that recovery's healing effect gets spread out over several rounds. With an adventurer-tier potion of trollblood, you regain one die worth of hit points at the end of each turn until that recovery's exhausted. If you've got a Constitution bonus, then that applies to the first die roll only. For example, if a 3rd level character with a recovery of 3d8+3 drank a *potion of trollblood*, she'd regain 1d8+3 hit points at the end of the turn, then another 1d8 at the end of the next turn, and then a final 1d8 at the end of the third turn. Champion-tier potions restore two dice worth of hit points per turn; epic potions do three dice of healing.

The trollblood effect ends when you're reduced to 0 hit points.

Despite the name, there's more than troll's blood in these brews. In fact, troll blood is probably the most palatable ingredient in there.

Costs 50gp/100gp/200gp.

Oils

Elemental: Elemental oil doesn't give a bonus to attacks or damage, but causes the weapon to deal a particular type of energy damage (fire, cold, lightning, acid, poison, holy, negative energy, force, thunder and the like). Elemental oil only works on weapons, not on implements or armor. It costs 150gp per vial.

Quelling: Oil of quelling temporarily suppresses the magical spirit of an item, for the duration of one fight or about fifteen minutes, whichever is shorter. The item still functions normally, but doesn't have any quirks. When the oil wears off, though, the spirit wakes up cranky and mean, and is especially hard to control for some time afterwards. Champion-tier items need champion-tier *oil of quelling* to lull them into slumber; otherwise, they just get briefly drowsy. Costs 50gp/100gp/150gp.

Oil of Torment: This sticky unguent is hot to the touch. If you're a magic item spirit, it's agonizingly painful. Applying *oil of torment* to a weapon, implement or armor increases its bonus by +1 for the duration of the battle (turning a +1 sword into a +2 sword, for example) by whipping the spirit into a frenzy. The weapon also becomes *cursed* in some fashion, and this curse may linger even after the temporary bonus fades. Again, you need sufficiently potent oil of the right tier to affect an champion or epic-tier item. Costs 100gp/150gp/300gp.

SCROLLS

Scrolls are pre-prepared rituals. You cast them in the same way you perform a ritual, only you don't need to expend a spell while doing so. Ritual components may still be needed, though, and



you still need to make a skill check with an appropriate mystical background to successfully enact the ritual.

Any spellcaster can use any scroll – an arcane caster can use a divine or druidic scroll without penalty. Even non-spellcasters without the Ritual Casting feat can try their luck with a scroll, if it fits the story, but they'll need to make a hard skill check at the very least and face magical blowback even if they succeed.

You can buy scrolls in advance, if you know what sort of ritual you'll need on your adventure. For example, if you're heading into the demon-haunted Red Wastes, then a scroll that wards off demons is a sensible precaution. (A kind GM might even let you buy a bunch of scrolls in advance, but only ask you to specify what they do when it comes up in play.)

You may also find scrolls as treasure. Sometimes, the purpose of these rituals will be obvious - like, '*use ritual to rebind eldritch evil; save world*'. Other scrolls lack clear instructions, and their purposes can only be guessed at without actually casting the ritual.

The costs of scrolls vary considerably depending on the complexity and legality of the ritual, but as a rule of thumb:

1st level scroll: 50-150gp

3rd level scroll: 100-200gp

5th level scroll: 150-300gp

7th level scroll: 200-400gp

9th level scroll: 300-500gp.

ARMOR, ROBE, SHIRT, TUNIC

Item	Power	Tier	Icon	Pg
Animating Armor	Fight on past unconsciousness	Adventurer	Lich King	39
Blazing Beacon Armour	Bonus AC as long as you keep hitting	Adventurer	Great Gold Wyrn	31
Blessed Robes	Bonus to AC until you attack or are hit again	Adventurer	Priestess	47
Captain's Armor	Give AC bonus to allies	Champion	Emperor	27
Chameleon	Blend in as long as you do nothing	Adventurer	Three	56
Dragonhide Shirt	Various resistances	Adventurer	Orc Lord	43
Ether-Combusting	Burn those who teleport nearby	Adventurer	Diabolist	14
Formic Armor	Acid Resistance 12+	Adventurer	High Druid	35
Fur Shirt of Vitality	Bonus hit points from healing	Adventurer	High Druid	35
Inspiring	Protect allies from fear	Adventurer	Emperor	27
Martyr's	Give armor bonus to ally when unconscious	Adventurer	Priestess	47
Of Butterflies	Send your pretty AC bonuses to allies	Adventurer	Elf Queen	23
Of Darkness	Bonus AC in darkness	Adventurer	Prince of Shadows	52
Of Divine Passage	Move past undead	Adventurer	Priestess	47
Of Scars	Bonus to AC all the time	Adventurer	Orc Lord	43
Of Solidity	Cancel teleporting	Adventurer	Dwarf King	18
Of Swift Fury	Take an opportunity attack when critted	Adventurer	Elf Queen	23
Of the Ancestors	Be the dwarfiest	Epic	Dwarf King	18
Of the Automaton	Toil instead of sleeping	Champion	Crusader	10
Of the Guarded Heart	AC bonus applies to MD	Adventurer	Crusader	10
Of Unfettered Grace	+2 to disengages	Adventurer	Elf Queen	23
Perfect Guard	Half damage from an attack targeting PD	Champion	Dwarf King	18
Robe of Preservation	Teleport to safety when downed	Champion	Archmage	6
Rooted Armor	Stay put for bonus AC	Adventurer	High Druid	35
Scales of the Blue	Overcharge your sorcery	Epic	Three	56
Sorcerer's Leather	Counts as heavy armor without an attack penalty	Adventurer	Three	56
Spectral Armor	Become ghostly	Champion	Lich King	39

ARMOR, ROBE, SHIRT, TUNIC (CONT...)

Item	Power	Tier	Icon	Pg
Spellthread Shirt	Copy spell effects	Adventurer	Archmage	6
Strangling Robes of the Black	Make opportunity attacks on nearby foes	Champion	Three	56
Thrice-Forged	+1 crit threshold	Adventurer	Dwarf King	18
Unrelenting	Steal recoveries from allies	Champion	Crusader	10
Unremarkable		Adventurer	Prince of Shadows	52
Unyielding Plate	Fight on past unconsciousness	Adventurer	Crusader	10

ARROW, CROSSBOW BOLT, SLINGSTONE

Item	Power	Tier	Icon	Pg
Assassin's	+1d10 damage from ambush	Adventurer	Prince of Shadows	52
Barbed Arrow of Disruption	Removes ally status from foes	Adventurer	Orc Lord	43
Biting Skull	Distract foes	Adventurer	Lich King	39
Bitter	Penalize saves	Adventurer	Diabolist	14
Bolt of the Legion	Improve ally damage	Adventurer	Emperor	27
Dolorous Bolt	Damage. Forever.	Epic	Crusader	10
Elf Shot	+5 when ambushing	Adventurer	Elf Queen	23
Explosive	Has a blast radius	Adventurer	Dwarf King	18
Ghost Arrow	Force damage	Champion	High Druid	35
Incineration	Destroys corpses	Adventurer	Crusader	10
Missile of Challenge	Paladin's Challenge at range	Adventurer	Great Gold Wurm	31
Mortal	Inflict hard to heal damage	Champion	Lich King	39
Of Invisibility	Become invisible when you miss	Adventurer	Prince of Shadows	52
Of Judgement	Understand enemies	Adventurer	Priestess	47
Of the Three	Bonus elemental damage	Adventurer	Three	56
Quickling Dart	Attack during an ambush	Adventurer	High Druid	35
Serpent Arrow	Creates a poisonous snake when it hits	Champion	High Druid	35
Slingstone of Courage	Bonus damage vs higher-tier foes	Adventurer	Priestess	47
Spellbound	Carries a Close spell	Adventurer	Archmage	6
Stone-Piercing	Ignores stone cover	Adventurer	Dwarf King	18
Swift Shot	Elven Grace++	Adventurer	Elf Queen	23

BELT, SWORDBELT, KILT, SKIRT, GIRDLE, SASH

Item	Power	Tier	Icon	Pg
Belt of Skulls	Collect heads, win prizes	Adventurer	Orc Lord	43
Girdle of the Gods	Rally when you please a god	Adventurer	Priestess	47
Girdle of the Grave	Heal when hit with negative energy damage	Adventurer	Lich King	39
Hungry Scabbard	More damage, more bloodshed	Adventurer	Crusader	10

BELT, SWORDBELT, KILT, SKIRT, GIRDLE, SASH (CONT...)

Item	Power	Tier	Icon	Pg
Kilt of the Mountains	Walk uphill at any gradient	Adventurer	Dwarf King	18
Kilt of the Swamp Leech	Use enemy's dice rolls as your own	Adventurer	Three	56
Kilt of Wild Magic	Decrease recharge rolls	Adventurer	High Druid	35
Of Deceit	Appear to be someone else	Adventurer	Diabolist	14
Of Dusk and Dawn	Free recoveries twice a day	Adventurer	Elf Queen	23
Of Giant Health	You've got a giant-sized recovery	Adventurer	Archmage	6
Of Humility	Heal when you <i>need</i> it	Adventurer	Great Gold Wyrn	31
Of Illusions	Steal someone's identity	Adventurer	Prince of Shadows	52
Of Miscibility	Drink extra potions	Adventurer	Three	56
Of Oaths	More recoveries... at a cost	Adventurer	Crusader	10
Of Swift Escape	Save when disengaging	Adventurer	Three	56
Of Swift Travel	Sleep while riding	Adventurer	Emperor	27
Of the City	The city loves you	Adventurer	Emperor	27
Sash of Subtle Arguments	Temporarily ignore conditions	Adventurer	Priestess	47
Swordbelt of the Keen Blade	+2 crit range until you crit	Adventurer	Dwarf King	18
Swordbelt of the Slayer	+1 when preying on the weak	Adventurer	Lich King	39
Taskmaster's Belt	Ignore conditions on weapons	Adventurer	Orc Lord	43
Unseen Swordbelt	Sword?What sword?	Adventurer	Prince of Shadows	52
Woodrunner's Kilt	Run through branches	Adventurer	Elf Queen	23

BOOK, SCROLL, TOME, GRIMOIRE

Item	Power	Tier	Icon	Pg
Chained Grimoire	Invent rituals not based on your spells	Adventurer	Orc Lord	43
Codebook of Nefarious Machinations	Gain relationship dice when you take a campaign loss	Adventurer	Prince of Shadows	52
Compendium of Observed Ritual	Slow-but-cheap rituals	Adventurer	Archmage	6
Greenbound Book	Improve elven sorcery	Adventurer	Elf Queen	23
Herbal Compendium	+4 to herbalism	Adventurer	High Druid	35
Hymnal of the Divinities	Sustain ally's bard songs	Adventurer	Priestess	48
Imperial Book of the Dead	Tend graveyards for a Lich King relationship	Adventurer	Lich King	40
Labyrinthine Grimoire	Swap out spells	Epic	Archmage	7
Litany of the Light	Cast spells on additional allies	Adventurer	Priestess	48
Litany of the Undying Peerage	Invoke liches for spell tweaks	Adventurer	Lich King	40
Manual of the Numinous Realms	Cast a second daily if you miss	Champion	Archmage	6
Manual of Victory	Draw strength from the death of others	Champion	Crusader	11
Palimpsest of the Living Land	Reroll misses	Champion	High Druid	36
Pillow Book of Unspoken Dreams	Learn the secret desires of others	Adventurer	Diabolist	14
Prophecies of the Coiling Dragon	Foresee icon interventions	Adventurer	Great Gold Wyrn	31

BOOK, SCROLL, TOME, GRIMOIRE (CONT...)

Item	Power	Tier	Icon	Pg
Scroll of Commission	Get a cut when someone sells their soul	Adventurer	Diabolist	14
Scroll of Darkness	Understand the teachings of the dark gods +3	Adventurer	Crusader	11
Scroll of Glorious Deeds	Polish history	Adventurer	Emperor	27
Scroll of Three Terrible Secrets	Bonus damage, potential apocalypse	Adventurer	Three	57
Scroll of Unspoken Deeds	Soil history	Adventurer	Diabolist	15
Seared Book	Take advantage of deaths caused by fire, acid or lightning	Adventurer	Three	57
Tome of Enlightenment	Have the spells you need. Also, be at peace.	Epic	Priestess	48

BOOTS, SHOES, SANDALS, SLIPPERS

Item	Power	Tier	Icon	Pg
Clawed Boots	Leap on foes to engage them	Adventurer	Orc Lord	44
Dead Man's Boots	Enemies fight over your boots instead of finishing you	Adventurer	Lich King	40
Errant Boots	Teleport to where you're needed	Champion	Great Gold Wyrn	31
Face-Stomping Boots	Add damage when a foe becomes staggered	Adventurer	Crusader	11
Gravewalker's Shoes	+2AC against opportunity attacks from movement	Adventurer	Lich King	40
Iron-Shod Boots	Damage on an intercept	Adventurer	Dwarf King	18
Masterworks of the Cobbler-Sprites	Shoes so good they make everything better	Adventurer	Elf Queen	24
Of Convenience	This ally is near, but that enemy is far away.	Adventurer	Prince of Shadows	52
Of Joy	Move on a natural 20	Adventurer	Priestess	48
Of the Demon Prince	Walk into Hell	Epic	Diabolist	15
Of the Hero's Footsteps	Remember things that didn't happen to you	Adventurer	Emperor	28
Of Water Walking	Guess	Adventurer	Three	57
Seven League Boots	One small step for an elf is a giant step for everyone else	Champion	Elf Queen	24
Shoes of the Doe	Run with great speed	Adventurer	High Druid	36
Shoes of the Pilgrim	Find friends on the way to a shrine	Adventurer	Priestess	48
Slippers of Absence	Invisibility	Champion	Diabolist	15
Surestep Boots	Always land on something solid	Adventurer	Prince of Shadows	53
Throne-treading Sandals	Cannot be stopped when overthrowing kings	Epic	Orc Lord	44
Verdant Boots	You've got green toes	Adventurer	High Druid	36
Winged Shoes	Flight for 1d3 rounds	Champion	Archmage	7

CLOAK, MANTLE, CAPE

Item	Power	Tier	Icon	Pg
Animal-Shape	Take an animal form	Adventurer	High Druid	36
Cape of Flight	Fly until you attack or are hit	Adventurer	Diabolist	15
Demonhide Cloak	Random demon powers	Adventurer	Crusader	11
Mantle of Divine Grace	Negate negative energy damage.	Adventurer	Priestess	48

CLOAK, MANTLE, CAPE (CONT...)

Item	Power	Tier	Icon	Pg
Mantle of Lost Cities	See the lost glories of the part	Adventurer	Dwarf King	19
Mantle of the Mage	Draw from power nodes	Champion	Archmage	7
Mantle of the Necromancer	Undead are loathe to attack you	Adventurer	Lich King	41
Mantle of the Warlord	Add escalation die to non-escalating allies	Adventurer	Orc Lord	44
Of Anonymity	Blend in with crowds	Adventurer	Prince of Shadows	53
Of Bilocation	Be in two places at once	Champion	Prince of Shadows	53
Of Escape	Dodge spells	Champion	Orc Lord	44
Of Gold	Visible only to the worthy	Adventurer	Great Gold Wyrn	32
Of Invisibility	Invisibility	Adventurer	Archmage	7
Of Lizards	Pop free of foes	Adventurer	Three	57
Of Many Shapes	Become any animal	Champion	High Druid	36
Of Misdirection	Make two engaged foes hit each other	Adventurer	Diabolist	15
Of Shelter	Give Defenses to allies	Adventurer	Priestess	48
of the Dead World	Drag enemies into land of the dead, then hit them	Epic	Lich King	41
Of the Underworld	+4 to hide underground	Adventurer	Dwarf King	19
Pale Mantle of Suffering	Heal when foes take ongoing damage	Adventurer	Elf Queen	24
Purple Mantle	Appear lordly	Adventurer	Emperor	28
Scout's	+2 to hide; share bonus with allies	Adventurer	Orc Lord	44
Shroud of Protection	Take half damage from an attack, lose an action	Adventurer	Three	57
Spymaster's Cape	Teleport when discovered	Adventurer	Emperor	28
Steelcloak	Apply cloak bonus to AC	Adventurer	Dwarf King	19
Two Worlds Cloak	Take a passenger when teleporting	Adventurer	Elf Queen	24

GLOVES, GAUNTLETS

Item	Power	Tier	Icon	Pg
Detachable Gloves	Send your hand off on missions	Adventurer	Prince of Shadows	53
Dragon-rider's Gauntlets	Bonus damage when mounted	Adventurer	Emperor	28
Dragon's Claw	Attack MD instead of AC	Adventurer	Great Gold Wyrn	32
Gauntlet of Revelation	Dispel illusions and disguises	Adventurer	Great Gold Wyrn	32
Gauntlets of Maiming	Gory descriptions for added effect	Adventurer	Orc Lord	44
Glove of Glimpsed Sorrow	Glimpse and exploit tragedy	Adventurer	Diabolist	16
Gloves of the Healing Touch	Heal a second target by touch	Adventurer	Priestess	48
Gloves of the Low Blow	Attack vulnerable foes	Adventurer	Orc Lord	44
Hand of Winter	Freeze foes	Epic	High Druid	36
Of Adhesion	Stick to walls	Adventurer	Three	57
Of Spell Deflection	Parry spells	Adventurer	Archmage	7
Of the Titan	+6 to Strength checks	Adventurer	Dwarf King	19

GLOVES, GAUNTLETS (CONT...)

Item	Power	Tier	Icon	Pg
Siege Engine Mitts	Throw pebbles for catapult damage	Champion	Orc Lord	44
Steel Fist of the Crusader	Thump demons harder	Adventurer	Crusader	11
Swift-Striking	Bonus to initiative for one round	Adventurer	Prince of Shadows	53
Swordmaster's Gauntlets	Melee attack when you miss with a spell	Adventurer	Elf Queen	24

HELMET, CROWN, DIADEM, CIRCLET

Item	Power	Tier	Icon	Pg
Castlehelm	Wearable fortress	Champion	Emperor	28
Circlet of Revelation	Take 1/2 damage from MD attack, see cosmic truth	Champion	Priestess	48
Circlet of Stolen Thoughts	Read minds, avoid attacks	Adventurer	Three	57
Circlet of Swift Thought	+4 Initiative	Adventurer	Diabolist	16
Crown of Brimming Wisdom	Know everything	Champion	Archmage	8
Crown of Hell	It's better to than serving...	Epic	Diabolist	16
Crown of Leaves	Rule a wood	Champion	Elf Queen	24
Diadem of Whispering	Whisper to a chosen target	Adventurer	Diabolist	16
Hat of Birds	Bird colony on your head	Adventurer	High Druid	37
Herald's Helm	Speak in the Wyrms name	Adventurer	Great Gold Wyrms	32
Magic Beard of Entanglement	Grab foes with beard	Adventurer	Dwarf King	19
Of Bitter Work	Add escalation die to healing	Adventurer	Dwarf King	19
Of Infamy	Become a legendary nemesis	Adventurer	Orc Lord	45
Of Terror	Cause fear	Adventurer	Crusader	12
Of the Dragon's Soul	Improve divine spells or attacks, depending on your best stat	Adventurer	Great Gold Wyrms	32
Of the Unbowed	Increase MD when you resist mental attacks	Adventurer	Great Gold Wyrms	32
Of the Vigilant Commander	Protect allies	Champion	Great Gold Wyrms	32
Roguish Cap	Bring out the worst in people	Adventurer	Prince of Shadows	53
Soulshield	Double MD bonus vs demons	Adventurer	Priestess	48
Triple Crown of the Wyrms	Crown a dragon for bonus damage	Epic	Three	57
Wizard's Hat of Conjunction	Conjure small items	Adventurer	Archmage	8
Wizard's Hat of Loyalty	Homing hat	Adventurer	Archmage	8

NECKLACE, PENDANT

Item	Power	Tier	Icon	Pg
Assassin's Amulet	Nothing happens on a miss	Adventurer	Three	58
Dragon-Stone	"Improved" relationship with the Three	Adventurer	Elf Queen	25
Earring of Fortunate Happenstance	Hear what you're not supposed to	Adventurer	Prince of Shadows	54
Elf-Stone	Count as an elf	Adventurer	Elf Queen	25
Necklace of the Light	Daze undead foes	Adventurer	Great Gold Wyrms	32

NECKLACE, PENDANT (CONT...)

Item	Power	Tier	Icon	Pg
Necklace of the Noose	Feign death	Adventurer	Prince of Shadows	54
Paired Talisman of the Familiar	Cast spells through familiar	Adventurer	Archmage	8
Pendant of Burning Blood	When taking ongoing damage, hurt those engaged with you	Adventurer	Diabolist	16
Pendant of Thunderous Snoring	Curse foes with snoring	Adventurer	Dwarf King	19
Periapt of Faith	Regain a daily spell when you've nothing left	Adventurer	Priestess	48
Sister-Stone	Improved relationship with the High Druid	Adventurer	Elf Queen	25
Spirit Channelling Talisman	Recharge magic items	Champion	Orc Lord	45
Spirit Fetish	Bonus to certain saves	Adventurer	Orc Lord	45
Stone of Preservation	Enter a coma instead of dying	Adventurer	Dwarf King	19
Talisman of Bound Duty	Call in markers from other Icons	Adventurer	Emperor	29
Talisman of Mortification	Sacrifice recoveries for saves	Adventurer	Crusader	12

RINGS

Item	Power	Tier	Icon	Pg
Dwarflaw Ring	Impose dwarven law	Champion	Dwarf King	20
Eternal Ring of the Cathedral	Channel the power of the Cathedral	Champion	Priestess	49
of Enmity	Pick who you hit when <i>confused</i>	Adventurer	Crusader	12
of Honeyed Words	+6 to persuade attempts	Adventurer	Diabolist	16
Of Poor Choices	Suggest bad decisions for your foes	Adventurer	Prince of Shadows	54
of Protection	+2 to AC for one turn	Adventurer	Archmage	8
Of Runes	Rune an item	Adventurer	Dwarf King	19
Of the Bloody Swathe	Bonus healing from carnage	Adventurer	Orc Lord	45
Of the Consort	Visit the Queen regularly	Epic	Elf Queen	25
Of the Cycle	Move death saves around	Adventurer	High Druid	37
Of the Imperial Cult	Deify the Emperor	Adventurer	Priestess	48
Of the Parting Gesture	Curse foes when fleeing	Adventurer	Diabolist	16
Of the Spell Vampire	Recharge items from defeated foes	Adventurer	Three	58
Seal Ring of the Citadel	Trap demons and spirits	Adventurer	Great Gold Wyrn	32
Spellbreaker	Counter spells with a punch	Adventurer	Emperor	29

SHIELDS

Item	Power	Tier	Icon	Pg
Forge-Hot	Damage attackers who miss	Adventurer	Dwarf King	20
Half-Cape of Evasion	Breeze through intercepts	Adventurer	Prince of Shadows	54
Heraldic	Summon totem spirit	Adventurer	Emperor	29
Ironhide	Damage attackers based on their attack roll	Champion	High Druid	37
Of Crashing Thunder	Inflict thunder damage on all nearby	Champion	Orc Lord	45

SHIELDS (CONT...)

Item	Power	Tier	Icon	Pg
Of Fate Aversion	Preserve hope even in the darkest times	Adventurer	Great Gold Wyrn	33
Of Flowing Silver	Teleport attackers	Adventurer	Elf Queen	25
Of Peace	Heal in battle until you attack	Adventurer	Priestess	49
Of the Watchful Eye	Avoid ambushes	Adventurer	Crusader	12
Of War	No healing for anyone	Adventurer	Priestess	49
Shattered Shield of Dreadful Deeds	Retributive Strike when downed	Adventurer	Dwarf King	20
Toothsome	Damage on an intercept	Adventurer	Diabolist	16
Warleader's	Bonus HP for allies	Adventurer	Orc Lord	45

STAFFS

Item	Power	Tier	Icon	Pg
Axial	Connects you to Axis	Epic	Emperor	30
Dragonfire	Burn uncast spells for damage	Champion	Great Gold Wyrn	33
Heartwood	Connects you to the wild forest	Epic	High Druid	37
Jack of Staves	Steal enemy powers	Epic	Prince of Shadows	54
Oakenheart Stave	Rally through inaction	Champion	Elf Queen	25
Of Destruction	Kill foes with less than 20hp remaining	Champion	Lich King	41
Of Gifts	Boost other spellcasters	Champion	Diabolist	16
Of Prophecy	Roll dice for others in advance	Champion	Priestess	49
Of Storms	Bonus to hit when damaged by lightning	Champion	Three	58
Of the Gods	Gods deliver spells directly	Epic	Priestess	49
Of the Overworld	Connects you to the Overworld	Champion	Archmage	8
Of the Underworld	Connects you to the Underworld	Champion	Dwarf King	20
Spellbane	Countermagic at will	Epic	Orc Lord	45
Spellforce	Override conditions	Champion	Archmage	8
Wrath-Staff	Nuke mooks	Epic	Crusader	12

SYMBOL, HOLY SYMBOL, RELIC, SACRED BRANCH

Item	Power	Tier	Icon	Pg
Ancestral	Reroll damage or healing	Adventurer	Dwarf King	21
Blasphemous Relic	Improved spells at the cost of someone else's god	Champion	Crusader	12
Blasphemous Symbol	Improved healing at the cost of your soul	Adventurer	Crusader	12
Fanatic's	BELIEVE.	Adventurer	Orc Lord	45
Of Exorcism	+2 against foes that target MD	Adventurer	Priestess	50
Of Fallen Heroes	Invoke the dead for aid	Adventurer	Great Gold Wyrn	33
Of Light	Daze foes	Adventurer	Priestess	50
Of the Dead King	Confuse undead instead of dazing them	Adventurer	Lich King	41

SYMBOL, HOLY SYMBOL, RELIC, SACRED BRANCH (CONT...)

Item	Power	Tier	Icon	Pg
Of the Golden Order	Give bonus temporary hit points to followers of the Wyrms	Adventurer	Great Gold Wyrms	33
Peerless Piety	Radiate trustworthiness	Adventurer	Diabolist	17
Sickle of Culling	Bonus damage against mooks	Adventurer	High Druid	38

WAND

Item	Power	Tier	Icon	Pg
Baton of the Queent	More damage against her enemies	Adventurer	Elf Queen	26
Deathmark	Mark foe. Wait a while. Get bonus damage	Adventurer	Lich King	41
Metal Detecting	Detects metal	Adventurer	Dwarf King	21
Of Arcane Ventriloquism	Cast spells from another spellcaster's location	Adventurer	Prince of Shadows	54
Of Corrected Devastation	Retry ineffective spells	Adventurer	Archmage	8
Of Dowsing	Detects elemental energy	Adventurer	High Druid	38
Of Inner Fire	Bonus sorcery damage	Adventurer	Three	58
Of Pious Thaumaturgy	Make arcane spells holy	Adventurer	Priestess	50
Of Reckless Abandon	Turn spells reckless	Adventurer	Archmage	8
Of Seizures	Stick foes	Adventurer	Diabolist	17
Rod of Banishment	Banish summoned demons	Adventurer	Crusader	12
Rushlight	Make foes glow	Adventurer	Orc Lord	46
Sturdy	Counts as a weapon	Adventurer	Dwarf King	21

WEAPONS

Item	Power	Tier	Icon	Pg
Animated	Fights on its own	Adventurer	Archmage	8
Ankle-Hewing	Crits giants	Adventurer	Dwarf King	21
Binding	Steal demon powers	Champion	Crusader	13
Bonecrushing Hammer	Bonus damage against skeletal foes	Adventurer	Priestess	50
Bow of the North Wind	Fly as long as you keep hitting	Champion	High Druid	38
Demon-Thrashing	Reroll demon powers	Adventurer	Crusader	13
Discretion	Don't trigger counterattacks	Adventurer	Prince of Shadows	55
Duplicitous	Damage another foe to the one you hit	Adventurer	Three	58
Feinting	Bonus AC on a miss	Adventurer	Three	58
Fiery	It's fiery	Adventurer	Crusader	13
Glorious Gladiator's Blade	Showboat for bonus crit range	Champion	Emperor	30
Haunted	Weapon attacks when you don't	Adventurer	Lich King	41
Hungry	Bonus damage on second and subsequent hits	Adventurer	Orc Lord	46
Indomitable	Bonus when attacking higher-level foes	Adventurer	Great Gold Wyrms	33
Lucky	Attack someone else when you miss	Adventurer	Priestess	50

WEAPONS (CONT...)

Item	Power	Tier	Icon	Pg
Of Providence	You hit.	Adventurer	Priestess	50
Of Redemption	Convert foes instead of slaying them	Champion	Priestess	50
Of the Threshold	Animate defeated foes as undead	Champion	Lich King	42
Of Thunderbolts	Charge up damage when the escalation die hits a certain value	Adventurer	High Druid	38
Quaking Hammer	Inflict thunder damage all over the place	Champion	Dwarf King	21
Resounding	Inflict thunder damage on a nearby foe	Adventurer	Dwarf King	21
Secrets Revealed	Force foes to confess secrets	Adventurer	Diabolist	17
Sword of Ruin	Murder civilizations	Epic	Orc Lord	46
Throwing and Catching Dagger	Teleport short distances	Champion	Prince of Shadows	55
Tooth of the Green	Poison foes	Epic	Elf Queen	26
World-Rending Axe	Teleport on a crit	Champion	Orc Lord	46

WONDEROUS ITEMS

Item	Power	Tier	Icon	Pg
Bag of Storms	Lightning bolt in a bag	Adventurer	High Druid	38
Blazing Warbanner	Grant rerolls to allies	Adventurer	Crusader	13
Boneservant	Zombie Jeeves at your service	Adventurer	Lich King	42
Bountiful Jar	Produce magic oil	Adventurer	Dwarf King	21
Cauldron of Dead Men	Resurrect someone until the next full heal-up	Champion	High Druid	38
Crystal Ball	Scry on distant events	Adventurer	Archmage	9
Dice of Fate	Pick destinies	Adventurer	Orc Lord	46
Dream of the Light	Allow allies to use your recoveries during a quick rest	Adventurer	Great Gold Wyrn	34
Echoing Horn	Call allies	Adventurer	Dwarf King	21
Hero's Harp	Attack with sustain rolls	Adventurer	Elf Queen	26
Homunculus of Delegation	Delegate non-adventuring tasks	Adventurer	Emperor	30
Jar of Mischief	Chaos in a can	Adventurer	Prince of Shadows	55
Nightcandle	Signal visible only to allies	Adventurer	Prince of Shadows	55
Purgative Cup	Dedicate yourself to the crusader	Adventurer	Crusader	13
Saintly Reliquary	Saint's spirit intercedes on your behalf	Adventurer	Priestess	51
Spirit-Catching Jar	Catch spirits for ransom	Adventurer	Three	58