



TOME OF BINDING

A treatise on all things arcane, its cover emblazoned with obscure sigils.

Wt - 1lb; Magic Item (Book).

Spell Binding. One power may be maintained without the Spellcasting Penalty for AB: Magic, though Power Points must be paid as usual.



ARMOR OF THE BLIND EYE

Blackened leather embossed with sigils of obfuscation.

Wt 15 lb; Magic (Leather Armor).

Armor +1.

The Blind Eye. Attack rolls against the wearer are at -1.



WINTER'S EMBRACE

Mist rises from this perpetually frost-limned warhammer.

Wt 8 lb; Magic (Warhammer).

Dam Str+d6+2; counts as cold damage for those vulnerable to it.

AP 1 vs. rigid armor.



SPELLCASTER'S TOME

A treatise on all things arcane, its cover emblazoned with obscure sigils.

Wt - 1lb; Book.

Unidentified. Might be magical; Knowledge (Arcana) check at -2 to identify.



BLACKENED LEATHER ARMOR

Blackened leather embossed with strange symbols.

Wt 15 lb; Armor (Leather).

Armor +1.

Unidentified. Might be magical; Knowledge (Arcana) check at -2 to identify.



ICY WARHAMMER

Mist rises from this frost-limned warhammer.

Wt 8 lb; Warhammer.

Dam Str+d6; AP 1 vs. rigid armor.



CIRCLET OF AWARENESS

A hammered copper crown suggesting the face of a fox.

Wt - 1lb; Magic Item (Head).

Awareness. +2 to Notice.



COPPER FOX CIRCLET

A hammered copper crown suggesting the face of a fox.

Wt - 1lb; Jewelry (Head).

Unidentified. Might be magical; Knowledge (Arcana) check at -2 to identify.



LUCKY STONE

A dark stone marked with the elven rune of luck.

Wt - 1lb; Lucky Item (Talisman).

Lucky. Not a true magic item; it's just *lucky*, and works for anyone who believes in such things. Grants the wearer one free Soak roll per session.

TOMB OF TERRORS ADVENTURER MAGIC ITEMS

These cards represent items that the sample adventurers start with; you can give them to the players as references ... or if you'd like to run a campaign with beginning players, these might be interesting as treasure for them to earn along the way. "Identified" and "Unidentified" versions are presented for most of them, in case you go the latter route.

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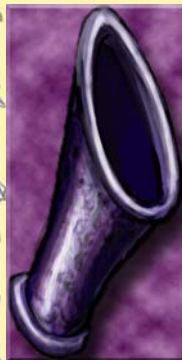


ARM BAND OF RESISTANCE

The sigil-inscribed metal is lightweight, with a strangely purple tint.

Wt - 1lb; Magic Item (Arm).

Pain Resistance. Wearer may ignore one level of Wound penalties.

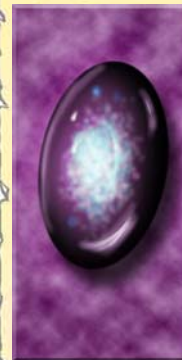


BRACER OF COMBAT

The purplish metal is too soft to be protective, but is inscribed with arcane sigils.

Wt - 1lb; Magic Item (Arm).

Combat Prowess. Wearer's Fighting is increased by one die type.



POWER CRYSTAL

The crystal would be solid black, if not for the pale wispy glow emanating from its core.

Wt - 1lb; Magic Item (Gem).

Power Store. Stores 5 Power Points. Caster can refill with his own Points with a successful Spellcasting roll.



RING OF CLEAR THOUGHT

An elven scholar's ring, wrought of silver but darkened with corrosion.

Wt - 1lb; Magic Item (Ring).

Clear Thought. +2 to recover from being Shaken.



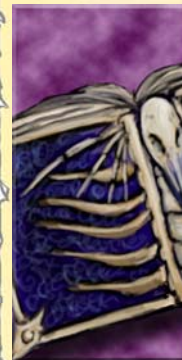
VICIOUS SABER

When this purplish blade strikes true, blood flows through the engraved sigils, turning them red.

Wt 4 lb; Magic Short Sword.

Dam Str+d6+1.

Vicious. Deals an extra d8 (rather than d6) damage on a Raise.



JOURNAL OF ACECRACK

A thick tome full of arcane scribbling that could take a lifetime to decipher.

Wt 5 lb; Book.

Of no immediate apparent use, but could be sold to *certain parties* for the price of a small keep (if you can live with the consequences).



BLACK GEMS

A velvet drawstring pouch filled with shiny black opals.

Wt - 1lb; Treasure (Gems).

Treasure. Each gem is worth 1d6x\$50 if sold to a merchant. There are 8 gems in total.



BONE GOLEM GEM

With the destruction of the golem, the glow has faded from this shiny black opal.

Wt - 1lb; Treasure (Gem).

Treasure. The gem is worth 1d6x\$50 if sold to a merchant.



NECROMANCER'S ROBES

The lightweight shoulder guards and bone breastplate look imposing, but offer little protection.

Wt - 1lb; Clothing (Robes).

Apparently without magical properties, this is unlikely to fetch much of a price, given who wore it last.

TOMB OF TERRORS SPECIAL TREASURE (IDENTIFIED)

These cards represent loot that can be obtained once the Necromancer is defeated. (The lone Bone Golem Gem can be pried from the remains of the Bone Golem in the event that they somehow manage to defeat it without having to damage the gem at its core.)





NECROMANCER'S ARMBAND

The sigil-inscribed metal is lightweight, with a strangely purple tint.

Wt - lb; Jewelry (Arm).

Unidentified. Might be magical; Knowledge (Arcana) check at -2 to identify.

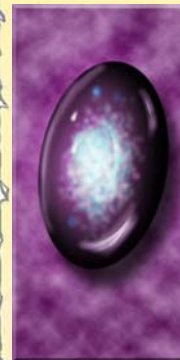


NECROMANCER'S BRACER

The purplish metal is too soft to be protective, but is inscribed with arcane sigils.

Wt - lb; Jewelry (Arm).

Unidentified. Might be magical; Knowledge (Arcana) check at -2 to identify.



GLOWING CRYSTAL

The crystal would be solid black, if not for the pale wispy glow emanating from its core.

Wt - lb; Treasure (Gem).

Unidentified. Might be magical; Knowledge (Arcana) check at -2 to identify.



TARNISHED SILVER RING

An elven scholar's ring, wrought of silver but darkened with corrosion.

Wt - lb; Jewelry (Ring).

Unidentified. Might be magical; Knowledge (Arcana) check at -2 to identify.



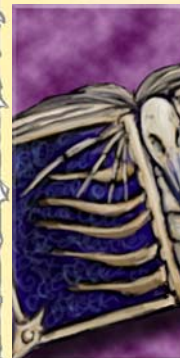
NECROMANCER'S SABER

When this purplish blade strikes true, blood flows through the engraved sigils, turning them red.

Wt 4 lb; Short Sword.

Dam Str+d6.

Unidentified. Might be magical; Knowledge (Arcana) check at -2 to identify.



NECROMANCER'S JOURNAL

A thick tome full of arcane scribbling that could take a lifetime to decipher.

Wt 5 lb; Book.

Unidentified. Might be magical; Knowledge (Arcana) check at -2 to identify.



POUCH OF GEMS

A velvet drawstring pouch filled with shiny black opals.

Wt - lb; Treasure (Gems).

Unidentified. Might be magical; Knowledge (Arcana) check at -2 to identify.



BONE GOLEM GEM

With the destruction of the golem, the glow has faded from this shiny black opal.

Wt - lb; Treasure (Gem).

Unidentified. Might be magical; Knowledge (Arcana) check at -2 to identify.



NECROMANCER'S ROBES

The lightweight shoulder guards and bone breastplate look imposing.

Wt - lb; Clothing (Robes).

Unidentified. Might be magical; Knowledge (Arcana) check at -2 to identify.

TOMB OF TERRORS SPECIAL TREASURE (UNIDENTIFIED)

Optionally, rather than handing out the "identified" versions of these cards as loot, present these instead. Are they cursed? This calls for a Knowledge (Arcana) roll at -2 per item. If a brave player actually wears or uses the item, a +2 bonus can be added to a subsequent attempt - or you may simply reveal its properties as appropriate.

