MYTHMAGICA™

The Wicked Workshop

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**Crafting Guide
of the Mythmagica RPG**

LOREWEAVER GAMES   MYTHMAGICA   Tactic II

Mythmagica
The Wicked Workshop

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The Wicked Workshop

Introduction

This book is a guide to the crafting rules for the Mythmagica Role-Playing Game. It is a general supplement to the game, intended to be available to all players.

Civilization could not exist without crafters to build and maintain it. The people of the ancient world understood this truism, and the legends of ancient myth acknowledge it by crediting the crafters of mythological relics. Nordic mythology tells of how the dwarfs forged Thor's mighty hammer, Mjollnir, along with many of the god's other miraculous possessions. Dian Cecht of Celtic lore animated a prosthetic hand from silver when his king, Nuada, lost his own in battle. And Ptah, of Egyptian myth, fashioned the entire world.

Crafting has a lot going for it. Some players love the idea of starting their character as an apprentice blacksmith, who can barely beat out a horseshoe from an iron bar, and develop them over the course of many adventures into a master capable of forging armaments on par with the legendary Excalibur. This book is largely written for these players.

Another reason exists for the game to have rock-solid crafting rules, though: the verisimilitude of the game world. In other words, the crafting rules describe how the many items provided throughout the game are made. Magic items are a big part of how Mythmagica rewards players for overcoming the myriad obstacles presented to their Avatars. Of course, the game could simply provide a long list of such items for an Overlord, or Game Master, to introduce as treasure, and leave it at that. But, that does little to encourage them to design unique items of their own. And, it would provide even less guidance on the best way to design such items, and whether the envisioned items are reasonable for the party's Level.

Next, any world using a comprehensive and cohesive set of crafting rules gains an added feeling of depth. If a party walks into an Apothecary shop, and the Overlord knows the proprietor is an 8th Level Apothecary, they have clear guidance on what products the tradesman can and cannot create, what services they provide, how much it all costs, and how long it takes. And, if the party goes to the next town, who's Apothecary is only 4th Level, the Overlord can be consistent in the answers they provide to their players' inquiries, along with how they came up with those answers. In this way, the world gains consistency and realism.

Further, even if a player has no interest in having their character pursue a crafting career, they still need a strong crafting system. Most players will eventually dream up a custom magic item they'd like their Avatar to own. If their idea can be made within the crafting rules, and the rules indicate the item is appropriate for their Level, their Overlord is far more likely to accept it into their campaign. The Overlord could allow them to buy it outright without fuss, or potentially provide access to a craftsman that can make it, given time and the proper materials. Or, better yet, have the party overhear a rumor about an item fitting that description as a hook into the next adventure.

Finally, a solid crafting system can provide an Overlord with inspiration in coming up with new adventure ideas. An entire campaign could be centered around a city's Alchemist who offers rewards to anyone bringing them the Jidra roots they need for Antidote Tonics, the Cateblopas scent glands needed for Tear Gas Compounds, the Griffin hearts required for Gaseous Form Elixirs, or any other of the myriad components demanded by their other potion brewing activities. This idea is not limited merely to the magical professions, either. A wood-worker may pay handsomely for some high-quality haunted wood that can only be obtained in the nearby haunted forest. Or, a leather worker may be willing to craft the high-quality leather armor requested by one of the Avatars, but only if they can provide the required dragon leather to make it.

In short, this book provides much of the information an Overlord needs to give their world an active economy and show how the Avatars can engage with it. Thus, the players gain a deeper sense of immersion in their play, as they better understand how their characters fit within the game world.

CLASSES

Classes

This section provides descriptions of all of the crafting classes available in the game.

Class List

Below is a table to help you find your way around Mythmagica's crafting class system. This table gives a quick overview of some of Mythmagica's crafting options. The table shows a wide variety of possible career paths that your character may take when gaining different classes. While the table gives a view of some of the more popular crafting career paths for characters, it is in no way complete. For example, none of the classes found in The Character Compendium are listed. Their inclusion would have made the table much larger, indeed.

In the leftmost column of the table are listed the Initiate classes Mythmagica provides for crafting. In the columns to the right are some of the various options a character has when choosing their next class. Thus, a class that is to the left of another class fulfills all of the skill-based prerequisites to attain the class. In some instances, advancing to a class may additionally require a specific Beckoning gift (e.g. Fantasia Beckoning, Pagan Beckoning, etc.).\

Class List

Initiate Classes	Veteran Classes		
Apothecary	Herbalist Puffer	Blacksmith	Master Blacksmith
Artificer	Artisan Crafter Lapidary	Master Artisan Master Crafter	
Blacksmith's Apprentice	Artisan Blacksmith Crafter	Master Artisan Master Blacksmith Master Crafter	
Hood	Forger Trap Specialist Reaper	Artisan Crafter Herbalist	Master Artisan Master Crafter
Merchant	Crafter	Artisan Master Crafter	Forger Master Artisan
Pearl Diver	Artisan Crafter	Master Artisan Master Crafter	
Peasant	Crafter Herbalist Reaper	Artisan Master Crafter	Master Artisan
Prospector	Miner	Crafter Lapidary Puffer Trap Specialist	Master Crafter Artisan Blacksmith
Trapper	Crafter Hunter Trap Specialist	Master Crafter Artisan Herbalist	Master Artisan
Woodsman	Crafter Hunter	Artisan Master Crafter Herbalist	Master Artisan

Initiate Classes

Initiate Classes~A

Apothecary

Apothecaries mix chemical powders and liquids with various herbs to produce substances either helpful or harmful to others. Their main source of wealth lies in curing illnesses and deadening pain. Nevertheless, they skillfully concoct deadly poisons for customers desiring to rid themselves of "pests."

Gifts

First Aid, Reading and Writing a Common Script

Academic Skills

Versed (+2) in: Anatomy, Herb Lore
Reviewed (+1) in: Knowledge

Martial Proficiencies

Versed (+2) in: Wielding Undersize Daggers (esp. Knife)

Martial Skills

Reviewed (+1) in: Maneuvering

Trade Skills

Specialized (+3) in: Concocting Herbal Balms, Herbal Remedy
Versed (+2) in: Bloodletting, Concocting Hallucinogenic Poisons, Identifying Concoctions, Identifying Poisons, Mending, Stunning
Reviewed (+1) in: Blowing Glass, Concocting Toxic Poisons, Foraging, Harvesting, Physic

Artificer

An Artificer, is a student of arts and handicrafts, who has a passion for creating items from a variety of materials. Most have a practical nature, and are are focused on creating quality items that have functional uses in everyday life. Others have a more artistic flair, though, who are more interested in bringing beauty into the world.

Prerequisites

Although it not a mandatory requirement, the character cannot take advantage of the magical aspects of their Fantasia skills without Fantasia Beckoning.

Gifts

Creative Resonance

Academic Skills

Reviewed (+1) in: Choice of one of the following: Gem Lore, Leather Lore, Metal Lore, Stone Lore, Wood Lore

Fantasia Skills

Reviewed (+1) in: Choice of one of the following: Beautifying Ceramics, Beautifying Gemstones, Beautifying Glass, Beautifying Metal, Embossing Leather, Embroidery, Illustration, Scrimshaw, Sculpting Wood

Martial Proficiencies

Reviewed (+1) in: Wielding Daggers, Wielding Hammers

Trade Skills

Versed (+2) in: Assembling, and their choice of one of the following: Blowing Glass, Bone Working, Cutting Gemstones, Leather Working, Pottery, Stone Working, Tailoring, Tinkering, Wood Working
Reviewed (+1) in: Jack-of-all-Trades, and their choice of one of the following: Curing, Smelting, Weaving

Initiate Classes~B

Blacksmith's Apprentice

No town is complete without a blacksmith to forge steel. With a complete workshop, a smithy can create many useful utensils and implements. Indeed, many townships simply spring up around remote blacksmith shops set up along major trails. Travelers never have problems finding the smithy in any town. The ringing of a hammer on anvil resounds throughout whole blocks drawing interested customers. Children often gather around a smithy's shop to get a chance to work their huge bellows or feed the hungry fire with coal. The showers of sparks sent flying with every beat of the blacksmith's hammer inspires wide-eyed amazement in their faces. A few are so enamored by the magical forge that it draws them into apprenticeship.

Prerequisites

The character must have at least a 0 Brawn.

Academic Skills

Versed (+2) in: Metal Lore

Martial Proficiencies

Reviewed (+1) in: Wielding Undersize and Proportional Hammers

Trade Skills

Versed (+2) in: Forging Metal
Reviewed (+1) in: Assembling, Jack-of-all-Trades

Initiate Classes~H

Hood

Whenever a pesky noble interferes with profitable, though illicit, enterprises, they make many enemies. If they are smart, they surround themselves with formidable bodyguards to make physical attacks unlikely. It is in these situations that a hood makes their living. A hood is the type of unscrupulous character who sneaks into a king's kitchen, plants a slow acting poison in the wine, and wanders out of the castle long before their victim takes their last breath.

Academic Skills
Reviewed (+1) in: Guild Lore

Martial Proficiencies
Versed (+2) in: Shooting Undersize and Proportional Blowguns, Wielding a single Proportional or Undersize Close Combat Blade Weapon of the character's choice

Martial Skills
Reviewed (+1) in: Maneuvering, Trickery

Trade Skills
Specialized (+3) in: Concocting Toxic Poisons, Concocting Hallucinogenic Poisons, Harvesting, Identifying Poisons
Versed (+2) in: Disguising
Reviewed (+1) in: Foraging, Forging Documents, Harvesting, Urban Stealth, Searching, Setting Booby Traps

Initiate Classes~M

Merchant

A merchant travels far and wide searching for unusual trinkets, aromatic spices, and other exotic wares. Their motivation is primarily greed, as they know that the people of other cities and nations have great call for such merchandise. Consequently, a merchant can demand many times their original cost for their most desirable items. It doesn't take many caravans or ships fully laden with these goods to make a man exceedingly rich. Of course, the profession is not without its risks. Bandits and pirates are fully aware of the same facts, and their unscrupulous methods often have a considerably lower overhead.

All merchants have some limited training in crafting, if only to be able to better evaluate the wares they buy. However, the crafting skills they personally practice are ones they can perform while traveling to make products of modest size. This precludes crafting professions that demand ungainly equipment, such as anvils, furnaces, looms, and grinding wheels.

Gifts
Marine Wisdom, Reading and Writing a Common Script, Haggling, Reading Lips, Speaking a Common Language

Academic Skills
Specialized (+3) in: Appraising
Reviewed (+1) in: Etiquette, Navigating, Philosophy, Seafaring Lore

Martial Proficiencies
Reviewed (+1) in: Wielding Proportional and Undersize Daggers (esp. Knife), Wielding Proportional and Undersize Clubs

Martial Skills
Reviewed (+1) in: Maneuvering

Trade Skills
Versed (+2) in: Identifying Concoctions, Identifying Poisons, Riding Equines
Reviewed (+1) in: Their choice of one of the following: Assembling, Bone Working, Leather Working, Tailoring, Tinkering, Wood Working

Initiate Classes~P

Pearl Diver

For those who love the sea, pearl diving[1] is often considered to be the ideal life. The most generally accepted view of pearl divers is that they live simply. They are usually found in tropic island paradises, where the natives dress only in scant loincloths if they wear anything at all. The diver rows out daily to a nearby reef in a small boat and plunges into their beloved underwater realm to search for oysters and to play with dolphins and mermaids. Their rewards are many and their responsibilities are few.

The reality of the situation is more sobering. Ocean reefs are not only home to merfolk and friendly sea creatures. Sharks and giant squid seek out these food-rich waters and would never pass up the opportunity to taste a juicy diver morsel. In addition, islands that are known to produce pearls are also known to attract pirates. On the other hand, these very dangers may be the greatest attractions for many adventurers. Perhaps it is an ideal life after all.

Prerequisites
Although it not a mandatory requirement, the character cannot take advantage of the magical aspects of their Fantasia skills without the Fantasia Beckoning.

Gifts
Aquatic Combat, Empathic Bonding with Merfolk, Holding Breath, Marine Wisdom, Sign Language, Swimming

Academic Skills
Reviewed (+1) in: Seafaring Lore

Fantasia Skills
Reviewed (+1) in: Scrimshaw

Martial Proficiencies
Versed (+2) in: Wielding Proportional Tridents, Wielding Undersize Daggers (esp. Knife)
Reviewed (+1) in: Using Nets, Throwing Oversize Harpoons

Trade Skills
Reviewed (+1) in: Bone Working, Quartering

Peasant

Peasants, though generally poor, are honest, hard-working members of the farming community. It is through their hard labor that society is fed and flourishes. Without their toil, civilization could not exist. Even so, it is they who often bear the burden of unjust taxes imposed by indifferent lords.

Many a lord has learned a hard lesson about their peasant's limits at the end of a pitchfork.

Gifts
Sniping with Slings

Academic Skills
Versed (+2) in: Choice of one of the following: Equine Lore, Faery Lore, Herb Lore

Martial Proficiencies
Versed (+2) in: Wielding Proportional Sickles, Wielding Oversize Scythes
Reviewed (+1) in: Using Slings, Wielding Quarterstaves, Wielding Shepherd's Crooks, Wielding Proportional Tridents (Pitchforks)

Trade Skills
Versed (+2) in: Gardening, Harvesting, Husbandry
Reviewed (+1) in: Training Draft Animals, Jack-of-all-Trades, Quartering, Riding Equines, Rural Stealth, Tailoring

Prospector

Those traveling through rocky, mountainous country often encounter prospectors searching for the mother lode. They constantly chip at rock formations and scan the strata of nearby cliffs. Since prospecting takes a great deal of equipment, mules always accompany these characters on their extended searches. Driven by greed and the hope that their fortune lies just over the next hill or under a nearby boulder, prospectors forget their appearance, which often repulses travelers they encounter. They probably wouldn't bathe at all if the lure of gold dust didn't draw them to streams.

Gifts
Mountain Wisdom

Academic Skills
Versed (+2) in: Stone Lore
Reviewed (+1) in: Mountain Lore

Martial Proficiencies
Versed (+2) in: Wielding Picks
Reviewed (+1) in: Using Slings

Trade Skills
Specialized (+3) in: Prospecting
Reviewed (+1) in: Finding Secret Stuff

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1   Pearl Diving was practiced thousands of years ago in the Persian Gulf, first by both the ancient Persians and Mesopotamians, and later by Muslims.

Initiate Classes~T

Trapper

Trappers are rugged individuals who make their living by selling the skins and furs of animals they have captured and slain. On the whole, they are a lonely, independent group since their trade necessitates their living away from civilization for extended periods. In fact, the only contact that many trappers have with society is during their infrequent visits to remote trading posts. Here their furs are traded for the simple tools and gear they need to carry on their work. Polite society rarely acknowledges the fact that the fabulous furs and garments they demand are provided by the industry of gruff hermit-like woodsmen who would quickly be ejected from their own socialite cliques. Of course, no self-respecting trapper would ever consider joining such an elitist group anyway. It is quite ironic that trappers and the social elite, which despise and ridicule one another to such a degree, depend so heavily on each other to sustain their own lifestyles.

Gifts

First Aid, Sign Language, Swimming, Woodland Wisdom, Wilderness Wisdom

Academic Skills

Versed (+2) in: Forest Lore, Leather Lore

Martial Proficiencies

Reviewed (+1) in: Using Slings, Shooting Undersize Bows, Wielding Clubs, Wielding Undersize Daggers (esp. Knife)

Trade Skills

Specialized (+3) in: Setting Rural Traps
Versed (+2) in: Quartering, Rural Stealth, Tracking
Reviewed (+1) in: Training Draft Animals, Curing, Foraging, Jack-of-all-Trades, Leather Working

Initiate Classes~W

Woodsman

Woodsmen enjoy traveling the countryside and sleeping under the stars. They abandon city living to fulfill a longing for the open expanses of the plains and the pine scents of cedar forests. They live entirely off the land by crafting all of the tools they need and hunting for their food. Woodsmen often travel with others possessing a desire for natural surroundings.

Gifts

First Aid, Swimming, Wilderness Wisdom, Woodland Wisdom

Academic Skills

Versed (+2) in: Forest Lore, Wood Lore

Martial Proficiencies

Versed (+2) in: Wielding Undersize and Proportional Axes
Reviewed (+1) in: Using Slings, Shooting Bows, Wielding Undersize and Proportional Clubs, Wielding Proportional Quarterstaves

Trade Skills

Versed (+2) in: Covering Tracks, Tracking
Reviewed (+1) in: Assembling, Training Draft Animals, Concocting Herbal Balms, Curing, Foraging, Harvesting, Quartering, Rural Stealth, Wood Working

Veteran Classes

Veteran Classes~A

Artisan

An artisan is a professional artist, highly skilled in working in a variety of mediums. The best artisans imbue their artwork with a spark of their own spirits, giving them magical properties of their own. With enough diligence, an artisan may attract the attention of a master and get the opportunity to work under their tutelage. Most hope to eventually refine their own skills to be worthy of the title "master" themselves.

Prerequisites

The character must possess the gift of Fantasia Beckoning and must satisfy one of the following requirements:

- 7th rank in Artistry
- 9th rank in one of the following skills: Beautifying Ceramics, Beautifying Glass, Beautifying Metal, Embossing Leather, Embroidery, Illustration, Scrimshaw, Sculpting Stone, Sculpting Wood.
- 11th rank in two of the following skills: Assembling, Blowing Glass, Bone Working, Forging Glass, Forging Metal, Leather Working, Pottery, Stone Working, Tailoring, Tinkering, Weaving, Wood Working

Gifts

Artistic Resonance

Academic Skills

Reviewed (+1) in: Appraising

Fantasia Skills

Specialized (+3) in: Choice of two of the following:
    Beautifying Ceramics, Beautifying Glass, Beautifying Metal, Embossing Leather, Embroidery, Illustration, Scrimshaw, Sculpting Wood
Versed (+2) in: Artistry

Trade Skills

Reviewed (+1) in: Choice of two of the following:
    Assembling, Blowing Glass, Bone Working, Forging Glass[2], Forging Metal, Leather Working, Pottery, Stone Working, Tailoring, Tinkering, Weaving, Wood Working

Veteran Classes~B

Blacksmith

Blacksmiths are well known for the common metal implements they create. Horseshoes and nails are their stock in trade. However, a mere apprentice has the skill to craft these crude items. As such, an experienced blacksmith will usually delegate these mundane tasks to their underlings so that they can labor on more fruitful work. Among the most profitable wares in the blacksmith's repertoire are weapons and armor. No militia could stand long without a skilled blacksmith to fix its damaged armament. Many legends relate how heroes gained victory over their enemies because their weapon held strong when their opponent's shattered from a heavy blow.

Prerequisites

The character must first attain 5th rank in Forging Metal.

Gifts

Creative Resonance

Academic Skills

Specialized (+3) in: Metal Lore
Reviewed (+1) in: Leather Lore

Martial Proficiencies

Versed (+2) in: Wielding Hammers.

Trade Skills

Specialized (+3) in: Forging Metal
Versed (+2) in: Assembling, Jack-of-all-Trades
Reviewed (+1) in: Leather Working, Smelting

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2   The secrets of Forging Glass are closely guarded by the Rugen Dwarfs. As such, your Overlord may decide that no instructor is available or willing to teach it.

Crafter

A crafter, or craftsman, is a skilled laborer who is proficient in fashioning items using a variety of materials. Any castle, ship, or village should count itself lucky to have one of these handy fellows around.

Prerequisites
The character must one of the following requirements:
- 4th rank in Jack-of-all-Trades
- 6th rank in two of the following: Assembling, Blowing Glass, Bone Working, Curing, Cutting Gemstones, Forging Metal, Leather Working, Pottery, Stone Working, Tailoring, Tinkering, Weaving, Wood Working
- 8th rank in Assembling, Blowing Glass, Bone Working, Curing, Cutting Gemstones, Forging Metal, Leather Working, Pottery, Stone Working, Tailoring, Tinkering, Weaving, Wood Working

Gifts
Creative Resonance

Academic Skills
Versed (+2) in: Leather Lore, Stone Lore, Wood Lore

Trade Skills
Specialized (+3) in: Choice of two of the following: Assembling, Blowing Glass, Bone Working, Curing, Cutting Gemstones, Forging Metal, Leather Working, Pottery, Stone Working, Tailoring, Tinkering, Weaving, Wood Working
Versed (+2) in: Choice of two of the following: Assembling, Blowing Glass, Bone Working, Curing, Cutting Gemstones, Forging Metal, Leather Working, Pottery, Stone Working, Tailoring, Tinkering, Weaving, Wood Working
Reviewed (+1) in: Jack-of-all-Trades

Forger

A forger so expertly duplicates documents that they look virtually indistinguishable from the real thing. Given enough time, these artists can duplicate the paintings of masters and the royal seals of kings. Of course, these forgeries cannot fool true experts ... usually.

Prerequisites

The character must possess the gift of Fantasia Beckoning. Further, they must have attained 8th rank in Forging Documents or Illustration.

Gifts
Reading and Writing a Common Script

Academic Skills
Reviewed (+1) in: Guild Lore

Fantasia Skills
Versed (+2) in: Illustration
Reviewed (+1) in: Artistry

Trade Skills
Expert (+4) in: Forging Documents
Reviewed (+1) in: Jack-of-all-Trades

Veteran Classes~G

Glass Smith

Glass Smiths are practitioners of the highly secretive craft of forging glass. Only those inheriting the skill by birthright are tutored in the art's finer points as represented by this class. Since the races that are capable of this trade are born with the ability, and no Glass Smith would dare to teach its mysteries to an outsider, there are no Glass Smith apprentices.

Through some mysterious means, Glass Smiths are able to hammer various forms of naturally occurring glass and gemstones into items having the strength and durability of metal. Swords, armor, shields, and other implements can be fashioned in a Glass Smith's forge. Obviously, this makes Glass Smiths very popular with the iron averse faery races and allows these artisans to charge high prices for their merchandise.

Prerequisites
The character must possess the gift of Fantasia Beckoning and must first attain 5th rank in Forging Glass.

Traits
The character must adopt the Trait, "I will guard the secrets of glass forging with my life".

Gifts
Artistic Resonance, Creative Resonance

Academic Skills
Versed (+2) in: Gem Lore

Eldritch Skills
Specialized (+3) in: Forging Glass

Fantasia Skills
Versed (+2) in: Beautifying Glass

Martial Proficiencies
Versed (+2) in: Wielding Hammers.

Trade Skills
Specialized (+3) in: Blowing Glass
Versed (+2) in: Assembling, Jack-of-all-Trades

Veteran Classes~H

Herbalist

A Herbalist is whiz in using plants to create concoctions to heal (or poison) the body. They have a love of flora, and are constantly trying out the plants they encounter in new combinations to perfect their herbal recipes. Needless to say, Herbalists spend much of their time searching for the flowers, seeds, and roots they need to create their many potent concoctions.

Prerequisites
The character must have attained 8th rank in two of the following: Concocting Herbal Balms, Foraging, Gardening, Harvesting, Herbal Remedy and Herb Lore.

Gifts
First Aid, Wilderness Wisdom

Academic Skills
Expert (+4) in: Herb Lore

Trade Skills
Expert (+4) in: Concocting Herbal Balms, Foraging, Gardening, Harvesting, Herbal Remedy
Specialized (+3) in: Identifying Concoctions, Identifying Poisons
Versed (+2) in: Concocting Hallucinogenic Poisons, Concocting Toxic Poisons, Physic

Hunter

The resounding note of a bugle, the barking of dogs, and the sight of a terrified fox darting through the woods are sure signs that a hunter is afoot in the forest. Hunters are sporty souls who thrive on the adrenaline produced by tracking challenging and crafty prey. The truest of these sportsmen do not work on a "first-come first-serve" basis. Rather, they proudly proclaim their prey of choice at the day's first light before setting out to win the prize. All other game winning opportunities are ignored until the hunter has downed their stated quarry.

Prerequisites
The character must have 8th rank in Rural Stealth or Tracking and must meet one of the following requirements:
- 6th rank in Wielding or Throwing Spear.
- 7th rank in Shooting any Bow
- 8th rank in Using Sling

Further, although it not a mandatory requirement, the character cannot take advantage of the magical aspects of their Fantasia skills without the Fantasia Beckoning.

Gifts

Sign Language, Swimming, Sniping with Short Bow and Long Bow, Virtuoso with Hunting Horn (e.g. Bugle), Wilderness Wisdom

Academic Skills

Versed (+2) in: Beast Lore, Forest Lore

Fantasia Skills

Reviewed (+1) in: Playing Brass Instruments

Martial Proficiencies

Specialized (+3) in: Throwing Spears
Versed (+2) in: Shooting Bows, Using Bolas, Wielding Spears
Reviewed (+1) in: Using Slings, Wielding Undersize and Proportional Daggers (esp. Knife)

Trade Skills

Specialized (+3) in: Quartering, Rural Stealth, Tracking
Versed (+2) in: Training Draft Animals, Sneaking
Reviewed (+1) in: Bone Working, Curing, Foraging, Harvesting, Riding Equines

Veteran Classes~L

Lapidary

Lapidaries are craftsmen who cut, polish, and barter in gemstones. They have a keen eye for beauty and an appreciation of natural minerals. To be successful in this trade, lapidaries must also develop a sharp business sense. Many worthless trinkets are brought to them that have a lovely color and sparkle with a fire comparable to some of the finest gems. A lapidary knows that a gem's value often lies in its rarity and the popularity of its particular gem type. Imbuing a gemstone with magical powers doesn't hurt either. Like all other things, the law of supply and demand determines a gem's sale price.

Prerequisites

The character must possess the gift of Fantasia Beckoning and must satisfy one of the following requirements:

- 6th rank in Cutting Gemstones
- 8th rank in Gem Lore

Gifts

Artistic Resonance, Creative Resonance

Academic Skills

Specialized (+3) in: Appraising, Gem Lore
Reviewed (+1) in: Etiquette

Fantasia Skills

Specialized (+3) in: Beautifying Gemstones
Versed (+2) in: Beautifying Metal
Reviewed (+1) in: Artistry

Trade Skills

Specialized (+3) in: Cutting Gemstones
Reviewed (+1) in: Assembling, Tinkering

Veteran Classes~M

Master Artisan

A Master Artisan is a professional artist of high renown. They often make high wages, as rich nobles often bid against one another for the privilege of being the master's patron. This not only gains a noble great respect among their peers for their refined tastes, it also provides their mansions with artwork that is on par with the most lavish palaces.

Prerequisites

The character must possess the gift of Fantasia Beckoning and must first gain the Artisan class. Further, they must also satisfy all of the following requirements:

- 9th rank in Artistry
- 12th rank in two of the following skills: Beautifying Ceramics, Beautifying Glass, Beautifying Metal, Embossing Leather, Embroidery, Illustration, Scrimshaw, Sculpting Stone, Sculpting Wood

Academic Skills

Specialized (+3) in: Appraising

Fantasia Skills

Expert (+4) in: Choice of two of the following: Beautifying Ceramics, Beautifying Glass, Beautifying Metal, Embossing Leather, Embroidery, Illustration, Scrimshaw, Sculpting Stone, Sculpting Wood
Specialized (+3) in: Artistry

Trade Skills

Specialized (+3) in: Assembling, Jack-of-all-Trades

Master Blacksmith

A Master Blacksmith is a smith who has so perfected their skills that their wares are considered works of art. Indeed, their craftsmanship in metalworking is unsurpassed. Unfortunately, the secrets of these artists are jealously hoarded. No Master Armorer ever teaches their skill to more than a single apprentice. Their apprentice, if not actually a close relative, is at least chosen from their own race and nationality. The skills themselves are often considered to be a national treasure and are always considered TOP SECRET.

Prerequisites

The character must possess the gift of Fantasia Beckoning. Further, they must have the Blacksmith class and attain 12th rank in Forging Metal.

Gifts

Reading and Writing a Common Script

Academic Skills

Expert (+4) in: Metal Lore
Versed (+2) in: Leather Lore

Fantasia Skills

Expert (+4) in: Beautifying Metal

Martial Proficiencies

Specialized (+3) in: Wielding Hammers

Trade Skills

Expert (+4) in: Forging Metal
Specialized (+3) in: Assembling, Jack-of-all-Trades

Master Crafter

A Master Crafter is a professional craftsman of high renown. They demand high wages, as master craftsmen are often the leaders of powerful crafting guilds. This gives them a good deal of political sway as well, as a city's economy can be greatly affected by the dictates of a single such person. Even nobility are wise to remain in the good graces of master craftsmen.

Prerequisites

The character must first gain the Crafter class. Further, they must also attain 12th rank in two of the following skills: Assembling, Blowing Glass, Bone Working, Curing, Leather Working, Pottery, Stone Working, Tailoring, Tinkering, Weaving, or Wood Working.

Gifts

Reading and Writing a Common Script

Academic Skills

Specialized (+3) in: Appraising, Leather Lore, Stone Lore, Wood Lore

Trade Skills

Expert (+4) in: Assembling, and a choice of two of the following: Blowing Glass, Bone Working, Curing, Leather Working, Pottery, Stone Working, Tailoring, Tinkering, Weaving, and Wood Working
Specialized (+3) in: Jack-of-all-Trades

Master Glass Smith

A Master Glass Smith is an expert practitioner of the super secret trade of forging glass. One of these masters can fashion swords, weapons, armor, and other items from glass, crystals, and gemstones. These have strength and durability that can match or exceed those of metal alloys. While these maestros of the forge do train others of their ilk, they will never teach an outsider their secrets.

Prerequisites

The character must possess the gift of Fantasia Beckoning. Further, they must have the Glass Smith class and attain 12th rank in Forging Glass.

Gifts

Reading and Writing a Common Script

Academic Skills

Expert (+4) in: Gem Lore

Eldritch Skills

Expert (+4) in: Forging Glass

Fantasia Skills

Expert (+4) in: Beautifying Glass

Martial Proficiencies

Specialized (+3) in: Wielding Hammers

Trade Skills

Expert (+4) in: Blowing Glass
Specialized (+3) in: Assembling, Jack-of-all-Trades

Miner

Miners hew stone, dig minerals, and create the myriad dungeons that house many adventures. This arduous work requires a sturdy back and sturdier equipment. Pulverizing rock necessitates swinging huge picks and heavy hammers. But, being a good miner demands more than brawn. It also requires extensive engineering know-how to ensure the structural soundness of mine-shafts, rock formations, and other stone structures.

Prerequisites

The character must attain 5th rank in Prospecting or Mining, and attain 6th rank in wielding any pick or hammer.

Gifts

Underworld Wisdom

Academic Skills

Specialized (+3) in: Stone Lore
Versed (+2) in: Gem Lore, Metal Lore

Martial Proficiencies

Specialized (+3) in: Wielding Hammers, Wielding Picks

Trade Skills

Specialized (+3) in: Mining
Versed (+2) in: Finding Secret Stuff, Prospecting, Stone Working, Setting Structural Traps
Reviewed (+1) in: Smelting

Veteran Classes~P

Puffer

Many puffers are basically Alchemist wannabees. They gain their name from the colorful puffs of smoke and fumes arising from their chimneys due to their smelting and curing activities. Since the alchemists continuously strive to maintain a monopoly on production of their wares, there is a great animosity between them and the puffers. Although some of the more masterful puffers attain the art of smelting true alchemical metals, the puffer arts do not teach the crafting of magical potions. Puffers can earn sizable incomes through their craft, but that doesn't keep them from complaining about the greed of the alchemists that compete with them in this arena. The puffers claim they only want an honest day's pay for an honest day's work and condemn the alchemists for the magical shortcuts they accuse them of taking (rightly or wrongly). Of course, if an opportunity arises for a puffer to attain the status of alchemist, they will almost certainly jump at the chance, complaints notwithstanding.

Prerequisites

The character must satisfy one of the following requirements:
- 4th rank in Concocting Hallucinogenic Poisons, Identifying Concoctions, and Identifying Poisons
- 8th rank in Concocting Hallucinogenic Poisons, Identifying Concoctions, or Identifying Poisons
- 6th rank in Curing or Smelting

Gifts

Reading and Writing a Common Script

Trade Skills

Specialized (+3) in: Curing, Identifying Concoctions, Smelting
Versed (+2) in: Concocting Hallucinogenic Poisons, Identifying Poisons, Concocting Toxic Poisons, and Jack-of-all-Trades
Reviewed (+1) in: Forging Metal

Veteran Classes~R

Reaper

A reaper is a person that has extensive experience harvesting various crops and other flora. They generally come from peasant stock, and gained their skills toiling long, difficult hours in the fields. As such, they are exceptionally good at using the tools of their trade. Such skills are not only useful to gather crops from the fields, though. They are also quite handy in any peasant uprising.

Prerequisites

The character must have attained 8th rank in Harvesting and in 12th rank in wielding either Scythe, Sickle, or Trident (Pitchfork)

Gifts

Grassland Wisdom

Academic Skills

Specialized (+3) in: Herb Lore

Martial Proficiencies

Expert (+4) in: Wielding Scythes, Wielding Sickles, Wielding Tridents (Pitchforks)

Trade Skills

Specialized (+3) in: Foraging, Harvesting
Versed (+2) in: Concocting Herbal Balms, Gardening

Trap Specialist

A trap specialist masters the art of designing and constructing traps in a variety of situations. All of these tinkerers have a keen mechanical aptitude and a morbid fascination with inflicting pain.

Prerequisites

The character must be 8th rank in one of the following: Setting Booby Traps, Setting Rural Traps, Setting Structural Traps.

Gifts

Concealing Undersize Items, First Aid, Reading and Writing a Common Script

Academic Skills

Reviewed (+1) in: Mechanism

Trade Skills

Expert (+4) in: Disarming Traps, Finding Secret Stuff, Gadgetry
Specialized (+3) in: Jack-of-all-Trades, Setting Booby Traps, Setting Rural Traps, Setting Structural Traps
Reviewed (+1) in: Stone Working, Wood Working

Crafting Gifts

Here are listed descriptions of various gifts attributed to the various standard races and monsters.

Crafting Gift Table

Gift	Restricted in Acquisition
Artistic Resonance	Yes
Creative Resonance	Yes

Gifts~A

Artistic Resonance

Prerequisites: This gift can only be acquired by gaining a class that grants it. It cannot be learned otherwise.

Description: A character with this gift maintains a deep familiarity with artistic items personally crafted and magicked by them.

Other Details: A character with this gift retains a profound relationship with artistic items they create and magick themselves. To have such a connection, the character must have been the item's predominate artist in the Crafting Chains of all of its components. (The six Crafting Chain steps are: Growing / Locating, Extracting / Harvesting, Refining, Fashioning, Magicking, and Assembly. See The Crafting Chain section for details.)

For a character to qualify as an artistic item's predominate artist, they must have personally performed the Fashioning step for all of its components. For materials having a Refining step, the character must personally perform that step or one other (non-magicking) step as well.

Next, the character must personally perform the Magicking step for at least one of the item's components (or, for the item as a whole). Further, the Magicking step must have been accomplished through Artistry or one or more of the artistic skills that defaults to Artistry to imbue it with some skill possessed by its creator.

If all these conditions are met, the character is considered to be the item's predominate artist.

While the predominate artist carries the item, they gain an Edge on all Conflict Rolls involving the imbued skill, provided the item has a Quality Level greater than or equal to the rank at which the creator uses that skill.

Gifts~C

Creative Resonance

Prerequisites: This gift can only be acquired by gaining a class that grants it. It cannot be learned otherwise.

Description: A character with this gift maintains a deep familiarity with items personally crafted and/or magicked by them, enabling the character to use the item as if it had a higher Quality Level.

Other Details: A character with this gift retains a profound familiarity with items they create themselves. To have such a connection, the character must have been the predominate crafter in one or more of the item's Crafting Chains. (See The Crafting Chain section for details on Crafting Chains. In brief, though, the six Crafting Chain steps are: Growing / Locating, Extracting / Harvesting, Refining, Fashioning, Magicking, and Assembly.)

For a character to qualify as having been an item's predominate crafter in a Crafting Chain, they must have personally performed the Fashioning step in that Crafting Chain. For materials having a Refining step, the character must personally perform that step or one of the other Crafting Chain steps.[3]

If a character is the predominate crafter in one Crafting Chain incorporated into an item, they may personally use the item they crafted as if it had a Quality Level of 2 greater than its actual Quality Level.

If a character is the predominate crafter in two of an item's Crafting Chains, they may personally use the item they crafted as if it had a Quality Level of 3 greater than its actual Quality Level.

Finally, if a character is the predominate crafter in three or more of an item's Crafting Chains, they may personally use the item they crafted as if it had a Quality Level of 4 greater than its actual Quality Level.

For example, suppose a character fashions a spear having a wooden shaft tipped with a metal point. Further, they are the predominate crafter in both the spear's Wood and Metal Crafting Chains. In that case, the crafter may use the spear as if it had a Quality Level of 3 greater than its actual Quality Level. If they later decide to embed gemstones along the shaft with gemstones they personally cut, then they are the predominate crafter in 3 Crafting Chains used in its construction, and can therefore use the item as if had a Quality Level of 4 greater than its actual Quality Level.

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3   Note that embellishing an item with Artistry qualifies as one of the Crafting Chain steps, even if the crafter lacks Fantasia Beckoning, and therefore does not have the ability actually imbue an artistic item with magical powers. So, a non-Fantasia crafter may gain some benefit from their artistic skills in this case.

GOODS AND SERVICES

Goods and Services

In a game like Mythmagica, where the tools a character uses in their trade are so important, it behooves us to spell out exactly how items are created and to understand their uses and limitations. When we talk about tools, this includes items such as swords, helmets, wands, flutes and any other physical item that a character uses to gain some advantage or perform some action.

How Crafting Works

This section explains the basic rules governing how items are made in the game.

The Quality Level of Crafted Items

Every item in the game has a Quality Level. This is a number that gives a rough gauge of its caliber. Often, a Quality Level is implied. If a wand is known to cast <u>Invoke Grim Lightning Bolt</u> at a spell rank of 8, then the Quality Level of the wand is 8 (and visa versa).

If no Quality Level is implicitly or explicitly associated with an item or material, then its Quality Level defaults to zero. A zero Quality Level indicates an item is an unexceptional specimen of its type.

A high quality item is often of greater use than a low quality item. First, the skill rank of a magic item's properties is always limited by the item's Quality Level. So, if an Enchanter wants to enchant a ruby ring of Quality Level 7 with the Occult spell <u>Provide Resistance to Scorching</u>, the spell rank of the Fire Resistance ability is limited to 7 because the item is not of high enough quality to support anything higher.

The Crafting Chain

The crafting system deals with the conversion of raw materials into worked goods. The overall crafting process is relatively uniform throughout the game. There are essentially six phases in this process:

> Growing/Locating Raw Materials→
> Harvesting/Extracting Raw Materials→
> Refining Raw Materials (optional)→
> Fabricating (optional) →
> Magicking (optional)→
> Assembling (optional)

The skills involved in crafting different materials are shown in the **Crafting Chain Table**.

The Quality Level of an item is limited to the weakest link in the crafting chain. That is, it is limited by both the lowest

Quality Level of materials and the lowest skill rank of crafting skills applied in its construction.

For example, suppose a character has attained 7th rank in Tailoring, and wants to create a wool cloak of Quality Level 7 (the highest Quality Level they are capable of making). To do so, they must create it from wool textile having a Quality Level of at least 7. For wool textile to have this Quality Level, the person that wove the cloth must have had at least 7th rank in Weaving, and had to weave the cloth from raw wool of at least Quality Level 7. For raw wool to have a Quality Level of 7, it must have been fleeced from a sheep of at least quality 7 by a character having at least 7th rank in Harvesting. The sheep's wool, in turn, could only be Quality Level 7 if its Level was 7 or more, or if its breeder was at least 7th rank in Husbandry. As you can see, the production of high Quality Level items demands a chain of high ranked abilities and a source of high quality raw materials.

Growing/Locating Raw Materials

This is the first stage of the crafting process, in which the Raw Materials are either grown or located. This stage is generally labor intensive, but produces no actual output other than the Raw Material's location or a crop ready for harvesting. This stage involves Trade Skills such as Foraging, Gardening, Harvesting, Prospecting, and Tracking.

Extracting/Harvesting Raw Materials

This is the stage of the crafting process where Raw Materials are obtained. This stage is also labor intensive, but requires little to no material input. This stage involves Trade Skills such as Harvesting, Husbandry, Mining, and Quartering.

Note that some Raw Materials require no refining before use. For example, the clay used in pottery is dug out of the ground and used directly in fashioning ceramics. In these cases, the later Refining Raw Materials stage is skipped.

Refining Raw Materials

Once Raw Materials are obtained, they must often be refined before they can be used in the crafting of products. This stage involves Trade Skills such as Curing, Smelting, and Weaving.

Crafting-Chain Table

Material	Growing / Locating	Extracting / Harvesting	Refining	Fashioning	Magicking	Assembly
Bone	Husbandry / Tracking	Quartering	Curing	Bone Working	Scrimshaw	
Ceramic	Foraging	Harvesting		Pottery	Beautifying Ceramics	
Gem	Prospecting	Mining		Cutting Gemstones	Beautifying Gemstones	
Glass	Prospecting	Mining[4]		Blowing Glass / Forging Glass[5]	Beautifying Glass	
Leather	Husbandry / Tracking	Quartering	Curing	Leather Working / Tailoring	Embossing Leather	Assembling
Metal	Prospecting	Mining	Smelting	Forging Metal / Tinkering	Beautifying Metal	
Stone	Prospecting	Mining		Stone Working	Sculpting Stone	
Textile	Gardening / Husbandry	Harvesting	Weaving	Tailoring	Embroidery	
Wood	Gardening / Foraging	Harvesting	Curing	Wood Working	Sculpting Wood	

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4   Yes, glass is (usually) mined from glass mines in Mythmagica. The Polish fairy tale "The Glass Mountain" describes a princess living in a castle at the top of a glass mountain. Many suitors tried to scale the mountain to woo the princess, but failed due to its glassy smoothness. The Glass Mountain motif is found in Slavic folklore as well in the tale of Ivan the Dragon Killer. Such a cool concept cannot go unacknowledged in a game based on folklore, and

Fashioning

The next stage of the crafting process fashions components from materials. A component is an item fashioned from a single type of material (leather, metal, glass, etc). The crafting process is essentially a service provided by a crafter reshaping the input material into the desired form. So, the overall value of the produced component equals its material value plus the value of the crafting service. As such, components are priced as products, rather than as pure materials or pure services.

This stage involves Trade Skills such as Blowing Glass, Bone Working, Cutting Gemstones, Forging Metal, Leather Working, Pottery, Stone Working, Tailoring, Tinkering, and Wood Working (as well as the Eldritch Skill of Forging Glass).

Some products involve only a single component, in which case the later assembly stage is skipped.

From a pricing perspective, the process of beautifying items through artistry without simultaneously giving them magical powers is incorporated into the Fashioning stage rather than the Magicking stage.

If you need to know what fraction of a non-magical item's Base Price is due to the value of the materials it incorporates, you can use the Base Price Fractions Table.

Base Price Fractions Table

Item Size	Fraction of Base Price due to Materials	Fraction of Base Price due to Craftsmanship
Great	96%	4%
Large	84%	16%
Medium	50%	50%
Small	16%	84%
Tiny	4%	96%

Fashioning Mechanisms

The quality of complex mechanisms greatly depends on the skill of the designer. (These include any devices with gears, bearings, and/or springs.) For any such contraptions, the Quality Levels of the fashioned components are limited by the rank of the designer in the skill of Mechanism. Note that the designer does not need to be the same individual that actually fashions the device's components. As such, a single design can be re-used on any number of devices. Needless to say, the best designs (blueprints) are often closely guarded secrets.

Magicking

The next stage of the crafting process imbues a component with magical powers. This may be done in essentially four ways: through Artistry, through Mystic spells, through Occult spells, and through Pagan spells. Magicking an item enhances its value, assuming the magic is useful and appropriate to the Quality Level of the item on which it is placed.

If an item is magicked through Artistry, this stage involves Fantasia skills such as Beautifying Ceramics, Beautifying Gemstones, Beautifying Glass, Beautifying Metal, Embossing Leather, Embroidery, Sculpting Stone, Sculpting Wood, or Scrimshaw.

If an item is magicked through Mysticism, this stage involves the Mystic spells of Empower Siphoning Relic or Empower Taxing Ornatum.

If an item is magicked through Occultism, this stage involves spells such as Enchant Diabolical Siphoning Item, Enchant Limited-Use Item, Enchant Siphoning Item, Eternize Persistent Spell on Ornatum, one of a plethora of other occult spells.

If an item is magicked through Paganism, this stage involves the Ritual spells of Consecrate Limited-Use Relic, Consecrate Siphoning Relic, Enshrine Persistent Spell on Ornatum, Enshrine Taxing Spell on Ornatum, Venerate Limited-Use Relic, Venerate Siphoning Relic, or one of several other Pagan spells specifically designed to imbue an item with magic.

Assembling

The final stage of the crafting process involves putting two or more major components together and permanently affixing them to each other. From a pricing perspective, assembly is just part of fabrication. For simplicity, the cost of this service is absorbed into the Fabricating step. It is split out as a separate stage because fabricated components must sometimes be magicked before final assembly. That doesn't make assembly worthy of its own separate markup, though.

This stage often utilizes glues and tightly-wound cords or straps to accomplish its task. Generally, the crafter that creates a product's most expensive component is the one that performs the final assembly step. It is they who generally benefits the most when the product is sold to the end customer, because they are the one selling it. Assembly is generally viewed as part of the cost of doing business.

This stage involves the Assembling Trade Skill.

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no self-respecting dwarf could ignore so much potential profit.

5   Yes, some glass is hammered and forged in Mythmagica. This Resilient Glass is stronger and far less brittle than common glass and has its origin in folklore as well. The Rugen Dwarfs of Germany were especially well known for the sturdy glass shoes they wore while dancing at their many soirees. Cinderella wasn't the first damsel to flaunt glass slippers at a ball, you know.

Artistry vs. Craftsmanship

Craftsmanship pertains to the creation of sturdy, useful items. Artistry pertains to the creation of beautiful items. Of course, these two concepts are not mutually exclusive. However, a shoemaker may construct a pair of working boots with little or no consideration to its aesthetic qualities. A carpenter may design and build a cart with only its functionality in mind. On the other hand, there's nothing preventing a shoemaker from taking additional time to sculpt intricate patterns into a boot's surface. Nor is it unfeasible for a carpenter to take the time to paint lovely flowers on a newly constructed cart. On the other hand, it is also entirely possible to create a work of art serving no practical purpose at all.

In game terms, crafting skills allow a character to define an item's basic form and function. Artistry skills allow a character to adorn and/or otherwise beautify an item. Beauty is important in the game, because it can imbue an item with magical properties (see the Artistry skill for details.).

Imbuing Items with Magic

There are a number of ways that items can be made magical. An overview of the techniques and rules governing the creation of such items are included herein.

Imbuing Magic through Artistry

An artist imbues an item with artistry via the skill Artistry, or through one of the skills that defaults to Artistry. The skill essentially creates a beautiful work of art from the otherwise bland source material. When properly done, the artist makes an emotional connection to the item's inherent spirits. This allows the artist to coax magical powers from the spirits that the item would otherwise lack. While it is possible to create a beautiful work of art without making this spiritual connection, the monetary value of the resulting artistic work is insignificant when compared to its Craft Value. Therefore, the Artistic Value of any item that does not have inherent magical powers due to its artistry is considered to be zero.

Otherwise, the Artistic Value of an item is set by the quality of the item's artistry. Artistry actually changes the physical characteristics of the item. As such, it can lower the Quality Level (and therefore the crafting value) of an item if done poorly. But, it can never raise an item's Quality Level. So, anyone hiring an artist to embellish an already crafted item, or to create a custom made work of art from exceptionally fine materials, must take care to find an artist worthy of doing the source material proper justice.

Artistry can be applied only once to any given piece. However, it can be performed on individual components of an assembled item prior to assembly. For example, Beautifying Metal could be applied to the blade of a longsword, and Cutting Gemstones could be applied to a gem set in its pommel. Every individual component magicked in this way must be treated as a separate magic item when considering its possessor's Magic Limit.

Because the magic imbued into an item through Embellishing is produced by its physical alteration, magic disruption spells, such as Invoke Great Cube of Dispelling cannot quash its magical powers. However, physical damage to the item sufficient to lower its Quality Level will do so.

Imbuing Magic through Bindings

A magical binding is a type of spiritual shackle that binds an otherwise unconnected spirit to an item or person. Bindings are used in virtually all occult and pagan spells. Permanent bindings create magic items though a variety of spells and means. Perhaps the greatest experts in these techniques are occultist Enchanters. However, permanent bindings are used throughout both occult and pagan magic for many different purposes.

Permanent bindings are persnickety things, though. They work by recruiting an item's inherent spirit to metaphysically fetter foreign spirits under the command of the binder. Unfortunately, the spirit of any item is only as strong as its Quality Level. Consequently, for a permanent binding to work, the item's spirit must be strong enough to maintain the binding. It can only maintain its spiritual grasp on spirits of equal or lesser strength. So, an item can only retain a magical binding on spells of equal or lesser spell rank to its Quality Level. A binding on a stronger spirit may hold for a short while, but it will eventually lose its hold (usually within minutes).

Further, the spirit of a well-crafted item is choosy about the company it keeps. It will refuse to be bound to any spirit of lesser quality than itself.

The overall result of these constraints is that an item can only be permanently charmed, enchanted, or otherwise permanently bound to spells having a spell rank equal to the item's Quality Level. Fortunately, items can be fashioned from many different materials, and a good number of them provide Quality Level bonuses for spells related to the materials. As an Overlord, it is a good idea to be fairly liberal in the interpretation as to what spells a given material will boost, so that magic items are not *too* difficult for a character to produce.

Only one permanent magical binding can be applied to any given piece. However, permanent bindings can be performed on individual components of an assembled item prior to assembly. For example, Beautifying Metal could be applied to the blade of a dagger, and an Occult enchantment could be applied to its ivory hilt. Every individual component enhanced in this way must be treated as a separate magic item when considering its possessor's Magic Limit.

Pricing Goods and Services

Mythmagica is a tactical RPG largely focused on managing resources. In such a game, the subject of how much things are worth is of great concern to players. When the game is set in a fantasy world having a bewildering array of doodads, both magical and mundane, the subject of pricing gets complicated very fast. When you simultaneously impose the constraints of a crafting system that produces all these myriad doodads in any possible size, the goal seems almost impossible to achieve. Nevertheless, that is the task set before us.

There a number of ways in which we could approach how much an item should cost. One approach would be to figure out what material(s) is it made from, how much material is required to make it, how much that material costs per unit, and how difficult it is to craft the material. Then we could come up with a complicated formulate to put all that information together to arrive at some kind of price. The problem with this approach is that it is complicated, and most of that information would just be made up anyway, since a game based on mythology and folklore can't exactly brag about how well it matches reality.

To make things even more complicated, Mythmagica has many size categories, and virtually any item can be fashioned in any size. This presents us with a dilemma concerning prices. Obviously, a Great-sized Shield for a giant would require copious amounts more metal to fashion than a Sprite's Tiny Shield. (In game terms, it would demand precisely 4,096 times more. Yikes!) So, it would stretch one's suspension of disbelief beyond the breaking point to just have one price for shields. On the other hand, we don't want to waste a bunch of space on endless price lists for items of all different sizes. So, how do we handle this conundrum?

Since this is all pure fiction anyway, we might as well try to come up with a system that is both simple and flexible, and produces prices that are somewhat reasonable.

Mythmagica's solution is to assign a Base Price to each type of item of a given size.

The Monetary Value produced is only intended to get you in a very rough ballpark of the item's actual value. What a character can buy or sell an item for depends on how well they negotiate with the merchant. In general, a merchant will ask 1.5 times this amount as a starting price, and will not accept anything less than about 2/3 of this amount as a low price.

Pricing Extremely Large or Small Items

The game generally only lists prices for items in the size range of Tiny to Great, as these are, by far, the most common size categories in the game. If Base Prices for size categories outside this range are needed, each size category larger than Great is 8 times as much as the next smaller category. Each size category smaller than Tiny is 2/3 as much as the next larger size category. The reason for this is that larger item prices are overwhelmingly determined by their material costs, while smaller item prices are overwhelmingly determined by their labor costs.

How Quality Affects Pricing

Every material, product, and service in the game has a Quality Level associated with it. The default Quality Level for an item is 0 unless otherwise stated. The Base Price of any item assumes a Quality Level of 0 for that item. This value increases dramatically as the Quality Level goes up, as shown on the Base Price Multiplier Table. The value shown on this table provides a multiplier to an item's base value to determine a value for that item at any given Quality Level.

For example, suppose you want to determine the value of a Medium Longsword having a Quality Level of 7. To do this, you first need to look up its Base Price. The weapons tables indicate a Longsword's Base Price is 192 s.oz. This value is multiplied by the value on the Base Price Multiplier Table. For an item of 7th Quality Level, the multiplier is 25. Since 192 x 25 = 4800, a Medium Longsword of 7th Quality Level is worth 4800 silver ounces. This is the value of a vanilla Longsword of that Quality Level independent of any enchantments, artistry, or other adornments.

Base Price Multiplier Table

Quality Level	Base Price Multiplier		Quality Level	Base Price Multiplier
0	1			
1	1.6		11	161
2	2.5		12	256
3	4		13	406
4	6.3		14	645
5	10		15	1024
6	16		16	1625
7	25		17	2580
8	40		18	4096
9	64		19	6502
10	102		20	10321

From a cost perspective, it doesn't matter what materials the Longsword is made from, since the Longsword must necessarily be made from materials appropriate to that Quality Level.

Pricing Materials

A material is a commodity whose value changes proportionally to its weight, but which does not have much utility in and of itself. Its value lies in the fact that it can be fashioned into useful stuff. So, if you cut the quantity of a given material in half, its value halves as well. Fluids, ingots of glass and metal, and bolts of cloth are all considered materials.

Materials come in two forms: raw materials and refined materials. Raw materials are materials in their natural state, such as ores dug from mines and hides freshly cut from the corpses of slain beasts. Refined materials are the result of putting raw materials through some curing or purifying process to make them suitable for use in crafting.

Pricing Raw Materials

Every raw material is assigned a Base Price and a Quality Level. The skills associated with the extraction of raw materials (such as Harvesting, Mining, and Quartering) describe how these values are assigned (see The Character Compendium for details).

To determine the value of a material (in silver ounces), adjust its value according to its Quality Level as described under How Quality Affects Pricing.

The important properties of a material, from a crafting perspective, are its Quality Level and monetary value. Once you've got these, you can forget about its Base Price.

Pricing Refined Materials

A material refining process takes some material as input, puts it through some operation, and outputs a new material with significantly different properties making it suitable for crafting. Pricing refined materials is easy: when a material is refined, its monetary value doubles. The Base Price of the refined material completely determines the quantity of refined material produced. So, smelting 30 s.oz. worth of low grade copper ore produces 60 s.oz worth of copper.

The resulting refined material has a Quality Level, which purely specifies how good it is. So, if you smelt some iron ore and produce 1,024 silver ounces worth of Quality Level 9 iron, that's all the information you need to record.

Base Price Units

When dealing with materials, you often need to know whether you have enough material to make a particular item. We could, of course, provide recipes specifying how much of material is needed to create every possible item. But, this would be a monumental task, without much payoff. After all, is your item going to be Small, Medium, Large, or some other size? If you're making a spear, are you going to make the point out of metal or stone? Or, how about obsidian or resilient glass? What about the shaft? Are you going to make that out of wood, or are you going to do something more

exotic and make it out of bone? It would be entirely unreasonable to try to come up with recipes for every possible way in which you can make a spear, much less all of the other weapons, containers, pieces of armor, and other tools available in the game. So, in order to support a manageable crafting system, we introduce the concept of Base Price Units (BPUs).

A Base Price Unit is a quantity of a particular material that has a value of 1 silver ounce at a Quality Level of 0. We assume that the total material costs of all (non-magical) products equals half of the value of the finished product. So, if an item has a Base Price of 200 silver ounces, the material costs to make it necessarily had a value of 100 silver ounces. That means that, regardless of the types of materials that were required to make it, a total of 100 BPUs of those materials were required.

For example, suppose you are making a helmet of Quality Level 0, whose Base Price is 128 s.oz. The materials required to make it have a value of half this amount, or 64 s.oz. This means that you'd need 64 Base Price Units of hard metal to make this helm. Alternately, you could potentially make the helm from resilient glass. In that case, you'd need 64 Base Price Units of resilient glass instead. It doesn't matter how much the metal or glass weighs, or how many cubic inches of space it occupies. All you need to know is that it requires 64 BPUs to make it.

Now, suppose you are making a similar helmet, but want to craft it to have a Quality Level of 4. The amount of material you'd need is *still* 64 BPUs. It's just that the cost of that material is higher. We can look on the Base Price Multiplier Table to see that a QL 4 material costs 6.3 times as much as its Base Price. That means that the cost of the materials would be 64 x 6.3, or 403.2 silver ounces worth of Quality Level 4 material.

Let's look at this from the opposite perspective. Suppose you have an ingot of QL 8 steel worth 3,000 silver ounces, and you want to know if that's enough metal to make your helmet. To determine this, you need to first find out how many Base Price Units of material you have. To do this, you divide the value of the material by its Base Cost Multiplier. We can look up the value for QL 8 on the Base Price Multiplier Table and determine it to be 40. The ingot is worth 3,000 s.oz. Dividing this by 40 gives us 3,000 / 40 = 75 BPUs. Since the helm only requires 64 BPUs of material, you can safely proceed with your crafting, knowing that you will have 11 BPUs of material to spare.

Random Quantity Table

To randomly determine a quantity of material, possibly as a random bit of treasure found by a party on an adventure, roll a d20 and consulting the following table. (The table provides the quantity in term of Base Price Units.) Note that you could randomly determine the material's Quality Level by consulting the Random Quality Level Table, and determine its type by consulting the Random Material Table.

d20 roll	Quantity
1	4
2-3	8 BPUs
4-6	16 BPUs
7-10	32 BPUs
11-14	64 BPUs
15-17	128 BPUs
18-19	256 BPUs
20	512 BPUs

Pricing Products

A product is a manufactured item or domesticated creature. Weapons, clothes, horses, horseshoes, wagons, castles, guard dogs, ships, books, and catapults are all examples of products. They are priced like anything else in the game.

Pricing Magic Items

If an item is enchanted, or otherwise magicked (e.g. through Artistry), its value goes up by an amount depending on the enchantment's Quality Level and the amount of time it took the item's creator to imbue it with magical powers.

You can look up this added value on the Magic Value Table. Potions, elixirs, and other consumable concoctions generally take 1 hour to magic. Most other magic items require 8 hours to do so.[6]

Of course, this assumes the item's magic is actually useful to the user. Note that the values on the Magic Value Table are added as a fixed amount *after* the item's crafting value is determined. So, it is unaffected by the item's Base Price Multiplier.

For example, suppose we want to determine the value of a Large Axe of Quality Level 5 that is capable of casting the Occult spell Offer Dire Shocking Brand. First, we determine the retail crafting value of the axe, which equals its Base Price (304 s.oz.) multiplied by the Base Price Multiplier for 5th Quality Level (10) for a result of 3,040 s.oz. To this, we add 1,000 s.oz, the Magic Value for a 5th Quality Level item as shown on the Magic Value Table. So, the axe's overall retail value is 3,040+1,000 = 4,040 s.oz.

Magic Value Table

Quality Level	20 Minutes or less	1 Hour (Concoctions)	8 Hours (Enchantments)	1 Day
0	10	20	100	300
1	16	32	160	480
2	25	50	250	750
3	40	80	400	1200
4	64	126	630	1890
5	100	200	1000	3000
6	160	320	1600	4800
7	250	500	2500	7500
8	400	800	4000	12000
9	630	1260	6400	19200
10	1020	2040	10200	30600
11	1610	3220	16100	48300
12	2560	5120	25600	76800
13	4060	8120	40600	121800
14	6450	12900	64500	193500
15	10240	20480	102400	307200
16	16250	32500	162500	487500
17	25800	51600	258000	774000
18	40960	81920	409600	1228800
19	65020	130040	650200	1950600
20	103210	206420	1032100	3096300

Cursed items are actually worth far less than they otherwise would be if absent all magic. If the curse is bad enough, its value may actually be negative, in that a person may be willing to pay someone else a significant amount of coin to be rid of it.

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6 The table can be used for other magical services as well. So, a reasonable value for a priest's casting of the Healing spell Panacea could be determined from the table.

Pricing Services

A service is the performance of labor or the provision of accommodation for monetary compensation. Services are priced in much the same way as materials, in that value is determined based on a Base Price, a Quality Level, and sometimes a Size Category.

The Base Price for any given service depends on the type of service given, and should be listed on the Base Price tables for various services. If no such table exists, it is up the Overlord's discretion to determine the cost.

If the service is being performed for an individual, the service's Size Category often equals the customer's Size Category, if the creature's size has any bearing on how much effort the service requires. For example, a human staying overnight in a hotel expects to be charged for a room appropriate to a Medium-sized humanoid. On the other hand, if a Sprite checks into a hotel that only has rooms accommodating Medium-sized creatures, they can expect to pay the Medium-sized rates.

If the service is being performed in the production of an item, its Size Category equals the Size Category of the item being produced. So, if a smith hammers out a Medium-sized longsword from an ingot of metal, they expect to be compensated appropriately for a weapon of that size.

Crafting Time and Wages

This section provides a means to determine how much time it takes a craftsman to fashion an item, given only its Quality Level and price.

Crafting Wages

To keep the crafting system simple, it measures productivity in monetary terms. Specifically, it measures it in terms of silver ounces. Further, the crafting system makes the assumption that all crafters of a given skill rank make the same wage, regardless of the trade they practice. So, a crafter who is 5th rank in Leather Working earns the same wage crafting leather goods that a crafter who is 5th rank in Wood Working earns when crafting wooden goods.

To accomplish this goal, we set wage earned by a crafter of 0 skill rank to be 1 s.oz. per hour. To determine the wage for a crafter of higher skill, we essentially multiply this Base Wage by the Base Price Multiplier using the crafter's skill rank in place of Quality Level. The result provides us with an appropriate wage for crafter's of all skill rank, as shown on the Crafting Wage Table.

Crafting Wage Table

Crafter's Skill Rank	Hourly Wage (s.oz.)	Crafter's Skill Rank	Hourly Wage (s.oz.)
0	1		
1	1.6	11	644
2	2.5	12	1,024
3	4	13	1,624
4	6.3	14	2,580
5	10	15	4,048
6	16	16	6,500
7	25	17	10,320
8	40	18	16,384
9	64	19	26,008
10	102	20	41,284

The Standard Work Week

Life was hard for most people throughout history. As such, unless otherwise stated, the crafting system assumes that a full-time crafter works 50 hours per week. Therefore, the weekly Base Wage for a crafter of 0 skill rank is 50 s.oz.

Crafting Time

In general the cost of an item and the amount of time it takes to craft it are related. This is because craftsmen earn an hourly wage based on their skill rank, as described in the Crafting Wages section.

If you want to determine how much time it takes to craft an item, you need to go through the following steps:

1) Determine the item's desired Quality Level.

2) Determine the item's Base Price (as shown in one of the tables in the Miscellaneous Base Prices section).

3) Determine the item's overall price, by multiplying its Base Price by its Base Price Multiplier (as shown on the Base Price Multiplier Table).

4) Determine what fraction of that price is due to its craftsmanship. (Unless this fraction is otherwise stated, use the Base Price Fractions Table in the Fashioning section to determine what fraction of an item's price is due to its craftsmanship. So, 50% of a Medium-sized item's Base Price is due to crafting labor.)

5) Determine the labor cost by multiplying the Base Price by the Base Price Fraction. (So, Medium-size item having a Base Price of 120 s.oz., of which 50% of its price is due to labor, requires 60 s.oz. worth of labor to produce.)

6) Divide the labor cost by the crafter's wage, as shown on the Crafting Wage Table. The result is how many hours it takes to craft the item.

Because of the way the crafting time is determined, a skilled crafter can fashion items of lower quality faster than a crafter of lesser skill could do so.

Crafting In Batches

There is a limit to how fast a crafter can fashion items one-at-a-time. If the Crafting Time calculation indicates that a crafter can make an item in less than four hours, assume that they can do so only by making batches of similar items, and that it takes them at least 4 hours to make an entire batch. For example, suppose the rules indicate that a crafter can fashion an arrow in 1 hour. What this means is that this 1-hour-per-arrow rate is an average, and that the crafter actually takes 4 hours to craft 4 arrows. (Obviously, this means that the crafter must have the materials needed to fashion this many arrows.)

If the batch size gets into the dozens or more, the crafter will necessarily need to set up some specialized tools and/or work areas to craft at this rate. In the extreme, for batches in the hundreds, this requires the crafter to first build a factory specialized to the task.

MATERIALS

Materials

The various armor and weaponry types found in this game assume the use of either plain low quality bronze or iron, or the type of leather that moo-ed in a past life. Needless to say, players will ask for more if it is available. Certainly there is a great deal in folklore to justify adding more exotic materials ('knights in shining armor' springs to mind). Certainly the dwarfs weren't looking for gems and gold alone. The threadlike 'silver' cord that bound the Fenris wolf in Nordic legends was surely more than just ordinary silver. Legends also tell us about the "true metals" produced by alchemists in their search for the elixir of life and of the Cyclopes forging weapons of adamant for the Olympian gods. With this in mind, we might as well take full advantage of the available lore. The following sections describe the more popular leathers, metals, and other materials.

The Mythmagica crafting system is purposefully set up so that the user / purchaser of an item does not care what it is made from. They only care about the end result: its Quality Level and its utility. The crafter, however, cares a great deal about the materials from which an item is crafted, because different materials are more suited to different uses, and accept different kinds of magic more easily.

In the descriptions of various material types, a material often specifies that it allows a bonus to the Quality Level of the product when the material is used to craft a specific type of item (such as a bow or wand). It may also allow a Quality Level bonus on skills and spells when an item fashioned with it is enchanted with a specific kind of magic (such as lightning or healing). These bonuses are applied at the time of crafting, so that they can more easily craft a higher quality item than they otherwise could. Any such bonuses do not stack (i.e. they are not cumulative). So, if more than one bonus applies to an item, use the largest bonus and ignore the rest. Once the item is fashioned, these adjustments have no further impact. As stated above, the user only cares about the overall resulting Quality Level.

The following sections list the Quality Levels of various material types. Some materials specify additional properties. Those without descriptions have no special properties other than their potential Quality Levels.

Random Material Tables

This section contains tables that you can use to randomly generate a material when the need arises. Note that you could randomly determine the quantity of any such material by consulting the Random Quantity Table, and its Quality Level by consulting the Random Quality Level Table.

Random Material Table

Roll a d20:

d20	Basic Type
1-2	Roll on the Random Agrarian Material Table.
3-4	Roll on the Random Clay Material Table.
5-6	Roll on the Random Feral Material Table.
7-8	Roll on the Random Gemstone Table.
9	Roll on the Random Brittle Glass Material Table.
10	Roll on the Random Resilient Glass Material Table.
11	Roll on the Random Hard Metal Material Table.
12	Roll on the Random Soft Metal Material Table.
13	Roll on the Random Ore Material Table.
14	Roll on the Random Poisonous Material Table.
15	Roll on the Random Carving Stone Material Table.
16	Roll on the Random Masonry Stone Material Table.
17	Roll on the Random Fiber Material Table.
18	Roll on the Random Cloth Material Table.
19-20	Roll on the Random Wood Material Table.

Random Agrarian Material Tables

Random Agrarian Material Table

Roll a d20 and add the Adventure Level:

D20+ AL	Material Quality Level	Reference Table:
1-11	0	Typical Agrarian Material Table.
13-16	2	Fine Agrarian Material Table.
17-20	4	Fine Agrarian Material Table.
21-22	6	Excellent Agrarian Material Table.
23-24	8	Excellent Agrarian Material Table.
25-26	10	Premium Agrarian Material Table.
27-28	12	Premium Agrarian Material Table.
29-30	14	Superb Agrarian Material Table.
31-32	16	Superb Agrarian Material Table.
33-34	18	Divine Agrarian Material Table.
35-36	20	Divine Agrarian Material Table.
37+		Re-roll

Typical Agrarian Material Table

Roll a d20: (1) Barley; (2) Dried Beans; (3) Dried Onion; (4) Flour; (5) Oats; (6-7) Cotton; (8) Pumpkin Seeds; (9-11) Dried Fruit; (12-13) Almonds; (14-15) Acorns; (16-17) Walnuts; (18-20) Meat Jerky

Fine Agrarian Material Table

Roll a d20: (1-2) Nutmeg; (3-4) Cinnamon; (5-7) Pecans; (8-9) Pepper Corns; (10-12) Ale; (13) Salt; (14-16) Honey; (17-20) Wine

Excellent Agrarian Material Table

Roll a d20: (1-6) Wool; (6-10) Common Apple; (11-13) Buttonbush; (14-16) Fennel; (17-20) Common Herbs

Premium Agrarian Material Table

Roll a d20: (1-4) Frankincense; (5-7) Myrrh; (8-10) Herbs of Glaukos; (11-14) Giant Beanstalk; (15-17) Herbs of Chiron; (18-20) Herbs of Medea;

Superb Agrarian Material Table

(Roll a d20: 1-5) Golden Apple; (6-10) Herbs of Asklepios; (11-15) Ambrosia; (16-20) Herb of Immortality;

Divine Agrarian Material Table

Roll a d20: (1-10) Ambrosia; (11-20) Herb of Immortality;

Random Clay Material Tables

Random Clay Material Table

Roll a d20 and add the Adventure Level:

D20+ AL	Material Quality Level	Reference Table:
1-7	0	Typical Clay Material Table.
8-14	2	Typical Clay Material Table.
15-20	4	Fine Clay Material Table.
21-22	6	Fine Clay Material Table.
23-24	8	Excellent Clay Material Table.
25-26	10	Excellent Clay Material Table.
27-28	12	Premium Clay Material Table.
29-30	14	Premium Clay Material Table.
31-32	16	Superb Clay Material Table.
33-34	18	Divine Clay Material Table.
35-36	20	Divine Clay Material Table.
37+		Re-roll

Typical Clay Material Table

Roll a d20: (1-10) Common Mud; (11-15) Earthenware Clay; (16-20) Fireclay

Fine Clay Material Table

Roll a d20: (1-4) Earthenware Clay; (5-9) Fireclay; (10-14) Stoneware Clay; (15-16) Calydonian Boar Wallow Mud; (17-18) Volcanic Mud; (19) Ball Clay; (20) Grave Clay;

Excellent Clay Material Table

Roll a d20: (1-5) Calydonian Boar Wallow Mud; (6-10) Volcanic Mud; (11-13) Ball Clay; (14-16) Grave Clay; (17-18) Porcelain Clay; (19) Perunika Clay; (20) Vltava Clay

Premium Clay Material Table

Roll a d20: (1-7) Porcelain Clay; (8-14) Perunika Clay; (15-20) Vltava Clay

Superb Clay Material Table

Roll a d20: (1-8) Perunika Clay; (9-16) Vltava Clay; (17-18) Pyriphlegethon Mud; (19-20) Primordial Clay

Divine Clay Material Table

Roll a d20: (1-10) Pyriphlegethon Mud; (11-20) Primordial Clay

Random Feral Material Tables

Random Feral Material Table

To determine the feral material's Quality Level, roll on the Random Quality Level Table. To determine its type, roll a d20:

(1) Antler; (2) Beak; (3) Major Bone; (4) Carapace; (5) Claw; (6) Eggshell; (7) Fang / Tooth; (8-11) Hide; (12) Hoof; (13) Horn; (14) Mandibles; (15) Quill; (16) Scale (17) Shell; (18) Skull; (19) Stinger; (20) Tusk

Random Gemstone Tables

Random Gemstone Table

Roll a d20 and add the Adventure Level:

D20+ AL	Material Quality Level	Reference Table:
1-7	0	Typical Gemstone Table.
8-14	2	Typical Gemstone Table.
15-20	4	Typical Gemstone Table.
21-22	6	Typical Gemstone Table.
23-24	8	Fine Gemstone Table.
25-26	10	Excellent Gemstone Table.
27-28	12	Premium Gemstone Table.
29-30	14	Premium Gemstone Table.
31-32	16	Superb Gemstone Table.
33-34	18	Divine Gemstone Table.
35-36	20	Divine Gemstone Table.
37+		Re-roll

Typical Gemstone Table

Roll a d20: (1-7) Garnet; (8-14) Rose Quartz; (15-16) Moonstone; (17-18) Tiger Eye; (19-20) Tourmaline

Fine Gemstone Table

Roll a d20: (1-5) Moonstone; (6-10) Tiger Eye;
(11-14) Tourmaline; (15-16) Morganite; (17-18) Spinel;
(19-20) Topaz

Excellent Gemstone Table

Roll a d20: (1-7) Morganite; (1-4) Spinel; (5-8) Topaz;
(9-12) Amethyst; (13-14) Opal; (15-17) Pearl;
(18) Emerald; (19) Ruby; (20) Sapphire

Premium Gemstone Table

Roll a d20: (1-4) Amethyst; (5-8) Opal; (9-12) Pearl;
(13-14) Emerald; (15-16) Ruby; (17-18) Sapphire;
(19) Adamas [Diamond]; (20) Draconite;

Superb Gemstone Table

Roll a d20: (1-5) Emerald; (6-10) Ruby; (11-15) Sapphire;
(17-18) Adamas [Diamond]; (19-20) Draconite;

Divine Gemstone Table

Roll a d20: (1-10) Adamas [Diamond]; (11-20) Draconite;

Random Glass Tables

Random Brittle Glass Material Table

Roll a d20 and add the Adventure Level:

D20+AL	QL	Reference Table:
1-7	0	Typical Brittle Glass Material Table.
8-14	2	Typical Brittle Glass Material Table.
15-20	4	Fine Brittle Glass Material Table.
21-22	6	Fine Brittle Glass Material Table.
23-24	8	Fine Brittle Glass Material Table.
25-26	10	Premium Brittle Glass Material Table.
27-28	12	Premium Brittle Glass Material Table.
29-30	14	Superb Brittle Glass Material Table.
31-32	16	Superb Brittle Glass Material Table.
33-34	18	Divine Brittle Glass Material Table.
35-36	20	Divine Brittle Glass Material Table.
37+		Re-roll

Typical Brittle Glass Material Table

Roll a d20: (1-10) Common Glass; (11-15) Crystal;
(16-20) Forest Glass

Fine Brittle Glass Material Table

Roll a d20: (1-5) Crystal; (6-10) Forest Glass;
(11-16) Obsidian; (17-20) Venetian Glass

Premium Brittle Glass Material Table

Roll a d20: (1-7) Obsidian; (8-14) Venetian Glass;
(15-20) Sea Glass

Superb Brittle Glass Material Table

Roll a d20: (1-13) Sea Glass; (14-20) Dichroic Glass

Divine Brittle Glass Material Table

Dichroic Glass

Random Resilient Glass Material Table

Roll a d20 and add the Adventure Level. When Gemstone
Glass is indicated, consult the Random Gemstone Table to
determine its specific type.

D20+AL	QL	Reference Table:
1-7	0	Typical Resilient Glass Material Table.
8-14	2	Typical Resilient Glass Material Table.
15-20	4	Fine Resilient Glass Material Table.
21-22	6	Fine Resilient Glass Material Table.
23-24	8	Fine Resilient Glass Material Table.
25-26	10	Premium Resilient Glass Material Table.
27-28	12	Premium Resilient Glass Material Table.
29-30	14	Superb Resilient Glass Material Table.
31-32	16	Superb Resilient Glass Material Table.
33-34	18	Divine Resilient Glass Material Table.
35-36	20	Divine Resilient Glass Material Table.
37+		Re-roll

Typical Resilient Glass Material Table

Roll a d20: (1-15) Rügen Glass; (16-20) Gemstone Glass

Fine Resilient Glass Material Table

Roll a d20: (1-7) Rügen Glass; (8-15) Obsidianus; (16-20)
Gemstone Glass

Premium Resilient Glass Material Table

Roll a d20: (1-7) Obsidianus; (8-11) Meteoric Glass;
(12-15) Petrified Lightning; (16-20) Gemstone Glass

Superb Resilient Glass Material Table

Roll a d20: (1-6) Meteoric Glass; (7-11) Petrified Lightning; (12-15) Adamant; (16-20) Gemstone Glass

Divine Resilient Glass Material Table

Roll a d20: (1-10) Adamant; (11-20) Gemstone Glass

Random Leather Material Tables

Random Leather Material Table

Roll a d20 and add the Adventure Level:

D20+ AL	QL	Reference Table:
1-7	0	Typical Leather Material Table.
8-14	2	Typical Leather Material Table.
15-20	4	Typical Leather Material Table.
21-22	6	Notable Leather Material Table.
23-24	8	Fine Leather Material Table.
25-26	10	Excellent Leather Material Table.
27-28	12	Premium Leather Material Table.
29-30	14	Superb Leather Material Table.
31-32	16	Semi-Divine Leather Material Table.
33-34	18	Semi-Divine Leather Material Table.
35-36	20	Divine Leather Material Table.
37+		Re-roll

Typical Leather Material Table

Roll a d20: (1-2) Camel; (3-6) Cow; (7) Frog; (8) Horse; (10) Newt; (11-12) Ox; (13) Porcupine; (14) Rat; (15-17) Sheep; (18) Toad; (19) Vulture; (20) Wild Boar

Notable Leather Material Table

Roll a d20:(1) Baboon; (2) Bear; (3) Elephant; (4) Fox; (5) Glowworm; (6) Hippopotamus; (7) Hyena; (8) Jackal; (9) Leopard; (10) Mongoose; (11) Monitor Lizard; (12) Nerites Snail; (13) Otter; (14) Panther; (15) Poisonous Snake; (16) Raptor; (17) Rhinoceros; (18) Sting Ray; (19) Strix; (20) Wolf

Fine Leather Material Table

Roll a d20: (1) Brollachan Blob; (2) Cobra; (3) Cockatrice; (4-5) Constrictor Snake; (6-7) Crocodile; (8) Eagle; (9) Eel; (10) Electric Eel; (11) Khepri-Atum; (12) Manta Ray; (13) Mongolian Death Worm; (14) Poisonous Sheep; (15) Sea Horse; (16) Seal; (17) Shark; (18) Vampire Bat; (19) Warg; (20) Whale

Excellent Leather Material Table

Roll a d20: (1) African Lion; (2) Bengal Tiger; (3) Carcolh Snail; (4) Catoblepas; (5) Fairy Horse; (6) Grecian Sphinx; (7) Guivre; (8) Heraldic Sea Horse; (9) Heraldic Tiger; (10) Hippogriff; (11) Horse of Diomedes; (12) Phouka; (13) Ramidreju; (14) Solovei; (15) Stollenwurm; (16) Stymphalian Bird; (17) Tarragon; (18) Tawaret; (19) Winged Horse; (20) White Stag

Premium Leather Material Table

Roll a d20: (1) Amphiptere; (2) Bashmu; (3) Bonnacon; (4) Buratche Blob; (5) Criosphinx; (6) Griffin; (7) Heraldic Chimera; (8) Heraldic Harpy; (9) Imdugud; (10) Lamia; (11) Leucrocota; (12) Lindwurm; (13) Orobon; (14) Serpopard; (15) Shamaran; (16) Skolex Worm; (17) Sobek-Ra; (18) Tatzlwurm; (19) Uraeus; (20) Yeti

Superb Leather Material Table

Roll a d20: (1) Ammut; (2-3) Amphisbaena; (4) Babylonian Dragon; (5) Calydonian Boar; (6) Cerberus; (7) Cuelebre; (8) Drako; (9) Ethiopian Dragon; (10) Firedrake; (11) Grecian Harpy; (12) Heraldic Unicorn; (13) Hierakophinx; (14) Manticore; (15) Monoceros; (16-17) Orthrus; (18) Ouroboros; (19) Persian Sphinx; (20) Roc

Semi-Divine Leather Material Table

Roll a d20: (1-2) Androphinx; (3-4) Grecian Chimera; (5-6) Humbaba; (7-9) Hydra; (10-11) Kraken; (12-13) Sea Serpent; (14-15) Wadjyt; (16-19) Wyvern; (20) Zmei

Divine Leather Material Table

(1-4) Gryphon; (5-8) Heraldic Dragon; (2-12) Nemean Lion; (13-16) Tarasque; (17-20) Wyrm

Random Metal Material Tables

Random Hard Metal Material Table

Roll a d20 and add the Adventure Level:

D20+ AL	QL	Reference Table:
1-7	0	Typical Hard Metal Material Table.
8-14	2	Typical Hard Metal Material Table.
15-20	4	Typical Hard Metal Material Table.
21-22	6	Notable Hard Metal Material Table.
23-24	8	Fine Hard Metal Material Table.
25-26	10	Excellent Hard Metal Material Table.
27-28	12	Premium Hard Metal Material Table.
29-30	14	Superb Hard Metal Material Table.
31-32	16	Semi-Divine Hard Metal Material Table.
33-34	18	Semi-Divine Hard Metal Material Table.
35-36	20	Divine Hard Metal Material Table.
37+		Re-roll

Typical Hard Metal Material Table

Roll a d20: (1-7) Cast Iron; (8-13) Bronze; (14-16) False Bronze; (17-18) Cold Iron; (19-20) Steel

Notable Hard Metal Material Table

Roll a d20: (1-7) Cold Iron; (8-20) Steel

Fine Hard Metal Material Table

Roll a d20: (1-14) Steel; (15-20) Damascus Steel

Excellent Hard Metal Material Table

Roll a d20: (1-14) Damascus Steel; (15-20) Corinthian Bronze

Premium Hard Metal Material Table

Roll a d20: (1-14) Corinthian Bronze; (15-17) Candidum; (18-20) True Bronze

Superb Hard Metal Material Table

Roll a d20: (1-7) Candidum; (8-15) True Bronze; (16-17) Bright Gold; (18-19) Tanium; (20) True Iron

Semi-Divine Hard Metal Material Table

Roll a d20: (1-9) Bright Gold; (10-18) Tanium; (19-20) True Iron

Divine Hard Metal Material Table

True Iron

Random Soft Metal Material Table

Roll a d20 and add the Adventure Level:

D20+ AL	QL	Reference Table:
1-7	0	Mundane Soft Metal Material Table.
8-14	2	Mundane Soft Metal Material Table.
15-20	4	Mundane Soft Metal Material Table.
21-22	6	Typical Soft Metal Material Table.
23-24	8	Notable Soft Metal Material Table.
25-26	10	Fine Soft Metal Material Table.
27-28	12	Fine Soft Metal Material Table.
29-30	14	Premium Soft Metal Material Table.
31-32	16	Superb Soft Metal Material Table.
33-34	18	Semi-Divine Soft Metal Material Table.
35-36	20	Divine Hard Soft Metal Material Table.
37-38	22	Divine Hard Soft Metal Material Table.
39+		Re-roll

Mundane Soft Metal Material Table

Roll a d20: (1-7) Lead; (8-13) Tin; (14-18) Copper; (19-20) False Copper

Typical Soft Metal Material Table

Roll a d20: (1-7) Copper; (8-10) False Copper; (11-15) Brass; (16-19) False Copper; (20) Mercury

Notable Soft Metal Material Table

Roll a d20: (1-5) Brass; (6-9) False Copper; (10) Mercury; (11-12) Electrum; (13) False Brass; (14-19) Silver; (20) True Lead

Fine Soft Metal Material Table

Roll a d20: (1-3) Electrum; (4) False Brass; (5-10) Silver; (11) True Lead; (12) Corinthian Brass; (13-16) Gold; (17) True Tin; (18) Starglow; (19-20) True Copper

Premium Soft Metal Material Table

Roll a d20: (1-4) Corinthian Brass; (5-10) Gold; (11-14) True Tin; (15) Starglow; (14-16) True Copper; (17-18) True Brass; (19) True Mercury; (20) True Silver

Superb Soft Metal Material Table

Roll a d20: (1-4) Starglow; (5-11) True Copper; (12-16) True Brass; (17-18) True Mercury; (19-20) True Silver

Semi-Divine Soft Metal Material Table

Roll a d20: (1-9) True Brass; (10-14) True Mercury; (15-20) True Silver

Divine Hard Soft Material Table

True Silver

Random Ore Tables

Random Ore Material Table

Roll a d20 and add the Adventure Level:

D20+ AL	QL	Reference Table:
1-7	0	Mundane Ore Table.
8-14	2	Mundane Ore Table.
15-20	4	Typical Ore Table.
21-22	6	Notable Ore Table.
23-24	8	Fine Ore Table.
25-26	10	Excellent Ore Table.
27-28	12	Premium Ore Table.
29-30	14	Superb Ore Table.
31-32	16	Superlative Ore Table.
32-33	18	Semi-Divine Ore Table.
34-35	20	Divine Ore Table.
36+		Re-roll

Mundane Ore Table

Roll a d20: (1-6) Lead Ore; (7-12) Tin Ore; (13-18) Copper Ore; (19-20) False Copper Ore

Typical Ore Table

Roll a d20: (1-8) Tin Ore; (9-16) Copper Ore; (17-18) False Copper Ore; (19-20) Mercury Ore

Notable Ore Table

Roll a d20: (1-9) Copper Ore; (10) False Copper Ore; (11) Mercury Ore; (12-20) Iron Ore

Fine Ore Table

Roll a d20: (1-4) Mercury Ore; (5-16) Iron Ore; (17-20) Silver Ore

Excellent Ore Table

Roll a d20: (1-7) Iron Ore; (8-14) Silver Ore; (15-17) Gold Ore; (18-20) True Tin

Premium Ore Table

Roll a d20: (1-11) Silver Ore; (12-14) Gold Ore; (15-17) True Tin; Ore; (18-20) True Copper Ore;

Superb Ore Table

Roll a d20: (1-7) Gold Ore; (8-14) True Tin; Ore; (15-17) True Copper Ore; (18-20) True Mercury Ore

Superlative Ore Table

Roll a d20: (1-8) True Copper Ore; (9-12) True Mercury Ore; (13-15) True Iron Ore; (16-18) True Lead Ore; (19-20) True Silver Ore

Semi-Divine Ore Table

Roll a d20: (1-5) True Mercury Ore; (6-9) True Iron Ore; (10-15) True Lead Ore; (16-20) True Silver Ore

Divine Ore Table

Roll a d20: (1-7) True Iron Ore; (8-14) True Lead Ore; (15-20) True Silver Ore

Random Poisonous Material Tables

Random Poisonous Material Table

Roll a d20 and add the Adventure Level:

D20+ AL	QL	Reference Table:
1-7	0	Typical Poisonous Material Table.
8-14	2	Typical Poisonous Material Table.
15-20	4	Typical Poisonous Material Table.
21-22	6	Typical Poisonous Material Table.
23-24	8	Fine Poisonous Material Table.
25-26	10	Excellent Poisonous Material Table.
27-28	12	Premium Poisonous Material Table.
29-30	14	Superb Poisonous Material Table.
31-32	16	Superb Poisonous Material Table.
33+		Re-roll

Typical Poisonous Material Table

Roll a d20: (1-3) Thistle; (4-6) Golden Dewdrop; (7) Angel's Trumpet; (8) Black Locust; (9-13) Larkspur; (14) Poison Ivy; (15-19) Saint John's Wort; (20) White Snakeroot

Fine Poisonous Material Table

Roll a d20: (1-2) Angel's Trumpet; (3-4) Black Locust; (5-8) Larkspur; (9-10) Poison Ivy; (11-14) Saint John's Wort; (15-16) White Snakeroot; (17) Foxglove; (18) Hemlock; (19) Mandrake; (20) Soma

Excellent Poisonous Material Table

Roll a d20: (1-4) Foxglove; (5-7) Hemlock; (8-10) Mandrake; (11-13) Soma; (14) Belladonna / Nightshade; (15) Death Cap Mushroom; (16) Destroying Angel Mushroom; (17) Oleander; (18) Opium Poppies; (19) Panther Cap Mushroom; (20) Wormwood

Premium Poisonous Material Table

Roll a d20: (1-3) Belladonna / Nightshade; (4-5) Death Cap Mushroom; (6-7) Destroying Angel Mushroom; (8-9) Oleander; (10-12) Opium Poppies; (13-15) Panther Cap Mushroom; (16-17) Wormwood; (18) Devil's Hat Mushroom; (19) Lotus; (20) Monkshood/ Wolfsbane

Superb Poisonous Material Table

Roll a d20: (1-7) Devil's Hat Mushroom; (8-14) Lotus; (15-20) Monkshood/ Wolfsbane

Random Stone Material Tables

Random Carving Stone Material Table

Roll a d20 and add the Adventure Level. When Petrified Wood is indicated, consult the Random Wood Material Table to determine its specific type.

D20+ AL	QL	Reference Table:
1-7	0	Mundane Carving Stone Table.
8-14	2	Mundane Carving Stone Table.
15-20	4	Mundane Carving Stone Table.
21-22	6	Typical Carving Stone Table.
23-24	8	Fine Carving Stone Table.
25-26	10	Premium Carving Stone Table.
27-28	12	Premium Carving Stone Table.
29-30	14	Superb Carving Stone Table.
31-32	16	Superb Carving Stone Table.
33-34	18	Divine Carving Stone Table.
35-36	20	Divine Carving Stone Table.
37+		Re-roll

Mundane Carving Stone Table

Roll a d20: (1-5) Flint; (6-10) Soapstone; (11-14) Alabaster; (15-17) Malachite; (18-20) Serpentine;

Typical Carving Stone Table

Roll a d20: (1-3) Alabaster; (4-6) Malachite; (7-9) Serpentine; (10-11) Agate; (12) Bloodstone; (13) Lifeless Stone; (14-15) Jade; (16-17) Lapis Lazuli; (18-19) Marble; (20) Turquoise

Fine Carving Stone Table

Roll a d20: (1-3) Agate; (4-6) Bloodstone; (7) Lifeless Stone; (8-10) Jade; (11-12) Lapis Lazuli; (13-14) Marble; (15-16) Turquoise; (17) Onyx; (18) Rock Crystal; (19-20) Petrified Wood

Premium Carving Stone Table

Roll a d20: (1-5) Onyx; (6-11) Rock Crystal; (12) Heart of Stone; (13-15) Medusite; (16-17) Dragon Bone; (18-20) Petrified Wood

Superb Carving Stone Table

Roll a d20: (1-5) Heart of Stone; (6-12) Medusite; (13-17) Dragon Bone; (18-20) Petrified Wood

Divine Carving Stone Table

Dragon Bone

Random Masonry Stone Material Table

Roll a d20 and add the Adventure Level. When Petrified Wood is indicated, consult the Random Wood Material Table to determine its specific type.

D20+ AL	QL	Reference Table:
1-7	0	Typical Masonry Stone Table.
8-14	2	Typical Masonry Stone Table.
15-20	4	Typical Masonry Stone Table.
21-22	6	Fine Masonry Stone Table.
23-24	8	Fine Masonry Stone Table.
25-26	10	Premium Masonry Stone Table.
27-28	12	Premium Masonry Stone Table.
29-30	14	Superb Masonry Stone Table.
31-32	16	Superb Masonry Stone Table.
33+		Re-roll

Typical Masonry Stone Table

Roll a d20: (1-4) Brickstone; (5-7) Lava;
(8-12) Sandstone; (13-15) Tufa; (16-18) Tuff;
(19-20) Slate

Fine Masonry Stone Table

Roll a d20: (1-6) Slate; (7-12) Travertine;
(13-16) Granite; (17-20) Marble

Premium Masonry Stone Table

Roll a d20: (1-7) Granite; (8-14) Marble; (15-20) Basalt

Superb Masonry Stone Table

Basalt

Random Textile Material Tables

Random Fiber Material Table

Roll a d20 and add the Adventure Level:

D20+ AL	QL	Reference Table:
1-7	0	Mundane Fiber Table.
8-14	2	Mundane Fiber Table.
15-20	4	Mundane Fiber Table.
21-22	6	Typical Fiber Table.
23-24	8	Fine Fiber Table.
25-26	10	Excellent Fiber Table.
27-28	12	Excellent Fiber Table.
29-30	14	Premium Fiber Table.
31-32	16	Superb Fiber Table.
33+		Re-roll

Mundane Fiber Table

Roll a d20: (1-6) Jute Fiber; (7-11) Hemp Fiber;
(12-13) Cotton Fiber; (14-15) Flax Fiber; (16-17) Goat Hair;
(18) Papyrus Leaves; (19-20) Wool

Typical Fiber Table

Roll a d20: (1-4) Hemp Fiber; (5-8) Cotton Fiber;
(9-12) Flax Fiber; (13-14) Goat Hair; (15) Papyrus Leaves;
(16-17) Wool; (18) Camel Hair; (19) Elf-Cap Moss;
(20) Horse Hair

Fine Fiber Table

Roll a d20: (1-4) Cotton Fiber; (5-7) Flax Fiber;
(8-10) Goat Hair; (11) Papyrus Leaves; (12-15) Wool;
(16-17) Camel Hair; (18) Elf-Cap Moss; (19) Horse Hair;
(20) Silkworm Silk Thread

Excellent Fiber Table

Roll a d20: (1-4) Camel Hair; (5-7) Elf-Cap Moss;
(8-10) Horse Hair; (11-16) Silkworm Silk Thread;
(17) Salamander's Feather; (18-19) Spider Silk Thread;
(20) Unicorn Hair

Premium Fiber Table

Roll a d20: (1-10) Silkworm Silk Thread;
(11-12) Salamander's Feather; (13-18) Spider Silk Thread;
(19-20) Unicorn Hair

Superb Fiber Table

Roll a d20: (1-5) Salamander's Feather; (6-14) Spider Silk
Thread; (15-20) Unicorn Hair

Random Cloth Material Table

Roll a d20 and add the Adventure Level:

D20+ AL	QL	Reference Table:
1-7	0	Mundane Cloth Table.
8-14	2	Mundane Cloth Table.
15-20	4	Mundane Cloth Table.
21-22	6	Typical Cloth Table.
23-24	8	Fine Cloth Table.
25-26	10	Excellent Cloth Table.
27-28	12	Excellent Cloth Table.
29-30	14	Premium Cloth Table.
31-32	16	Superb Cloth Table.
33+		Re-roll

Mundane Cloth Table

Roll a d20: (1-6) Burlap; (7-11) Hemp Fabric;
(12-15) Woolen Felt; (16) Cashmere Wool; (17) Cotton
Fabric; (18) Linen; (19) Papyrus; (20) Woolen Fabric

Typical Cloth Table

Roll a d20: (1-4) Hemp Fabric; (5-8) Woolen Felt;
(9-11) Cashmere Wool; (12-13) Cotton Fabric; (14-15)
Linen; (16) Papyrus; (17) Woolen Fabric; (18) Camel Hair
Fabric; (19) Horse Hair Fabric; (20) Moss Felt

Fine Cloth Table

Roll a d20: (1-4) Cashmere Wool; (5-7) Cotton Fabric;
(8-10) Linen; (11) Papyrus; (12-15) Woolen Fabric;
(16-17) Camel Hair Fabric; (18) Horse Hair Fabric;

(19) Moss Felt ; (20) Silk Fabric

Excellent Cloth Table

Roll a d20: (1-4) Camel Hair Fabric; (5-7) Horse Hair Fabric; (8-10) Moss Felt; (11-16) Silk Fabric; (17) Salamander's Fabric; (18-19) Spider Silk Fabric; (20) Unicorn Hair Fabric

Premium Cloth Table

Roll a d20: (1-10) Silk Fabric; (11-12) Salamander's Fabric; (13-18) Spider Silk Fabric; (19-20) Unicorn Hair Fabric

Superb Cloth Table

Roll a d20: (1-5) Salamander's Fabric; (6-14) Spider Silk Fabric; (15-20) Unicorn Hair Fabric

Random Wood Material Tables

Random Wood Material Table

Roll a d20 and add the Adventure Level:

D20+ AL	QL	Reference Table:
1-7	0	Typical Wood Material Table.
8-14	2	Typical Wood Material Table.
15-20	4	Typical Wood Material Table.
21-22	6	Fine Wood Material Table.
23-24	8	Fine Wood Material Table.
25-26	10	Premium Wood Material Table.
27-28	12	Premium Wood Material Table.
29-30	14	Superb Wood Material Table.
31-32	16	Superb Wood Material Table.
33-34	18	Divine Wood Material Table.
35-36	20	Divine Wood Material Table.
37+		Re-roll

Typical Wood Material Table

Roll a d20: (1) Balsa; (2) Hemlock; (3-7) Pine; (8) Willow; (9) Apple; (10) Ash; (11) Birch; (12) Cedar; (13) Chestnut; (14) Elder; (15) Elm; (16) Hawthorn; (17) Lotus; (18-19) Maple; (20) Rowan

Fine Wood Material Table

Roll a d20: (1) Apple; (2) Ash; (3) Birch; (4) Cedar; (5) Chestnut; (6) Elder; (7) Elm; (8) Hawthorn; (9) Lotus; (10-11) Maple; (12) Rowan; (13) Bloodwood; (14) Cherry; (15) Holly; (16) Mahogany; (17) Oak; (18) Rosewood; (19) Walnut; (20) Zebrawood

Premium Wood Material Table

Roll a d20: (1-2) Bloodwood; (3-4) Cherry; (5-6) Holly; (7-8) Mahogany; (9-10) Oak; (11-12) Rosewood; (13-14) Walnut; (15-16) Zebrawood; (17-18) Ebony; (19-20) Ironwood;

Superb Wood Material Table

Roll a d20: (1-9) Ebony; (10-19) Ironwood; (20) Ygg

Divine Wood Material Table

Ygg

Materials in Depth

Agrarian Materials

An Agrarian material is any substance harvested from any domesticated plant or animal. The Quality Level of livestock and crops are limited by the skills of the farmer or rancher raising them, and the type of livestock or crop from which it is being produced. The maximum Quality Level for any particular crop or animal are listed on the tables below.

Oddly enough, the Base Price of an Agrarian Material depends on how much land can support a particular type of farm or ranch, and the personnel available to tend it. It has very little to do with the specific type of Agrarian Material being produced. After all, if one type of crop is slightly more profitable one year, the next year more farmers will favor growing that crop instead. Over time, the supply of a given crop tends to balance out with its demand.

Max. Quality Level for Livestock

Livestock Type*	Max. Quality Level
Chicken	4
Goat	8
Goose	6
Peacock	9
Pig	6
Sheep	8

* Most creatures can be found in one of the game's monster books. Their Quality Levels of raw materials taken from creatures is assumed to equal the creature's Quality Level.

Max. Quality Level for Food Crops

Crop Type	Max. Quality Level
Ambrosia	20
Apple, Common	7
Apple, Golden	16
Beanstalk, Giant	14
Herbs, Common	8

Max. Quality Level for Incenses

Crop Type	Max. Quality Level
Frankincense	12
Myrrh	12

Max. Quality Level for Medicines

Crop Type	Max. Quality Level
Buttonbush	7
Herbs of Asklepios	16
Herbs of Chiron	14
Herbs of Glaukos	12
Herb of Immortality	20
Herbs of Medea	14

Max. Quality Level for Spices

Crop Type	Max. Quality Level
Fennel	8
Herbs, Common	8

The Farming Process

The Quality Level of any farmed (plant-based) products are limited by the quality of the seeds and cuttings from which the garden's plants were grown. (Seeds and plants of Quality Level greater than zero can usually either be purchased – at potentially great expense – or found in the wild using the Foraging skill.) The Quality Level is also limited by the farmer's Gardening rank.

The amount that a garden produces has an overall value equal to double the wages of the farmer in Gardening. This assumes, of course, that the farmer is raising crops on farm big enough to require their full-time labor.

The Ranching Process

The Quality Level of domesticated animals is independent of Level (which is fortunate, since domesticated animals are rather placid and dim). Rather, a domesticated beast's Quality Level is dependent upon breeding. To breed high-quality livestock, the breeder must have food, pens, and housing appropriate for the creatures they raise. These must be available for at least one breeding season, which generally happens only once per year.

The skill rank in Husbandry acts as a ceiling to the Quality Level of offspring resulting from the mating of two parent beasts. The Quality Level is also limited by the quality of the parents. (Specimens of Quality Level greater than zero can usually either be purchased – at potentially great expense – or found in the wild using the Foraging skill, depending on the species.)

If the average of the Quality Levels of the parents is higher than the skill rank of the breeder, the offspring's resulting Quality Level will equal the character's Husbandry rank. Otherwise, the Quality Level of the offspring will equal the average of the parents' Quality Levels. The only exception to this rule is if the parents are closely related, in which case the Quality Level of the offspring will be one less than the lower parent's Quality Level.

In general, the breeder will be able to produce one litter of offspring for every adult female specimen available in a given breeding season. This assumes, of course, that at least one adult male progenitor is available as well.

The productivity of a ranch has an overall monetary value equal to double the wages of the ranchers in Husbandry. This assumes, of course, that the rancher is raising livestock on ranch big enough to require their full-time labor.

Clay

This section details all of the special types of clay found in Mythmagica. Clay types are important primarily because they are the used to make ceramics. Although most of the clay types listed are common, a few are taken from mythological sources.

Special clays are located through the skill of Foraging, and are harvested using the skill of Harvesting.

Max. Quality Level for Clay Types

Clay Type	Max. Quality Level
Ball Clay	12
Calydonian Boar Wallow Mud	10
Common Mud	4
Earthenware Clay	6
Fireclay	6
Grave Clay	12
Perunika Clay	16
Porcelain Clay (Kaolin)	14
Primordial Clay	20
Pyriphlegethon Mud	20
Stoneware Clay	8
Vltava Clay	16
Volcanic Mud	10

Calydonian Boar Wallow Mud

Calydonian Boar Wallow Mud is obtained from the mud wallows of giant Calydonian Boars. Technically speaking, Calydonian Boars are named after one of the greatest of these beasts terrifying the lands of Calydonia. However, it is not the land of Calydonia that gives Calydonian Mud its value. It is the beast wallowing in it. The Crommyonian Sow plagued the lands of Crommyon and the Erymanthian Boar menaced the lands around Mount Erymanthos. The wallows of any of these monsters would provide an appropriate source of this clay. The Quality Level of the mud is limited by the Quality Level of the toughest boar to wallow in it, up to the maximum stated on the table.

Ceramic items fashioned from Calydonian Boar Wallow Mud gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with rage, curses, or revenge.

Grave Clay

Grave clay is obtained from the graves of the undead. To be proper grave clay, it must have been in direct contact with the grave's occupant, whether this is the soil within a vampire's coffin, or the dirt through which zombies clawed their way to the surface. The Quality Level of the clay is limited by Quality Level of the undead, to a maximum of 12.

Ceramic items fashioned from grave clay gain a +2 Quality Level bonus the first time they are enchanted with with magics dealing with necromancy.

Perunika Clay

Perunika clay, is clay that has been struck by a thunderbolt sent from the heavens, presumably by a god in a battle with the underworld. The bogisha, a type of iris, is said to grow from any such ground.

Items fashioned from perunika clay gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with growth, lightning, or vanquishing the undead.

Primordial Clay

Primordial clay is mud left over from the creation of the world. Anyone holding primordial clay can feel vibrations of the life energy pulsing within it. The Nordic Norns supposedly draw primordial clay from the Well of Urd (Fate), and use it to tend to the roots of the World Tree, Yggdrasil.

If primordial clay is fashioned into the shape of a creature, whether living or extinct, mundane or fantastical, real or imaginary, the mud will immediately transform into a living specimen of that creature. The Quality Level of any such spawned creature will match the Quality Level of the primordial mud.

Ceramic items fashioned from primordial clay gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with healing, growth, creationism, and polymorphism. This includes any spells dealing with one or more of the Occult Lores of Aether, Bone, Chaos, Earth, Flesh, Law, or Triangle.

Pyriphlegethon Mud

Pyriphlegethon mud is obtained on the banks and within the roiling waters of the Pyriphlegethon river. This river winds its way through the underworld, with its waters on fire. On rare occasions, pyriphlegethon mud will gurgle and spurt from boiling mud pots near active volcanoes.

Ceramic items fashioned from pyriphlegethon mud gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with fire and demonology.

Vltava Clay

Vltava clay is obtained on the banks of a specific section of the Vltava river, which flows through Slavic lands. It is said that Rabbi Judah Loew ben Bezalel, the Maharal of Prague, formed the first Clay Golem from vltava clay.

Items fashioned from vlatava clay gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with animation, including the construction of Clay Golems.

The Clay-Firing Process

To create a ceramic product, wet clay is first fashioned into the desired shape, either by hand or through the use of molds. Often, a turning table on which the wet clay can be rotated is used to quickly form round vessels, such as bowls and vases, but this is not mandatory. Working a lump of clay can take anywhere from several minutes to a few hours, depending on the size of the work and how elaborate its design is.

The shaped clay is then left for several days to dry and then placed in a special furnace, known as a kiln. This firing process hardens the clay into ceramic pottery.

The Quality Level of the resulting pottery equals the minimum of the Quality Level of the raw clay used and the rank of the crafter in the Pottery skill.

The same firing process is then used to apply glazes to the ceramic. While the Pottery skill can also be used to apply simple basic glazes, more elaborate, artistic glazes require the skill of Beautifying Ceramics.

In either case, the Quality Level of the resulting product equals the minimum of the Quality Level of the earlier fired pottery and the rank of the crafter in whichever skill was used to apply the glaze.

The Base Price of a piece of pottery is about four times that of its raw materials (assuming their Quality Levels match).

Feral Materials

A feral material is any substance harvested from a monster or wild beast. Unless otherwise stated, the Quality Level of a feral material is limited to the Quality Level of the creature from which it was harvested or quartered. It is further limited by the skill of the person extracting it. So, if a character skins a Wyvern having a Quality Level of 10, but is only 8th rank in Quartering, the resulting Wyvern hide will have a Quality Level of only 8.

If a feral material is taken from a wild creature that also happens to be listed on another material table, then the creature's Level override whatever is stated on the tables. The Maximum Quality Level of feral materials taken from a creature equals its Level. So, if the Avatars encounter a truly remarkable bovine bull, having a Level of 12, then the Maximum Quality Level of any materials extracted from it is 12, even though it is listed as an agrarian material having a Maximum Quality Level of 8.

The material that is extracted from the quartering process is assigned a Size Category as well, which is the same as the Size Category of the creature from which the raw materials were procured. So, if a leather hide was taken from a Large Lion, the resulting hide's Size Category is Large. The Base Prices for Feral Materials table lists the Base Prices for various feral materials. To determine the overall value of the resulting material, see Pricing Goods and Services section as well.

Items fashioned from any given feral material gain a +2 Quality Level bonus the first time they are enchanted with a magical ability possessed by the creature from which the material was taken. Items gain a similar Quality Level boost if imbued with magical powers closely associated with creatures of its specific type, such as spells that conjure, summon, communicate with, or transform into them. The same is true for non-magical abilities strongly associated with the creature. So, shoes fashioned from tiger leather gain a +2 Quality Level bonus if they are enchanted with Rural Stealth abilities (since cats, in general, are renowned for their sneaking skills).

Note that, while raw materials can be obtained from many sentient creatures, it is considered unlawful to do so in most societies. At the very least, it is considered exceptionally bad taste in most social circles. Nevertheless, this practice is still relatively common, as Feral Materials taken from sentient creatures grants an item fashioned from them a +2 Quality Level bonus when enchanted with Necromantic powers.

The Quality of Antler, Bone, Chitin, Hoof, Horn, Ivory, and Tooth

Living creatures provide an assortment of hard, sturdy materials appropriate for carving and/or etching. These include antler, bone, chitin, ivory, tooth, hoof, and horn. Once properly cured, these materials are all appropriate for crafting with the skill of Scrimshaw.

The Quality of Leathers

Many creatures have skins that can be cured to produce durable leathers. Any leather type can be worked using the skills of Leather Working, Embossing Leather, and Tailoring.

If fashioned into armor, the Ward of the resulting leather can be no greater than that of the creature from which it was taken.

Base Prices for Feral Materials

Type	Base Price (s.oz.)	
Antler		
	Great: 256	Medium: 4
	Large: 32	Small: ½
Beak		
	Great: 64	Medium: 1
	Large: 8	Small: 1 c.oz
Blood (per Vial)		
	Great: 16	Medium: ¼
	Large: 2	Small: ¼ c.oz
Bone, Major		
	Great: 64	Medium: 1
	Large: 8	Small: 1 c.oz
Carapace		
	Great: 256	Medium: 4
	Large: 32	Small: ½
Claw		
	Great: 64	Medium: 1
	Large: 8	Small: 1 c.oz
Egg, Living		
	Great: 1024	Medium: 16
	Large: 128	Small: 2
Eggshell		
	Great: 128	Medium: 2
	Large: 16	Small: ¼
Fang / Tooth		
	Great: 16	Medium: ¼
	Large: 2	Small: ¼ c.oz
Hide		
	Great: 256	Medium: 4
	Large: 32	Small: ½

Base Prices for Feral Materials (Continued)

Type	Base Price (s.oz.)	
Hoof		
	Great: 128	Medium: 2
	Large: 16	Small: ¼
Horn		
	Great: 256	Medium: 4
	Large: 32	Small: ½
Mandibles		
	Great: 64	Medium: 1
	Large: 8	Small: 1 c.oz
Meat, Full Butchered Carcass		
	Great: 256	Medium: 4
	Large: 32	Small: ½
Quill		
	Great: 8	Medium: 1 c.oz
	Large: 1	Small: 1 t.oz
Scale		
	Great: 4	Medium: ½ c.oz
	Large: ½	Small: ½ t.oz
Shell		
	Great: 256	Medium: 4
	Large: 32	Small: ½
Skull		
	Great: 256	Medium: 4
	Large: 32	Small: ½
Stinger		
	Great: 256	Medium: 4
	Large: 32	Small: ½
Tusk		
	Great: 32	Medium: ½
	Large: 4	Small: ½ c.oz

The Curing Process

Practitioners of the <u>Curing</u> skill understand the various chemical processes needed to preserve some vestige of the Durabilities possessed by the creature from which the materials are taken. So, leather obtained from a creature that is Immune to Scorching Effects might be cured to produce leather that gives its wearer some protection against Scorching Effects. Such protection can only be obtained against the following effects, though: Acidic, Blighting, Dehydrating, Electrical, Flaying, Freezing, Petrifying, Scorching, and Sonic. Further, a given material can provide protection from only a single such influence. So, if a curer obtains a hide taken from a creature that is immune to both Acidic and Scorching effects, they must tailor their curing process to retain one or the other. They cannot produce cured leather that protects against both. (See <u>High Quality Outfits</u> in <u>The Wicked Workshop</u> for more details on how outfits fashioned from such materials protect their wearer.)

The material that is produced from the curing process is assigned a Base Price and Size Category as well. The Size Category is the same as the Size Category of the creature from which the raw materials were procured. So, if a leather hide was taken from a Large Bull, the resulting hide's Size Category is Large. The Base Price of the cured materials is double that of the uncured materials. To determine the overall value of the resulting material, see <u>Pricing Goods and Services</u> in <u>The Wicked Workshop</u>.

Although the Quality Level and Base Price of the resulting material is still pertinent, its Size Category may be dropped as it is thereafter measured in terms of monetary value (e.g. 1,000 s.oz worth of Quality Level 9 Guivre Leather.)

Gemstone

This section details all of the gem types found in Mythmagica. They are split into precious and semiprecious gemstones. The primary distinction between the two are their Quality Levels. In game terms, semiprecious gemstones cannot exceed a Quality Level of 12.

Max. Quality Level for Semiprecious Gemstones

Semiprecious Gemstone Type	Max. Quality Level
Amber	12
Garnet (Carbuncle)	6
Moonstone	8
Morganite	10
Peridot	12
Rose Quartz	6
Spinel (Carbuncle)	10
Tiger Eye	8
Topaz	10
Tourmaline	8

Max. Quality Level for Precious Gemstones

Precious Gemstone Type	Max. Quality Level
Adamas (Diamond)	20
Amethyst	14
Draconite	20
Emerald	16
Opal	14
Pearl	14
Ruby (Carbuncle)	16
Sapphire	16

Adamas (Diamond)

Also known as diamond, adamas is a brilliant clear gemstone that ranges in color from a light blue to a light yellow to completely transparent. It also happens to be the hardest substance known. Adamas is associated with charisma and victory in battle. Plato himself stated that diamonds are alive, and are imbued with their own spirits. The Greeks believed that Cupid's arrows were tipped with diamonds.

Items fashioned from adamas gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with persuasion, oratory, or love. The bonus also applies to enchantments dealing with damage in combat delivered by physical blows, whether augmenting or reducing it.

Gemstone Base Prices Table

Type *	Base Price (s.oz.)	
Cut Gemstone		
	Great: 4240	Small: 50
	Large: 608	Tiny: 29
	Medium: 128	Ultratiny: 19
Uncut Gemstone		
	Great: 4096	Small: 8
	Large: 512	Tiny: 1
	Medium: 64	Ultratiny: 1 c.oz

* Gemstones have the following diameters based on size: Ultratiny (⅛ inch); Tiny ¼ inch; Small ½ inch; Medium (1 inch); Large (2 inches); and Great (4 inches), etc. (Yes, these are rather big, but big gems are cool. And, folklore overflows with them – Sinbad in the Arabian Nights springs to mind.)

Amber

Amber is a yellowish semiprecious gemstone that ranges in color from a light lemon to dark brown. It is associated with life energy. Some amber gemstones have insects or other Zot-sized creatures embedded within them, but these are quite rare.

Items fashioned from amber gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with restoration, life force, trees, forests, and the curing of disease. If the amber stone has a creature embedded within it, the gem bestows a +2 Quality Level bonus the first time they are enchanted with those creatures or with magical abilities the creature possesses, if any.

Amethyst

Amethyst is a purplish gemstone that ranges in color from a light lilac to a deep mauve. Although in modern times, amethyst is considered only a semiprecious stone, in ages past it was valued as highly as emeralds and rubies. It is associated with sobriety, and is a strong cure for drunkenness.

Items fashioned from amethyst gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with mental clarity.

Carbuncle

The term "Carbuncle" is applied to any red gemstone. These include garnets, rubies, and spinels.

Garnet (Carbuncle)

Garnet is a red gemstone that ranges in color from a dark pink to a deep blood red. It is often confused with ruby, but ruby is a much harder and more durable gemstone. Even so, garnets are said to have an inner fire bright enough to pierce the darkness of night. Conversely, garnets tend to "brown own" in bright light, and so are less valued as jewels than their ruby cousins. Garnets are associated with warding off insects and, like the ruby, is associated with blood.

Items fashioned from garnet gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with insects, illumination, alleviating blood-related ailments, and anything dealing with the Occult Lore of Blood.

Draconite (Obsianus)

Draconites, also known as obsianus gems, are silky gemstones resembling pearls that have occlusions that sparkle in the sunlight like those of star sapphires or tiger eyes. Like pearls, they come in a range of colors from brilliant white to the deepest black. They must be carved directly from the heads of living dragons if they are to retain their luster and Quality Level. (Some sages say that Draconite stones are actually dragon eyes.) Needless to say, draconites of the highest quality are rare beyond measure.

Draconites are true gemstones. They are always spherical (unless cut), and come in a variety of colors, depending on the type of dragon from which they originate. The Quality Level of a draconite is limited by the Level of the dragon. They are associated with all aspects of dragon-kind, most notably wizardry since that is the branch of magic that studies the ancient reptiles.

Items fashioned from draconites gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with Air Lore, Earth Lore, Fire Lore, or Water Lore. They will do the same for magic abilities possessed by the dragon type from which the gem was taken.

Emerald

Emerald is a green gemstone that ranges in color from a light lime green to a deep forest green. They are associated with the curing of ailments, foresight, and the life force of growing things.

Items fashioned from emerald gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with leafy plants, perception, sight[7], the curing of disease, or Vision Lore.

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7   The Roman Caesar Nero was said to watch gladiatorial games through spectacles having emerald lenses.

Moonstone

Moonstone is a pearly gemstone said to be fashioned from actual moonbeams. The color of any given specimen varies over time from brilliant white to a dark grey, depending on the current phase of the moon. During a blood moon, its color turns to an orange red. Needless to say, moonstone is associated with all aspects of the moon.

Items fashioned from moonstone gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with the moon, Moon Lore, or lycanthropy.

Morganite

Morganite is a pinkish semi-precious gemstone that ranges in color from a very light pink to a light peach. They are associated with innocence, healing, love, and romance.

Items fashioned from morganite gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with emotions, healing, and anything dealing with Venus Lore.

Opal

Opal is a translucent gemstone that dazzles the eye with a brilliant display of inner fire. It seems to be a combination of all the other gems, with the red of rubies, the blue of sapphires, the purples of amethysts, and the greens of emerald. No two are alike. It looks almost as if fire itself is trapped within a watery prison. Not surprisingly, opal is associated with fire, water, and the flash of lightning.

Items with opals gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with fire, water, lightning, or with Captivation, Delusion or Entrancement effects.

Pearl

Pearl is a lustrous smooth gemstone that ranges in color from a silky white to a satin gray. (Gray specimens are known as "black pearls".) They are harvested from oysters. Pearl is associated with fire, water, and the flash of lightning.

Items fashioned from pearl gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with water or Cold Lore, Liquid Lore, Sea Lore, Water Lore, or Wet Lore.

Peridot

Peridot is a yellow-green gemstone that ranges in color from a light olive to a deep pear green. It is sometimes referred to as "evening emerald". If exposed to sunlight during the day, peridot will give off a faint glow of light at night. It is associated with sunlight and supposedly has the ability to dissipate negative energy.

Items fashioned from peridot gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with sunlight or the banishment or destruction of undead.

Rose Quartz

Rose Quartz is a light pink semiprecious gemstone. It is associated with romantic love.

Items fashioned from rose quartz gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with seduction or romance.

Ruby (Carbuncle)

Ruby is a red gemstone that ranges in color from a dark pink to a deep blood red. They are associated with passion and freedom as well as being able to energize the blood.

Items fashioned from ruby gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with freedom of movement, increased vigor, alleviating blood-related ailments, and Blood Lore.

Sapphire

Sapphire is a blue gemstone that ranges in color from a sky blue to a deep indigo. They are associated with truth and fidelity. Sapphire was often considered sacred, and could ward off demons and other evil spirits.

Items fashioned from sapphire gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with revealing truth, overcoming illusion, loyalty, banishing or protecting against evil spirits, and anything dealing with Spirit Lore.

Spinel (Carbuncle)

Spinel is a red semi-precious gemstone that ranges in color from a light pink to a deep burgundy red. They are associated with fire, emotion, and spiritual energy.

Items fashioned from spinel gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with fire, emotions, Enervating Setback, and anything dealing with Spirit Lore.

Tiger Eye

The eyes of Heraldic Tigers are semiprecious gemstones whose feline pupils blaze in the sunlight like a shaft of light embedded in a background of golden brown. They are always spherical (unless cut). The Quality Level of a Tiger Eye is limited by the Level of the tiger. Tiger eyes are associated with all feline aspects, most especially stealth, night vision, and grace.

Items fashioned from tiger eyes gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with perception, stealth, or agility.

Topaz

Although topaz[8] comes in a wide range of colors, including pink and pale blue, the gemstone is best known for its yellow, orange, and brown varieties. The Greeks believed that topaz could make the owner invisible while the Romans believed it could improve vision. In the Middle Ages, topaz was believed to be able to heal mental disorders.

Items made from topaz gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with invisibility, insanity, illusion, and with Vision Lore or Mind Lore.

Tourmaline

Tourmaline is a precious gemstone that comes in all colors of the rainbow. They may be clack, blue, brown, yellow, green, red purple, pink, or even colorless.

Items fashioned from tourmaline gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with delusions, illusions, transformations, and anything dealing with Chaos Lore.

The Gem Cutting Process

A character with the Cutting Gemstones skill exposes the inner beauty of uncut gems by abrading away their dull parts using a grinding wheel.

The Base Price of a cut gem is increased when cut as shown on the Gemstone Base Prices Table.

The Gem Beautifying Process

A character with the Beautifying Gemstones skill can transform cut gemstones into beautiful works of art. So, the gem cutter may polish and shape agates, amethysts, emeralds, sapphires, rubies, diamonds and other precious and semi-precious gems into figurines and cameos.

Gem Brightness Table

Gem Value (s.oz.)	Dim Light Radius	Bright Light Radius
200	5 feet	2 ½ feet
800	10 feet	5 feet
3,200	20 feet	10 feet
12,800	40 feet	20 feet
51,200+	80 feet	40 feet

Further, a gemstone worker with Fantasia Beckoning that uses Beautifying Gemstones has the option of causing some of the gems they beautify to glow. To do so, the gem must be of Small-size (½ inch diameter) or greater. The color of the light is commensurate with that of the gem. So, emeralds glow with a greenish light, diamonds with a white light, sapphires with a blue light, etc. The gem's brightness depends on its monetary value, which is influenced by both its size and Quality Level. Its light illuminates to a distance as shown on the Gem Brightness Table.

Glass

Myths about glass are sprinkled throughout history. This is probably due to the gem-like qualities of glass, giving it a somewhat magical appearance. Mythmagica divides glass into two basic categories: Brittle and Resilient[9]. Brittle glass is the common sort of glass everyone is familiar with. It cracks or shatters when struck. Resilient glass, on the other hand, has more metallic characteristics. It is hard, like normal glass. But, it bends where brittle glass would break. And, it has some spring to it. If a bowl made of Resilient Glass is struck forcibly by a hammer, it would dent rather than break. A sword made from Resilient Glass would flex when parrying a weapon, and spring back to its original form afterward.

Glass of various types appears in folklore in surprising ways. Some of the faery races are fond of glass for making shoes, weapons, and even carriages.

Max. Quality Level for Brittle Glass

Brittle Glass Type	Max. Quality Level
Common Glass	4
Crystal	8
Dichroic Glass	20
Forest Glass	8
Obsidian	12
Sea Glass	16
Venetian Glass	12

The accompanying tables list the maximum quality that can be attained for a given glass type. Brittle Glass can be fashioned with the skill Blowing Glass alone. The Resilient Glasses require the skill of Forging Glass to shape.

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8   The term "topaz" means fire in Sanscrit.

9   Resilient Glass is also known as Vitrum Flexile. Roman folklore includes a myth about a man who fashioned a bowl made from this glass and brought it to Tiberius Caesar. When struck, the bowl did not shatter, but was merely dented, and its creator easily repaired it. After gaining assurances from the man that he was the only person that knew the secret to creating the glass, Tiberius Caesar had him immediately executed, for fear that the glass would prove to be more valuable than gold, and thereby ruin the entire Roman economy.

Max. Quality Level for Resilient Glass

Resilient Glass Type	Max. Quality Level
Adamant	20
Gemstone Glass	see corresponding gem
Meteoric Glass (Moldavite)	16
Obsidianus	12
Petrified Lightning (Fulgurite)	16
Rügen Glass *	8
Semiprecious Glass **	see corresponding gem

* This glass type can be used for weaponry of size Small or smaller.
** This glass type can be used for weaponry of size Tiny or smaller.

Adamant (Adamantine)

Adamant is the strongest form of glass known. Indeed, it is as durable as the strongest metal, True Iron, and is even harder. Adamant is forged by master glass smiths from adamas (diamond). It often has a smoky black color, although bluish, yellow, and completely transparent adamant exists as well. Adamant has about the same density as steel.

How the glass is actually fashioned is a great mystery. Of the great races, only the dwarfs have uncovered the secret. To forge adamant, a smithy must not only have great knowledge, but must also have great endurance and strength (a minimum Brawn of 10).

It is believed that the Grecian Cyclopes were the first to discover the secrets of adamant. They used their knowledge to forge many of the weapons used by the Greek gods. How the dwarfs came by the knowledge, whether independently or by somehow acquiring it from the Cyclopes, is information that was lost to history long ago.

Items fashioned from adamant glass gain the same benefits as items fashioned from the raw gemstone of adamas. See the description of adamas in the Gemstone section for details.

Dichroic Glass

Dichroic Glass is a brittle glass which takes on one color when viewed with reflected light, and another color when viewed with light passing through it.[10]

Items fashioned from dichroic glass gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with illusions, intoxication, and spells that alter shape and/or size.

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10 The Lycurgus Cup is the finest specimen of Dichroic Glass known to exist, dating from 4th century Rome. The cup is green when viewed with a light source in front of it, and red when viewed with a light source behind it (so that the light is transmitted through the glass). It wasn't until the modern age that science finally understood that the glass's properties arise from tiny nanoparticles of silver and gold suspended with the glass. The specific process the ancients used to make this remarkable form of glass is still unknown.

Forest Glass

Forest Glass is a brittle light-green glass which is tinted to produce its color using wood ashes. It often has a non-uniform coloration, along with tiny bubbles and dirt-like inclusions that give the glass a primitive appearance like the wilderness itself. Rather than detract from its Quality Level, the wild complexion evokes images of the primeval forest with which it is spiritually connected.

Items fashioned from forest glass gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with trees, forests and any pagan Nature spell. It also provides the benefits of the type of wood whose ash was used to tint the glass. See the descriptions of the individual wood types for details.

Gemstone Glass

Gemstone Glass is glass forged from many of the gemstone types. These include emerald, ruby, sapphire, and opal, but does not include adamas (diamond), which is a special breed of glass all its own. The specific glass has the color and appearance as the type of gem from which it was forged, and is usually called by that name as well. So, a red gemstone glass is known as ruby glass, green is often called emerald glass, and blue is deemed sapphire glass.

Obviously, gemstones of all sorts are quite rare, so the amount of available material is always limited. Although it is possible to forge gemstone glass from full-sized gems, this is never done in practice, since the gemstones themselves are far more valuable than the glass that is produced. Consequently, glass smiths utilize the gemstone dust that is left over from the gem cutting process and other gem "scraps" that have structural flaws but are otherwise suitable for forging. In essence, they re-forge a lapidary's left-overs into a usable quantity of glass.

Items fashioned from gemstone glass gain the same magical benefits as items fashioned from the raw gemstone. See the descriptions of the individual gem types for details.

Meteoric Glass

Meteoric glass has the strength of steel. This is a bright-green translucent glass that is produced from naturally occurring glass nodules found in sandy deserts where meteors have fallen. Needless to say, meteoric glass is quite rare. Since meteoric glass was originally flash formed with incredibly intense heat, it is believed that residual elemental fire spirits are trapped within its substance. Whether this is true or not, armor fashioned from meteoric glass retains its absorptive qualities even against beings capable of passing through pure earth, such as earth elementals.

Meteoric glass items gain a +2 Quality Level bonus the first time they are enchanted with effects dealing with meteors or with occult spells involving Aether Lore, Jupiter Lore, Mars Lore, Mercury Lore, Star Lore, or Venus Lore.

Obsidian

Obsidian is a brittle black glass which is mined from volcanoes. It can be knapped like flint to produce arrowheads and primitive weapons, or sculpted like other brittle glasses. Either way, it can retain a remarkably sharp razor's edge indefinitely.

Items fashioned from obsidian gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with fire, heat, or dehydration.

Obsidianus ("Glassteel")

Also known as glassteel, obsidianus is an opaque black glass forged from obsidian. It has the strength of common steel and can retain a razor's edge indefinitely. Although quite expensive to produce, obsidianus armor and weaponry is highly popular with the faery races that are averse to iron.

Items fashioned from obsidianus gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with fire.

Petrified Lightning

Petrified lightning, or fulgurite, has the strength of damascus steel. It is a rare translucent white glass that is sometimes produced when lightning strikes sand dunes. It gives off a pale electric glow that can only be seen in the dark. This illumination is equivalent to Dim Light that radiates to a distance of 20 feet.

Items fashioned from petrified lightning gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with lightning, thunder, or electricity.

Rügen Glass

This red glass is actually mined from the Glassberg mountains, which are comprised entirely of glass. Glassbergs are said to float on the earth in the same way that icebergs float on the sea[11]. While falling short of the strength of most metals, Rügen glass is far superior to normal glass. The glass is strong enough to be fashioned into canes, shoes, and even into carriages. Glass slippers, in fact, are all the rage in faery society. Rugen dwarfs are especially known for their lavish dances where they show off their crystal footwear. Rügen glass shoes occasionally show up in mortal society as well, when fairies lend their fashion sensibilities in dressing aspiring princesses for balls. Rügen glass is also commonly used in the manufacture of crystal bells, since it has the fortitude to be repeatedly and vigorously rung. Small bladed weapons, such as daggers, can be reliably fashioned from rügen glass. The material is not strong enough for use in larger weapons, but is well suited for the arms and armor of sprites.

Items fashioned from rugen glass gain a +2 Quality Level bonus the first time they are enchanted with musical or Sonic effects.

Sea Glass (Mermaid's Tears)

Sea glass is a rare brittle sea-green glass found on the beeches of the world. It has a frosty surface and a water-like interior, like ocean foam on the waves. When originally gathered, it in the form of small nodules that are believed to be the petrified tears of mermaids and other merfolk.

Items made from sea glass gain a +2 Quality Level bonus the first time they are enchanted with magics associated with the sea or the creatures living in it. It also gives this benefit to all magics involving Liquid Lore, Sea Lore, Water Lore, or Wet Lore.

Semiprecious Glass

Semiprecious glass is glass forged from semiprecious gemstones. The resulting glass is no stronger than the original gemstone from which it was produced, although it is far less brittle. Its properties are more than adequate for the arms and armor of sprites (size Tiny or smaller).

Items fashioned from semiprecious gemstone glass gain the same benefits as items fashioned from the raw semiprecious gemstone. See the descriptions of the individual gem types for details.

The Glass Forging Process

As is commonly known, most glass is created by melting sand at high temperature, adding various powders to add coloring, and shaped by glass blowing. The result is a lovely but highly fragile material that shatters easily. However, the Rugen Dwarfs learned how to produce a form of non-brittle glass known as Resilient Glass. Unfortunately, Resilient Glass is difficult to shape. In order to do so, you must use the skill of Forging Glass.

To forge glass, the character must have a working forge with bellows and standard blacksmith gear (anvil, hammer, etc.). Further, the fire must be fueled magically. Coal or elder wood may be used. It must have a Quality Level equal to or greater than that of the material being forged.

A character with the Forging Glass skill may repair a glass magic item without damaging its magical properties provided they have the required ranks needed to work the material from which the item is crafted. A character may also use this skill to repair damage done to glass armor. If the armor has only a single point of damage, they may fix it in the field. More extensive damage requires a workshop.

The following list specifies the materials that a character can work at a given skill rank in Forging Glass:

- Beginning practitioners of the Forging Glass skill (those below 2nd rank) are only able to form the

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11   Glass mountains appear in some of the faery tales recorded by the
      Grimm brothers.

brittle glass wares that can be produced by traditional glass blowing techniques.

- At 2nd rank, glass smiths are capable of producing a lovely form of red glass known as Rügen glass. Rügen glass is commonly used in the manufacture of crystal bells, since it has the fortitude to be repeatedly and vigorously rung. Bladed weapons of Small size and smaller can also be reliably fashioned from Rügen glass. The material is not strong enough for use in larger weapons, but is well suited for the arms and armor of sprites.

- At 4th rank, a glass smith can start forging Obsidianus. Also known as glassteel, Obsidianus is an opaque black glass which is forged from obsidian. Properly forged Obsidianus has the strength of common steel and can retain a razor's edge indefinitely.

- At 6th rank, a glass smith can start forging semiprecious gemstone glass, also known as simply Semiprecious Glass. Semiprecious Glass is glass forged from semiprecious gemstones. The Quality Level of the resulting glass is limited to that of the gemstone type being used. Further, at 6th rank, a glass smith is capable of forging gemstone glass from gem types having a maximum Quality Level of 12 or less. So, when a glass smith first starts being able to produce Semiprecious Glass, they can fashion it from semiprecious gemstones such as garnet, amber, amethyst, rose quartz, moonstone, pearl, spinel, topaz, and tourmaline. The resulting glass is no stronger than the original gemstone from which it was produced, although it is far less brittle. Its properties are more than adequate for the arms and armor of sprites.

- At 8th rank, a glass smith is able to forge Meteoric Glass, which has the strength of Meteoric steel. This is a bright-green translucent glass that is produced from naturally occurring glass nodules found in sandy deserts where meteors have fallen. Needless to say, Meteoric Glass is quite rare. Since Meteoric Glass was originally flash formed with incredibly intense heat, it is believed that residual elemental fire spirits are trapped within its substance. Whether this is true or not, armor fashioned from Meteoric Glass retains its absorptive qualities even against beings capable of passing through pure earth, such as earth elementals.

- At 10th rank, a glass smith is able to forge Petrified Lightning, or fulgurite. It is a type of glass formed when lightning and thunder strike desert sands.

- At 12th rank, a glass smith is able to forge high-grade Gemstone Glass. That is, glass forged from almost all of the most valuable gemstone types. Specifically, at 12th rank, a glass smith can forge

Gemstone Glass from gems having a Quality Level no greater than 16. So, they can create ruby glass, emerald glass, opal glass, and sapphire glass.

- Finally, at 14h rank, a glass smith is able to forge Adamant from adamas (diamond). Adamant is a remarkably durable material from which some of the best weapons are produced. Indeed, many deities are known to prize adamantine weapons, and they are a very finicky bunch indeed. Adamant is usually crystal clear or smoky black, but is sometimes translucent light yellow or pale blue. In all cases, Adamant retains the glittering sparkle and fire of diamond.

Metals

This section details all of the special types of metal used in Mythmagica.

Mythmagica incorporates the proposition of the ancient alchemists that there are only seven fundamental metals: lead, tin, copper, mercury, iron, silver, and gold. The rest are alloys and corruptions of the basic seven. The tables below are split into soft metals and hard metals including the basic metals and their alloys. Hard metals are appropriate for making weapons and armor (with the exception of cast iron). Soft metals are not suitable for weaponry, although most soft metals are quite useful for a variety of other applications (jewelry, tools, utensils, etc.).

Max. Quality Level for Soft Metals

Soft Metal Type	Max. Quality Level
Brass	8
Copper	6
Corinthian Brass	15
Electrum	13
False Brass	8
False Copper (Kupfernickel)	6
Lead	4
Gold	14
Mercury	8
Silver	12
Starglow	16
Tin	4
True Brass	19
True Copper (Orichalcum)	16
True Lead (Gravitas)	12
True Mercury (Levitas)	18
True Silver (Nobilium)	22*
True Tin (Lumina)	14

* 22nd Quality Level is the highest that has ever been observed, but nobody knows for sure the limit of True Silver's quality.

Common Metals

Metals are segmented into common metals, alchemical metals, alchemical alloys, and other special metals. As the name implies, common metals are those that are easily found and obtained in most areas. Most of these common metals are not described here due to their number and the fact that their properties are already widely known to most players. However, a few of the common metals (particularly the various forms of iron) are so important to the game that detailed descriptions are warranted. Special metals are listed thereafter.

Max. Quality Level for Hard Metals

Hard Metal Type	Max. Quality Level
Bright Gold (White Gold)	18
Bronze	5
Candidum (Bright Tin)	14
Cast Iron *	4
Cold Iron	6
Corinthian Bronze	12
Damascus Steel	10
False Bronze	5
Steel (Common)	8
Tanium	18
True Bronze (Dupondius)	15
True Gold (Quintessence)	infinite
True Iron (Meteoric Iron, Sky Iron)	20

* Cast Iron is very hard, but it is too brittle to be used for weaponry.

Brass

Common brass is an alloy made from copper and silver. It is a soft yellow metal that is easily worked.

Items fashioned from brass gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with music, captivation, magical suppression or negation, or with occult spells involving <u>Dry Lore</u>, <u>Gas Lore</u>, or <u>Plasma Lore</u>.

Bronze

Common bronze is an alloy made from copper and tin. It is reddish-brown in coloration, and forms a blue-green patina over time. Bronze is a hard metal, but is considerably softer than iron, and so is easily worked.

Items fashioned from bronze gain a +2 Quality Level bonus the first time they are magicked using Artistry, or enchanted with magical suppression or negation abilities.

Cast Iron

Common iron comes in three basic forms: cast iron, cold iron, and steel. Of the three, steel is by far the most difficult to attain.

Cast iron is iron with high carbon content. Alchemists smelt iron ore by heating it until the iron liquefies. At this point, the iron instantly absorbs any carbon from the surrounding environment (up to about 3% of its mass). This white-hot liquid can easily be poured into ceramic molds to form whatever shapes are desired. Note that there is no known process to prevent carbon absorption during the melting process, since an ample carbon supply is always available in the ore itself. This is really too bad, since the extremely high carbon content of cast iron makes it very brittle.

Because it is so hard, cast iron cannot be forged in any way. Hammering can only break it. Heating the metal up does no good since it remains in this brittle state until it once again liquefies. Cast iron is, therefore, useless in making weapons or armor of any sort.

Items fashioned from cast iron gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with heat or occult spells involving Hot Lore or Mars Lore.

Cold Iron

Also known as wrought iron, cold iron is simply iron with very little, or no, carbon content. It is produced by heating up iron ore that has veins of pure iron within it. The ore is heated to the point that iron within it becomes soft, but has not yet liquefied. (As such, it is processed using colder temperatures than other forms of iron, which gives rise to its name.) At this point, the iron is removed from the fire and any impurities (i.e. bits of gravel) are hammered out of the metal.

Cold Iron is easily forged, but even after cooling it retains much of its malleability. Thus, cold iron is also called "soft" iron. Weapons made from cold iron are slightly superior to bronze weapons, but are far inferior to steel ones. Items forged from cold iron are usually "case hardened" by heating them under hard coals. This allows a small amount of carbon to be introduced at the surface of the metal, giving the surface increased hardness. It does not take many sharpenings of a sword, though, to grind away this hard outer layer.

Since cold iron is much softer than steel, it is common for cold iron swords to have a steel edge welded to them. This allows the weapon to retain a sharp edge, but its overall strength (and Quality Level) is limited to that of wrought iron.

Iron ore and cold iron is anathema to most spirits and can wreak havoc with some spells (which will specify their limitations within their spell descriptions). In fact, cold iron weapons can even strike spirits that can normally be struck only by magical weapons. In addition, it delivers 3 Tormenting Setback to any undead creature that touches it.

Because iron oxidizes to a reddish powder, it is associated with the red planet Mars. Items fashioned from Cold Iron gain a +2 Quality Level bonus the first time they are enchanted with occult spells involving Cold Lore or Mars Lore.

Electrum

Electrum is an alloy made from gold and silver. It is a very soft metal with a silvery-golden sheen that does not tarnish. It often occurs naturally containing trace amounts of copper and/or lead. Its Quality Level varies quite a bit from region to region, depending on its purity.

Items fashioned from electrum gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with illumination.

Copper

Copper is a malleable reddish metal, which is associated in mythology with the planet of Venus.

Items fashioned from copper gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with romance, seduction, magic negation or suppression, or occult spells involving Venus Lore.

Lead

Lead is a dull soft metal, which is unusually heavy, and is associated with the planet of Saturn.

Items fashioned from lead gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with authority, depression, entrancement, fatigue, fettering, or occult spells involving Star Lore.

Gold

Gold is a highly valued soft yellow metal that is easily worked. It does not tarnish, and is therefore associated with eternal youth and immortality. And, because it perpetually retains its golden luster, it is also associated with the Sun.

Items fashioned from gold gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with sunlight or occult spells involving Sun Lore.

Mercury

Also known as quicksilver, Mercury is a silvery liquid metal. It is associated with the planet of Mercury.

Since mercury is a liquid, items incorporating the metal must enclose it somehow. Any such item gains a +2 Quality Level bonus the first time they are enchanted with magics dealing with enhancing Speed, delivering messages, or occult spells involving Liquid Lore or Mercury Lore.

Silver

Silver is a highly valued soft metal, which is often used in coinage. It is associated with the Moon.

Items fashioned from silver gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with moonlight or occult spells involving Moon Lore.

Steel

Steel is simply iron containing just the right amount of carbon. It can be forged like wrought iron and has most of the hardness of cast iron. Attaining this delicate balance between wrought and cast iron is exceptionally difficult. It takes a great deal of skill to smelt steel. Often this is accomplished by melting wrought iron together with cast iron in a sealed furnace. Since the mixed metal is completely molten to form steel, it no longer qualifies as a form of cold iron.

Items fashioned from steel gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with sharp blades or occult spells involving Mars Lore.

Tin

Tin is a silvery soft metal, which is associated with the planet of Jupiter.

Items fashioned from tin gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with electrical or lightning or occult spells involving Jupiter Lore or Sky Lore.

The Seven Alchemical Metals

This section describes the seven metals that are the ultimate subject of alchemy. The alchemists focused their attention on what they believed to be the seven fundamental metals: Lead, Copper, Tin, Mercury, Iron, Silver, and Gold. The common forms of these metals are actually nothing more than the "true" metals polluted by other substances that significantly degrade their characteristics. Thus, the common forms are mere shadows of the true "essences" of the seven alchemical metals.

True Copper (Orichalcum)

Also known as orachalcum[12], or "Essence of Copper", true copper is a yellow metal that does not corrode. It is similar in appearance to brass. True copper is a relatively soft metal that is worked as easily as copper. However, once smelted to its pure form, it is completely impervious to magical influences. Although normal flame will soften or melt it, the hottest magical fires do not even warm the brassy metal. The only noticeable affect that magic has on true copper is that the metal will give off a soft reddish shimmering glow when

it encounters a magical field or spell. Although the glow is often described as "torch-like", it is very soft and will illuminate an area with Dim Light up to a radius of only 2 feet per spell rank of the highest-level spell contacting the metal.

Magic items containing orichalcum can be fashioned, but the items invariably contain some non-orichalcum components on which the enchantments are actually applied (such as a gemstone or piece of ivory). In items such as these, the true copper itself is invariably used in its magic-resistive capacity.

True copper is sometimes pounded into sheets of tissue-paper thinness and then applied to the walls of important rooms, or even entire buildings. This "orichalcum leaf" is totally impervious to scrying, teleportation, and other penetrating magics. In addition, the gleaming metal can be quite striking at sunset.

The only known source of true copper is a pink marble-like stone known as "orichulore".

True Gold (Quintessence)

Most people believe that the transmuting of base metals into gold is the alchemists' ultimate dream. It is true that the knowledge of how to accomplish this great feat has as yet eluded discovery and its mastery would be the crowning achievement of even the most renowned alchemist. However, this seemingly impossible dream is not, actually, the ultimate aim of alchemy. Rather, it is the smelting, transmutation, or production by whatever means of true gold, otherwise known as "Essence of Gold", "Gold of the Philosophers", or "Quintessence".

This hypothetical true gold is the most purified form of gold. And, since gold is itself considered to be the most perfect of metals, true gold is perfection purified. The mythical metal is so special to alchemists that the term "Essence" fails to impress its unique qualities upon the listener. So, the potion-brewing mages came up with the name "Quintessence" for the metal after which they all so dearly lust. The production of even the smallest quantity would bring unimaginable power. Anything forged from the substance would be virtually indestructible and would allow is possessor to directly wield the forces of the universe. Almost as a side effect, the metal would grant immortality on whoever held it.

Needless to say, nobody has ever attained this lofty goal. Such a person could not go unnoticed; their influence would be so great. This failing of alchemy is probably fortunate, because power of such magnitude would ultimately corrupt anyone who wielded it.

Items fashioned from true gold gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with longevity, resurrection, sunlight, or occult spells involving Sun Lore.

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12   Plato reported the first discoverers of orichalcum to be the people of Atlantis. The term is actually Roman, maining "mountain copper", and refers to a gold-colored alloy of copper and zinc.

True Iron (Meteoric Iron)

The iron taken from meteorites is believed to be the purest form of iron. As such, it is also known as true iron. Having fallen from the heavens in a spectacular display of fire and thunder, meteoric iron is also known as sky iron or thunderbolt iron.

Meteroric iron is remarkable in that it is the only alchemical metal that does not need to be smelted to obtain its pure form. It is believed that the gods themselves occasionally purify the metal and send it hurling from the heavens to better arm the heroes they find so amusing. True iron is undoubtedly chosen for this purpose as it is the only pure alchemical metal appropriate for forging weaponry, (other than true gold, which would elevate a hero to the status of deity in itself).

Even though meteoric iron provides true iron, it is not the only source. Lodestone can also be smelted to produce true iron, along with a smaller quantity of true lead.

Although common iron can be improved through additional smelting to produce steel, there is no such thing as meteoric steel. Meteoric iron is as true and pure as it gets with this alchemical metal. Some zealots even consider it blasphemy to consider such a thing. After all, if meteoric iron could be improved upon, wouldn't the gods have gone to that trouble before hurling it to the ground? (Needless to say, some more liberal minded alchemists have attempted to do this very thing. All such efforts have proved fruitless ... so far.)

True iron has the ability to affect not only the physical realm, but also the spiritual realm. Any undead creature touching an item made from true iron sustains 5 Tormenting Setback. This is true even if the creature is purely a ghost with no physical form whatsoever. Since true iron is cold forged (meaning it is only heated to the point of making it soft), it is a form of wrought (or cold) iron. Living creatures with the flaw Cold Iron Bane are affected as such.

True iron is quite simply the hardest and strongest metal known to exist. The only material that can be considered its peer is Adamant, a form of glass forged from diamond.

True Iron is associated in mythology with the planet of Mars. Items fashioned from True Iron gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with sharp blades or occult spells involving Mars Lore.

True Lead (Gravitas)

Also known as Gravitas, true lead is believed to be the purest form of lead. It is the heaviest (densest) material known. True lead is ten times as heavy as gold. Steel or other alloys made from true lead do not seem to have greater strength than normal, so weapons and armor are rarely fashioned from the metal.

Even so, true lead has remarkable properties that are occasionally exploited by ingenious individuals. Although the reasons are poorly understood, gravitas is highly attracted to both itself and common iron. It holds no attraction to true iron, though, so it is believed that common iron is corrupted by small quantities of true lead.

The Greek philosopher Aristotle first "discovered" gravitas and its cousin levitas and used them as an explanation of why some things fall and others rise.

If an item made from pure gravitas comes in contact with another item made from common iron (or steel), it will "cling" to that item with a force equivalent to ten times its own weight. Thus, a one-pound coin of true lead would require ten pounds of force to remove it from a steel helmet.

If an item made from pure gravitas comes in contact with another item made from pure gravitas, the two items will "cling" to each other with a force equal to one-hundred times the combined weights of both items. Thus, separating two one-pound coins of true lead would require a force of 200 pounds! That is powerful stuff.

For some unfathomed reason, gravitas has an equal repulsion to the metal levitas. So, bringing a coin of pure gravitas into contact with a vial of pure levitas is an equally difficult chore.

Fortunately, the attractive/repulsive force falls off quickly as the items are separated. For most items (those weighing a pound or less), a distance of one inch cuts the force in half. A distance of one foot cuts it to about one-tenth. At a distance of two feet, the attraction or repulsion is negligible.

The only known source of gravitas is through smelting Lodestone, a naturally occurring iron magnate. The smelting process produces nine parts true iron with one part true lead.

Items made from true lead gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with authority, depression, entrancement, fatigue, fettering, magnetism, holding, silence, or occult spells involving Rest Lore or Star Lore.

True Mercury (Levitas)

Levitas, "Essence of Mercury", "Mercurius", or true mercury, is believed to be common mercury purified to its most basic form. The Greek philosopher Aristotle first "discovered" levitas and gravitas and used them as an explanation of why some things fall and others rise.

True mercury is a clear liquid that looks similar to water. It is dry to the touch and has no odor. However, it has a silvery metallic sheen and it gives off a bright glow. Some people describe this illumination as having the color of starlight, or to be more accurate, the color of light reflected from the planet Mercury. Others say the light is identical to that of sunlight reflected off of clouds. However you describe it, this spectacular property of the liquid metal is what gives it its nickname of "Liquid Light". Even when bottled up, true mercury is always in motion, its light dances on the surrounding walls as if it were cast by sunlight reflected off of a pool of rippling water.

Perhaps the most astonishing aspect of true mercury, though, is that its weight is apparently reversed. That is, when dropped, levitas falls up! So, if a corked vial of the substance is released, it will rise and will continue to do so until somehow obstructed by a ceiling. If no such ceiling exists, the levitas will continue to fall upward until it is completely out of sight.

If exposed to the air, levitas will "evaporate", although the evaporation process is remarkable in itself. The levitas will escape its container in countless twisting and writhing streamlets. These threads of quicksilver seem to attract one another, but their motion prevents them from ever fully joining. Instead, they twirl and spin in a never-ending dance as they wind their way into the sky. Before too long, though, the silvery threads become somewhat obscured by the water vapor that it always attracts. Eventually a white billowy cloud will form and the weight of the water vapor will balance the lifting capacity of the levitas. The result is a brand-new cloud in the sky, complete with silver lining. As water vapor accumulates, the cloud slowly sinks until it is released as rain, at which point the cloud rises and accumulates more vapor to repeat the cycle as it drifts across the landscape.

Levitas has many of the properties of gravitas, its mysterious twin, except that its properties appear to be reversed. Just as gravitas attracts gravitas, levitas attracts levitas (to a point). Finally, levitas repulses gravitas. The only way to gauge the "weight" of levitas is to compare it to the mass required to keep it from careening up into the heavens. Levitas appears to have essentially the same "density" as gravitas, in that equal volumes of levitas and gravitas seem to cancel each other's weights.

If held in a glass container, one-half "ounce" of True Mercury will illuminate with Dim Light to a radius of 20 feet. Every doubling of this quantity will increase the radius of illumination by another 20 feet. Thus, one full ounce will illuminate to a radius of 40 feet, two ounces illuminates to a radius of 60 feet, four ounces lights up a radius of 80 feet, etc. Although true mercury will detect as slightly magical (and certainly looks magical), it does not need to be treated as a magic item when considering its possessor's Magic Limit (unless somehow enchanted).

True mercury will adhere to very few surfaces. However, if a copper or bronze item is dipped in the substance, a thin layer of the glowing quicksilver will immediately bind to the surface. If the metal is of the common sort (i.e. not "true copper"), the reaction will slowly degrade the liquid's power. The item's glow will slowly fade over a period of 1 month until the true mercury is completely corrupted.

If drunk, true mercury acts as a slow poison to humanoids. The imbiber will lose 4 Hit Points every day. This damage may not be healed in any fashion, magical or otherwise, until a Neutralize Poison or other similar magic is cast upon the poisoned individual.

Obviously, true mercury is an exceptionally rare metal. The only known sources are found in the silver linings of clouds and in the blood of dragons. It takes the linings of literally hundreds of clouds to smelt even an "ounce" of levitas. So, dragons are hunted ruthlessly for the levitas flowing through their veins. Despite the rich abundance of levitas within a dragon's blood, the red liquid must still be smelted in an alchemist's anathor to extract the substance in its pure form.

Once obtained, certain long forgotten archmage-level magics are supposedly able to enhance the properties of levitas to the point that practical quantities of the metal can be used to levitate entire castles into the clouds.

Since true mercury is a liquid, items incorporating the metal must enclose it somehow. Any such item gains a +2 Quality Level bonus the first time they are enchanted with magics dealing with flight, levitation, enhancing Speed, delivering messages, or occult spells involving Liquid Lore, Mercury Lore, Motion Lore, or Sky Lore.

True Silver (Nobilium)

Also known as "Argentum" and "Nobilium[13]", true silver is an even more remarkable metal than lumina, its cousin. Alchemists consider true silver to be the "Essence of Silver". It is a bit heavier than Lumina, being about half the weight of steel, but it's easily twice as strong and does not tarnish.

In its pure form true silver is a soft metal, and therefore inappropriate for creating weaponry. However, the addition of a small amount of true tin (about 6%) makes an alloy, known as tanium, whose strength and hardness is superb (see the description of tanium below for more details). This fact is a powerful argument that true tin is the "Essence of Tin", since tin transforms copper into bronze – an alloy metal much stronger than either of its components.

True silver is smelted from the slag (waste rock) left over from true tin smelting. Extracting the true silver, though, requires much higher temperatures than that required for true tin smelting. Consequently, the fact that an alchemist can smelt true tin is no indication of whether they are capable of smelting true silver. Very few alchemists are powerful enough to accomplish the deed.

Only the most highly skilled master smithies can work this exceptionally difficult metal. The dwarfs are the best tanium and nobilium smiths. Unfortunately, the rarity of the material and the required skills to fashion it make true silver and tanium items some of the scarcest in the world.

Items fashioned from true silver gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with moonlight, Metaphysical effects, or occult spells involving Moon Lore.

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13 Nobilium is a Latin word meaning noble, distinct, or celebrated. The name certainly fits this remarkable metal, which is considered the most noble of metals (with the possible exception of the ever elusive and hypothetical Quintessence).

True Tin (Lumina, Kassiteros)

Also known as "Kassiteros" and "Lumina", true tin is named for its remarkably brilliant appearance. At great expense, powerful Alchemists smelt true tin from a rare, though seemingly mundane, white mineral. This mineral is known as luminore or simply "white stone". This same smelting process also produces a reddish slag which can be further smelted to produce trace amounts of nobilium (true silver), another remarkable metal (see above).

In its pure form, true tin has approximately the same appearance and malleability as ordinary tin. In fact, since it is so remarkably lightweight and does not tarnish, Alchemists believe pure lumina to be the "Essence of Tin".

Anyone can shape pure true tin by pounding it with a hammer, since it is so soft. For this same reason, unalloyed true tin is useless for making weaponry. It is, however, sometimes used to fashion sculptures, jewelry, and other valuable items.

Items fashioned from true tin gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with electrical or lightning effects or occult spells involving Jupiter Lore or Sky Lore.

Alchemical Alloys

The seven "true" alchemical metals are often used in alloys to produce new metals that have new or enhanced properties. This section describes some of the better know alloys.

Like alchemical metals, alchemical alloys have unique properties. Alchemical alloys will detect as slightly magical even when they are not enchanted as true magic items.

Bright Gold (Bright Electrum, White Gold)

Bright gold[14] is an alloy of common gold and true silver. Also known as bright electrum and white gold, it has a pale-gold color that can be polished to a mirror finish. It is a hard metal that is difficult to work. It has the same requirements to fashion as tanium. Many smiths consider bright gold and tanium to be sibling metals, as they are often both incorporated into the same work.

Items fashioned from bright gold gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with sunlight or occult spells involving Sun Lore.

Candidum (Bright Tin)

When mixed with other certain common metals, true tin becomes as strong and hard as steel with only a third of the weight. This true tin alloy is known as candidum, or simply "Bright Tin" due to its remarkably brilliant appearance. (Candidum is also sometimes mistakenly called "Bright Steel", but it actually contains no iron, so it is not really a form of steel.) Like true tin, candidum does not tarnish.

Of course, the strength of the metal depends greatly on the formula used to make the alloy. The elves have perfected the best of these formulas and jealously guard them as national secrets. Anybody that points out the fact that elves are the best candidum smiths to a dwarf will only get the reply that dwarfs concern themselves with more "important" metals. And, the fact is, dwarfs actually do a fairly decent job of candidum forging, thank-you-very-much.

Forging candidum demands a smithy to have a Brawn of 3 and to have gained the requisite ranks in Forging Metal.

Items fashioned from candidum gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with electrical or lightning effects or occult spells involving Jupiter Lore or Sky Lore.

Corinthian Brass

Also known as "Corinthiacum", corinthian brass is an alloy of common copper and true silver. It is a soft yellow metal, which is easily worked, and which can be polished to a mirror finish.

Items fashioned from corinthian brass gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with music, captivation, magical suppression or negation, or occult spells involving Dry Lore, Gas Lore, or Plasma Lore.

Corinthian Bronze

Corinthian bronze is an alloy of common copper and true tin, which is as strong as steel. It forms a dull black patina in any grooves or crevasses on its surface, leaving raised areas with a lustrous bronze appearance. This stark contrast accentuates any engravings or reliefs crafted with the metal. As such, corinthian bronze is in high demand with artists.

Forging corinthian bronze demands a smithy to have a Brawn of 2 and to have gained the requisite ranks in the skill of Forging Metal to forge steel.

Items fashioned from corinthian bronze gain a +2 Quality Level bonus the first time they are magicked using Artistry, or enchanted with magical suppression or negation abilities.

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14   "The Glass Mountain" is a Polish fairy tale describing an enchanted princess living in a castle on top of a glass mountain. Many would-be suitors lost their lives trying to scale its glossy surface. One of these unfortunate souls was a knight wearing golden armor.

Starglow

If ordinary gold is dropped into true mercury, the liquid will slowly dissolve the yellow metal, diluting its own glowing effect. When an amount of gold equal to the true mercury's original volume has been added, the resulting golden-silver liquid amalgam stops glowing completely, but takes on special properties. Known as starglow, the liquid acts as magical ink. The ink can bind to virtually any surface and, when dry, is completely invisible. As such, it is a favored ink of Thaumaturgists and other mages that want to keep the runes they inscribe hidden. They simply use starglow as a base to which they add any additional components necessary for specific inscriptions. True to its name, though, the runes will faintly glow if directly exposed to starlight. The gift of Magic Sense will also, of course, reveal the drawings.

Items fashioned using starglow gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with camouflage, invisibility, stealth, or occult spells involving Star Lore.

Tanium

Although the alchemical metal of true silver is soft in its pure state, it is greatly strengthened by the addition of a small amount of true tin (approx. 6%). This true silver / true tin alloy is known as "Tanium".

Only the most highly skilled master smithies can work this exceptionally difficult metal. The dwarfs are the best tanium smiths. Unfortunately, the rarity of the material and the required skills to fashion it make tanium items some of the scarcest in the world. To work tanium, a smithy must have the requisite levels in the skill of Forging Metal and a Brawn of at least 7. As such, it is an uncommon elf that can forge this metal.

Items fashioned from tanium gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with moonlight or occult spells involving Moon Lore.

True Brass

True brass is an alloy of true copper and true silver. It has the strength of steel, can be polished to a mirror finish, and the appearance of reddish gold. True brass retains orichalcum's property of being impervious to magic of all forms and does not tarnish. As such, it is suitable for forming prisons for the most powerful of elemental spirits. In fact, Aladdin's famed lamp was supposedly made from true brass.

True Bronze (Dupondius, Hepatizon)

When copper and tin are mixed, bronze is the result. Not surprisingly, then, when true copper and true tin are mixed, true bronze is the result, which resembles normal bronze, but has a dark purplish-brown color reminiscent of the color of liver. Also known as "Hepatizon" and "Dupondius", true bronze is as strong or stronger than steel, and does not corrode. Not surprisingly, it is several times as expensive as steel and, due to its high true copper content, cannot be enchanted. True bronze has a very respectable Quality Level, though. As such, it is often used to produce weapons and armor of exceeding quality.

True bronze retains the magic resistivity of orichalcum, including the property of glowing when exposed to magic. This property is especially useful for armor pieces. When a character has some portion of their body armored with true bronze pieces, they gain bonuses on Conflict Rolls against all magical effects. In effect the character gains Cover Bonuses against spells. The size of the bonus depends on how much of their body is covered. To determine the specific bonus allowed, see Cover Bonuses in the Combat Rules section of The Rules Reference.

Forging true bronze demands a smithy to have a Brawn of 3 and to have gained the requisite ranks in the skill of Forging Metal to forge steel.

Other Special Metals

History and legend includes other types of metals that were special in some way, but were not alchemical in nature. For example, the secret of how to produce steel is arguably one of the most important discoveries in history. Not surprisingly, some cultures were better at making steel than others.

Damascus Steel (Damascene)

Damascus steel, or simply Damascene, is actually normal wrought iron prepared in a special way. (As such, it qualifies as a form of cold iron.) First, two plates of iron, one with a low carbon content and one with a high carbon content, are welded together through heating and hammering. The thick welded plate is flattened out into a thin plate, cleaned, and exposed to coal dust. The metal is then folded and hammered so that the two leaves of the plate are welded together and the process is repeated again and again. The end result is an uncountable number of thin alternating layers of low carbon and high carbon steel. The process gives damascus steel the flexibility of low carbon steel and the hardness of high carbon steel. It has exactly the same weight as ordinary steel, but is harder. Damascus steel is not alchemical, but is often mistaken for an alchemical metal as it is the highest quality metal possible below the alchemical metals.

At present, only humans in the Persian / Babylonian / Sumerian areas have the knowledge of how to forge damascus steel. What this means is that even though a smith may have the requisite levels in Smithery to forge this metal, they do not have the secret of how it is accomplished unless someone personally trains them that already knows how. Obviously, the secrets are very closely guarded because the damascus steel industry benefits greatly from retaining a monopoly.

Although the dwarfs do not admit ignorance in this arena, the fact that they never sell damascene weaponry is no secret. Despite their apparent unconcern, dwarfs are greatly worried that mere humans could trump them in their own domain of mastery. All of their research into the matter has shown that damascus steel consists of nothing more than steel. It does not even have the decency of being an alloy with mysterious ingredients. That can only mean that humans know something about smithery itself that the dwarfs do not recognize, and that scares them silly.

Damascus steel is identified by the almost wood-like grain texture of the alternating layers. This unusual pattern is usually enhanced by acid etching the blade. Non-damascene weapons are sometimes given a fraudulent 'damascene' texture similar in appearance to the real thing. These are passed off as the real McCoy by unscrupulous armorers pretending to have greater skills than they actually possess. To forge damascus steel, a smithy must have the requisite ranks in Forging Metal and a Brawn of at least 5.

Items fashioned from Damascus steel gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with sharp blades or occult spells involving Mars Lore.

False Brass

False brass is an alloy made from the same components as regular brass, but where the copper is replaced with false copper. False brass is no stronger than regular brass. However, items fashioned from false brass deliver a Weakly Toxic Poison to anyone touching it. Any oil lamp fashioned from false brass will similarly give off a Weakly Toxic Poisonous Gas.

Items fashioned from false brass gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with poisons or Rotting effects.

False Bronze

False bronze is an alloy made from the same components as regular bronze, but where the copper is replaced with false copper. False bronze has the desirable property of being comparable to steel in strength and weight, although it is considerably more expensive due to its rarity. Any weapon fashioned from false bronze delivers a Weakly Toxic Poison when it strikes, provided the weapon draws blood.

Items fashioned from false bronze gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with poisons or Rotting effects.

False Copper (Kupfernickel)

Some faery races have the ability to transform copper ore into an ore containing a type of toxic metal. When smelted, this ore produces a silvery-white metal known as false copper, copper demon, or kupfernickel. This metal can be used in any application where copper is normally used, such as in the production of bronze or brass alloys. However, the items made from the metal will, themselves, become poisonous (although they don't release poisonous gases like the raw ore does). Any weapon fashioned from false copper, false bronze, or false brass delivers a Weakly Toxic Poison when it strikes, provided the weapon draws blood.

Items fashioned from false copper gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with poisons or Rotting effects.

The Metal Forging Process

Blacksmiths and other crafters use the skill of Forging Metal to craft metal item. The greater a character's rank in this skill, the more exotic the metals they can fashion. As such, all metal smiths start with the common metals and ultimately work their way up to alchemical metals. Alchemical metals are ultra-pure, or "true", forms of the common metals of mercury, copper, lead, iron, tin, silver, and gold. So, alchemical copper is known as true copper, alchemical tin is known as true tin, etc. Mercury, of course, is a liquid metal at room temperature and so cannot be forged. Additionally, true gold's existence is only hypothetical, as no source has ever been found.

To forge metal, a character must have a working forge with bellows and blacksmith gear (anvil, hammer, etc.). Further, for alchemical metals, the fire must be fueled magically. Coal or Elder Wood may be used. It must have a Quality Level equal to or greater than that of the material being forged.

Amy character with the Forging Metal skill may repair a metal magic item without damaging its magical properties provided they have the required ranks needed to work the material from which the item is crafted. Metal smiths can also repair damage done to metal armor. If the armor has only a single point of damage, they may fix it in the field. More extensive damage requires a workshop.

As a general rule of thumb, the Base Price of an article of forged metal is about twice that of the smelted materials from which it is made (assuming their Quality Levels match).

The following list specifies the materials that a character can work at a given skill rank in Forging Metal:

- At rank 0 in the Forging Metal skill, a character has enough metalworking skills to fashion implements from soft metals. These include common soft metals (such as copper, silver, and gold) and soft alchemical metals (such as true copper, true tin, and true silver). However, at such a low rank, such implements are crude whatever metal is used.

- At 1st rank, a character may forge basic iron, bronze, and steel implements.

- At 4th rank, a character may begin to forge false bronze, an alloy of tin and false copper.

- At 7th rank they may begin forging Damascus steel.

- At 9th rank, a character may forge candidum, also known simply as "bright" (a true tin alloy).

- At 13th rank, a character may forge true bronze, an alloy of true copper and true tin. They may also forge true brass (also known as Corinthian brass, or corinthiacum), an alloy of true copper and true silver.

- Attaining 15th rank gives them the ability to forge true iron.

- At 18th rank, a character can forge tanium (an alloy of true silver and true tin).

Although the Forging Metal skill allows a crafter to shape exotic metals if they can obtain them, it does not give them the ability to create the metal alloys themselves from raw materials. These secrets are closely guarded and can only be learned by characters possessing sufficient ranks in the skill of Smelting. (For complete details on how metals are smelted, see The Smelting Process section.)

The Tinkering Process

Tinkering is the trade of working softer metals, such as tin and copper, without the use of heat. This often involves hammering and fashioning metal sheets to create pots, pans, utensils, and similar items.

To do so, the tinkerer must have a hammer, small anvil, metal clippers, and other appropriate tools with which to work.

The Quality Level of the resulting product equals the minimum of the Quality Level of the materials used and the rank of the crafter in the Tinkering skill.

As a general rule of thumb, the Base Price of an article of tinkered metal is about twice that of the smelted materials from which it is made (assuming their Quality Levels match).

The Metal Beautifying Process

The skill of Beautifying Metal enables the practitioner to etch, engrave, gild, plate, and polish items crafted from metal with intricate designs and textures.

To beautify metal, the artist must have tools and a work area sufficient to work the materials being used. For hard metals, such as iron, steel, and most of the alchemical metals, this means they need the use of a forge.

If the practitioner of the Beautifying Metal skill also has the Fantasia Beckoning gift, their beautified items may have magical properties:

- Magical artwork gilded with beautified gold emits a soft yellow light equivalent to moonlight during a full moon. Treat this as Dim Light up to a radius of 40 feet from the fixture. Further, any such gilded item of Great size or larger gives the fixture gives an Edge to all Conflict Rolls involving Perception within its Area of Influence.

- Magical artwork plated with beautified silver emits a soft-pale light equivalent to starlight during a new moon. Treat this as Dim Light up to a distance of 20 feet.

Ore

Ores are rocks extracted from the ground that contain an unusually dense concentration of one or more metals. They are valuable because the metals can be melted, or rather *smelted*, from the ores by extreme heat.

The Quality Levels of metal ores are limited by the type of metal they contain. The Quality Levels of most raw materials are also limited by the rank of the individual harvesting the material. Metal ores are not restricted in this way, since the smelting process required after mining will remove any impurities introduced by the miner. The Maximum Quality Levels for various ores are listed below.

Note that the Quality Level of the extracted ore may also depend on the skill rank of the miner in the Mining skill. (See Mining in The Character Compendium for details.)

Max. Quality Level for Metal Ores

Metal Ore Type	Max Quality Level
Copper Ore	6
False Copper Ore (Kupfernickel Ore)	6
Gold Ore	14
Iron Ore	10
Lead Ore	2
Mercury Ore	8
Silver Ore	12
Tin Ore	4
True Copper Ore (Oriculore)	16
True Gold Ore (Philosopher's Stone)	infinite
True Iron Ore (Meteor)	20
True Lead Ore (Lodestone)	12
True Mercury Ore (Dragon's Blood)	18
True Silver Ore (Tanium Ore)	22
True Tin Ore (Luminore)	14

The Prospecting Process

Prospecting[15] is the process of surveying a region of land to gain information about its geological formations. A prospector can read rock strata nearly as well as scholars read books. The color of clays and sediments, trace minerals, and the fauna of a region guide a prospector as to whether there are any nearby ore rich deposits.

Prospecting Threshold Table

Circumstance	Threshold
Prospecting very far from civilization, where others previously found rich mineral deposits nearby, but where very little mining has occurred. (If you hear of such a place, you better hurry to beat the rush!)	10
Prospecting in an area very far away from civilization, where mines exist nearby.	15
Prospecting in an area away from civilization, where mines exist nearby.	20
Prospecting in an area away from civilization which has been prospected moderately before without success.	25
Prospecting in an area away from civilization which has been extensively prospected before without success.	35
Prospecting in an area near civilization, where virtually all mineral resources would have been found and mined long ago.	50

To determine whether a prospector can find mineral deposits in an area, they must make a Conflict Roll including their Prospecting and plus Intelligence Adjustments. The Threshold that must be overcome depends on how much prospecting has been done, and whether minerals have been previously found in the area. Use the Prospecting Threshold Table as a guideline.

The skill of Prospecting cannot give the size of a potential ore deposit, nor the layout of any underground veins.

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15 For the Overlord: Prospecting exists in the game primarily as a potential means to generate conflict. Keep in mind the fact that keeping a rich strike a secret for long is likely to be far more problematic than finding the vein in the first place. It is not too much of a stretch to envision unscrupulous miners staking a false claim on the characters' site, or just making a frontal assault on the characters themselves to eliminate the competition. However, once all of the fun-inducing contention has been squeezed out of a strike and the campaign settles down to the point that there are no issues pressing for the characters' time, move the game along. At that point, it is perfectly reasonable to say, "Okay, your characters spend the next two years mining out the vein, during which time you clear a profit of fifty-thousand silver ounces."

Nevertheless, it can reveal where a deposit lies. Of course, this ability can never lead a character to a nonexistent vein, but any Natural Failure of a Prospecting roll indicates that the character mistakenly believes a significant deposit lies buried nearby.

Since the player may gain unfair knowledge concerning the presence of nearby minerals if they roll the dice themselves, the Overlord should make a Hidden Conflict Roll whenever a character uses the Prospecting skill.

Failure indicates the prospector failed to find any previously undiscovered mineral deposits. If successful, the prospector discerns whether any minerals of value can be found in the area. If so, the type and value of the deposits are entirely at the Overlord's discretion.

How can the Quality Level of a Discovered Vein be Determined Randomly?

The Quality Levels of the mineral and gem veins in a particular region tend to be similar. (And, for unfathomable reasons, the Quality Levels of those veins tends to be similar to the Levels of the wild beasts living within that region as well. The average Level of any given region is purely at the Overlord's discretion.)

To determine the Quality Level of a particular vein, roll on the Random Quality Level Table, using the region's Level as the Adventure Level.

How can the Gem / Mineral Type of a Discovered Vein be Determined Randomly?

If a prospector is just wandering around in some random area and finds something from a Prospecting roll, the type of vein found is purely random. First determine the Quality Level of the vein (as described above). Then, roll a d20 and consult the Random Vein Table to determine the basic vein type. Then set the vein's Adventure Level equal its Quality Level, roll another d20, and consult the indicated table (all of which are found in the Random Material Tables section).

Random Vein Table

d20 roll	Reference Table:
1-3	Roll on the Random Clay Material Table.
4-6	Roll on the Random Gemstone Table.
7-9	Roll on the Random Resilient Glass Material Table.[16]
10-13	Roll on the Random Ore Material Table.
14-16	Roll on the Random Carving Stone Material Table.
17-20	Roll on the Random Masonry Stone Material Table.

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16   Yes, glass mines are a thing in this game.

Can a Prospector Search for a Specific Gem / Mineral Type?

If a prospector wants to find a vein of a specific gem or mineral type, their best bet is to start searching in an area where other similar veins have been found nearby. If they do this, use the Random Vein Table as described above, but allow the player to add or subtract up to 5 on any roll in that procedure, if that would result in the exact result they are looking for. Otherwise, use the straight unadjusted roll to determine what they find.

The Mining Process

Mining is the process of digging precious minerals and gemstones from the earth's bedrock. It is also the process of digging structurally sound tunnels through clay, dirt, and rock. The higher a character's rank in the skill of Mining, the better they are able to accomplish these goals.

How Fast can a Miner Dig?

When digging for gemstones or minerals, the volume of rock removed is pretty much irrelevant for most game purposes, with the focus being more about how much value can be extracted from the ground. But, at times, it is important to know how fast a tunnel can be dug.

The skill of Mining allows a character to dig through hard rock at a base rate[17] of 25 cubic feet plus 2 cubic feet per point of their Brawn for every 8 hour shift. (For characters with very low Brawns, this base rate has a minimum of 0.) In addition to this base rate, they dig an additional 2 cubic feet per Mining rank every shift.

Using these rules, human miner at Level 0 can dig a 5 foot wide by 5 foot tall passage through hard rock at a rate of about 1 foot per shift. Assuming a 5-day work-week, this means they can dig a tunnel at a rate of about 5 feet per week.

If the miner digs through soft stone, double their rate of digging. If digging through clay or dirt, triple it.

After digging for an 8 hour shift, a miner must rest for a minimum of eight hours to recover from the severe physical exertion.

Often, the speed of digging through rock is the *only* concern, rather than preserving any minerals the rock might contain. In these cases, a process called fire-quenching can be used. In this process, a fire is set next to the stone at the end of a tunnel, heating it to extreme temperatures. Then, water is thrown on the stone to quench it. This thermal shock cracks the rock, allowing it to be mined faster. If this is done, the fire-quenching process takes a shift of its own. But, the next

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17   Tunnels were dug by the ancient Romans in both Bologna and Abruzzo. These tunnels still retain construction marks indicating their rate of advance to be 12 inches and 55 inches per day, respectively. The factor of 4.5 difference in rate can be attributed to the number of shifts digging, and the hardness of the stone. That's a fairly broad range, but it gives us a starting point to base rules on.

two shifts dig at triple their normal rate. (Note that fire-quenching does not work on clay or dirt, and may actually hinder progress.)

How Much Ore can a Miner Dig in a Day?

A cubic foot of rock weighs an average of 165 pounds. To determine the overall weight of stone that a miner can extract in a day, we take this average weight and multiply it by the 25 cubic feet of rock that an average (0 Level) human miner can extract in a shift. So, assuming they work one shift per day, an average human can dig 165 x 25 = 4,125 pounds of rock in a day, or about 2 tons, give or take.

How Much is Ore Worth?

Interestingly enough, assuming mined rock is ore of some kind, the monetary value of the ore is relatively independent of what kind of ore it is (silver, gold, emerald, etc). This is because the more precious metals and gems are more rare. It takes far more gold ore to produce a pound of gold than it takes copper ore to produce a pound of copper. In fact, it is this very scarcity that makes gold more valuable than copper. It takes far more work to mine the ore for a pound of gold than for a pound of copper.

We know that an average human can dig 2 tons of rock in a day. Assuming a 5-day work-week, that means they can dig 2 tons x 5 = 10 tons of ore in a week. Given that a Medium-sized worker of Level 0 makes a wage of 50 s.oz. in a week[18], and assuming that ore is worth twice what what a mine's owner pays a miner to dig it up, the Base Price of (Quality Level 0) ore is 10 s.oz. per ton.[19]

Of course, the Base Price of ore assumes a Quality Level of 0. But, some ores have a much high Quality Level, which has a major impact on its final value as well. To get its overall value, we multiply the Base Price (10 s.oz.) by the Base Price Multiplier for its Quality Level, which is found on the Base Price Multiplier Table, provided in the Pricing Goods and Services section.

When does the Mining Skill Impact Quality Level?

A miner's rank in the Mining skill limits the Quality Level of precious gemstones, resilient glass[20], and ores containing alchemical metals. So, a character who is 2nd rank in Mining that extracts a ruby of Quality Level 9 from the surrounding rock will end up reducing its Quality Level to 2. Ouch!

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18 See the Crafting Wages and The Standard Work Week sections for an explanation of this value.
19 For simplicity, we assume that all ore of a given type yields the same quantity of metal when smelted. That is, we don't distinguish between high-grade and low-grade ores. Of course, your Overlord may do so, if they want. In that case, a high-grade ore might produce double this amount, and a low-grade ore might produce half this amount.
20 "The Glass Mountain" is a Polish fairy tale describing an enchanted princess living in a castle on top of a glass mountain. Many would-be suitors lost their lives trying to scale its glossy surface. Wherever there is a glass mountain, there is surely a dwarf mining it nearby.

Further, alchemical metal ores are extremely susceptible to pollution by impurities. (Alchemical ores are heated to smelt true silver, true copper, and other alchemical metals.) Any dust or moisture that touches an alchemical ore significantly lowers its quality. The smelting process is simply unable to extract these impurities. As such, alchemical metal ores also have their Quality Levels limited by the extractor's Mining rank.

However, the Quality Levels of semi-precious gems and common metal ores are not limited by the Mining rank.

Uncut semiprecious gems are relatively common, even those of substantial size. They are large enough, in fact, that statuettes are often carved from them. So, while the mining process may fracture a big semi-precious gemstone, and reduce its value somewhat, there are usually enough other stones that survive to satisfy the demand. In fact, lapidaries will often buy chunks of uncut semi-precious gemstone by the pound, and cut them up into smaller pieces to suit their customers' needs. In other words, semi-precious gemstones are valued almost exclusively for their beauty, and not for their rarity.

Finally, the quality of common metal ores are not reduced by fracture in the slightest, and the smelting process removes virtually all of the impurities that would reduce their quality.

How are the Sizes of Mined Gems Determined?

The vast majority of uncut precious gemstones extracted from gem mines are of Small size and smaller. Assume that a miner produces a steady stream of these sizes of gems, which accounts for about one-quarter of their total monetary productivity. Plus, on average, a given miner will find a Medium-size gemstone once very two weeks, a Large-size one every two months, and a Great-size one every two years.[21]

The Smelting Process

Smelting is the process of heating up metal ore to such a degree that the metal trapped within it melts and flows out. (The ancients believed smelting was a magical transformation – that of transmuting rock into metal – and was the primary interest of the alchemists.)

Smelting is a long and difficult ordeal. First, of course, the smelter must place within a furnace whatever they wish to smelt. The interior of the biggest smelters can hold up to 125 cubic feet of ore, which weighs about 10 tons. (As the efficiency of a smelter improves as its size increases, this is the standard furnace size. Even so, small quantities of common ores can be smelted in furnaces holding as little as a single cubic foot of ore.)

After the fire is lit, the furnace will slowly heat up. When fully heated, the furnace's exterior will be glowing a dull red

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21 If you want to determine this randomly, give each miner a 50/50 chance of finding a Medium-size gem after every week of mining, a Large-size gem after every month, and a Great-size gem after every year.

and radiating significant heat. (Until the heat dissipates, anyone standing within 10 feet will sustain 4 Scorching Damage per Round.)

When the smelting is complete and the furnace has cooled down, the furnace is opened and the contents removed. After a successful smelting operation, the metal will be found in a small-solidified pool at the bottom of the furnace. The rest of the 'slag' rock will be on top of the pool. The slag and smelted metal(s) are usually easy to separate.

In all cases, the Quality Level of the resulting material equals the minimum of the Quality Level of the smelted ores and the rank of the smelter in the skill of Smelting.

The entire loading, firing, cool-down, and clean-up process requires a full week to complete for every run. It requires one supervisor with the Smelting skill, and two or three unskilled workers to perform the laborious tasks of loading the fuel and ore, and cleaning up afterward. The furnace requires constant care during the two day firing phase. But, in most cases, can be left entirely unattended during the two day cool-down phase.

How are Alchemical Metals Smelted?

To smelt alchemical metals, you need an anathor, which is essentially a big and expensive furnace of unusual design. An anathor is on the larger size of furnaces, and holds up to 125 cubic feet of ore. For alchemical metals, the Quality Level of the smelted metal is limited by that of the wood or coal used to fuel the fire. The cost for sufficient fuel having an equivalent Quality Level to that of the ore being smelted equals one-quarter the cost of the ore itself.

The construction of the furnace is a long and expensive process. It must be housed in a brick or stone room at least 15 feet in diameter, usually with a heavy steel door. The room generally extends upward several stories and has an open roof. In other words, the anathor is placed at the bottom of a very large chimney. The anathor is so heavy it must rest on a stone foundation laid directly on bedrock.

Construction of an anathor must be supervised by a person who has attained at least 7th rank in Smelting. This person must oversee every step of the building process, which requires the efforts of at least 4 bricklayers and a smithy for three full months. The entire construction process will cost at least 150,000 s.oz. to complete. But, the resulting furnace is extremely durable, and lasts indefinitely.

When finished, an anathor looks like a huge upright egg[22] covered in riveted steel plates. It stands eight to ten feet tall and has a round iron section on its top that can be unbolted and lifted out by a heavy block and tackle to provide access to the interior. A venting tube is also attached to the top that juts abruptly to the side at a slightly downward sloping angle. Depending on what a person is smelting, they may attach a large glass globe, known as an aludel, to the end of

the venting tube. The cooling action of the globe on the vented gases will cause some of the gases to precipitate into a liquid. Of course, the nature of the condensed liquid depends entirely on the substance being heated in the furnace.

Peering inside the anathor's bowels reveals that the walls of the furnace are two-feet thick and made entirely of ceramic, except for a thin but dense layer of Salamander's Feather between the ceramic and steel plates. Every aspect of the device is geared toward reflecting the furnace's heat inward.

How Much Metal is Produced?

A standard furnace, when filled to capacity, can smelt 10 tons of ore on every run. This quantity of ore has a Base Price of 100 s.oz. and produces a quantity of smelted metal having a Base Price of 512 s.oz.. This is about four times the Base Price of the input ore plus the cost of the fuel needed to smelt it. (Note that these prices are independent of the type of metal being smelted.) The equivalent produced quantity for each metal type is shown on the Smelting Output Table.

Smelting Output Table

Basic Metal	Output Quantity
Lead[23]	8,000 lbs. (4 tons)
Tin[24]	1000 lbs. (½ ton)
Copper[25]	2,048 oz. (128 lbs.)
Mercury[26]	1,024 oz. (64 lbs.)
Cast Iron[27]	512 oz. (32 lbs.)
Silver	512 oz. (32 lbs.)
True Lead[28] (Gravitas)	256 oz. (16 lbs.)
True Tin (Lumina)	16 oz. (1 lb.)
Gold[29]	4 oz.
True Copper (Orichalcum)	4 oz.
True Silver (Nobilium)	½ oz.

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22 Because an anathor is egg-shaped, it is also known as an Orphic Egg, in deference to the ancient alchemist Orpheus that supposedly invented the thing.

23 Since lead is so dense, the 4 ton output of a run takes up a volume of only 11 cubic feet.

24 The ½ ton of tin produced has a volume of about 2 cubic feet.

25 The 128 lbs. of copper has a volume of 396 cubic inches, or about 1/5 of a cubic foot.

26 The 64 lbs. of mercury has a volume of 130 cubic inches, which is about ½ gallon of the silvery liquid. Further, True Mercury does not appear on the table. This is due to the fact that True Mercury is not smelted from ore. Rather, it is smelted from common Mercury.

27 True Iron (Meteoric Iron) is not on the table. This is because True Iron only comes from meteors, which are comprised entirely of the pure alchemical metal. So, there is no need to smelt it.

28 True Lead is so dense, the 16 pounds produced takes up a volume of only about 1 cubic inch.

29 True Gold is not on the table, since nobody knows how to smelt it.

Rank Requirements for Smelting

The following sections describe what can be smelted, depending on the smelter's skill rank in Smelting.

Smelting Rank 1: Smelt Copper, Tin, Silver, and Create Common Bronze Alloy

Smelting copper, tin, and silver ores is a relatively simple process. In goes the ore, the furnace is fired, and the smelter waits for the process to complete.

At this skill rank, common bronze alloy can also be created by melting copper and tin together in a ratio of 3 pounds of copper for every 1 pound of tin.

Smelting Rank 3: Smelt Mercury

Common mercury is easily obtained from coagulated blood taken from dragons. The difficulty in smelting it is not so much in extracting the mercury, but in knowing how to deal with the highly toxic fumes that are produced.

Common mercury is the principle ingredient needed in the creation of Essence of Mercury. Mercury is produced by smelting dragon's blood, which has been coagulated and dried. Heating the red powder produces noxious sulfuric fumes while liquid mercury seeps out of any cracks that form in the substance. If the dragon's blood is pure, there is no residue once the powder is completely smelted.

Smelting Rank 4: Smelt Cast Iron

Smelting iron ore is simple. The reddish ore is placed in the furnace along with equal volumes of charcoal and limestone. This produces cast iron. Cast iron can be used directly by pouring it into molds, but is very brittle. To produce steel, the cast iron must undergo an additional step (see below).

Smelting Rank 5: Smelt Steel

Creating steel requires only that the smelter place pure cast iron ingots into the furnace along with cold iron (also known as wrought iron, since it is naturally occurring iron that has had its impurities hammered out of it without heating). Cast iron and cold iron are mixed in a 1-to-1 ratio to make steel.

Smelting Rank 6: Smelt Gold

Smelting gold is a fairly tricky process involving common mercury, which generates highly toxic fumes.

Smelting Rank 7: Smelt True Mercury

The great alchemist Paracelsus discovered how to smelt True Mercury, or Levitas, from common mercury, using a recipe he devised including both salt and sulphur. Unlike the requirements of smelting other metals, smelting True Mercury does not require high temperatures. Rather, it requires extremely fine control over temperature. The impurities in common mercury "polluting" the True Mercury

evaporate at an only slightly lower temperature than the True Mercury itself. Thus, without exacting control over heat, any attempt to smelt True Mercury will produce nothing but mercury gas. When properly smelted, every pound of common mercury makes one ounce of True Mercury. True Mercury has the odd property of "falling" up, so extreme care must be taken when removing it from the anathor.

Smelting Rank 9: Smelt True Tin

True Tin, or Lumina, is smelted from White Stone, or Luminore. The smelting process requires the addition of True Mercury. A full load requires the use of one 4-ounce vial of the stuff.

The slag material produced by this process is a reddish almost ruby-like crystal known as Red Stone that can be further smelted to produce True Silver.

Smelting Rank 11: Smelt True Copper

True Copper must be smelted in an anathor from orichulore (Orichalcum ore).

Smelting Rank 13: Smelt True Bronze

True Bronze, or Dupondius, is a dark reddish alloy metal analogous to common bronze. It can be created simply by placing True Copper and True Tin in an anathor and allowing the molten metals to mix. (Although True Tin will not normally melt at this low a temperature, the molten True Copper acts as a catalyst and allows the True Tin to melt.) See the description for True Bronze in the Materials section for the effects of varying the proportions of the True Copper, True Tin, and (optionally) True Lead needed for the creation of True Bronze.

Smelting Rank 15: Smelt True Lead

True Lead, or Gravitas, can only be smelted within an anathor from lodestone.

Smelting Rank 17: Smelt True Silver

True Silver, or Nobilium, is the main component in the highly valued alloy Tanium. It is smelted from luminore slag, also known as Red Stone. The process requires the addition of one vial of True Mercury and one vial of Essence of Sulfur, also known as Chaotic Sulphur, or Vitriol of Sulphur.

Smelting Rank ??: Smelt True Gold

Nobody has yet discovered the secret of True Gold, or Quintessence. So, nobody truly knows what is required to attain it. Alchemists can't even claim with certainty that smelting is the appropriate process to achieve this lofty goal, although they strongly suspect it is.[30]

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30 They do know the secret's name, though. It is the mystery of mysteries, the Arcanum Arcanorum. The ore from which it can supposedly be

Poisonous Materials

Poisonous materials are any substances harvested to produce poisons. Poisons are substances that produce Toxic or Hallucinogenic effects in living creatures, and are fully described under Poisons in the Physiology section of this book. In brief, Poisons are associated with a Potency, which is one of: Weak, Typical, Strong, and Deadly. This Potency, in turn, is associated with a Base Price per dose. The following tables list the Potency and Base Prices for other types.

When dealing with venom, the maximum Quality Level of venom taken from a beast equals the beast's Quality Level. The Harvesting skill rank limits this, however. Similarly, for other poison types, the skills needed to produce the poison (such as Concocting Hallucinogenic Poisons and Concocting Toxic Poisons) limits the ultimate Quality Level of the product. The maximum Quality Levels of the poisonous materials needed to produce these poisons are listed on the tables below.

Max. Quality Level for Toxic Poisons

Crop Type	Max. Quality Level	Potency
Angel's Trumpet	8	Typical
Black Locust	8	Typical
Death Cap Mushroom	12	Deadly
Destroying Angel Mushroom	12	Deadly
Foxglove	10	Typical
Golden Dewdrop	6	Weak
Monkshood/ Wolfsbane	16	Deadly
Oleander	12	Strong
Poison Ivy	8	Typical
Thistle	6	Weak
White Snakeroot	8	Strong

Max. Quality Level for Hallucinogenic Poisons

Crop Type	Max. Quality Level	Potency
Devil's Hat Mushroom	16	Strong
Lotus	16	Deadly
Mandrake	10	Typical
Opium Poppies	12	Strong
Panther Cap Mushroom	12	Typical
Saint John's Wort	8	Weak
Wormwood	12	Weak

Poison Base Price Table

Potency	Base Price (s.oz. per Dose)
Deadly	4
Strong	2
Typical	1
Weak	½

Max. Quality Level for Paralyzing Poisons

Crop Type	Max. Quality Level	Potency
Belladonna / Nightshade	12	Deadly
Hemlock	10	Strong
Larkspur	8	Typical
Soma	10	Weak

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smelted is referred to as Philosopher's Stone, although nobody really knows what that is, either.

The Venom Harvesting Process

Venom is extracting from the glands of vipers, dragons, and other beasts using the Harvesting skill.

Properly harvested venom is preserved in glass or ceramic containers to prevent deterioration. If properly prepared and stored, harvested venom lasts indefinitely. Without proper preparation, venom loses all potency within a week.

To harvest a venom, the harvester must have a bowl and a stoppered bottle or vial in which to store it. They "milk" the venom into the bowl by applying pressure to a creature's venom glands and then carefully pour the result into the vial.

The Quality Level of the venom is limited by both the harvester's skill rank in Harvesting, and the Level of the creature from which it is harvested.

Venom is measured in terms of Doses. The larger the creature, the more doses of venom can be harvested from it. The number and potency of doses that can be extracted from a given creature can be determined by the Venom Extraction Table.

Venom Extraction Table

Creature Size	Potency ●	# Doses
<= Ultratiny	Weak	½
Tiny	Weak	1
Small	Typical	2
Medium	Typical	4
Large	Strong	6
>Large	Deadly	10

● The potency of a venom cannot exceed what is provided in the creature's description for the potency of its bite.

The venom that is extracted from the harvesting process is also assigned a Base Price. The Base Price of the venom depends on its Potency (given in the monster's description) according to the Venom Base Price Table.

Venom Base Price Table

Potency	Base Price (s.oz. per Dose)
Deadly	4
Strong	2
Typical	1
Weak	½

Stone

Rock is one of the most abundant materials in existence, and has been worked by men since time immemorial for works of art, religion, and war.

Stone is broken down into two types: Masonry Stone and Carving Stone. Masony Stone is sufficiently abundant and tough for constructing temples, monoliths, and fortresses. Carving Stone is highly suited for the creation of sculptures and other pieces of stone artwork.

Max. Quality Level for Carving Stone

Carving Stone Type	Max Quality Level
Agate	12
Alabaster	8
Bloodstone	12
Dragon Bone	20
Flint	4
Heart of Stone (Bucardia)	16
Lifeless Stone	12
Medusite	16
Jade	12
Lapis Lazuli	12
Malachite	8
Marble	12
Onyx	16
Petrified Wood	see corresponding wood
Rock Crystal	16
Serpentine	8
Soapstone	4
Turquoise	12

Bloodstone

Also known as the Martyr's Stone[31], Bloodstone is a dark green stone with red speckles.

Items fashioned from bloodstone gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with blood, bleeding, enhancing strength, or occult spells involving Blood Lore.

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31 Legend has it that the first bloodstone was created when Christ's blood dripped down onto jasper stones at the base of the cross on which He was being crucified.

Dragon Bone

True to its name, dragon bones are the actual skeletal pieces of bonafide dragons. Their outward appearance is that of mineral and unyielding rock. But, when broken, a marrow of dazzling crystals is revealed. As any Geomancer worth their salt will tell you, the Earth was far more densely populated by these magical reptiles in ages past. This fact is demonstrated by the wide variety of bones unearthed at ancient dragon nesting sites. Many dragon types have apparently been hunted to extinction, as some excavated specimens have structures unlike any documented by modern slayers. In studying the anatomies of these venerable reptiles, creationists have positively determined that dragons must have arisen at the very genesis of the world, several thousand years ago. They are truly remarkable creatures, made from nearly primordial forms of all four elements.

Unlike other bones, dragon bones cannot be worked with the skill of Scrimshaw. Since they are made of stone, they can only be fashioned with skills that apply to that material, such as Sculpting Stone, and Stone Working.

The Quality Level of a dragon bone is limited by the Quality Level of the dragon from which it was taken. They are associated with all aspects of dragon-kind, most notably wizardry since that is the branch of magic that studies the ancient reptiles most avidly.

Items fashioned from dragon bones gain a +2 Quality Level bonus the first time they are enchanted with occult spells involving Air Lore, Earth Lore, Fire Lore, or Water Lore. They will do the same for magic abilities possessed by the dragon type from which the bone was taken.

Max. Quality Level for Masonry Stone

Masonry Stone Type	Max Quality Level
Basalt	16
Brickstone (Laterite)	4
Granite	12
Lava	4
Marble	12
Sandstone	4
Slate	8
Travertine (High-Grade Limestone)	8
Tufa (Low-Grade Limestone)	4
Tuff (Compacted Volcanic Ash)	4

Heart of Stone (Bucardia)

Also known as Bucardia, Heart of Stone is a special form of medusite. (Consequently, the rules covering medusite also apply to Heart of Stone as well.) It is a type of stone produced by any magical process that turns a living heart to stone, the most common of which is the gaze of a gorgon or basilisk. Some specimens are painstakingly carved from the chests of gorgon victims. However, most come from creatures that were only partly petrified, or were targets of dark magics specifically geared toward petrifying the heart.

The heart is the seat of the soul. As such, hearts of stone are commonly incorporated into automatons, golems, and other animated constructions. Further, anyone supposedly having a heart of stone is said to live without emotion.

Items fashioned from heart of stone gain the benefits and limitations of medusite. In addition, they gain a +2 Quality Level bonus the first time they are enchanted with magics protecting against emotional manipulation and spells dealing with occult spells involving Blood Lore or Mind Lore. It bestows a similar bonus on all magics that animate objects.

Lapis Lazuli

Lapis lazuli is a deep blue stone interspersed with with specks of gold.

Items fashioned from lapis lazuli gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with positive emotions, prophecy, protection against demons, or occult spells involving Sky Lore or Star Lore.

Lifeless Stone

Lifeless stone is material that was formerly living stone. That is, rock taken from a creature of living stone. (Grotesques and Gargoyles are examples of such creatures.)

Items fashioned from lifeless stone gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with animation or transformations to or from stone.

Marble

Marble is a beautiful stone with a very fine, uniform grain that is easily worked. It is available in large blocks, and is common enough for use in construction. As such, marble is used as a material in both statues and buildings.

Items fashioned from marble gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with administration, legal contracts, order, justice or occult spells involving Law Lore.

Medusite

Medusite is named after Medusa, the famed gorgon of myth who could turn men to stone with her gaze. It is the type of stone produced by any magical process that turns a living creature to stone, such as the gaze of a basilisk or gorgon. It is also the type of stone into which some types of troll transform when exposed to sunlight. It has the appearance, hardness, and consistency of marble, with colors that are pale and muted but which are otherwise similar to those of the original creature.

Being a form of stone, medusite can only be worked with skills that apply to that material, such as Sculpting Stone and Stone Working.

The Quality Level of medusite is limited by the Quality Level of the petrified creature. It is further limited by the spell rank of the magic used to petrify it, if any.

Items fashioned from medusite gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with petrification, paralyzation, or occult spells involving Body Lore or Flesh Lore. The same bonus applies to magics involving any magical abilities possessed by the petrified creature type from which the stone was taken.

Petrified Wood

Petrified wood is a special form of medusite. (Consequently, the rules covering medusite also apply to petrified wood as well.) It is a type of stone produced by any magical process that turns a living tree to stone, the most common of which is the gaze of a gorgon or basilisk.

Of course, being turned to stone by a gaze weapon requires a creature to meet the petrifying gaze with its own. As such, it is believed that most specimens of petrified wood do not come from normal trees. Rather, they come from arboreal faery trees, such as Old Man Willow and the Apple Tree Man, who are unfortunate enough to chance upon a gorgon or basilisk in the wild.

Items fashioned from petrified wood gain the Quality Level bonuses associated with the type of wood which was petrified, in addition to the bonuses of being a form of medusite. So, petrified oak wood gains the Quality Level benefits of both medusite and oak wood.

Serpentine

Serpentine is a mottled stone of various shades of green, giving it a reptilian appearance.

Items fashioned from serpentine gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with snakes and snake-like creatures, as well as magics dealing with the breaking of curses.

Turquoise

Turquoise is a mottled stone of various shades of light blue, which is associated with horses and the sky.

Items fashioned from turquoise gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with equines or equine-like creatures, and with occult spells involving Land Lore, Sea Lore, Sky Lore, or Sun Lore.

The Stone Working Process

Stone is fashioned using the Stone Working skill. As a character's skill in Stone Working improves, they can work large blocks of stone using a wider variety of materials as shown on the Stone Working Table. When using this skill to knap sharp edges, the character can only use flint or obsidian[32].

In all cases, the Quality Level of the resulting product equals the minimum of the Quality Level of the materials used and the rank of the crafter in Stone Working. The rank is further limited by the Max. Quality Level of the material. For rock taken from stone creatures (such as an Animated Statue or Grotesque), the Quality Level is limited by the creature's Quality Level.

Stone Working Table

Min. Skill Rank to Work	Stone Type
0	Lava
1	Sandstone, Flint
2	Soapstone
3	Alabaster
4	Limestone, Serpentine
5	Malachite
6	Marble
7	Turquoise
8	Bloodstone, Lapis Lazuli
9	Jade, Quartz
10	Onyx
11	Granite
12	Basalt (Terra Gravitas)
13	Terra Oceanus (Floating Island Stone)
14	Terra Levitas (Cloud Island Stone)

As a rule of thumb, the Base Price of an article of worked stone is about four times that of its raw materials (assuming their Quality Levels match).

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32 Technically, obsidian is a type of glass. But, Stone Working allows it to be fashioned in the same way that flint is fashioned.

Textiles

Textiles are woven from a wide array of fiber types. For several fiber types, the tables below list the Maximum Quality Level that can be attained for each kind of fiber. For fibers taken from creatures, such as wool, feathers, or silk, the Maximum Quality Level of the material equals the Quality Level of the creature from which it is taken. This, in turn, is equal to the creature's Level. (In these cases, the material taken from the creature overrides the Quality Level maximum shown on the table.)

Items fashioned from any materials taken from a creature gain a +2 Quality Level bonus the first time they are enchanted with a magical ability possessed by the creature from which the material was taken. Items gain a similar Quality Level boost if imbued with magical powers closely associated with creatures of its specific type, such as spells that conjure, summon, communicate with, or transform into them.

Note that it is possible to create luxuriantly soft textiles from feathers alone. In this case, the feather fibers are cut from the stiff feather stems, and are spun into a type of yarn.

Max. Quality Level for Fibers

Fiber Type	Max. Quality Level
Camel Hair	12
Cotton Fiber	8
Elf-Cap Moss	12
Flax Fiber	8
Goat Hair	8
Hemp Fiber	6
Horse Hair	12
Jute Fiber	4
Papyrus Leaves	8
Salamander's Feather	16
Silkworm Silk Thread	14
Spider Silk Thread	16
Unicorn Hair	16
Wool	8

Max. Quality Level for Cloth

Fiber Type	Max. Quality Level
Burlap (made from Jute Fiber)	4
Camel Hair Fabric	12
Cashmere Wool (made from goat hair)	8
Cotton Fabric	8
Hemp Fabric	6
Horse Hair Fabric	12
Linen (made from Flax Fiber)	8
Moss Felt (made from various mosses)	12
Papyrus	8
Silk Fabric	14
Salamander's Fabric	16
Spider Silk Fabric	16
Unicorn Hair Fabric	16
Woolen Fabric	8
Woolen Felt	6

Camel Hair Fabric

Camel Hair Fabric is a light brown cloth. Depending on whether it is made from a camel's inflexible outer fur or its soft undercoat, this fabric may either be relatively stiff and sturdy or soft and flexible.

Items fashioned from Camel Hair Fabric gain a +2 Quality Level bonus the first time they are enchanted with magics dealing specifically with sand, desert environments, and with protection against Dehydrating Effects. Further, garments made from it provide Warding against Dehydrating Effects as described in the High Quality Outfits section.

Cashmere Wool

Cashmere Wool is a flexible cloth with a soft texture, which is made from the soft hair of a goat's undercoat. It can be woven into thick yarn garments or fine-weave cloth. Cashmere is lighter weight and smoother to the touch than most other hair-based fabrics, and takes to dyes exceptionally well. It is therefore often considered to be a luxury cloth.

Items fashioned from Cashmere Wool gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with protection against Freezing Effects. Further, garments made from it provide Warding against Freezing Effects as described in the High Quality Outfits section.

Moss Felt

Moss Felt[33] is a stiff cloth with a smooth, soft surface. It is naturally a light brown with a slight green tint, but it takes dyes quite well. So, moss felt comes in a variety of colors, although they do tend to have earthy hues.

Items fashioned from Moss Felt gain a +2 Quality Level bonus the first time they are enchanted with magics involving Rural Stealth and with protection against Blighting Effects. Further, garments made from it provide Warding against Blighting Effects as described in the High Quality Outfits section.

Salamander's Fabric

Salamander's Fabric[34] is a white course cloth that cannot be dyed. The threads comprising it have the thickness and appearance of yarn, but are exceptionally durable. Further, Salamander's Fabric is completely Immune to Scorching Effects.

Items fashioned from Salamander's Fabric gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with protection against Scorching Effects. Further, garments made from it provide Warding against Scorching Effects as described in the High Quality Outfits section.

Silk Fabric

Silk Fabric is a luxuriant, highly flexible, smooth cloth with an extremely fine weave that sheens in the light. Despite its delicate appearance, the fabric is quite durable. If left natural, without dyes, it has a brilliant white appearance. But, it takes dyes extremely well. As such, vibrantly colored silks spanning the entire spectrum of the rainbow are common.

Items fashioned from Silk Fabric gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with protection against Fettering Effects.

Spider Silk Fabric

Spider Silk Fabric is a special form of silk fashioned from spider webs. It has an appearance and durability virtually identical to that of ordinary silk.

Items fashioned from Spider Silk Fabric gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with Webbing Effects and with protection against Fettering Effects.

Unicorn Hair Fabric

Unicorn Hair Fabric is made from the mane and tail hair of a Heraldic Unicorn or Monoceros. It is a soft, flexible cloth that is quite durable and may be pure white, or a deep red, purple, or black.

Items fashioned from Unicorn Hair Fabric gain a +2 Quality Level bonus the first time they are enchanted with magics involving nature, and with protection against Blighting Effects. Further, garments made from it provide Warding against Blighting Effects as described in the High Quality Outfits section.

Woolen Fabric

Woolen Fabric is a thick course cloth that is Immune to Freezing Effects.

Items fashioned from Woolen Fabric gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with protection against Freezing Effects. Further, garments made from it provide Warding against Freezing Effects as described in the High Quality Outfits section.

The Weaving Process

Weaving is the trade of both creating threads and yarn and interlacing them to create cloth. It is also the skill used to create wicker baskets (and other wicker items), as well as papyrus[35].

The Quality Level of the resulting cloth equals the minimum of the Quality Level of the raw materials used and the crafter's rank in Weaving.

The textile that is produced from the weaving process has a Base Price that is double that of the material from which it was made (assuming their Quality Levels match). To determine the overall value of the resulting material, see Pricing Goods and Services section.

The Tailoring Process

Tailoring allows a character to create garments and other items from textiles and light soft leather.

The Quality Level of the resulting product equals the minimum of the Quality Level of the materials used and the rank of the crafter in Tailoring.

As a general rule of thumb, the Base Price of a tailored article is about twice that of the materials from which it is made (assuming their Quality Levels match).

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33 The Moss Folk of Germany and the Baltic states were small hob-like faery creatures that supposedly dressed themselves in garments made of moss.

34 Pope Alexander III was given a tunic of salamander's wool, supposedly fashioned from cocoons of salamanders. Modern tests showed it to be woven from asbestos fibers, also known as salamander's feather.

35 Papyrus is essentially strips cut from papyrus plant stalks that are woven together.

Woods

Wood is a highly versatile material taken from trees. It is used in the construction of buildings, ships, and furniture, and is a major component in many tools and weapons.

Max. Quality Level for Wood Types

Wood Type	Min. Skill Rank to Work	Max. Quality Level
Apple	3	8
Ash	4	8
Balsa	0	4
Birch	4	8
Bloodwood	10	14
Cedar	3	8
Cherry	3	12
Chestnut	2	8
Ebony	11	16
Elder	2	8
Elm	3	8
Golden Teak	8	11
Hawthorn	4	8
Hemlock	2	4
Holly	6	12
Ironwood	12	16
Lotus	5	8
Mahogany	7	12
Maple	4	8
Oak	4	12
Pine	1	4
Rosewood	6	12
Rowan	4	8
Turpentine	9	12
Walnut	3	12
Willow	1	4
Ygg	14	20
Zebrawood	5	12

The mere acquisition of the proper wood type is insufficient to bring forth its inherent magical properties. The wood must also be prepared by someone proficient in the skill of Curing. The various wood types listed in this section detail the specific areas of Occult Lore that each wood enhances.

However, bringing out the full power of the wood is a difficult process that requires great knowledge and patience. The individual that cures the special wood must use special ointments, oils, and waxes and sometimes requires the wood to be treated with heat or frost at various points.

Many of the wood types list a number of lore areas that the wood naturally enhances. (Those lacking a description have no special properties.)

If wood is taken from a wild creature, then the creature's Level overrides whatever is stated on the tables. So, if a group of adventurers defeats a Birch-Tree-Spirit having a Level of 12, then the Maximum Quality Level of any materials extracted from it is 12, even though Birch wood is listed as an Agrarian material having a Maximum Quality Level of 8.

Apple Wood

Apple wood is highly receptive to white magic. Consequently, this wood is the material of choice in the construction of articles of white witchcraft since it 'takes' good faery magic exceptionally well.

Wands fashioned from apple wood gain a +2 bonus on their Quality Levels. Further, items fashioned from apple wood gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with occult spells involving Law Lore, Spirit Lore, Star Lore, Sun Lore, Venus Lore, or Vision Lore.

Ash Wood

Ash wood is particularly resilient and springy, making it appropriate for making bows. Most custom bows are made from ash. Such bows have a Minimum Strength to use the bow, and allow arrows fired from the bow to gain the associated Strength Damage Adjustment.

Ash wood is known for its strength and is associated with healing powers.

Bows and crossbows fashioned from ash gain a +2 bonus on their Quality Levels. Further, items fashioned from ash gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with firing arrows and/or bolts, healing, or those that enhance Strength.

Birch Wood

Birch wood is the favored material for the construction of enchanted items dealing with black magic. It is also the preferred wood for the construction of any witches broomstick.

Wands fashioned from birch wood gain a +2 bonus on their Quality Levels. Further, items fashioned from birch wood gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with suffocation, fear, or occult spells involving Moon Lore, Mind Lore, Blood Lore, Chaos Lore, or Mars Lore.

Bloodwood

Bloodwood has an unusually deep red coloration.

Items fashioned from bloodwood gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with blood, bleeding, demonology, or occult spells involving Blood Lore.

Cedar Wood

Cedar is a hard wood with an irregular gran that is difficult to work. Cedar wood is white with a deep reddish-purple core. As such, the various knots it contains often gives it an attractive swirly appearance. Further, cedar has a pungent, spicy fragrance. Its odor is anathema to moths, making it popular as a material from which to craft chests.

Items fashioned from cedar gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with aroma, fumes, or occult spells involving Gas Lore or Smell Lore.

Cherry Wood

Cherry is a reddish hard wood that slowly transitions from a light reddish color to a deep reddish color over the course of years. It a very popular material from which to fashion furniture.

Items fashioned from cherry gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with animation, love, romance, or occult spells involving Venus Lore.

Ebony Wood

Ebony is an extremely hard wood with a pitch black coloration that can be polished to a lustrous finish. It is often used in the crafting of various woodwind instruments.

Items fashioned from ebony gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with music, entrancement, or black magic.

Elder Wood

Elder wood is the material of choice in the construction of articles of witchcraft since it 'takes' faery magic exceptionally well.

Wands fashioned from elder wood gain a +2 bonus on their Quality Levels. Further, items fashioned from elder wood gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with inter-dimensional travel, and occult spells involving Autumn Lore, Spring Lore, Summer Lore, Winter Lore, Sun Lore, or Moon Lore.

Elder wood also burns more hotly and for a greater duration than any other wood. It is the fuel of choice for the forges of the great smiths. In fact, it is a virtual necessity for the forging of Tanium.

The flowers of the elder tree can be used to create a green dye. Garments died with this dye gain the same benefits as elder wood itself.

Elm Wood

Elm is a course soft wood having a porous texture. It has a strong connection to elfin-kind and the Land of Fey in the Astral Realm.

Items fashioned from elm gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with nature spirits, Astral travel, inter-dimensional portals, or space distortion effects.

Haunted Wood

Trees in haunted forests are themselves sometimes possessed by ghosts (as described under Haunted Tree Man in Celtic Creatures and Nordic Nightmares). The angry spirits inhabiting the trees will animate the limbs and attack trespassers. The haunting alters the characteristics of the wood to some degree so that it is more receptive to necromantic magic, in addition to whatever properties the wood provided prior to its haunting.

Items fashioned from haunted wood gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with blight, necromancy, the undead, or occult spells involving Mind Lore, Spirit Lore, Bone Lore, Dry Lore, Rest Lore, or Triangle Lore.

Hawthorn Wood

Hawthorn trees have gnarly branches from which grow long, straight, sharp thorns. They are associated with both fertility and death, and are sacred to fairy-kind.

Items fashioned from hawthorn wood gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with death, procreation, tormenting effects or occult spells involving Mars Lore or Venus Lore.

Hazel Wood

Hazel wood is very strong and bendable. Because of this, the wood is often soaked in water, bent into whatever shape is desired, and held in that shape while slowly drying. When the wood is completely dry, the restraints holding the shape are removed leaving the wood forever after in that form.

Long, thin hazel shoots are commonly used in the weaving of baskets. If the shoots are obtained when green, no special preparation is necessary before weaving. Such weavings have the same special properties as the wood.

Hazel wood is linked with intelligence and knowledge and is closely associated with lightning and water (hazel is a popular choice for divining rods). As such, it is the wood of choice in the construction of Thaumaturgical, electrical, and aquatic items.

Items fashioned from hazel wood gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with intellect, water, lightning, or occult spells involving <u>Mind Lore</u>, <u>Sea Lore</u>, <u>Spring Lore</u>, <u>Wet Lore</u>, <u>Water Lore</u>, <u>Triangle Lore</u>, <u>Tetrangle Lore</u>, <u>Pentacle Lore</u>, or <u>Star Lore</u>.

Holly Wood

Holly wood is creamy white, with the lightest coloration of all the hard woods. It is also quite strong and dense, and is associated with tranquility and protection.

Items fashioned from holly wood gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with white magic.[36]

Ironwood

Ironwood gets its name from its remarkable hardness. In fact, it is the hardest wood known. It is so strong and so hard that perfectly serviceable swords can be carved from it. Ironwood is also known as "holy wood", or the "wood of life". It is anathema to evil spirits.

Items fashioned from ironwood gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with healing, the binding or banishment of demons, or occult spells involving <u>Aether Lore</u>, <u>Spirit Lore</u>, or <u>Triangle Lore</u>.

Lotus Wood

Lotus trees produce blossoms that induce euphoria when eaten. Its intoxicating effects are quite addictive, enticing its consumers into a life of brain-addled lethargy. The tree's wood is light-beige in color.

Items fashioned from lotus wood gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with addiction, intoxication, lethargy, sedation, sleep, or starvation, or occult spells involving <u>Mind Lore</u>, <u>Smell Lore</u>, <u>Taste Lore</u>, or <u>Touch Lore</u>.

Mahogany

Mahogany is a reddish-brown hard wood often used in the crafting of guitars and similar string instruments.

Items fashioned from mahogany gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with music or Sonic effects.

Maple Wood

Maple wood is a blond hard wood with a wavy grain and a pleasant sheen. It is associated with creativity, learning, and communication.

Items fashioned from maple gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with communication, dreams, or occult spells involving <u>Mercury Lore</u>.

Oak Wood

Oak wood is one of the favored materials for the construction of enchanted items dealing with astrology. Oak trees are commonly defended by antisocial woodland faeries, known as Oakmen, that easily take offense to intruders (described in <u>Celtic Creatures and Nordic Nightmares</u>). Oak trees that are inhabited by these arboreal faeries have their Quality Levels limited by the Quality Levels of its Oakmen defenders.

Oak is particularly suited for leverage and the construction of poles. Staffs and other types of poles fashioned from oak gain a +2 bonus on their Quality Levels. Further, items fashioned from oak wood gain a +2 Quality Level bonus the first time they are enchanted with occult spells involving <u>Jupiter Lore</u>, <u>Mars Lore</u>, <u>Mercury Lore</u>, <u>Moon Lore</u>, <u>Sun Lore</u>, <u>Venus Lore</u>, or <u>Star Lore</u>.

Oak bark can be used to create a brown dye. Textiles dyed with this stain gain the same special properties as the oak wood itself.

Rosewood

Rosewood is a reddish-brown or purplish-brown hard wood often used in the crafting of string instruments.

Items fashioned from rosewood gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with romance, entrancement, or music.

Rowan Wood

Rowan wood is known for its soothing effect on the mind and its ability to spurn evil spirits. As such, it is the wood of choice in the construction of many items dealing with ghosts. In addition, rowan wood is especially good at disrupting the effects of magic.

Wands fashioned from rowan wood gain a +2 bonus on their Quality Levels. Further, items fashioned from rowan wood gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with ghosts and other undead spirits and well as spells that dispel, hinder, or block magic.

The bark and berries of the Rowan tree can be used to create a black dye. Garments colored with this stain gain the same special properties as the wood itself.

Walnut Wood

Walnut wood is a chocolaty-brown hard wood. It is associated with confidence and strength.

Items fashioned from maple gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with morale, or occult spells involving <u>Air Lore</u> or <u>Earth Lore</u>.

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36 It is also quite useful in movie production.

Willow Wood

According to folklore, willow trees are evil ogrish monsters that have an insatiable thirst for blood. As such, willow wood is the wood of choice in the construction of many articles of sorcery since it 'takes' to blood-based magic exceptionally well. Willow wood is also suited to the crafting of stringed instruments, particularly harps. Any such instrument crafted with willow wood will enhance the effectiveness of magics depending on music to deliver their effects. Finally, the willow is strongly associated with witchcraft.

The long, thin willow shoots that droop low make exceptional material for the weaving of baskets. These baskets possess the same special properties as the wood and gain a +2 bonus on their Quality Levels.

Items fashioned from willow wood gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with music or occult spells involving Autumn Lore, Blood Lore, Mind Lore, Spring Lore, Summer Lore, or Winter Lore.

The bark of the willow can be used to create a reddish brown dye. Any garment made from a cloth stained with this dye will gain the special properties of the willow wood itself.

Ygg Wood

Ygg wood is wood taken directly from the World Tree, whose branches extend across dimensions. The wood is saturated with the magical energy of Fate. It is exceptionally difficult to obtain, but can be easily identified as authentic. Anyone touching it will instantly feel otherworldly vibrations coursing through their spirit

Items fashioned from Ygg wood gain a +4 Quality Level bonus when enchanted with magics dealing with healing, growth, prophesy, or inter-dimensional travel.

Zebrawood

Zebrawood has a striped pattern of alternating black and golden bands. It is difficult to work, as its density also alternates between that of hard and soft wood.

Items fashioned from zebrawood gain a +2 Quality Level bonus the first time they are enchanted with magics dealing with shape-shifting, transformation, or occult spells involving Chaos Lore.

The Wood Working Process

Wood Working is the trade of woodwork and wood construction. It is a practical art used mainly in the construction of furniture, buildings, boats, and ships. To perform their trade, a wood worker must have proper tools with which to work.

The Quality Level of the resulting product equals the minimum of the Quality Level of the materials used and the rank of the crafter in Wood Working. For woods taken from arboreal creatures (such as an Apple-Tree-Man, Old-Man-Willow, or Birch-Tree-Spirit), the Quality Level of the wood is limited by the source creature's Level.

Different types of wood have widely varying degrees of hardness. So, a novice wood worker cannot work all wood types. As their expertise in the skill of Wood Working improves, they gain a greater repertoire of materials available to them according to the Max. Quality Level for Wood Types table.

As a general rule of thumb, the Base Price of an article of worked wood is about twice that of the cured materials from which it is made (assuming their Quality Levels match).

HIGH QUALITY ITEMS

High Quality Items

This section describes the properties of some high-quality items along with tables to help generate them randomly, when needed.

High Quality Item Properties

High Quality Armor

The Quality Level of a particular suit of armor can have an impact on its combat characteristics of Encumbrance. Most characters have complete suits of armor. But, it is possible to cobble together a suit from multiple distinct pieces, each of which may have its own Quality Level. This fact complicates the design of high-quality armor suits somewhat. To determine the overall Quality Level of a complete suit of armor, take the average Quality Level of all of the individual pieces, and round down.

In order to maintain consistency across all forms of armor, improvements in armor quality are calculated by using an Encumbrance Multiplier. The Armor Encumbrance Multiplier Table provides these values based on an armor suit's overall Quality Level.

Armor Encumbrance Multiplier Table

Quality Level	Encumbrance Multiplier
0	1.0
4	0.8
8	0.6
12	0.4
16	0.3
20	0.2
24	0.1

To determine the Encumbrance for a given armor suit, multiply the armor's standard Encumbrance by its Encumbrance Multiplier.

The resulting Speed Penalty for a suit of armor, whether it is a full suit or an assortment of armor pieces, depends entirely on the armor's Encumbrance, as shown on the Armor Speed Penalty Table.

Armor Speed Penalty Table

Encumbrance	Speed Penalty
0 to -2	0 feet
-3 to -4	-5 feet
-5 to -6	-10 feet
-7 and worse	-15 feet

Calculating Encumbrance for Full Suits made from Feral Materials

Feral Materials are those harvested from monsters and other wild animals, such as leather, horn, chiten, etc. Full armor suits fashioned from such materials may warrant a higher Ward rating than normal if the creature itself had a high Ward. If you want a higher Ward rating for armor fashioned from Feral Materials, look at the Starting Adjustments for Feral Armor Table below. Start with a Ward rating that most closely matches that of the creature from which the material was taken, and start from there. If there is not an exact match, start with the adjustments for the next lower Ward rating that does appear on the table. (Note that you can't create a suit of armor from any creature having a Ward less than 2. And, you can't create armor having a Ward greater than 10, regardless of a creature's Ward.)

Starting Adjustments for Feral Armor Table

Armor Weight	Enc.	Ward
Heavy	-6	10
Substantial	-5	8
Moderate	-4	7
Minor	-3	5
Light	-2	4
Very Light	-1	2

For example, suppose we want to make some spiffy leather armor from the skin of a Nemean Lion. Nemean Lion skins that you purchase are normally limited to 12th Quality Level. But, if we hunt and kill a Nemean Lion ourselves, we have no such limitation. So, let's assume we did that and killed a Nemean Lion having a Level of 16, and we had the skills necessary to harvest and cure a skin of Quality Level 16 as well. A 16th Level Nemean Lion has a Ward of 5. So, use the table to look up the stats for a full suit of armor having a Ward of 5, and see that it is associated with an Encumbrance of -3. Since the armor is Quality Level 16, its Encumbrance Multiplier is 0.3. Multiplying the 3 by 0.3 comes with a result of 0.9. We then round this value to 1 to achieve a final

Encumbrance of 1 for the suit of armor. Note that, in this case, what we have created is a beefy suit of Leather Armor. As such, Gifts such as Reduced Encumbrance in Leather Armor still apply to it.

High Quality Footwear

Footwear includes any item worn over the feet that includes soles. These include boots, shoes, and slippers. Whether magical or not, any such item provides its wearer with a Ward against Footing effects equal to 1 point per 3 Quality Levels. (So, 1 at 1st Quality Level, 2 at 4th, 3 at 7th, etc.) For example, boots of 7th Quality Level have a Ward of 3 against Footing effects. Anyone wearing these boots impacted by an effect that delivers 9 Footing Setback will reduce that effect by 3 points, which means they sustain only 6.

Unfortunately, this Ward against Footing effects does not stack with other such Wards. So, if a spell provides a character with another Footing Ward, the highest of the Wards is used. For example, suppose a character is wearing boots of 5th Quality Level, which gives them a Ward of 2 against Footing effects. Later, a spell is cast on them that grants them a Ward of 5 against Footing effects. In this case, they use the higher Ward of 5 and ignore the Ward of 2.

High Quality Outfits

An outfit is any collection of garments that covers all parts of the body except the head, hands, and feet. In other words, it covers most areas from the shoulders to the ankles. So, a long-sleeved tunic and pants can be considered an outfit, as can a simple robe.

If an outfit is fashioned entirely from materials that are immune to some damaging effects, the outfit gives its wearer some protection against that effect. In game terms, this protection is provided in the form of a Ward value against that effect (similar to how armor works against physical blows). The damage types that an outfit can potentially provide protection against are: Acidic, Blighting, Dehydrating, Electrical, Flaying, Freezing, Petrifying, Scorching, and Sonic. However, at most, a given material can protect against a single such effect.

To determine the Ward of a multi-piece outfit against a specific effect, do the following:

1) First determine the Warding Quality Level for each of the four major body areas: head, torso, arms, and legs. To do this, take the highest Quality Level of any garment covering that area that protects against the specific effect in question. (Treat garments that provide no protection against the effect in question as if they had a Quality Level of 0.)

2) Determine the outfit's overall Quality Level by taking the average Warding Quality Level of all the four areas previously determined.

So, a complete outfit made from properly cured leather taken from a fire-breathing dragon, which is immune to Scorching effects, provides its wearer with some protection against Scorching. This is true whether the outfit is magical or not. (Note that any material taken from a creature that has multiple immunities may be cured to provide protection against only a single effect, at most.)

Specifically, an outfit provides its wearer with a Ward against that specific effect equal to 1 point per 3 Warding Quality Levels of the outfit. (So, 1 at 1st Warding Quality Level, 2 at 4th, 3 at 7th, etc.)

For example, suppose a character is wearing an outfit consisting of a hooded leather jacket and pants made from Mongolian Death Worm leather. Mongolian Death Worms are immune to Acidic effects. So, let's assume the leather was properly cured to retain its protection against Acidic effects. Assuming the jacket and pants are both 7th Quality Level, the Warding Quality Level against Acidic effects is also 7, since it covers all four major body areas. So, this outfit affords its wearer a Ward of 3 against Acidic effects. Anyone wearing this outfit hit by an effect delivering 9 Acid Damage reduces that effect by 3 points, which means they sustain only 6 Damage.

This Ward can stack with magical Wards. So, if a character is wearing an outfit that protects against Scorching effects, and has a spell cast on them that provides them with another Ward against Scorching, the two Wards are added together. For example, suppose a character is an outfit that provides them with a Ward of 3 against Scorching effects. Later, a spell is cast on them that grants them a Ward of 5 against Scorching effects. In this case, they have an overall Ward of 8 against Scorching effects.

Wearing Multiple Layers of Clothing

It is common for a character to wear more than one outfit. That is, they may be wearing more than one layer of clothing. For example, they may be wearing a woolen cap, sweater, and pants under a fur coat. In that case, the Ward value of both layers apply. If they provide Warding against the same effect, then the effects stack with one another.

There are no drawbacks to wearing two layers of clothing. However, every layer of clothing over two encumbers the wearer by 2 points in a manner similar to that of armor. (Note that any armor worn imposes its own Encumbrance value. So, when determining the Encumbrance due to multiple layers of clothing, ignore the armor completely.)

High Quality Weapons

The Quality Level of a weapon enhances its effectiveness. It gains a +1 bonus on either Damage or Setback for every 4 full Quality Levels of the weapon. If the weapon's primary purpose is to deliver Damage, it gains this bonus on Damage. If its primary purpose is to deliver Setback, it gains the bonus on Setback. (If the Margin of a weapon's Conflict Roll applies to Damage, then its primary purpose is Damage. If it is applied to Setback, then its primary purpose is Setback.) The weapon's other characteristics are unaffected. So, bonuses are awarded to weapons at Quality Levels of 4, 8, 12, and so on.

For example, suppose a blacksmith creates a Medium Short Sword of Quality Level 12. This means the weapon gains a +3 bonus on Damage.

Random Item Tables

This section contains a number of tables designed to allow you to randomly generate an item.

Random Item Size Table

To randomly determine an item's size, roll a d20:

d20	Size Category
1-2	Tiny
3-8	Small
9-17	Medium
18-20	Large

Random Quality Level Table

20	Basic Form
1-2	Quality Level = Adventure Level-1
3-9	Quality Level = Adventure Level
10-14	Quality Level = Adventure Level+1
15-17	Quality Level = Adventure Level+2
18-19	Quality Level = Adventure Level+3
20	Quality Level = Adventure Level+4

To determine an item's Quality Level, (QL) you need to take into account the Adventure Level of your campaign. (Generally, you want to set it equal to or a little higher than the Adventure Level, so that the item doesn't become obsolete to the players too quickly.) It is perfectly reasonable to set the Quality Level of an item yourself. (It's pretty extreme to set it to a Quality Level that is 4 or 5 levels

higher than your Adventure Level, though. It's generally inadvisable to set it any higher than that unless you have something pretty special in mind.)

With this in mind, you can randomly determine an item's Quality Level by rolling a d20 and consulting the following table:

Random Personal Item Table

Roll a d20:

d20	Basic Form
1-3	Roll on the Random Armor Table.
7-9	Roll on the Random Consumable Table.
10-12	Roll on the Random Garment Table.
13-15	Roll on the Random Jewelry Table.
16-17	Roll on the Random Miscellaneous Item Table.
18-20	Roll on the Random Weapon Table.

Random Armor Table

Roll a d20:

d20	Basic Form
1-3	Roll on the Random Extremity Armor Piece Table.
4-6	Roll on the Random Head / Shoulders Armor Piece Table.
7-10	Roll on the Random Torso Armor Piece Table.
11-20	Roll on the Random Armor Suit Table.

Random Armor Suit Table

The various armor suits are described in The Character Compendium.

Roll a d20:

(1) Full Banded-Mail Suit; (2) Full Brigandine Suit; (3) Celtic Armor Suit; (4) Full Chain-Mail Suit; (5) Classical Armor Suit; (6) Egyptian Armor Suit; (7) Irish Armor Suit; (8) Full Leather Suit; (9) Full Light Scale Suit; (10) Mail and Breastplate Suit; (11) Mail Shirt and Helm Suit; (12) Full Padded Armor Suit; (13) Persian Armor Suit; (14) Plate-Mail Armor Suit; (15) Full Plate Armor Suit; (16) Roman Armor Suit; (17) Full Scale Armor Suit; (18) Viking Armor Suit; (19-20) Re-roll

Random Extremity Armor Piece Table

The various armor pieces are described in The Character Compendium.

Roll a d20:

(1-3) Boots; (4-5) Bracers; (6) Chausses; (7) Couters; (8) Cuisses; (9-10) Gauntlets; (11-12) Elbow Gauntlets; (13-14) Greaves; (15) Poleyn; (16) Revebrace; (17) Sabetons; (18) Schynbald; (19) Splint; (20) Vambrace

Random Head / Shoulders Armor Piece Table

The various armor pieces are described in The Character Compendium.

Roll a d20:

(1) Aventail; (2) Barbut; (3) Basinet; (4) Bevor; (5) Coif; (6) Corinthian Helm; (7) Cuirass / Corslet; (8) Gorget; (9) Great Helm; (10) Kettle Hat; (11) Mail Standard; (12) Munnions; (13) Norman Helm; (14) Pauldrons; (15) Roman Helm; (16) Sallet; (16) Open Faced Sallet; (17) Ventaille; (18) Viking Helm; (19) Open Faced Viking Helm; (20) Re-roll

Random Torso Armor Piece Table

The various armor pieces are described in The Character Compendium.

Roll a d20:

(1) Bishop's Mantle; (2-3) Breastplate / Backplate; (4-5) Coat of Plates; (6) Codpiece; (7) Culet; (8) Fauld; (9-10) Long-Sleeved Haubergeon; (11-12) Short-Sleeved Haubergeon; (13-14) Long-Sleeved Hauberk; (15-16) Short-Sleeved Haubergeon; (17) Lorica; (18) Plackart; (19) Shirt; (20) Tassets; (15-20) Re-roll

Random Consumable Table

Roll a d20:

(1) Antlers / Horns / Tusks; (2) Bolt of Cloth; (3) Bone / Skull / Carapace; (4) Drink (Ale, Beer, Water, Wine, etc.); (5) Food; (6) Glass Bar; (7) Hallucinogenic Poison; (8) Herbal Balm; (9) Ink Vial; (10) Leather Hide; (11) Lump of Clay; (12) Metal Ingot; (13) Oil Vial; (14) Spool of String / Thread / Yarn; (15) Stone Block; (16) Toxic Poison; (17) Uncut Gem; (18) Wood Block; (19) Wood Rod; (20) Re-roll

Random Garment Table

Roll a d20:

(1) Belt; (2) Blouse; (3) Cloak; (4) Coat; (5) Dress; (6) Gloves; (7) Hat / Turban; (8) Hiking Boots; (9) Jacket; (10) Mantle / Mantlet; (11) Pants; (12) Robe; (13) Scarf; (14) Shawl; (15) Shoes / Slippers; (16) Skirt; (17) Toga; (18) Tunic; (19) Vest; (20) Re-roll

Random Jewelry Table

To randomly determine a jewel's overall makeup, you need to determine its form and whether it has gemstones. If it does, you need to determine what kinds of gems it has. As such, the following three tables should prove useful:

Random Jewelry Form Table

Roll a d20:

(1) Amulet; (2) Ankle Bracelet; (3) Armlet; (4) Bangle; (5-6) Bracelet; (7) Brooch; (8) Cameo; (9) Clasp; (10) Coronet; (11) Earring; (12) Locket; (13) Medallion; (14-15) Necklace; (16) Pendant; (17-18) Ring; (19) Tiara; (20) Torc

Random Jewelry Settings Table

Roll a d20:

(1-15) Simple (no gems); (16-20) Jeweled (set with gems)

Random Miscellaneous Item Table

Roll a d20:

d20	Basic Form
1-5	Roll on the Random Adventuring Gear Table.
6-10	Roll on the Random Assorted Item Table.
11-15	Roll on the Random Container Table.
16-20	Roll on the Random Musical Instrument Table.

Random Musical Instrument Table

Roll a d20:

d20	Basic Form
1-5	Roll on the Random Brass Instrument Table.
6-10	Roll on the Random Percussion Instrument Table.
11-15	Roll on the Random String Instrument Table.
16-20	Roll on the Random Woodwind Instrument Table.

Random Brass Instrument Table

Roll a d20:

(1-2) Buccina; (3-5) Buisine [Herald's Trumpet]; (6-8) Bugle; (9-10) Conch; (11-13) Horn; (14-15) Serpent Horn; (16-17) Slide Trumpet; (18-19) Trombone; (20) Re-roll

Random Percussion Instrument Table

Roll a d20:

(1-2) Bumbulum; (3-4) Castanets; (5-6) Chimes; (7-8) Clapper; (9) Cow Bell; (10-11) Cymbals; (12-14) Drum; (15) Hand Bell; (16-17) Rattle; (18-19) Tambourine; (20) Zill

Random String Instrument Table

Roll a d20:

(1) Citole; (2) Cittern; (3) Dulcimer; (4) Gittern; (5-6) Guitar; (7-8) Harp; (9) Kamancha; (10) Lira; (11-12) Lute; (13) Lyre; (14) Mandolin; (15) Rebec; (16) Rubab; (17) Sackbut; (18) Tambur; (19) Vielle; (20) Violin [Fiddle]

Random Woodwind Instrument Table

Roll a d20:

(1) Bagpipe; (2) Blown Bottle; (3) Clarinet; (4) Dulcian; (5) Fife; (6-7) Flute; (8) Gaida; (9) Gemshorn; (10) Kaval; (11) Mizmar; (12) Piccolo; (13) Recorder; (14) Shawm; (15) Tabor Pipe; (16) Tenora; (17) Whistle; (18) Zampogna; (19) Zink; (20) Zither

Random Adventuring Gear Table

Roll a d20:

(1) Blanket; (2) Candle [qty of 4]; (3) Candlestick; (4) Chisel / Spike; (5) Crowbar; (6) Eating Utensils; (7) Knife; (8) Hand Mirror; (9) Lamp; (10) Lantern; (11) Piton [qty 8]; (12) Quiver [with 16 arrows]; (13) Rope [50 feet]; (14) Scroll Case; (15) Sharpening Stone; (16) Spyglass; (17) Tent; (18) Tinder Box; (19) Torch; (20) Wand

Random Assorted Item Table

Roll a d20:

(1) Book; (2) Caltrops; (3) China Doll; (4) Figurine; (5) Fishing Hooks [qty 4]; (6) Holy Symbol; (7) Hourglass; (8) Manacles; (9) Marbles; (10) Mask; (11) Padlock and Key; (12) Parchment [8 sheets]; (13) Persian Rug; (14) Prosthetic Arm / Leg; (15) Quill; (16) Rag Doll; (17) Rope Ladder; (18) Saw; (19) Spade; (20) Spectacles

Random Container Table

Roll a d20:

(1-2) Backpack; (3) Bottle; (4) Bowl; (5) Cup; (6) Jar; (7) Jug; (8) Plate; (9) Pot; (10-11) Pouch; (12-13) Purse; (14) Sack; (15) Saddle Bags; (16-17) Scabbard; (18) Vial; (19-20) Wineskin

Random Weapon Table

Roll a d20:

d20	Basic Form
1-5	Roll on the Random Blunt Weapon Table.
6-7	Roll on the Random Entrapment Weapon Table.
8-10	Roll on the Random Polearm Weapon Table.
11-15	Roll on the Random Range Weapon Table.
16-20	Roll on the Random Sharp Weapon Table.

Random Blunt Weapon Table

Roll a d20:

(1-2) Club; (3-4) Hammer; (5-6) Mace; (7-8) Mace and Chain; (9-10) Maul; (11-12) Pick; (13-14) Quarterstaff; (15-16) War Hammer; (17-20) Shield

Random Entrapment Weapon Table

Roll a d20:

(1-2) Bolas; (3-5) Cat-o-Nine-Tails; (6-7) Garrote; (8-10) Iaculum; (11-13) Lasso; (14-16) Thrown Net; (17-20) Whip

Random Polearm Weapon Table

Roll a d20:

(1-5) Poleaxe; (6-14) Spear; (15-20) Trident

Random Range Weapon Table

Roll a d20:

(1) Blowgun; (2-5) Bow; (6-8) Crossbow; (9) Dart; (10) Harpoon; (9-10) Sling; (11) Staff Sling; (12-13) Throwing Axe; (14-15) Throwing Dagger; (16) Throwing Hammer; (17-19) Throwing Spear; (20) Throwing Trident

Random Sharp Weapon Table

Roll a d20:

(1-2) Axe; (2-4) Dagger; (5) Parrying Dagger; (6) Scythe; (7) Sickle; (8-9) Falcata; (10-11) Khopesh; (12-13) Longsword; (14-15) Rapier; (16-17) Scimitar; (18-19) Short Sword; (20) Re-roll

Miscellaneous Base Prices

This section contains listings of various non-magical items not detailed elsewhere. The lists are split out into the various shops in which the items can be purchased, so that the Overlord can quickly answer whether a given type of store is present in any particular town visited, and players can thereby know what items are available to purchase with little fuss.

It is recommended that the prices be treated as a take-it-or-leave-it proposition, to avoid wasting valuable play time haggling. This game is about heroic characters venturing out on quests, not about bartering to save every possible copper. With this in mind, it is also recommended that you allow your players to purchase items freely from these lists until the beginning of the next session after having visited a well-established town, with the caveat that they cannot buy anything that affects a battle while they are engaged in it. Such a rule can save many hours of game play from being wasted on shopping sprees.

Material items provided in these lists are assumed to be made of basic materials for their type having a Quality Level of 0. Similarly, animals are common specimens of their species having Levels of 0 (newly born or hatched). As such, the prices listed represent a Base Cost. Higher Quality Level items and creatures will have their prices multiplied by a Base Price Multiplier as shown on the Base Price Multiplier Table.

The listed prices are in silver ounces (s.oz.), unless otherwise stated.

Animal Trainer

1. Camel, Riding

   Large: 152

2. Dog, Trained

   Medium: 256; Small: 101

3. Dog, Untrained

   Medium: 64; Small: 25

4. Elephant, War

   Large: 608

5. Elephant, Work

   Large: 304

6. Falcon, Trained Hunting

   Tiny: 117

Apothecary

Apothecary (Concoctions)

Concoction Type ●	Apothecary Item	Base Price (s.oz.)
Admixture (Powder Munition)		
	Dust	32
	Farina	128
Balm (Viscous Cream)		
	Ointment	32
	Salve	64
	Unction / Unguent	128
Cocktail (Liquid Munition)		
	Compound	32
	Fulminate	64
	Vitriol	128
Fragrance		
	Incense	32
	Perfume	64
Goop (Sticky Viscous Liquid)		
	Glop	32
	Gunk	64
	Goo	128
Potion (Liquid Drink)		
	Tonic	32
	Elixir	64
	Philter	128

● Standard Concoctions are all assumed to have a Size-category of Medium.

The effects of various Concoctions will vary greatly, depending on the enchantments used to produce them. Basic Concoction categories (Tonics, Elixirs, Salves, etc.) are provided here to provide a Base Cost from which actual Concoction prices can be derived (via a Base Price Multiplier that depends on its Quality Level as shown on the Base Price Multiplier Table). So, an 8th Quality Level Healing Elixir would have a value of Base Cost * Base Price Multiplier for 8th level + Magic Value for 8th level concoction = (64 * 40) + 800 = 3360 s.oz.

Apothecary (Poisons)

Type	Base Price (s.oz. for vial of 8 doses)
Poison, Deadly	16
Poison, Strong	8
Poison, Typical	4
Poison, Weak	2

Apothecary (Products)

Apothecary Service	Base Price (s.oz.)
Herbal Balm	2

Apothecary (Services)

Apothecary Service	Base Price (s.oz.)
Bloodletting	4
Major Physic Services (Amputation, Surgery, etc.)	64
Minor Physic Services (First Aid, Mending, etc.)	4
Herbal Remedy	4
Identifying Concoction	1

Armorer

Descriptions of the various armor pieces listed here can be found in the <u>Equipment</u> section of <u>The Character Compendium</u>.

1. Arming Hood, Padded
    Medium: 64; Small: 25; Tiny: 14
2. Armored Boots, Leather
    Medium: 8; Small: 3; Tiny: 1¾
3. Armored Boots, Plate
    Medium: 192; Small: 75; Tiny: 44
4. Aventail, Mail
    Medium: 512; Small: 202; Tiny: 117
5. Aventail, Scale
    Medium: 64; Small: 25; Tiny: 14
6. Barbut, Plate
    Medium: 192; Small: 75; Tiny: 44
7. Basinet, Plate
    Medium: 192; Small: 75; Tiny: 44
8. Bevor, Plate
    Medium: 96; Small: 37; Tiny: 22
9. Bishop's Mantle, Mail
    Medium: 768; Small: 303; Tiny: 176
10. Bracers, Leather
    Medium: 6; Small: 2¼; Tiny: 1½
11. Bracers, Plate
    Medium: 192; Small: 75; Tiny: 44
12. Breastplate, Leather
    Medium: 12; Small: 4; Tiny: 2¾
13. Breastplate, Plate
    Medium: 192; Small: 75; Tiny: 44
14. Chausses, Mail
    Medium: 512; Small: 202; Tiny: 117
15. Coat of Plates
    Medium: 64; Small: 25; Tiny: 14
16. Codpiece, Plate
    Medium: 96; Small: 37; Tiny: 22
17. Coif, Mail
    Medium: 96; Small: 37; Tiny: 22
18. Coif, Padded
    Medium: 32; Small: 12; Tiny: 7
19. Corinthian Helm, Plate
    Medium: 128; Small: 50; Tiny: 29
20. Couters, Plate
    Medium: 192; Small: 75; Tiny: 44
21. Cuirass, Leather
    Medium: 48; Small: 18; Tiny: 11
22. Cuirass, Plate
    Medium: 384; Small: 151; Tiny: 88
23. Cuirass, Scale
    Medium: 64; Small: 25; Tiny: 14
24. Cuisses, Brigandine
    Medium: 24; Small: 9; Tiny: 5
25. Cuisses, Leather
    Medium: 6; Small: 2¼; Tiny: 1½
26. Cuisses, Padded
    Medium: 2; Small: ¾; Tiny: ½
27. Cuisses, Plate
    Medium: 192; Small: 75; Tiny: 44
28. Cuisses, Scale
    Medium: 96; Small: 37; Tiny: 22
29. Culet, Leather
    Medium: 8; Small: 3; Tiny: 1¾
30. Culet, Plate
    Medium: 96; Small: 37; Tiny: 22
31. Fauld, Leather
    Medium: 6; Small: 2¼; Tiny: 1½
32. Fauld, Plate
    Medium: 96; Small: 37; Tiny: 22
33. Fauld, Scale
    Medium: 32; Small: 12; Tiny: 7
34. Gambeson, Padded
    Medium: 8; Small: 3; Tiny: 1¾
35. Gauntlets, Mail
    Medium: 192; Small: 75; Tiny: 44
36. Gauntlets, Leather
    Medium: 8; Small: 3; Tiny: 1¾
37. Gauntlets, Plate
    Medium: 192; Small: 75; Tiny: 44
38. Gauntlets, Leather Elbow
    Medium: 24; Small: 9; Tiny: 5
39. Gauntlets, Plate Elbow
    Medium: 256; Small: 101; Tiny: 58
40. Gorget, Plate
    Medium: 96; Small: 37; Tiny: 22
41. Great Helm, Plate
    Medium: 192; Small: 75; Tiny: 44
42. Greaves, Leather
    Medium: 8; Small: 3; Tiny: 1¾
43. Greaves, Plate
    Medium: 128; Small: 50; Tiny: 29
44. Haubergeon, Mail
    Medium: 512; Small: 202; Tiny: 117

45. Haubergeon, Scale
Medium: 192; Small: 75; Tiny: 44
46. Hauberk, Mail
Medium: 1024; Small: 405; Tiny: 235
47. Hauberk, Padded
Medium: 12; Small: 4; Tiny: 2¾
48. Hauberk, Scale
Medium: 256; Small: 101; Tiny: 58
49. Kettle Hat, Plate
Medium: 96; Small: 37; Tiny: 22
50. Lorica, Plate
Medium: 384; Small: 151; Tiny: 88
51. Mail Standard
Medium: 64; Small: 25; Tiny: 14
52. Munnions, Leather
Medium: 8; Small: 3; Tiny: 1¾
53. Munnions, Plate
Medium: 192; Small: 75; Tiny: 44
54. Norman Helm, Plate
Medium: 256; Small: 101; Tiny: 58
55. Pauldrons, Leather
Medium: 8; Small: 3; Tiny: 1¾
56. Pauldrons, Plate
Medium: 192; Small: 75; Tiny: 44
57. Plackart, Plate
Medium: 192; Small: 75; Tiny: 44
58. Poleyns, Leather
Medium: 3; Small: 1¼; Tiny: ¾
59. Poleyns, Plate
Medium: 192; Small: 75; Tiny: 44
60. Revebraces, Leather
Medium: 4; Small: 1½; Tiny: 1
61. Revebraces, Plate
Medium: 192; Small: 75; Tiny: 44
62. Roman Helm, Plate
Medium: 128; Small: 50; Tiny: 29
63. Sabetons, Mail
Medium: 128; Small: 50; Tiny: 29
64. Sabetons, Plate
Medium: 192; Small: 75; Tiny: 44
65. Sabetons, Scale
Medium: 32; Small: 12; Tiny: 7
66. Sallet, Plate
Medium: 192; Small: 75; Tiny: 44
67. Schynbalds, Leather
Medium: 8; Small: 3; Tiny: 1¾

68. Schynbalds, Plate
Medium: 192; Small: 75; Tiny: 44
69. Shirt, Mail
Medium: 192; Small: 75; Tiny: 44
70. Shirt, Leather
Medium: 16; Small: 6; Tiny: 3
71. Shirt, Padded
Medium: 4; Small: 1½; Tiny: 1
72. Shirt, Scale
Medium: 64; Small: 25; Tiny: 14
73. Skull Cap, Leather
Medium: 16; Small: 6; Tiny: 3
74. Skull Cap, Plate
Medium: 128; Small: 50; Tiny: 29
75. Splints, Leather
Medium: 16; Small: 6; Tiny: 3
76. Splints, Plate
Medium: 512; Small: 202; Tiny: 117
77. Tassets, Leather
Medium: 6; Small: 2¼; Tiny: 1½
78. Tassets, Plate
Medium: 192; Small: 75; Tiny: 44
79. Vambraces, Leather
Medium: 8; Small: 3; Tiny: 1¾
80. Vambraces, Plate
Medium: 512; Small: 202; Tiny: 117
81. Vambraces, Platemail
Medium: 1536; Small: 607; Tiny: 353
82. Ventaille, Mail
Medium: 128; Small: 50; Tiny: 29
83. Viking Helm, Plate
Medium: 256; Small: 101; Tiny: 58

Basket Weaver

1. Basket, wicker
Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
2. Hat, straw
Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
3. Mat, straw
Great: 16; Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
4. Stool, wicker
Large: 4; Medium: 1; Small: ½; Tiny: 1¾ c.oz
5. Table, wicker
Large: 38; Medium: 8; Small: 3; Tiny: 1¾

Blacksmith

1. Anvil
   Large: 152; Medium: 32; Small: 12; Tiny: 7
2. Caltrops (quantity of 8)
   Large: 19; Medium: 4; Small: 1½; Tiny: 1
3. Cauldron, Iron
   Great: 265; Large: 38; Medium: 8; Small: 3; Tiny: 1¾
4. Chain, Light Iron
   Great: 33; Large: 4; Medium: 1; Small: ½; Tiny: 1¾ c.oz
   Per standard size-category length (Medium = 5 foot length, Large = 10 foot, Great = 20 foot, etc.)
5. Chain, Moderate Iron
   Great: 132; Large: 19; Medium: 4; Small: 1½; Tiny: 1
   Per standard size-category length (Medium = 5 foot length, Large = 10 foot, Great = 20 foot, etc.)
6. Chain, Heavy Iron
   Great: 530; Large: 76; Medium: 16; Small: 6; Tiny: 3
   Per standard size-category length (Medium = 5 foot length, Large = 10 foot, Great = 20 foot, etc.)
7. Chest, Iron
   Great: 530; Large: 76; Medium: 16; Small: 6; Tiny: 3
   Small-sized Chest is ½ cubic feet, Medium-size Chest is 4 cubic feet, Large-sized Chest is 32 cubic feet, etc.
8. Chisel, Iron
   Great: 66; Large: 9; Medium: 2; Small: ¾; Tiny: ½
9. Crowbar, Iron
   Great: 66; Large: 9; Medium: 2; Small: ¾; Tiny: ½
10. Fishing Hook (quantity of 4)
    Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
11. Grapnel Hook
    Large: 19; Medium: 4; Small: 1½; Tiny: 1
12. Manacles, Iron (with lock and key)
    Great: 1060; Large: 152; Medium: 32; Small: 12; Tiny: 7
13. Nail (quantity of 8)
    Great: 16; Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
14. Horseshoe, Iron
    Great: 16; Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
15. Knife
    Large: 19; Medium: 4; Small: 1½; Tiny: 1
16. Piton (quantity of 8)
    Large: 76; Medium: 16; Small: 6; Tiny: 3
17. Spike
    Great: 66; Large: 9; Medium: 2; Small: ¾; Tiny: ½
18. Tongs
    Large: 19; Medium: 4; Small: 1½; Tiny: 1

Brewery

Small-sized keg holds ½ gallon, a Medium-sized keg holds 4 gallons, a Large-sized keg holds 32 gallons, etc.

1. Ale, Keg
   Great: 265; Large: 38; Medium: 8; Small: 3; Tiny: 1¾
2. Beer, Keg
   Great: 132; Large: 19; Medium: 4; Small: 1½; Tiny: 1
3. Wine, Keg
   Great: 530; Large: 76; Medium: 16; Small: 6; Tiny: 3

Colporteur

1. Book
   Large: 1216; Medium: 256; Small: 101; Tiny: 58
2. Book, Blank (64 pages – good for spells)
   Large: 76; Medium: 16; Small: 6; Tiny: 3
3. Ink (sufficient for 64 written pages)
   Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
4. Magnifying Glass
   Large: 304; Medium: 64; Small: 25; Tiny: 14
5. Parchment (8 sheets)
   Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
6. Quill, Writing (quantity of 2)
   Large: ½; Medium: 1 c.oz; Small: ½ c.oz; Tiny: 1¾ t.oz
7. Scroll Case, Leather
   Large: 4; Medium: 1; Small: ½; Tiny: 1¾ c.oz
8. Spectacles
   Large: 304; Medium: 64; Small: 25; Tiny: 14
9. Wand
   Large: 38; Medium: 8; Small: 3; Tiny: 1¾

Cobbler

1. Boots, Sturdy Leather Work
   Large: 38; Medium: 8; Small: 3; Tiny: 1¾
2. Boots, Leather Walking
   Large: 19; Medium: 4; Small: 1½; Tiny: 1
3. Shoes, Walking
   Large: 19; Medium: 4; Small: 1½; Tiny: 1
4. Slippers
   Large: 9; Medium: 2; Small: ¾; Tiny: ½

Cooper

1. Barrel, Empty Wooden

    Great: 132; Large: 19; Medium: 4; Small: 1½; Tiny: 1

    A Small-sized barrel holds 2 gallons, a Medium-sized barrel holds 16 gallons, a Large-sized barrel holds 128 gallons, etc.

2. Keg, Empty Wooden

    Great: 33; Large: 4; Medium: 1; Small: ½; Tiny: 1¾ c.oz

    A Small-sized keg holds ½ gallon, a Medium-sized keg holds 4 gallons, a Large-sized keg holds 32 gallons, etc.

3. Tub, Empty Wooden

    Great: 33; Large: 4; Medium: 1; Small: ½; Tiny: 1¾ c.oz

    A Small-sized tub holds 2 gallons, a Medium-sized tub holds 32 gallons, a Large-sized tub holds 256 gallons, etc.

Draper

Standard areas: Medium = 5'x5', Large=10'x10', Great=20'x20', etc.

Standard lengths: Medium-sized = 5 feet, Large-sized=10 feet, Great-sized=20 feet, etc.

1. Cloth, Bolt of Common

    Great: 132; Large: 19; Medium: 4; Small: 1½; Tiny: 1

    A bolt consists of a length of rolled-up cloth. It is 10 times as long as it is wide. Medium = 5' wide, Large=10' wide, Great=20' wide, etc.

2. Cloth, Square of Common

    Great: 16; Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

3. Rug, Wool

    Great: 132; Large: 19; Medium: 4; Small: 1½; Tiny: 1

4. Thread, Light (quantity of 16 spools, 20 standard lengths per spool)

    Great: 16; Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

5. Thread, Moderate (quantity of 4 spools, 20 standard lengths per spool)

    Great: 16; Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

6. Thread, Heavy (quantity of 1 spool, 20 standard lengths per spool)

    Great: 16; Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

7. Twine (quantity of 1 spool, 20 standard lengths per spool)

    Great: 16; Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

8. Yarn (quantity of 1 spool, 20 standard lengths per spool)

    Great: 33; Large: 4; Medium: 1; Small: ½; Tiny: 1¾ c.oz

General Store

Standard areas: Medium = 5'x5', Large=10'x10', Great=20'x20', etc.

Standard lengths: Medium-sized = 5 feet, Large-sized=10 feet, Great-sized=20 feet, etc.

Standard liquid volumes: Small-size = 1/8 pints (or 2 ounces), Medium-size = 1 pint, Large-size = 4 quarts (or 1 gallon), etc.

1. Arrow / Bolt (quantity of 16)

    Great: 132; Large: 19; Medium: 4; Small: 1½; Tiny: 1

2. Axe, wood

    Large: 38; Medium: 8; Small: 3; Tiny: 1¾

3. Awl

    Large: 4; Medium: 1; Small: ½; Tiny: 1¾ c.oz

4. Blanket

    Large: 9; Medium: 2; Small: ¾; Tiny: ½

5. Block and Tackle (with hook)

    Great: 530; Large: 76; Medium: 16; Small: 6; Tiny: 3

    Must be used with rope of corresponding Size Category, which is not included in price. Multiplies lifting capacity of given Strength by 4.

6. Candle (quantity of 8)

    Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

7. Coin purse

    Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

8. Dry rations and wine (2 days for 1 person)

    Medium: ¼; Small: ¾ c.oz; Tiny: ½ c.oz

9. Groceries, fresh (2 days for 1 person)

    Medium: ¼; Small: ¾ c.oz; Tiny: ½ c.oz

10. Hammer, Carpentry

    Large: 38; Medium: 8; Small: 3; Tiny: 1¾

11. Ladder, Rope

    Medium: 1; Small: ½; Tiny: 1¾ c.oz

12. Oil

    Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

13. Pillow

    Medium: ¼; Small: ¾ c.oz; Tiny: ½ c.oz

14. Plane, Wood

    Medium: 1; Small: ½; Tiny: 1¾ c.oz

15. Ribbon, Decorative (spool of 20 standard lengths)

    Great: 16; Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

16. Rope (10 standard lengths)

    Great: 132; Large: 19; Medium: 4; Small: 1½; Tiny: 1

17. Sack

    Large: 1¼; Medium: ¼; Small: ¾ c.oz; Tiny: ½ c.oz

18. Saddle Blanket

    Great: 16; Large: 2½; Medium: ½; Small: 1½ c.oz

19. Saw

Large: 4; Medium: 1; Small: ½; Tiny: 1¾ c.oz

20. Sharpening Stone

Large: ½; Medium: 1 c.oz; Small: ½ c.oz; Tiny: 1¾ t.oz

21. Spade

Large: 19; Medium: 4; Small: 1½; Tiny: 1

22. String (ball of 20 standard lengths)

Great: 16; Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

23. Tent

Large: 19; Medium: 4; Small: 1½; Tiny: 1

24. Tinder Box

Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

25. Torch

Large: ½; Medium: 1 c.oz; Small: ½ c.oz; Tiny: 1¾ t.oz

Music Store

1. Brass Instrument

Large: 152; Medium: 32; Small: 12; Tiny: 7

2. Percussion Instrument

Large: 76; Medium: 16; Small: 6; Tiny: 3

3. Score

Large: 9; Medium: 2; Small: ¾; Tiny: ½

4. String Instrument

Large: 152; Medium: 32; Small: 12; Tiny: 7

5. Woodwind Instrument

Large: 152; Medium: 32; Small: 12; Tiny: 7

Glass Blower

1. Beaker, glass measuring

Large: 9; Medium: 2; Small: ¾; Tiny: ½

Small-size holds 1/16 pints (or 1 ounce), Medium-size holds ½ pint, Large-size holds 2 quarts (or ½ gallon)

2. Bottle, glass

Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

Small-size holds 1/16 pints (or 1 ounce), Medium-size holds ½ pint, Large-size holds 2 quarts (or ½ gallon)

3. Bottle, wine

Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

Small-size holds ¼ pint (or ½ cup), Medium-size holds 1 quart, Large-size holds 2 gallons

4. Figurine, glass

58; Small: 101; Tiny: 58; Ultratiny: 38

5. Hourglass

Large: 19; Medium: 4; Small: 1½; Tiny: 1

6. Jar, glass (quantity of 2)

Large: 1¼; Medium: ¼; Small: ¾ c.oz; Tiny: ½ c.oz

Small-size holds 1/16 pints (or 1 ounce), Medium-size holds ½ pint, Large-size holds 2 quarts (or ½ gallon)

7. Marbles (quantity of 16)

Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

Small-size are ½ inch diameter, Medium-size are 1 inch diameter, Large-size are 2 inch diameter, etc.

8. Mirror

Large: 152; Medium: 32; Small: 12; Tiny: 7

Small-sized=6"x6", Medium-sized = 1'x1', Large=2'x2', Great=4'x4', etc.

9. Pane, glass

Great: 132; Large: 19; Medium: 4; Small: 1½; Tiny: 1

Small-sized=6"x6", Medium-sized = 1'x1', Large=2'x2', Great=4'x4', etc.

10. Spyglass

Large: 304; Medium: 64; Small: 25; Tiny: 14

11. Vial, glass

Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

Small-size holds 1/16 pints (or 1 ounce), Medium-size holds ½ pint, Large-size holds 2 quarts (or ½ gallon)

Inn

Inn Service	Base Price (s.oz.)
Bath	1/8
Bunk in common room (per night)	1/8
Hot meal, nice (stew, cheese, wine, etc.)	1
Feast, lavish (per person)	2
Meal, cheap (dried meat, gruel, beer, etc.)	1/2
Room, cheap (per night – sleeps 2)	1/2
Room, cheap (per night – sleeps 4)	1
Room, nice (per night – sleeps 2)	4
Room, nice (per night – sleeps 4)	8
Room, sleazy (per hour – sleeps 2)	1/4
Stable horse (per night)	1/8
Suite, deluxe (per night – sleeps 4)	16
Suite, deluxe (per night – sleeps 8)	32

Jeweler

Jeweled items are set with one or more gemstones. Note that the value of a single big gem is equivalent to two or more of the next lower size category, and many gems of two size categories smaller. So, a solitaire jewel (having a single stone) can easily have the same value as another one totally encrusted with them. Needless to say, smaller items, such as rings and earrings are limited to the size and/or number of stones that they can hold. Their prices reflect this fact.

1. Amulet
   Medium: 128; Small: 50; Tiny: 29
2. Anklet
   Medium: 64; Small: 25; Tiny: 14
3. Armlet
   Medium: 64; Small: 25; Tiny: 14
4. Bangle
   Medium: 64; Small: 25; Tiny: 14
5. Bracelet
   Medium: 64; Small: 25; Tiny: 14
6. Brooch
   Medium: 64; Small: 25; Tiny: 14
7. Cameo
   Medium: 128; Small: 50; Tiny: 29
8. Clasp
   Medium: 64; Small: 25; Tiny: 14
9. Coronet
   Medium: 512; Small: 202; Tiny: 117
10. Crown
    Medium: 4096; Small: 1621; Tiny: 942
11. Earring (single)
    Medium: 32; Small: 12; Tiny: 7
12. Locket
    Medium: 128; Small: 50; Tiny: 29
13. Medallion
    Medium: 128; Small: 50; Tiny: 29
14. Necklace
    Medium: 128; Small: 50; Tiny: 29
15. Pendant
    Medium: 128; Small: 50; Tiny: 29
16. Ring
    Medium: 32; Small: 12; Tiny: 7
17. Scepter
    Medium: 4096; Small: 1621; Tiny: 942
18. Tiara
    Medium: 512; Small: 202; Tiny: 117
19. Torc
    Medium: 128; Small: 50; Tiny: 29

Landlord

Landlord Service	Base Price per month (s.oz.)
Apartment, slum (houses 2)	10
Apartment, slum (houses 4)	20
Apartment, nice (houses 2)	75
Apartment, nice (houses 4)	150
Apartment, deluxe (houses 2)	300
Apartment, deluxe (houses 4)	500
Castle (houses 50)	3000
Castle (houses 100)	5000
House, cheap (houses 2)	30
House, cheap (houses 4)	60
House, nice (houses 2)	100
House, nice (houses 4)	200
House, deluxe (houses 4)	500
House, deluxe (houses 6)	700
Hovel / Hut (houses 2 – thatched roof)	10
Hovel / Hut (houses 4 – thatched roof)	20
Keep (houses 20)	1500
Keep (houses 30)	2000
Mansion (houses 8)	1000
Mansion (houses 12)	1200
Palace (houses 20)	2500
Palace (houses 30)	4000

Leather Worker

1. Backpack, Leather
    Medium: 4; Small: 1½; Tiny: 1
2. Belt, Leather
    Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
3. Cloak, Hooded Fur
    Medium: 24; Small: 9; Tiny: 5
4. Cloak, Hooded Leather
    Medium: 3; Small: 1¼; Tiny: ¾
5. Cloak, Leather
    Medium: 8; Small: 3; Tiny: 1¾
6. Coat, Fur
    Medium: 16; Small: 6; Tiny: 3
7. Coat, Leather
    Medium: 8; Small: 3; Tiny: 1¾
8. Gloves, Heavy Work (pair)
    Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
9. Gloves, Subtle Leather (pair)
    Medium: ¾; Small: ¼; Tiny: 1½ c.oz
10. Hat, Leather
    Medium: 2; Small: ¾; Tiny: ½
11. Jacket, Leather
    Medium: 2; Small: ¾; Tiny: ½
12. Lariat (Leather Lasso)
    Medium: 8; Small: 3; Tiny: 1¾
13. Mittens, Leather (pair)
    Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
14. Pants, Leather
    Medium: 2; Small: ¾; Tiny: ½
15. Pouch / Belt Pouch
    Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
16. Quiver (no arrows, but holds 16)
    Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
17. Saddle and Tack
    Medium: 16; Small: 6; Tiny: 3
18. Saddle Bags
    Medium: 8; Small: 3; Tiny: 1¾
19. Scabbard, Leather
    Medium: 2; Small: ¾; Tiny: ½
20. Vest, Leather
    Medium: ¾; Small: ¼; Tiny: 1½ c.oz
21. Wineskin
    Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
    Small-size holds ½ pint (or 1 cup), Medium-size holds 2 quarts (or ½ gallon), Large-size holds 4 gallons

Mason

1. Emblem, Stone
    Great: 265; Large: 38; Medium: 8; Small: 3; Tiny: 1¾
2. Gravestone
    Great: 132; Large: 19; Medium: 4; Small: 1½; Tiny: 1
3. Sculpture, Stone
    Great: 8480; Large: 1216; Medium: 256; Small: 101; Tiny: 58
4. Sign, Stone
    Great: 132; Large: 19; Medium: 4; Small: 1½; Tiny: 1

Novelty Shop

1. Doll, China
    Medium: 4; Small: 1½; Tiny: 1
2. Doll, Rag
    Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
3. Holy Symbol
    Medium: 8; Small: 3; Tiny: 1¾
4. Mask
    Medium: 1; Small: ½; Tiny: 1¾ c.oz
5. Prosthetic Arm
    Medium: 64; Small: 25; Tiny: 14
6. Prosthetic Leg
    Medium: 64; Small: 25; Tiny: 14
7. Rug, Persian
    Great: 2120; Large: 304; Medium: 64; Small: 25

Pottery Shop

Standard liquid volumes: Small-size = 1/8 pints (or 2 ounces), Medium-size = 1 pint, Large-size = 4 quarts (or 1 gallon), etc.

1. Bowl, Ceramic
    Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
2. Candlestick, Ceramic (quantity of 2)
    Large: 1¼; Medium: ¼; Small: ¾ c.oz; Tiny: ½ c.oz
3. Cup/Mug, Ceramic
    Large: 1¼; Medium: ¼; Small: ¾ c.oz; Tiny: ½ c.oz
4. Jar, ceramic
    Large: 1¼; Medium: ¼; Small: ¾ c.oz; Tiny: ½ c.oz
5. Jug, ceramic
    Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
6. Plate, ceramic
    Large: 1¼; Medium: ¼; Small: ¾ c.oz; Tiny: ½ c.oz

Stable

1. Donkey
   Medium: 16
2. Horse, Draft
   Large: 152
3. Horse, Riding
   Large: 608
4. Horse, War
   Large: 2432

   War horses are highly trained to acclimate them to the chaos of battle. Any horse that is not acclimated to war will automatically flee from battle.
5. Mule
   Large: 76
6. Ox
   Large: 76
7. Pony
   Medium: 16

Shipwright

Shipwright Item	Footprint Size	Base Price (s.oz.)
Caravel (2 mast – square sail)	Epic 80'x20'	30,000
Carrack (3 mast– square sail)	Colossal 160'x40	90,000
Cog (1 mast – square sail)	Great 40'x10'	10,000
Dhow (1 mast – lateen sail)	Epic 80'x20'	30,000
Dhow (1 mast – lateen sail)	Great 40'x10'	10,000
Longboat (4 man capacity)	Large 20'x5'	900
Longship, Viking (1 mast – square sail)	Epic 80'x15'	25,000
Rowboat (2-3 man capacity)	Large 15'x5'	300
Dinghy (1 man capacity)	Medium 5'x3'	100
Sailboat (1 mast –lateen sail)	Great 40'x10'	3,000
Sailboat (1 mast –lateen sail)	Large 20'x5'	1,000
Trireme, Greco-Roman (2 mast – square sail)	Epic 80'x20'	30,000

Stockyard

Stockyard Item	Base Price (s.oz.)
Bovine, Large	76
Bull, Large Prize	304
Chicken, Tiny	1¾
Duck, Tiny	3
Goat, Small	3
Goose, Small	1½
Hog, Medium	8
Pig, Small	3
Pigeon, Tiny	1¾
Pigeon, Tiny Homing	14
Rabbit, Tiny	3
Sheep, Small	3

Tailor

1. Cap, Textile
   Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
2. Cloak, Textile
   Medium: 1; Small: ½; Tiny: 1¾ c.oz
3. Cloak, Hooded Textile
   Medium: 1½; Small: ½; Tiny: ¼
4. Coat, Textile
   Medium: 4; Small: 1½; Tiny: 1
5. Costume, Textile
   Medium: 4; Small: 1½; Tiny: 1
6. Dress
   Medium: 1; Small: ½; Tiny: 1¾ c.oz
7. Gloves, Textile
   Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
8. Handkerchief
   Medium: 1 c.oz; Small: ½ c.oz; Tiny: 1¾ t.oz
9. Hat, Textile
   Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
10. Jacket, Textile
    Medium: 1; Small: ½; Tiny: 1¾ c.oz
11. Kilt
    Medium: 1; Small: ½; Tiny: 1¾ c.oz
12. Mantle
    Medium: 2; Small: ¾; Tiny: ½
13. Mantlet
    Medium: 1; Small: ½; Tiny: 1¾ c.oz

    A mantlet is a half-length mantle, or cloak, that extends down only to the waist.

14. Pants, Textile

Medium: 1; Small: ½; Tiny: 1¾ c.oz

15. Robe

Medium: 1; Small: ½; Tiny: 1¾ c.oz

16. Scarf

Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

17. Shawl

Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

18. Shirt

Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

19. Skirt

Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

20. Socks (pair)

Medium: ¼; Small: ¾ c.oz; Tiny: ½ c.oz

21. Toga

Medium: ¾; Small: ¼; Tiny: 1½ c.oz

22. Tunic

Medium: ¾; Small: ¼; Tiny: 1½ c.oz

23. Vest, Textile

Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

Tinker

1. Bell, Cow

Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

2. Bell, Hand

Large: 9; Medium: 2; Small: ¾; Tiny: ½

3. Bird Cage

Large: 304; Medium: 64; Small: 25; Tiny: 14

4. Bowl, Metal

Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

Small-size holds 1/8 pints (or 2 ounces), Medium-size holds 1 pint, Large-size holds 4 quarts (or 1 gallon)

5. Candlestick, Metal

Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

6. Cup, Metal

Large: 1¼; Medium: ¼; Small: ¾ c.oz; Tiny: ½ c.oz

7. Door Lock & Key

Large: 76; Medium: 16; Small: 6; Tiny: 3

8. Lamp, Oil (open flame)

Large: 4; Medium: 1; Small: ½; Tiny: 1¾ c.oz

9. Lantern, Oil

Large: 9; Medium: 2; Small: ¾; Tiny: ½

10. Lantern, Oil (with hood)

Large: 19; Medium: 4; Small: 1½; Tiny: 1

11. Mechanism, Complex (Automaton, Clockwork, etc.)

Great: 33920; Large: 4864; Medium: 1024; Small: 405; Tiny: 235; Ultratiny: 152

12. Mechanism, Ordinary (Crank, Lock, Watermill, etc.)

Great: 8480; Large: 1216; Medium: 256; Small: 101; Tiny: 58; Ultratiny: 38

13. Mechanism, Simple (Bear/Mouse Trap, Switchblade, etc.)

Great: 2120; Large: 304; Medium: 64; Small: 25; Tiny: 14; Ultratiny: 9

14. Padlock & Key (appropriate for door or chest of given size)

Great: 265; Large: 38; Medium: 8; Small: 3; Tiny: 1¾; Ultratiny: 1¼

15. Plate, Metal

Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

16. Pot, Metal

Large: 4; Medium: 1; Small: ½; Tiny: 1¾ c.oz

Small-size holds 1 pint, Medium-size holds 1 gallon, Large-size holds 8 gallons

17. Tub, Metal

Large: 76; Medium: 16; Small: 6; Tiny: 3

A Small-sized tub holds 2 gallons, a Medium-sized tub holds 32 gallons, a Large-sized tub holds 256 gallons, etc.

18. Utensils, Metal (knife, fork, & spoon)

Large: 19; Medium: 4; Small: 1½; Tiny: 1

19. Whistle, Metal

Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

Trade Shop

1. Apothecary Kit

Medium: 128; Small: 50; Tiny: 29

Includes mortar and pestle, glass vials, measuring beakers, small oil lamp, etc.

2. Leather Embossing Kit

Medium: 64; Small: 25; Tiny: 14

Includes wood-handled embossing tools of various shapes, etc.

3. Locksmith Kit (Thief's Kit)

Medium: 128; Small: 50; Tiny: 29

Includes lock picks, files, etc.

4. Sewing Kit

Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

Includes needles, thumb caps, threads of various colors, etc.

5. Surgical Kit

Medium: 256; Small: 101; Tiny: 58

Includes scalpels, clamps, bone saw, trepanning drill, etc.

6. Tinkerer's Kit

Medium: 64; Small: 25; Tiny: 14

Includes small hammer, awl, metal stamps of various shapes, etc.

7. Weights and Scales

Medium: 128; Small: 50; Tiny: 29

8. Wood Carving Kit

Medium: 64; Small: 25; Tiny: 14

Includes wood-handled carving tools of various shapes, etc.

Wainwright

1. Cart (2 wheel)

Large: 76; Medium: 16; Small: 6; Tiny: 3

2. Chariot

Large: 608; Medium: 128; Small: 50; Tiny: 29

3. Wagon (4 wheel)

Large: 152; Medium: 32; Small: 12; Tiny: 7

Wildlife Market

1. Bat

Tiny: ½

2. Bear, Grizzly

Large: 76

3. Bear, Black

Medium: 16

4. Beaver

Small: 6

5. Bullfrog

Tiny: 1¾ c.oz

6. Camel, Untrained

Large: 38

7. Canary

Ultratiny: ½ c.oz

8. Cat

Medium: 32; Small: 12

Medium pertains to leopards, panthers, etc.; Small pertains to bobcats, lynxes, etc.

9. Chimp

Medium: 32

10. Crocodile

Medium: 8

11. Elephant, Untrained

Large: 76

12. Ferret

Tiny: 29

13. Hawk

Tiny: 29

14. Monkey

Small: 50; Tiny: 29

15. Owl

Tiny: 29

16. Parrot

Tiny: 58

17. Peacock

Small: 25

18. Rabbit

Tiny: 1

19. Rat

Tiny: 1 c.oz

20. Snake, Constrictor

Large: 152

21. Snake with Deadly Toxic Venom

Tiny: 117

22. Snake with Strong Toxic Venom

Tiny: 29

23. Snake with Typical Toxic Venom

Tiny: 7

24. Snake with Weak Toxic Venom

Tiny: 1¾

25. Spider with Deadly Paralyzing Venom

Tiny: 58

26. Spider with Strong Paralyzing Venom

Tiny: 14

27. Spider with Typical Paralyzing Venom

Tiny: 3

28. Spider with Weak Paralyzing Venom

Tiny: 1

29. Toad

Tiny: 1¾ c.oz

30. Tortoise (Turtle)

Small: 6; Tiny: 3

31. Weasel

Tiny: 29

32. Wolf

Medium: 64

Wood Worker

1. Bowl, Wooden
   Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
2. Candlestick, Wooden (quantity of 2)
   Large: 1¼; Medium: ¼; Small: ¾ c.oz; Tiny: ½ c.oz
3. Chest, Wooden
   Large: 19; Medium: 4; Small: 1½; Tiny: 1
4. Crate, Wooden
   Large: 4; Medium: 1; Small: ½; Tiny: 1¾ c.oz
5. Cup, Wooden (quantity of 2)
   Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
6. Cutting Board
   Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
7. Emblem, Wooden
   Great: 132; Large: 19; Medium: 4; Small: 1½; Tiny: 1
8. Ladder
   Large: 9; Medium: 2; Small: ¾; Tiny: ½
9. Ladder, Step
   Large: 7; Medium: 1½; Small: ½; Tiny: ¼
10. Plate, Wooden
    Large: 1¼; Medium: ¼; Small: ¾ c.oz; Tiny: ½ c.oz
11. Pole, Wooden
    Large: 4; Medium: 1; Small: ½; Tiny: 1¾ c.oz
12. Sculpture, Wooden
    Great: 2120; Large: 304; Medium: 64; Small: 25;
    Tiny: 14
13. Sign, Wooden
    Great: 66; Large: 9; Medium: 2; Small: ¾; Tiny: ½
14. Utensils, Wooden (knife, fork, & spoon)
    Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz
15. Whistle, Wooden
    Large: 2½; Medium: ½; Small: 1½ c.oz; Tiny: 1 c.oz

MAGIC ITEMS

Magic Items

Magic items are articles that possess extraordinary powers that bestow on the owner unusual abilities. As such, they are the most sought after treasures in Mythmagica. They are coveted more than silver, gold, gems, and jewelry. When running your game, keep this in mind. Players expect to struggle and claw to obtain one of these precious items. Since players view magic as more desirable than riches and wealth, it should be far harder to acquire. If the greatest prize in your world is easy to obtain, players will soon become bored.

While the amount of magic varies from world to world, you should try to keep a leash on what the party can obtain. The best way to do this is to know what magic the party will encounter before they encounter it. In your planning, keep the number of items down to a bare minimum. A good rule of thumb is to allow a group of four or five adventurers to find about one magic item per evening of play. Of course, this is only an average. If an adventure takes three sessions to complete, you probably want all of the items to be found in the final, climactic fight. In other words, don't give underlings magic. If they were powerful enough to obtain it, they would be giving orders, not taking them.

Since magic items by their very nature often last a long time, Mythmagica divided magic items into two classifications. The first category, Enchanted Items, are those magic items that can be enchanted using currently known magic practices. In theory, characters should be able to find someone capable of creating these magical baubles. Of course, they may not be able to convince the individual to actually do it, but that is another matter. The second category, Relics, are all those items which were made so long ago that the art of their crafting is long lost.

Magic Item Forms

Magic items come in a nearly endless variety of forms. They can be cloaks, boots, rings, necklaces, wands, weapons, or any number of other sorts. The form of the item does not dictate the types of magic it can hold (although some forms are more amenable to different spells). Most magical items are simply described as "magical", such as a magic sword, a magic wand, etc. However, many magic items are wearable items whose magical powers work when you put them on and stop working when you take them off. Wearable items cover a wide array of forms in themselves (shirts, bracelets, boots, etc.). Other magic items require that they be held when used (such as wands and rods). To succinctly discuss the entire spectrum of magic items as a whole, we need to define some terms:

Amulet: A magical piece of jewelry. Amulets are types of Ornatums.

Construct: A magic item permanently imbued with the ability to move.

Ornatum[37]: A wearable magic item, such as a ring or cloak.

Prosthesis: A constructed body part magically animated to be used as a replacement for one that is missing. Prosthetics are both Constructs and Ornatums, in that they are magically animated and can be donned and removed.

Talisman: A magic item that is held or otherwise carried rather than worn.

Vestis[38]: A magical garment. Vestes are types of Ornatums.

Magic Item Enchantment Types

While the Enchanter spells in The Oculus of Occultism provide the means for an Overlord to customize a nearly infinite number of magic items, we felt that having some standard configurations couldn't hurt. Since the occult spells allow such latitude in item construction, completely describing every possible setup for even a single item proves impossible. Instead, we created a few categories that describe broad item configurations. These are: Limited Use, Siphoning, and Continual. Not all enchanted items fall into these categories, but a great many do. Those that don't are, we hope, self-explanatory. The specific definitions of the common terms are found in below:

Anthropomorphic items are permanently imbued with human-level intelligence, the ability to speak, and a personality of its own[39].

Continual items are those that have a single power continually running at all times. For example, a ring that continually gives the wearer the power of the Occult spell Procure Viper Sight is an example of a Continual Item. Only spells with a duration of Enduring or Persistent / Proximate can be made into Continual items. And, each Continual Item can only have one such power.

Limited Use items are those that are capable of being used a fixed number of times. Most such items have a single spell that can be used a fixed number of times. Some have multiple spells, each of which can be used a fixed number of times. As soon as all uses are expended, the magic of the item fades. At this point, they are either entirely consumed, or become normal non-magical items. Potions, balms, and other elixirs fall into this category.

This is the category where most items fall when spell-casters make them for their own use. The reason for this is that spell-casters can make items with powers they don't already possess only under special circumstances. And, there's little point in creating items that siphon Setback to cast powers that they already possess. On the other hand, an Enchanter/Wizard would happily carry around a Limited-Use Wand of Lightning Bolt for those crucial times they've run out of Fate Points and need one or two Lightning Bolts to turn impending defeat into a last-ditch victory.

Magic is hard on items that are not entirely consumed when all of their uses are expended, though. Of course, they are no longer magical. But, even further, the Quality Levels of such items permanently drop by 2. However, they may be re-magicked at this lower Quality Level at a later time, if desired.

Siphoning items draw their magical energy from the user rather than from the item itself. So, their benefit lies in the fact that they provide the user with new abilities, but the energy needed to provide their magic is drawn from the user in the form of Setback. The amount of energy drawn equals the Setback Cost of the spell corresponding to the power used. These items are created with various spells, such as the Occult spell Enchant Siphoning Item. This is the category into which most items fall when spell-casters make them for other people.

Taxing items are magic items that must continually draw energy from their users to work. They are usually fashioned as Ornatums, although they are created as Talismans in rare circumstances. Each has a single power continually running while the item is worn (for Ornatums) or held in the hand (for Talismans). Most Taxing items take the form of Amulets, which can be easily put on and taken off with a minimum of fuss. For example, a ring that makes the wearer invisible as the Occult spell Flaunt Invisibility is an example of a Taxing Amulet. Only spells with a duration of Fixated, Heartfelt or Opportune can be imbued into Taxing items. And, each Taxing Item can only have one such power. If the user is Overcome, a Taxing item can no longer draw energy from its wearer. In these cases, the item's magical power stops working until its user is no longer Overcome.

Required Quality Levels for Enchantment Types

Magic items must have a Quality Level equal to or greater than the highest Discipline or Lore rank required to cast all of the spells imbued in it.

Further, items with multiple powers have additional Quality Level requirements to produce. This added restriction depends on how many powers are imbued into the item, as described on the table Quality Levels for Multi-Power Items.

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37 Ornatum is a Latin term meaning adornment or ornament. Technically, the plural of Ornatum is Ornatus in Latin. In the interest of expanding the audience of the game beyond the Latin-speaking world, though, Mythmagica anglicizes the plural of Ornatum as Ornatums.

38 Vestis is a Latin term meaning garment.

39 The sword of the dark Celtic Fomorian god Tethra, named Orna, can speak. When drawn, the large sword becomes quite conversational. It will readily convey to anyone who will listen all of the many adventures in which it has participated.

Quality Levels for Multi-Power Items

# of Powers	Min. Quality Level
1	1
2	4
3	7
4	10
5	13
6	16

For example, suppose you want to design some boots that cast the Occult spell Invoke Able Hare's Leap when the wearer jumps, and no other powers are put on the item. To make boots that do this in a Siphoning configuration requires they be Quality Level 3 or greater, since Invoke Able Hare's Leap requires 3rd rank in the Occult Lore of Spring to cast.

Suppose, instead, you want to create a similar pair of boots, but with the two additional powers of Obtain Decent Quickening and Procure Apt Surety of Foot. The spell Obtain Decent Quickening requires 2nd rank in Motion, while Procure Apt Surety of Foot requires only 1st rank in Earth. However, any item that has 3 powers must have at least a Quality Level of 7. So, 7 is the minimum Quality Level at which these boots can be fashioned.

Magic Item Configurations

A magic item's configuration is the marriage of its form with its enchantment type. Most such configurations are self-explanatory. For example, a Limited Use Wand is a wand that casts a spell a limited number of times. However, some magic item configurations can benefit from more in-depth descriptions:

Anthropomorphic Construct

An Anthropomorphic Construct is a magic item permanently enchanted with human-level intelligence, the ability to speak, and the ability to move. It is essentially a creature magically imbued with a life of its own. Unless otherwise stated, its stats will match those of one of the Anthropomorphic creature forms provided in The Tome of Terrors. Use the description that most closely matches the materials the Anthropomorph is made from (Fragile for ceramic, Textile for cloth, etc.) Within that description, lookup the example having the highest Level less than or equal to the item's Quality Level.

Continual Ornatum

A Continual Ornatum is a wearable magic item whose power immediately works when the item is donned, and immediately stops working when removed. It draws no energy from its user to activate its power.

A Continual Ornatum can only be enchanted with a single spell having a Duration of Persistent or Proximate. Any creature donning the Ornatum is affected by the spell, which is cast at a spell rank equal to the Ornatum's Quality Level.

For example, suppose an Enchanter magics a ring with the Procure Dragon Sight spell to create a Continual Ornatum. In this case, anyone donning the ring will have the power of dragon sight for as long as they wear it. And, they may don the Ornatum and remove it as often as desired without affecting its potency in any way.

The spell powering a Continual Ornatum is bound to the Ornatum, rather than its wearer. As such, the magic of the Ornatum does not count as an additional Spellbinding when worn. (Of course, the Ornatum is, itself, magical and therefore counts against its possessor's Magic Limit.)

The power of a Continual Ornatum will fail to take hold on its wearer in the following circumstances:

- The Continual Ornatum's power is a Woe Effect and the wearer already has a Woe Effect on them.
- The Continual Ornatum's power is a Nimbus Effect and the wearer already has a Nimbus Effect on them.

Continual Talisman

A Continual Talisman is a magic item whose power works continuously.

A Continual Talisman can only be enchanted with a single spell having a Duration of Persistent or Proximate, and which targets a specific item. (In other words, the spell does not target creatures or areas.) The imbued magic is cast at a spell rank equal to the Talisman's Quality Level.

For example, an Enchanter may create a Continual Talisman using the Occult spell Prime Amethyst Stone. In this case, they would create a magical Amethyst Stone permanently imbued with that spell's power.

The spell powering a Continual Talisman is bound to the Talisman, rather than its possessor. As such, the magic of the Talisman does not count as an additional Spellbinding when carried, even if that power has magical effects on its possessor. (Of course, the Talisman is, itself, magical and therefore counts against its possessor's Magic Limit.)

Prosthetic Construct

A Prosthetic Construct is a crafted body part intended as a replacement for a missing one. It is permanently animated to move under its wearer's control as if it were their own. Any such prosthesis must be sculpted from stone, metal[40], wood, bone[41] or ivory[42].

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40 In Celtic mythology, the god Lludd lost his hand in battle, and had it replaced with a silver one.

41 In Aztec mythology, the god of creation and revenge, Tezcatlipoca, is sometimes depicted with a missing foot that is replaced with a bone.

42 In Greek mythology, Tantalus killed his son Pelops, cooked him, and served his remains to the gods as a feast. By the time the gods discovered the ruse, Poleps's shoulder had already been consumed. The gods were understandably furious, and restored Pelops to life. Demeter replaced Pelops's shoulder with one fashioned from ivory. Needless to say, Tantalus was punished with unending torment in Tartarus after his

When placed against a living stump of a severed limb, a Prosthetic Construct will automatically conform itself to its shape and magically grab hold of it. The limb will thereafter move as if it were a normal extension of the creature to which it is attached, until it is removed. It may be removed and reattached by the user as often as desired at their discretion. If removed, the prosthesis retains its magic, but returns to a lifeless, non-animate state until it is reattached.

The Prosthetic Construct has a remarkable ability to adapt to its user's needs, in both size and shape. Any such prosthetic arm can transform itself into a left arm or right, as needed. A prosthetic leg can similarly transform into a left or right leg. The same prosthetic arm can be used by creatures whose arms have been cut off at the wrist, elbow, or shoulder. The same prosthetic leg can be used by creatures whose legs have been lost at the ankle, knee, or hip. Finally, a prosthetic arm can enlarge or shrink by up to one Size Category to conform to its user's body.

Any punch performed with a prosthetic hand or arm, and any kick performed with a prosthetic foot or leg delivers an additional 1 point of Blunt Damage.

A Prosthetic Construct provides its user with a sense of touch, but not of pain.

The Quality Level of the prosthesis has no impact on its usability in most situations. However, the prosthesis creaks, groans, squeaks, and/or grinds as it moves. A low Quality Level prosthesis emits more noise than a higher quality one. As such, any time a prosthetic limb is used in a skill defaulting to Sneaking, that skill's rank is limited by the limb's Quality Level. For example, suppose a character is 7th rank in Urban Stealth, but has a 4th Quality Level prosthetic leg. In that case, any time they use Urban Stealth, they will be limited to 4th rank in that skill. (On the other hand, a character with a prosthesis gains the Trait, "my prosthesis makes noise", and may therefore gain Guts Refreshes when other players recognize that they bring this fact into play.)

Since it can be put on and removed, a Prosthetic Construct is actually a type of Ornatum. As such, a Prosthetic Construct is often imbued with an additional magical power appropriate for a Continual Ornatum[43].

Taxing Ornatum

A Taxing Ornatum is a wearable magic item whose power immediately works when the item is voluntarily donned, and immediately stops working when removed.

A Taxing Ornatum can only be enchanted with a single spell having a Duration of Fixated, Heartfelt, or Opportune. Any creature donning the Ornatum is affected by the spell, which is cast at a spell rank equal to the Ornatum's Quality Level. However, the Taxing Ornatum periodically siphons the spell's required Setback Cost from its wearer, as described in the spell's description.

For example, suppose an Enchanter magics a ring with the Flaunt Shadow Form spell to create a Taxing Ornatum. Thereafter, anyone donning the ring will transform into a shadow for as long as they wear it. But, the ring will extract the spell's required Setback Cost from its wearer every Round.

The spell powering a Taxing Ornatum is bound to the Ornatum, rather than its wearer. As such, the magic of the Ornatum does not count as an additional Spellbinding when worn. (Of course, the Ornatum is, itself, magical and therefore counts against its possessor's Magic Limit.)

If a Taxing Ornatum's wearer falls unconscious, the Ornatum will stop siphoning Setback from them, and its power fill fade, although the Ornatum itself remains unharmed. If the Ornatum is thereafter removed and donned once again, its power will resume.

The power of a Taxing Ornatum will fail to take hold on its wearer in the following circumstances:

- The Taxing Ornatum's power has a Duration of Fixated, and the wearer already has a Fixated spell on them.
- The Taxing Ornatum's power has a Duration of Heartfelt, and the wearer's limit of Heartfelt spells would be exceeded by the Ornatum's power.
- The Taxing Ornatum's power is a Woe Effect and the wearer already has a Woe Effect on them.
- The Taxing Ornatum's power is a Nimbus Effect and the wearer already has a Nimbus Effect on them.

Form-Fitting Magic Items

Some magic items automatically change their size to conform to that of the individual possessing it. This is usually done via the Artistry skills Embossing Leather or Embroidery, or through the Occult Enchantment spells. However it is accomplished, though, such knickknacks are known as "Form-Fitting" items. Virtually all wearable magic items have this ability.

Form Fitting items do not require Setback to be expended in order to change their own size to fit their possessor. The power is innate.

This resizing ability is limited to decreasing the original item's Size Category, though. So, a Medium ring would fit on the finger of a Medium sized Human as easily as that of a Tiny sized Sprite. However, it could not fit itself to the finger of a Large sized giant. As such, any wearable magic item must start with a crafted item having the largest Size Category appropriate for its intended use.

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death for this outrage.

43 Technically, they can also be enchanted as Taxing Ornatums. But, it would be a real drag if you had to remove your hand to keep your magic Prosthetic of Flaunt Invisibility from sucking your Fate Points dry.

Matching Form to Function

The rules concerning the crafting of magic items (mostly) allows a spell-caster to potentially imbue any item fashioned from any materials with the ability to cast any spell. As described in the <u>Materials</u> section, though, an item's Quality Level can be enhanced in some cases if the material(s) is it made from synergize with the magic imbued within it. The same is true if the item's form matches its imbued magical function.

The following forms gain a Quality Level boost if they are enchanted with spells of the specified type. (The Quality Level boost is lost if an item loses its enchantment.)

Armbands / Torques gain a +1 Quality Level bonus if magicked to give the wearer a magical touch effect having a Maelstrom Duration.

Armor / Gauntlets / Helm / Shield gains a +1 Quality Level bonus if magicked to cast one or more protection spells on the wearer.

Belts gain a +1 Quality Level bonus if magicked with spells that enhance the wearer's Strength or Brawn, or which provide Edges on Conflict Rolls involving Strength or Brawn.

Bracelets gain a +1 Quality Level bonus if magicked to give the wearer a magical touch effect having a Persistent Duration.

Broaches / Buckles / Clasps gain a +1 Quality Level bonus if magicked to cast any single protection spell on the wearer having a Persistent Duration.

Caps / Hats gain a +1 Quality Level bonus if magicked with one or more spells providing the wearer with an improved ability to survive or navigate in a specific environment, or which provide Edges on Conflict Rolls against effects involving Willpower, Heart, or Intelligence.

Cloaks gain a +1 Quality Level bonus if magicked with one or more spells providing the wearer with the ability to blend into their environment, or to change their shape altogether.

Coronets / Crowns / Diadems / Headbands / Tiaras gain a +1 Quality Level bonus if magicked with spells having a Duration of Fixated, which alter the wearer's vision in some way, which have Conflict Rolls involving the wearer's Intelligence, or which provide Edges on Conflict Rolls involving Intelligence.

Earrings gain a +1 Quality Level bonus if magicked with one or more spells altering the wearer's hearing or providing an Edge on Conflict Rolls involving Perception.

Footwear / Boots / Slippers gain a +1 Quality Level bonus if magicked with spells providing the wearer with transportation, enhanced Speed, an improved ability to sneak, or an enhanced ability to maintain footing.

Garments / Overgarments gain a +1 Quality Level bonus if magicked with spells that provide Edges on Conflict Rolls against specific environmental effects (Acid, Freezing, Scorching, etc).

Gloves gain a +1 Quality Level bonus if magicked with spells that enhance the wearer's Craftiness, which provide Edges on Conflict Rolls involving Craftiness, or which deliver effects through touch.

Goggles / Monocles / Spectacles gain a +1 Quality Level bonus if magicked with spells that alter the wearer's vision in some way, or which provide the wearer with Edges on Conflict Rolls involving Perception.

Mantles are essentially short cloaks, and have all of the potential benefits that form brings. Further, they gain a +1 Quality Level bonus if magicked with spells that involve Conflict Rolls using the wearer's Charisma.

Musical Instrument gain a +1 Quality Level bonus if magicked to play music.

Necklaces / Lockets / Medallions gain a +1 Quality Level bonus if magicked to give the wearer an Edge on specific Conflict Rolls, or which involve the wearer's Heart.

Rings gain a +1 Quality Level bonus if magicked to cast any single spell having a Persistent or Proximate Duration.

Robes gain a +1 Quality Level bonus if magicked with meta-magic spells (such as magic reduction spells), Occult Astromancy spells, Pagan Divination spells, or spells that produce Nimbus effects.

Rods are sturdy batons primarily constructed from organic materials. They gain a +2 Quality Level bonus if magicked as a Limited Use Item to cast a single Pagan Healing spell.

Scepters are sturdy batons primarily constructed from metal that are often adorned with gems. They gain a +1 Quality Level bonus if magicked to cast multiple offensive spells (requiring the target(s) to make Conflict Rolls to avoid or reduce their effects).

Staves gain a +1 Quality Level bonus if magicked to cast multiple spells.

Torques gain a +1 Quality Level bonus if magicked to cast a single Pagan Battle Spell available to the Celtic or Nordic cultures.

Wands gain a +1 Quality Level bonus if magicked to cast any single Occult spell having an Instantaneous Duration that requires Maleficium.

Weapons gain a +1 Quality Level bonus if magicked to cast any single spell enhancing their offensive abilities in some specific way, such as with a Woe effect.

Pricing Magic Items

The following item types provide a Minimum Quality Level, as it requires a certain amount of skill to craft the items as stated. However, the item descriptions generally omit a Size Category. That detail is generally left for you, the Overlord, to decide when you put items into your world. They should be sized according to what you think makes the most sense. If a necklace is worn by a Small gnome, then it makes sense that it is Small as well.

The Base Price of an item is determined by the item's form. These are listed on the weapons tables for weapons, or elsewhere in this book for most other items. For articles of jewelry, you are usually left to decide whether it is simple (without gems), or jeweled (with gems). This has an effect on the Base Price, and therefore, the Monetary Value.

Randomly Determining a Magic Item's Quality Level

If you want to randomly determine a magic item's Quality Level (QL), first determine its type (possibly by rolling on the various Random Magic Item Tables below). Then, determine a nominal Quality Level by rolling on the Random Quality Level Table. Finally, if the rolled nominal Quality Level is less than the Minimum Quality Level allowed for its type, set the magic item's Quality Level equal to its minimum. Otherwise, set its Quality Level equal to the rolled nominal Quality Level.

Random Magic Item Tables

This section contains a number of tables that you can use to randomly determine a magic item's type when needed. The tables refer to the Adventure Level, which is simply the level at which you have chosen to set your adventure. Generally this equals the average Quality Level of the party, but may be higher or lower, depending on how difficult you want the adventure to be.

Random Magic Item Table

Roll a d20:

d20	Basic Form
1-3	Roll on the Random Magic Armor Table.
4-6	Roll on the Random Magic Baton Table.
7-9	Roll on the Random Magic Concoction Table.
10-12	Roll on the Random Magic Garment Table.
13-15	Roll on the Random Magic Jewelry Table.
16-17	Roll on the Random Misc. Magic Item Table.
18-20	Roll on the Random Magic Weapon Table.

Random Magic Armor Table

For the purposes of this table, armor includes full suits as well as any individual piece of armor.

Roll a d20 and add the Adventure Level (AL):

(1-6) Emblematic Shield; (7-10) Gauntlet of Courage; (1-14) Helm of Antlers; (15-17) Chainmail of Fortitude; (18-22) Dragon Scale Armor; (23-24) Self-Repairing Armor; (25-27) Gauntlets of Strength; (28) Dragon Scale Armor of Jormungand; (29) Armor of Regeneration; (30) Shield of Crackling; (31) Shield of the Marksman; (32) Shield of the Militant; (33) Helm of the Arachnids; (34+) Re-roll

Random Magic Baton Table

Any type of short rod can be considered a baton. These include rods, scepters, and wands.

Roll a d20:

d20	Magic Item
1-10	Roll on the Random Magic Rod Table.
11-20	Roll on the Random Magic Wand Table.

Random Magic Rod Table

Roll a d20 and add the Adventure Level (AL):

(1-19) Roll on the Random Tyro Rod Table; (20-23) Roll on the Random Veteran Rod Table; (24-27) Roll on the Random Elder Rod Table; (28-30) Roll on the Random Ancient Rod Table; (31+) Re-roll

Random Tyro Rod Table

Roll a d20:

(1) Rod of Chiding Torment; (2) Rod of Clinging Vines; (3) Rod of Crushing Penance; (4) Rod of Scalding; (5) Rod of Babbling; (6) Rod of Disfiguring Boils; (7) Rod of Healing Touch; (8) Rod of Double Vision; (9) Rod of Frailty; (10) Rod of Lulling; (11) Rod of Obscuring Swarm; (12) Rod of Dithering; (13) Rod of Drunken Stupor; (14) Rod of Flaming Retribution; (15) Rod of Great Rain; (16) Rod of Healing from Afar; (17) Rod of Healing Sprains; (18-20) Re-roll

Random Veteran Rod Table

Roll a d20:

(1) Rod of Dire Acid Rain; (2) Rod of Dire Balefire; (3) Rod of Dire Blazing Fury; (4) Rod of Dire Blisters; (5) Rod of Dire Castigating Fire; (6) Rod of Dire Infernal Fury; (7) Rod of Dire Scorching Metal; (8) Rod of Dire Stinging Swarm; (9) Rod of Greater Frailty; (10) Rod of Importuning; (11) Rod of Cooling Fog; (12) Rod of Enmity; (13) Rod of Grim Icicle Spray; (14) Rod of Healing Scars; (15) Rod of Metagrobolizing; (16) Rod of Numinous Gleam; (17) Rod of Windy Walls; (18-20) Re-roll

Random Elder Rod Table

Roll a d20:

(1) Rod of Fell Unworldly Burst; (2) Rod of Grim Bestial Abomination; (3) Rod of Grim Rot; (4) Rod of Sanctorium; (5) Rod of Stuttering; (6) Rod of Despair; (7) Rod of Dire Infernal Fire; (8) Rod of Fell Acid Rain; (9) Rod of Fell Balefire; (10) Rod of Fell Castigating Fire; (11) Rod of Fell Stinging Swarm; (12) Rod of Healing Bones; (13) Rod of Lingering Retribution; (14) Rod of Malaise; (15) Rod of Sunshine; (16) Rod of Twining Vines; (17) Rod of Breaking; (18) Rod of Freezing Rain; (19) Rod of Healing Impairments; (20) Rod of Thunderbolt

Random Ancient Rod Table

Roll a d20:

(1) Rod of Dire Locust Plague; (2) Rod of Rejuvenation; (3) Rod of Restore Flesh; (4) Rod of Righteous Gleam; (5) Rod of Wintery Sorrow; (6) Rod of Fell Heavenly Rain; (7) Rod of Greater Lingering Retribution; (8) Rod of Healing Maims; (9) Rod of Splendorous Fire; (10) Rod of Wildfire; (11) Rod of Fiery Rain; (12) Rod of Blinding; (13) Rod of Firestorm; (14) Rod of Deluge; (15) Rod of Earthquake; (16) Rod of Fissure; (17-20) Re-roll

Random Magic Wand Table

For the purposes of this table, a wand is a pencil-thin rod with a length of anywhere between 6 and 18 inches.

Roll a d20 and add the Adventure Level (AL):

(1-19) Roll on the Random Tyro Wand Table; (20-23) Roll on the Random Veteran Wand Table; (24-27) Roll on the Random Elder Wand Table; (28-30) Roll on the Random Ancient Wand Table; (31+) Re-roll

Random Tyro Wand Table

Roll a d20:

(1) Wand of Dire Faery Pinch; (2) Wand of Dire Fatigue; (3) Wand of Dire Frostbite; (4) Wand of Dire Spark; (5) Wand of Dire Spitfire; (6) Wand of Dire Sunbeam; (7) Wand of Medium Acid Cone; (8) Wand of Medium Fire Cone; (9) Wand of Medium Frost Cone; (10) Wand of Medium Sand Cone; (11) Wand of Medium Steam Cone; (12) Wand of Noise; (13) Wand of Dire Bliss; (14) Wand of Dire Delusion; (15) Wand of Dire Despair; (16) Wand of Dire Ectoplasmic Drain; (17) Wand of Dire Paralysis; (18) Wand of Dire Rigor Mortis; (19) Wand of Dire Slumber; (20) Wand of Dire Torment.

Random Veteran Wand Table

Roll a d20:

(1-2) Wand of Dire Emotional Drain; (3-4) Wand of Fell Bliss; (5-6) Wand of Fell Delusion; (7-9) Wand of Fell Enervation; (10-12) Wand of Fell Fatigue; (13-15) Wand of Fell Quieting; (16-18) Wand of Fell Torment; (19-20) Wand of Dire Rust.

Random Elder Wand Table

Roll a d20:

(1) Wand of Great Acid Cone; (2) Wand of Great Fire Cone; (3) Wand of Great Frost Cone; (4) Wand of Great Sand Cone; (5) Wand of Great Steam Cone; (6) Wand of Grim Bliss; (7) Wand of Grim Bolt of Force; (8) Wand of Grim Frostbite; (9) Wand of Grim Lesion; (10) Wand of Grim Spitfire; (11) Wand of Grim Sunbeam; (12) Wand of Large Acid Cone; (13) Wand of Large Fire Cone; (14) Wand of Large Fireball; (15) Wand of Large Frost Cone; (16) Wand of Large Sand Cone; (17) Wand of Large Steam Cone; (18) Wand of Grim Windy Blast; (19) Wand of Unlocking; (20) Re-roll

Random Ancient Wand Table

Roll a d20:

(1) Wand of Great Ball of Fell Starburst; (2) Wand of Great Fell Sunlight Cone; (3) Wand of Great Wind; (4) Wand of Grim Thunderstrike; (5) Wand of Fell Wood Rot; (6) Wand of Grim Blighting Tendril; (7) Wand of Grim Despair; (8) Wand of Grim Ectoplasmic Drain; (9) Wand of Grim Fatiguing; (10) Wand of Grim Lightning Bolt; (11) Wand of Grim Spontaneous Combustion; (12) Wand of Fell Mesmerizing; (13) Wand of Grim Banishment; (14) Wand of Great Fireball; (15) Wand of Great Lightning Ball; (16) Wand of Grim Siphoning; (17-20) Re-roll

Random Magic Concoction Table

Concoctions include Potions, Balms, and Compounds.

Roll a d20:

d20	Magic Item
1-15	Roll on the Random Tyro Concoction Table.
16-26	Roll on the Random Veteran Concoction Table.
27-28	Roll on the Random Elder Concoction Table.
29-30	Roll on the Random Ancient Concoction Table.
31+	Re-roll.

Random Tyro Concoction Table

Roll a d20:

(1-3) Glue Goo; (4-5) Tonic of Sleeping; (6-7) Sneezing Powder; (8-9) Itching Powder; (10-12) Ointment of Pain Numbing; (13-14) Tonic of Bloodlust; (15-17) Nourishment Tonic; (18-20) Tonic of Quickening.

Random Veteran Concoction Table

Roll a d20:

(1-2) Elixir of Dispelling; (3) Faery Dust; (4) Pixie Dust; (5) Perfume of Infatuation; (6) Tonic of Animal Tongues; (7-8) Antidote Tonic; (9) Elixir of Petrification; (10) Philter of Forgetfulness; (11) Smoky Compound; (12) Tonic of Draconic Durabilities; (13) Compound of Suds; (14) Compound of Tear Gas; (15-18) Elixir of Grand Healing; (19-20) Incense of Grand Healing.

Random Elder Concoction Table

Roll a d20:

(1-2) Compound of Sleep Gas; (3) Philter of Love; (4-5) Unction of Acid Protection; (6-7) Unction of Electricity Protection; (8-9) Unction of Freezing Protection; (10-11) Unction of Scorching Protection; (12) Unction of Undeath; (13-14) Tonic of Strength; (15-16) Compound of Hallucinogenic Gas; (17-18) Ointment of Flying; (19-20) Elixir of Gaseous Form.

Random Ancient Concoction Table

Roll a d20:

(1-3) Fulminate of Shrapnel; (3-6) Vitriol of Great Grim Fire; (7-8) Philter of Oblivion; (9-10) Philter of Poetry; (11-13) Greek Fire; (14-16) Unction of Invisibility; (17-18) Vitriol of Epic Grim Fire; (19) Incense of Cognizance; (20) Elixir of Life.

Random Magic Garment Table

Roll a d20 and add the Adventure Level (AL):

d20	Magic Item
1-7	Roll on the Random Magic Cloak Table.
8-14	Roll on the Random Magic Footwear Table.
15-20	Roll on the Random Misc. Magic Garment Table.

Random Magic Cloak Table

Roll a d20 and add the Adventure Level (AL):

(1-4) Cloak of Equine Form; (5-8) Cloak of Otter Form; (9-12) Cloak of Seal Form; (13-14) Cloak of Warding against Earth; (15-16) Cloak of the Hunt; (17-19) Cloak of Camouflage; (20) Cloak of Tiger Form; (21) Cloak of Diminishing; (22) Cloak of Merfolk Form; (23) Skin of Lycaon; (24) Cloak of Shrouding; (25-26) Cloak of Warding against …. [Acid, Cold, Electricity, or Scorching]; (27) Cloak of Arachnida Form; (28) Cloak of Cobra Form; (29) Cloak of Gargoyle Form; (30) Cloak of Swan Form; (31) Cloak of Thievery; (32) Cloak of Many Forest Animal Forms;
(33) Cloak of Many Jungle Animal Forms; (34+) Re-roll

Random Magic Footwear Table

Roll a d20 and add the Adventure Level (AL):

(1-5) Boots of Skulking; (6-10) Slippers of Dancing; (11-14) Slippers of Water Walking; (15-19) Boots of Quickening; (20) Boots of Bounding; (21) Boots of Godspeed; (22) Boots of Mobility; (23) Sandals of Short Stepping; (24) Sandals of Silent Steps; (25) Boots of Fast Stepping; (26) Slippers of Agility; (27) Boots of Short Stepping; (28) Slippers of Fire Walking; (29) Sandals of Celestial Steps; (30) Boots of Seven Leagues; (31) Jack Boots; (31) Boots of Earth Striding; (33) Slippers of Spectral Striding; (34+) Re-roll

Random Misc. Magic Garment Table

Roll a d20 and add the Adventure Level (AL):

(1-5) Glove of Strangulation; (6-10) Garment of Aptitude against ….; (11-15) Gloves of Servitude; (16-19) Boots of the Wilderness; (20) Belt of Brawling; (21) Belt of Maneuvering; (22) Cap of the Merrows; (23-24) Robe of Cognizance; (25) Robe of Death Perception; (26) Gloves of Toxic Touch; (27) Hat of Disguise; (28) Robe of Magic Reduction; (29) Robe of Flight; (30) Mantle of Appeal; (31) Robe of Serendipity;
(32+) Re-roll

Random Magic Jewelry Table

Roll a d20:

d20	Magic Item
1-7	Roll on the Random Magic Circlet Table.
8-14	Roll on the Random Misc. Magic Gem / Jewelry Table.
15-20	Roll on the Random Magic Ring Table.

Random Magic Circlet Table

For the purposes of this table, a Circlet is any article of jewelry formed in the shape of a circle, with the exception of Rings, which have their own table.

Roll a d20 and add the Adventure Level (AL):

(1-5) Diadem of Dazzling; (6-9) Torque of Warding; (10-11) Coronet of Night Vision; (12-14) Armband of Stone Fist; (15-17) Bracelet of Cruel … Touch; (18-19) Coronet of Silence; (20-21) Coronet of Beauty; (22-23) Tiara of Brilliance; (24) Diadem of Nixie's Breath; (25-26) Armband of Dire … Touch; (27) Coronet of Dark Vision; (28) Crown of Terror; (29) Earring of Acuity; (30) Earring of the Mariner; (31) Crown of Deathly Power; (32+) Re-roll

Random Misc. Magic Gem / Jewelry Table

Roll a d20 and add the Adventure Level (AL):

(1-8) Dim Carbuncle; (9-11) Broach of Armour; (12-14) Enchanted Agate; (15-17) Dim Moonstone; (18-19) Necklace of Jovian Serendipity; (20-21) Necklace of Lunar Serendipity; (22-24) Brilliant Gem; (25-26) Jewel of Power; (27) Amulet of the Gorgoneion; (28) Jewel of the Dark Apprentice; (29) Amulet of Mist; (30) Necklace of Venusian Serendipity; (31) Necklace of Mercurial Serendipity; (32) Necklace of Solar Serendipity; (33) Necklace of Martian Serendipity; (34) Spirit Gem of Abramalin; (35+) Re-roll

Random Magic Ring Table

A ring is any circular piece of jewelry designed to be worn on a finger.

Roll a d20 and add the Adventure Level (AL):

(1-7) Ring of Warmth; (8-11) Ring of Muffling; (12-15) Ring of Salvation; (16-20) Ring of Water Breathing; (21-22) Provide Tiny Size; (23-24) Ring of Skeletal Form; (25-26) Ring of Animal Tongues; (27-29) Ring of Resistance to … ; (30) Ring of Short Range Teleport; (31) Ring of Aquatic Adaptation; (32) Ring of Invisibility; (33) Ring of Many Leagues Teleport; (34+) Re-roll

Random Misc. Magic Item Table

Roll a d20 and add the Adventure Level (AL):

(1-6) Basket of Cornucopia; (7-10) Brazier of Healing Fumes; (11-15) Container of Capacity [Ultratiny]; (16) Reins of Riding; (17-19) Book of Minions; (20-22) Container of Capacity [Tiny]; (23) Bottle Imp; (24) Quill of …. Glyphs; (25) Brazen Bust; (26) Prosthetic Arm / Leg; (27) Apple of the Hesperides; (28) Brilliant Luminary [Lamp or Torch]; (29) Blarney Stone; (30) Clarion of the Tritons; (31) Dragon Tooth of the Spartoi; (32-33) Roll on the Random Ancient Misc. Magic Item Table; (34+) Re-roll

Random Ancient Misc. Magic Item Table

Roll a d20:

(1-4) Brazier of Incessant Flame; (5-8) Cucurbit of Solomon; (9-11) Carpet of Teleportation; (12-14) Crystal Ball; (15-17) Flying Carpet; (18-20) Talisman of Otherworldly Invitation.

Random Magic Weapon Table

Roll a d20 and add the Adventure Level (AL):

(1-8) Weapon of Dedication; (9-11) Scimitar of Dancing; (12-17) Bow of Dire … Bolts; (18) Barb of Slumber; (19-23) Dire … Brand; (24) Trident of the Briny Deep; (25) Mace of Blow Back; (26-30) Roll on the Random Elder Weapon Table; (31-33) Roll on the Random Ancient Weapon Table; (34+) Re-roll

Random Elder Weapon Table

Roll a d20:

(1) Dagger of the Coven;(2) Mace-and-Chain of Fettering; (3) Quiver of the Amazons; (4) Pouch of Deft Elf Shots; (5) Weapon of Reach; (6) Bandolier of Inexhaustibility; (7) Pouch of Inexhaustibility; (8) Quiver of Inexhaustibility; (9) Sword of the Dragon Hunter; (10-12) Weapon of Return; (13) Weapon of Guarding; (14-17) Dire … Brand; (18) Kris of Pain; (19) Hammer of Forging; (20) Eager Spear

Random Ancient Weapon Table

Roll a d20:

(1-4) Dragon Slayer; (5-8) Hammer of Thunder; (9-11) Staff of Conflagration; (12-14) Staff of Lightning; (15-17) Staff of Remedy; (18-20) Staff of Winter.

Magic Item Descriptions

This section provides a variety of standard bog ready-to-use magic items.

Magic Items ~ A

Amulet of the Gorgoneion

Minimum Quality Level: 9

An Amulet of the Gorgoneion is an amulet depicting the head of Medusa, a horrific mythological woman with snakes for hair. Such an amulet gives its wearer an Edge against any offensive spell having a spell rank less than or equal to the amulet's Quality Level. (See Consecrate Gorgoneion in The Codex of Cultures for details.) It can be used by anyone, and its powers are active as long as the amulet is worn.

Configurations: The item may only be crafted as a Continual item.

Amulet of Mist

Minimum Quality Level: 10

An Amulet of Mist is a piece of jewelry that represents a place of high standing in a witch coven. It is commonly bestowed upon the leader of a coven when she assumes the mantle of leadership. They vary greatly in value and form, and often have different (though roughly equivalent) abilities than those listed below.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Amulet of Mist Powers

Occult Spell	Usable by	Trigger
Procure Echolocation	Anyone	Command Phrase
Procure Gecko Climbing	Anyone	Command Phrase
Pitch Epic Fog	Occultists	Pointing Action and Command Phrase

Antidote Tonic

Minimum Quality Level: 7

Description: This spell creates an Antidote Tonic, also known as Mithridatium[44], which negates the side-effects of poisons. When drunk, each dose instantly and permanently neutralizes the side-effects of poisons already affecting the drinker (as per the poison's description).

Normally, once a Conflict Roll against a poison is failed, a character loses the ability to make any more Conflict Roll to avoid its poisonous effects in that Scene. This potion acts as a sort of reset, in that the targeted creature is once again allowed Conflict Rolls against a poison's effects until the next such failure.

Generally, an Antidote Tonic is drunk. If that is the case, the imbiber feels its benefits. If the potion is mixed with poison within a container, though, it neutralizes the potency of up to 1 cubic foot of any poisonous brew.

The spell does not heal any Damage and/or Setback the target has already suffered from poison. However, it does negate any other poisonous side-effects (Delirium, Nausea, Paralyzation, any Drawbacks, etc.). However, it does not protect the drinker from suffering from future poisonous effects in the same Scene.

An Antidote Tonic possesses a whitish hue with minuscule specks of purple distributed evenly throughout. The tonic has the texture and smell of thick cream and a milky flavor.[45]

Configurations: The item may only be enchanted as a Limited Use Item. When initially brewed, it has a number of doses equal to 2 plus half its Quality Level. Each dose affects its imbiber, and each requires 1 Action to drink.

Apple of the Hesperides

Minimum Quality Level: 8

An Apple of the Hesperides[46] is a largish golden apple, about the size of a grapefruit, having the taste of honey. Anyone taking a bite from one gains the benefits of the Pagan spells Healing Touch and Panacea. Up to seven bites can be taken from each apple. But, as long as there is one bite left, the apple will fully regenerate within a week. (It regenerates one bite per day.)

Configurations: An Apple of the Hesperides cannot be crafted or enchanted by any known means. They are always encountered in this regenerative form, and can only be grown in the garden of the Hesperides of Greek myth.

Armband of Dire … Touch

An Armband of Dire … Touch enhances the wearer's touch with a specific effect. They can be used by anyone, and come in many varieties, as detailed below.

These armbands require some trigger to activate, commonly a command word or phrase. (While this may not be as convenient as the less powerful Bracelets of Cruel … Touch, their effects are more potent.)

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item. A rare few are even enchanted with two or three different dire touch spells (although no more than one can be active at a time).

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44 Named after an alchemist king, Mithridates, who originally conceived the tonic to preserve his own life against the many traitors in his court trying to poison him.

45 The Celtic hero Geali Dianvir used milk taken from Glas Ghaibhleann, the Cow of Abundance, to neutralize the poison that Fomorian warriors were applying to their swords.

46 Although the Apples of the Hesperides originate in Greek myth, they also make an appearance in Celtic mythology in The Tragedy of the Children of Tuireann. It is this legend that specifies their powers in detail, and from which they are taken.

Armband of Dire Acidic Touch

Minimum Quality Level: 8

The wearer's touch is augmented with Acidic Damage, as the spell Manifest Dire Acidic Touch.

Armband of Dire Blighting Touch

Minimum Quality Level: 8

The wearer's touch is augmented with Blighting Damage, as the spell Manifest Dire Blighting Touch.

Armband of Dire Desiccating Touch

Minimum Quality Level: 8

The wearer's touch is augmented with Dehydrating Damage, as the spell Manifest Dire Desiccating Touch.

Armband of Dire Ecstatic Touch

Minimum Quality Level: 8

The wearer's touch is augmented with Entrancing Setback, as the spell Manifest Dire Ecstatic Touch.

Armband of Dire Fatiguing Touch

Minimum Quality Level: 8

The wearer's touch is augmented with Fatiguing Setback, as the spell Manifest Dire Fatiguing Touch.

Armband of Dire Festering Touch

Minimum Quality Level: 8

The wearer's touch is augmented with Rotting Damage, as the spell Manifest Dire Festering Touch.

Armband of Dire Freezing Touch

Minimum Quality Level: 8

The wearer's touch is augmented with Freezing Damage, as the spell Manifest Dire Freezing Touch.

Armband of Dire Intoxicating Touch

Minimum Quality Level: 8

The wearer's touch is augmented with Intoxicating Setback, as the spell Manifest Dire Intoxicating Touch.

Armband of Dire Petrifying Touch

Minimum Quality Level: 8

The wearer's touch is augmented with Petrifying Damage, as the spell Manifest Dire Petrifying Touch.

Armband of Dire Scorching Touch

Minimum Quality Level: 8

The wearer's touch is augmented with Scorching Damage, as the spell Manifest Dire Scorching Touch.

Armband of Dire Shocking Touch

Minimum Quality Level: 8

The wearer's touch is augmented with Electrical Damage, as the spell Manifest Dire Shocking Touch.

Armband of Dire Siphoning Touch

Minimum Quality Level: 10

The wearer's touch is augmented with Fatiguing Setback. Any Setback delivered in this way restores any Setback the wearer has lost, if any, as the spell Manifest Dire Siphoning Touch.

Armband of Dire Sonic Touch

Minimum Quality Level: 8

The wearer's touch is augmented with Sonic Damage, as the spell Manifest Dire Sonic Touch.

Armband of Dire Starving Touch

Minimum Quality Level: 8

The wearer's touch is augmented with Starving Damage, as the spell Manifest Dire Starving Touch.

Armband of Dire Tormenting Touch

Minimum Quality Level: 8

The wearer's touch is augmented with Tormenting Setback, as the spell Manifest Dire Tormenting Touch.

Armband of Dire Unworldly Touch

Minimum Quality Level: 8

The wearer's touch is augmented with Metaphysical Damage, as the spell Manifest Dire Unworldly Touch.

Armor of Regeneration

Minimum Quality Level: 10

Armor of Regeneration is armor, either an individual piece or a full suit, that form fits to its wearer. The armor magically heals its wearer as long as they wear it, as described in the Pagan Ritual spell Consecrate Armor. The armor immediately starts healing its wearer whenever they are injured.

Configurations: These items are always enchanted as Continuous Items.

Armband of Stone Fist

Minimum Quality Level: 3

An Armband of Stone Fist makes the wearer's fists as hard as stone, as the Pagan Battle spell Stone Fist. These armbands can be used by anyone, and require some trigger to activate, commonly a command word or phrase.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Magic Items ~ B

Bandolier of Inexhaustibility

Minimum Quality Level: 8

A Bandolier of Inexhaustibility is a bandolier from which an unlimited supply of throwing daggers or war darts may be drawn. As soon as a weapon is drawn from the bandolier and thrown, another one appears to take its place. Otherwise, this works as the Pagan Battle spell Bountiful Bandolier.

Configurations: The item is always magicked as a Continuous Item. Note that the bandolier's Quality Level may impact the combat characteristics of the weapons drawn from it as described in the section High Quality Weapons. In all other respects the weapons are ordinary (albeit magical).

Barb of Slumber

Minimum Quality Level: 4

A Barb of Slumber[47] is an arrow, bolt, or dart permanently enchanted with the Occult spell Prime Barb with Deft Slumber. (See The Oculus of Occultism for details.) It can be used by anyone simply by launching it as a projectile.

Configurations: The item may only be crafted as a Continual item.

Basket of Cornucopia

Minimum Quality Level: 2

A Basket of Cornucopia is a wicker basket, generally fashioned in the shape of a horn. When triggered, it summons a quantity of food, as per the Pagan Nature spell Cornucopia. It can be used by anyone, but requires some trigger to activate, commonly a command word or phrase.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Belt of Brawling

Minimum Quality Level: 4

A Belt of Brawling is a thick belt with a large jeweled buckle. It is enchanted to enhance the wearer's brawling skills as the Pagan Battle spell Exalt Brawling, and is form-fitting to the wearer. These items can be used by anyone, but require triggers to activate and deactivate, commonly command words or phrases.

Configurations: The item may only be enchanted as a Taxing Item.

Belt of Maneuvering

Minimum Quality Level: 4

A Belt of Maneuvering is a thick belt with a large jeweled buckle. It is enchanted to enhance the wearer's brawling skills as the Pagan Battle spell Exalt Maneuvering, and is form-fitting to the wearer. These items can be used by anyone, but require triggers to activate and deactivate, commonly command words or phrases.

Configurations: The item may only be enchanted as a Taxing Item.

Blarney Stone

Minimum Quality Level: 10

A Blarney Stone[48] looks like a normal stone, although some specimens are quite lovely. After a character kisses the Blarney Stone, they become far more persuasive and charming as the Occult spell Offer Apt Serendipity of Venus. (See the spell description for details on the Setback costs to the user when they gain benefits from the spell.)

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Book of Minions

Minimum Quality Level: Variable. The minimum required Quality Level equals the highest lore requirements of the highest level Fetch spells it casts.

A Book of Minions is a latched tome, which is only usable by Occultists. When the latch is released, the book conjures a random minion from a predefined list of creatures. The creature is conjured into a random unoccupied space as near the book's user as possible as one of the Occult Fetch .... spells.

Each page of the book describes the characteristics and abilities of a creature that the book can conjure. So, its owner is well informed of the capabilities of their potential minions.

Any conjured minion obeys the summoner, and the summoner may spend Guts points on the minion's Conflict Rolls, as per the normal rules. The minion will continue doing so indefinitely. But, as soon as the creature loses even a single Hit Point or Fate Point, it immediately vanishes.

For specifics of how conjuration works, and how to determine the characteristics of the creatures summoned, see Conjuring Creatures in The Rules Reference.

Configurations: The item may only be enchanted as a Siphoning Item. In general, the number of potential creatures on the random list is double the book's Quality Level.

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47 Nordic myth describes a Svefnthorn, or "Sleep Thorn", which is a magic thorn used to induce sleep.

48 The original Blarney Stone is limestone, and is set in a wall at Blarney Castle. When a land dispute threatened the traditional land rights of the Lord of Blarney, an old Irish hag revealed the Blarney Stone's existence to the lord to help them argue his case before Queen Elizabeth I.

Boots of Bounding

Minimum Quality Level: 3

Boots of Bounding allow the wearer to leap great distances as the Occult spell Invoke Able Hare's Leap. They can be used by anyone wearing them merely by crouching and leaping.

Configurations: Boots of Bounding may be enchanted as either Limited Use or Siphoning Items.

Boots of Earth Striding

Minimum Quality Level: 11

Boots of Earth Striding allow the wearer to walk through earth for a single Round as the Occult spell Stride through Earth. The pair counts as a single magic item when considering its possessor's Magic Limit, and are form-fitting to the wearer. Anyone can use them, and they require some trigger to activate, commonly a command word or phrase.

Configurations: The boots may be enchanted as either a Limited Use or Siphoning Item.

Boots of Fast Stepping

Minimum Quality Level: 5

Boots of Fast Stepping[49] enhance the wearer's Speed as the Occult spell Offer Decent Quickening. In any Round where the boots' wearer moves more than their normal running Speed in a single Move action, the boots' power kicks in to enhance their Speed. Every Round this happens, though, the wearer expends 2 Setback (read the Offer Decent Quickening spell for further details). The boots are form-fitting to the wearer, and anyone can use them by putting them on. The pair counts as a single magic item when considering its possessor's Magic Limit.

Configurations: Boots of Fast Stepping are always enchanted as Taxing items. Any such item may take the form of another type of garment, or even a piece of jewelry. However, its form must be that of an Ornatum. That is, it must be a wearable item whose power works only when donned.

Boots of Godspeed

Minimum Quality Level: 3

Boots of Godspeed allow the wearer to run any distance without tiring, giving them an Edge on all Chase Rolls, as the Pagan Harmony spell Godspeed. The pair counts as a single magic item when considering its possessor's Magic Limit, and are form-fitting to the wearer. Anyone can use them merely by putting them on their feet.

Configurations: The item may only be crafted as a Continual item.

Boots of Mobility

Minimum Quality Level: 3

Boots of Mobility protect the wearer against Fettering effects as the Occult spell Procure Decent Ward against Fettering. The pair counts as a single magic item when considering its possessor's Magic Limit, and are form-fitting to the wearer. Anyone can use them merely by putting them on their feet.

Configurations: The item may only be crafted as a Continual item.

Boots of Quickening

Minimum Quality Level: 2

Boots of Quickening give the wearer a +10 boost in running Speed as the Occult spell Provide Quickening. The pair counts as a single magic item when considering its possessor's Magic Limit, and are form-fitting to the wearer. Anyone can use them merely by putting them on their feet.

Configurations: The item may only be crafted as a Continual item.

Boots of Seven Leagues

Minimum Quality Level: 10

Boots of Seven Leagues[50] can transport the wearer a long distance in the time needed for a single step as the Occult spell Teleport Many Leagues. The boots will attune themselves to their current location whenever a specific command phrase is spoken by their wearer. Thereafter, if triggered by a different command phrase, the boots will teleport their wearer to the last location to which it attuned, assuming that location is within 1 League (3 miles) per Quality Level[51] of the boots. The pair counts as a single magic item when considering its possessor's Magic Limit, and are form-fitting to the wearer.

Configurations: The boots may be enchanted as either a Limited Use or Siphoning Item.

Boots of Short Stepping

Minimum Quality Level: 8

Boots of Short Stepping can transport the wearer a distance equal to Short Range in the time needed for a single step as the Occult spell Teleport Short Range. The pair counts as a single magic item when considering its possessor's Magic Limit, and are form-fitting to the wearer. Only occultists can use them, and they require some trigger to activate, commonly a command word or phrase.

Configurations: The boots may be enchanted as either a Limited Use or Siphoning Item.

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49 Fast-Walker Boots, or Fast-Pace Boots appear in Russian folk tales.

50 Seven Leagues Boots are a common motif in European folk tales.

51 As such, most of these boots have ranges greater than 7 leagues. Nevertheless, they are all dubbed "Boots of Seven Leagues" by the common vernacular.

Boots of Skulking

Minimum Quality Level: 1

If the wearer of Boots of Skulking does not already possess the skill of Urban Stealth at a skill rank equal to or greater than the boots' Quality Level, the boots grant them this ability at a rank equal to the boots' Quality Level. The pair counts as a single magic item when considering its possessor's Magic Limit, and are form-fitting to the wearer. Anyone can use them merely by putting them on their feet.

Configurations: The item may only be crafted as a Continual item.

Boots of the Wilderness

Minimum Quality Level: 4

Boots of the Wilderness are boots that allow their wearer to travel from tree to tree, as the Occult spell Transfer to Distant Tree. Their magic may only be used by a character with Occult Beckoning, and they require some trigger to activate, commonly a command word or phrase.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Bottle Imp

Minimum Quality Level: 7

A Bottle Imp is a magical glass vial that imprisons one of the weakest of demonic and diabolical spirits: an Imp. It can be activated by anyone merely by opening the bottle. When released, the spirit is bound to obey the first order given it by its liberator to the best of its limited ability. If the given order is completely out of the spirit's capabilities, it is immediately freed of any obligation.

The name of the trapped spirit is almost always engraved on the vial in some fashion, although it is often cleverly disguised by hiding it within the surrounding ornamentation and by representing it in archaic or secret languages. The reason for this is that the occultists that trap imps in this way invariably want to keep their "repertoires" of demon names secret. Even though only the weakest of imps can be trapped within so simple a prison, all such spirits have the potential to grow tremendously in power.

Configurations: The item may only be enchanted as a Limited Use Item, with only a single use available. The Quality Level of the item equals the Quality Level of the Imp it contains.

Bow of Dire ... Bolts

A Bow of Dire ... Bolts has the appearance of an exceptionally well-crafted bow or crossbow. When a triggering command phrase is spoken, the weapon's magic prepares it for battle. Thereafter, any time the bowstring is drawn without first knocking an arrow, a magical arrow comprised of a specific element is conjured in its absence.

The specific element used in manifesting the arrow depends on the bow type, which come in a few varieties detailed below.

The bow's arrow-conjuring ability lasts as long as it is used in a conflict. It ends after a few minutes pass since it was last used to attack a foe. Anyone can use the bow, but it does not provide its user with any ability to do so. As such, they must rely on their own skills to target foes.

Configurations: A Bow of Dire ... Bolts is always enchanted as a Taxing item. Note that its Quality Level may impact the weapon's combat characteristics as described in the section High Quality Weapons.

Bow of Dire Blazing Bolts

Minimum Quality Level: 2

The bow conjures fiery arrows as the occult spell Offer Dire Bolts of Blazing. Quite often, these bows will have intricate flame-like glossy patterns of red, orange, blue, purple, and yellow painted along their lengths.

Bow of Dire Crackling Bolts

Minimum Quality Level: 2

The bow conjures fiery arrows as the occult spell Offer Dire Bolts of Crackling. These bows will often have zip-zagging patterns copper, silver, and gold inlaid along their lengths.

Bow of Dire Sonic Bolts

Minimum Quality Level: 2

The bow conjures fiery arrows as the occult spell Offer Dire Bolts of Sonance. These bows will often have swirling wind-like patterns carved into their surfaces.

Bracelet of Cruel ... Touch

A Bracelet of Cruel ... Touch enhances the wearer's touch with a specific effect, as detailed below. In essence, its magic replaces the Margin of any Conflict Roll involving touch with a different effect. Anyone can use these bracelets. Their magic is constant as long as they are worn. They come in many varieties, as detailed below.

Configurations: These items are almost always enchanted as Continuous Items.

Bracelet of Cruel Acidic Touch

Minimum Quality Level: 3

The wearer's touch is augmented with Acidic Damage, as the spell Procure Cruel Acidic Touch.

Bracelet of Cruel Blighting Touch

Minimum Quality Level: 3

The wearer's touch is augmented with Blighting Damage, as the spell Procure Cruel Blighting Touch.

Bracelet of Cruel Desiccating Touch

Minimum Quality Level: 3

The wearer's touch is augmented with Dehydrating Damage, as the spell Procure Cruel Desiccating Touch.

Bracelet of Cruel Ecstatic Touch

Minimum Quality Level: 3

The wearer's touch is augmented with Entrancing Setback, as the spell Procure Cruel Ecstatic Touch.

Bracelet of Cruel Fatiguing Touch

Minimum Quality Level: 3

The wearer's touch is augmented with Fatiguing Setback, as the spell Procure Cruel Fatiguing Touch.

Bracelet of Cruel Festering Touch

Minimum Quality Level: 3

The wearer's touch is augmented with Rotting Damage, as the spell Procure Cruel Festering Touch.

Bracelet of Cruel Freezing Touch

Minimum Quality Level: 3

The wearer's touch is augmented with Freezing Damage, as the spell Procure Cruel Freezing Touch.

Bracelet of Cruel Intoxicating Touch

Minimum Quality Level: 3

The wearer's touch is augmented with Intoxicating Setback, as the spell Procure Cruel Intoxicating Touch.

Bracelet of Cruel Petrifying Touch

Minimum Quality Level: 3

The wearer's touch is augmented with Petrifying Damage, as the spell Procure Cruel Petrifying Touch.

Bracelet of Cruel Scorching Touch

Minimum Quality Level: 3

The wearer's touch is augmented with Scorching Damage, as the spell Procure Cruel Scorching Touch.

Bracelet of Cruel Shocking Touch

Minimum Quality Level: 3

The wearer's touch is augmented with Electrical Damage, as the spell Procure Cruel Shocking Touch.

Bracelet of Cruel Siphoning Touch

Minimum Quality Level: 7

The wearer's touch is augmented with Fatiguing Setback. Any Setback delivered in this way restores any Setback the wearer has lost, if any, as the spell Procure Cruel Siphoning Touch.

Bracelet of Cruel Sonic Touch

Minimum Quality Level: 3

The wearer's touch is augmented with Sonic Damage, as the spell Procure Cruel Sonic Touch.

Bracelet of Cruel Starving Touch

Minimum Quality Level: 3

The wearer's touch is augmented with Starving Damage, as the spell Procure Cruel Starving Touch.

Bracelet of Cruel Tormenting Touch

Minimum Quality Level: 3

The wearer's touch is augmented with Tormenting Setback, as the spell Procure Cruel Tormenting Touch.

Bracelet of Cruel Unworldly Touch

Minimum Quality Level: 3

The wearer's touch is enhanced with Metaphysical Damage, as the spell Procure Cruel Unworldly Touch.

Brazen Bust

Minimum Quality Level: 7

A Brazen Bust, or Brazen Head[52], is a bronze bust, of any size, which commonly sits on a pedestal or shelf like any other piece of artwork. However, anthropomorphic magic (such as the Occult spell Grant Anthropomorphism to Object) animates the head and allows it to carry on a conversation. In fact, the bust will have a personality of its own. So, it may be chatty, grumpy, obtuse, arrogant, insufferably agreeable, or imbued with any other personality Traits that would likely be entertaining for play. Depending on its age and history, a Brazen Bust may be quite expert about one or two areas of knowledge.

Configurations: Brazen Busts may only be enchanted as Continual items.

Brazier of Healing Fumes

Minimum Quality Level: 3

A Brazier of Healing Fumes looks like an ornate jeweled incense burner made from gold and silver. It is usable by anyone by burning incense within it. The hazy smoke produced has healing powers for those remaining in its billowy embrace as the Occult spell Release Great Vapors of Grand Hourly Healing. In order for the fumes of the crucible to be effective, though, the smoke must be confined in a relatively small space, such as a tent or small room.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

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52 Bronze heads, which would answer questions posed to them, were supposedly owned by a number of historical figures, including the Roman poet Virgil , the medieval scholar Roger Bacon, Saint Albertus Magnus, the Catholic Pope Sylvester II, the demonologist Faust., and the alchemist Arnaldus de Villa Nova.

Brazier of Incessant Flame

Minimum Quality Level: 13

A Brazier of Incessant Flame has about the size and shape of a brass metal wok with holes in the lid to allow smoke and flame to escape.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Brazier of Incessant Flame Powers

Occult Spell	Usable by	Trigger
Beget Afriti	Occultist	Command Phrase
Ready Brazier of Dire Fiery Tendrils	Occultist	Command Phrase
Sling Great Shrinking Ring of Grim Flame	Occultist	Pointing Action and Command Phrase

Brilliant Luminary

A Brilliant Luminary is a magical source of continual Bright Light. The luminary's brightness depends on its Quality Level as shown on the Brilliant Luminary Table. They come in a few different forms, as described below.

Configurations: The item may only be crafted as a Continual item.

Brilliant Luminary Table

Quality Level	Bright Light Radius	Dim Light Radius
8	20 feet	40 feet
12	30 feet	60 feet
16	40 feet	80 feet

Brilliant Gem

Minimum Quality Level: 8

A Brilliant Gem is a magical gemstone that emits continual cold light (as per the occult spell Empower Gem of Ample Light). Any type of gemstone can serve as one of these items, but the color of its light depends on the type of stone. So, emeralds glow with a greenish light, diamonds with a white light, sapphires with a blue light, etc.

Brilliant Lamp

Minimum Quality Level: 8

A Brilliant Lamp is a magical brass lamp that continually burns with a flickering light (as per the occult spell Empower Lamp of Ample Light).

Brilliant Torch

Minimum Quality Level: 8

A Brilliant Torch is a magical torch that continually burns with a flickering torchlight (as per the occult spell Prime Torch of Ample Light).

Broach of Armour

Minimum Quality Level: 2

A Broach of Armour is a simple jeweled pin, often fashioned as a shield, helm, or other article of armor. When a command word or phrase is spoken by its wearer, the broach casts the Occult spell Procure Decent Ward against Earth on them. They can be used by anyone.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Magic Items ~ C

Cap of the Merrows

Minimum Quality Level: 4

A Cap of the Merrows[53] is an ordinary looking hat that glitters in moonlight. It is often fashioned from salmon leather and is dyed red. These caps are form-fitting.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Cap of the Merrows Powers

Occult Spell	Usable by	Trigger
Procure Nixie's Breath	Anyone	Submersion underwater
Provide Swimming at Land Speed (on the user)	Anyone	Playing a medium note on the horn

Carpet of Teleportation

Minimum Quality Level: 14

A Carpet of Teleportation[54] is a finely crafted Persian rug woven with silken and golden threads. Some are as small as Medium size. But, they are often much larger, as their purpose is to teleport all those standing on them in the blink of an eye as the Occult spell Teleport Some Allies Many Leagues.

The carpet will attune itself to its current location whenever a specific command phrase is spoken by someone standing

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53 The Merrows of Scottish folklore were said to wear caps, called Cohuleen Druith. If a Merrow's cap is stolen, it is unable to return to its underwater realms.

54 The Arabian Nights contains a number of stories of magical carpets, some of which fly and others that teleport those standing on them instantly to their destination. This description is for the latter variety.

on it. Thereafter, if triggered by a different command phrase, the carpet will teleport those standing on it to the last location to which it attuned, assuming that location is within 1 League (3 miles) per Quality Level of the carpet. Note that the carpet teleports itself along with its passengers.

The number of passengers a carpet can transport is limited to half its Quality Level, though. If more than this number stand on it when it is triggered, the carpet will fail to teleport anyone.

Configurations: The item may be enchanted as a Limited Use or Siphoning Item.

Chainmail of Fortitude

Minimum Quality Level: 4

Chainmail of Fortitude is a standard suit of chainmail that grants its wearer temporary Hit Points as the Pagan Battle spell Fortitude. The armor armor can be used by anyone through the use of a command word or phrase, and is form-fitting to the wearer.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Clarion of the Tritons

Minimum Quality Level: 10

A Clarion of the Tritons[55] is a musical instrument in the form of a large beautiful conch shell, often having numerous scrimshaw images adorning its surface. These horns were originally enchanted by powerful Triton Occultists, but a few have found their way into human hands.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Clarion of the Tritons Powers

Occult Spell	Usable by	Trigger
Beget Hippocampus	Occultists	Playing a low note on the horn
Procure Nixie's Breath	Anyone	Submersion underwater
Produce Epic Winds of Apt Sailing	Occultists	Playing a high note on the horn
Provide Swimming at Land Speed (on the user)	Anyone	Playing a medium note on the horn

Cloak of Camouflage

Minimum Quality Level: 4

A Cloak of Camouflage looks like any normal hooded traveling cloak. When its wearer speaks a command phrase, though, it blends them into the surrounding environment as the Occult spell Provide Apt Chameleon's Gamble. The cloak can be used by anyone. Once triggered, its magic persists until the cloak is removed. It can be used by anyone, and is form-fitting to the wearer.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Cloak of Diminishing

Minimum Quality Level: 5

A Cloak of Diminishing looks like any normal cloak that could be owned by a merchant, guard, or nobleman. It allows its wearer to shrink in size as the Occult spell Provide Reduced Size. It can be used by anyone wearing it by speaking a command word or phrase, and continues working until removed. It is form-fitting to the wearer.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Cloak of … Form

A Cloak of Form is a cloak or mantle that gives its wearer the ability to transform their shape into that of another creature. They can be used by anyone.

Some of these cloaks automatically perform their magic when donned. Often they are hooded, and are triggered to transform their wearer when the hood is raised. Others require a command word or phrase to activate. In all cases, removing the cloak transforms the wearer back to their previous form. (Note that the wearer is always able to easily remove the cloak by getting a firm grip on the skin of the altered state using their mouth or beak, and firmly tugging.) Needless to say, the cloak is form-fitting to the wearer.

These cloaks come in several varieties, detailed below.

Configurations: A Cloak of Form that works whenever it is donned must be enchanted as Continuous Items. Those requiring a trigger to activate may be enchanted as either Limited Use or Siphoning Items.

Cloak of Arachnida Form

Minimum Quality Level: 7

A Cloak of Arachnida Form is fashioned from leather having a bitch black, soft fur. The cloak allows the wearer to transform into an Arachnida as the Occult spell Polymorph into Arachnida.

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55   The Tritons of Greek mythology are often depicted blowing notes on conch shells.

Cloak of Cobra Form

Minimum Quality Level: 8

A Cloak of Cobra Form is fashioned from snakeskin. The cloak allows the wearer to transform into a Cobra as the Occult spell Polymorph into Cobra.

Cloak of Equine Form

Minimum Quality Level: 1

A Cloak of Equine Form is fashioned from horse leather. The cloak allows the wearer to transform into a Common Horse as the Occult spell Polymorph into Equine.

Cloak of Gargoyle Form

Minimum Quality Level: 9

A Cloak of Gargoyle Form is fashioned from grey leather or heavy tarp. The cloak allows the wearer to transform into a Gargoyle as the Occult spell Polymorph into Gargoyle.

Cloak of Merfolk Form

Minimum Quality Level: 5

A Cloak of Merfolk Form is fashioned from either sharkskin or from fish skin covered in iridescent scales. The cloak allows the wearer to transform into a Merfolk as the Occult spell Polymorph into Merfolk.

Cloak of Otter Form

Minimum Quality Level: 2

A Cloak of Otter Form is fashioned from leather covered in a soft short-haired brown fur. The cloak allows the wearer to transform into an Otter as the Occult spell Polymorph into Otter.

Cloak of Seal Form

Minimum Quality Level: 2

A Cloak of Seal Form is fashioned from seal leather.[56] The cloak allows the wearer to transform into a seal as the Occult spell Polymorph into Seal.

Cloak of Swan Form

Minimum Quality Level: 9

A Cloak of Swan Form is made from swan leather and is covered with swan feathers.[57] It allows the wearer to morph into a swan as the Occult spell Polymorph into Swan.

Cloak of Tiger Form

Minimum Quality Level: 4

A Cloak of Tiger Form is fashioned from tiger leather, and is covered with a short-haired fur of black and orange stripes. The cloak allows the wearer to transform into a Bengal Tiger as the Occult spell Polymorph into Bengal Tiger.

Cloak of the Hunt

Minimum Quality Level: 1 (Although they are almost never made at a Quality Level less than 4.)

A Cloak of the Hunt looks like a normal cloak that a hunter would wear. It grants anyone wearing it the skill of Rural Stealth at a skill rank equal to the cloak's Quality Level as long as it is worn.

Configurations: These are only crafted as Continual items.

Cloak of Many … Forms

A Cloak of Many Forms is a cloak or mantle made of a patchwork of skins and furs of various animals. It is usable by anyone, and gives its wearer the ability to transform their shape into one of several prespecified forms.

These cloaks require the wearer to touch a specific patch of fur or skin on the cloak associated with the shape they wish to transform into, and either raise the cloak's hood or speak a command phrase. In all cases, removing the cloak transforms the wearer back to their previous form. (Note that the wearer is always able to easily remove the cloak by getting a firm grip on the skin of the altered state using their mouth or beak, and firmly tugging.) Needless to say, the cloak is form-fitting to the wearer.

These cloaks come in different varieties, detailed below.

Configurations: A Cloak of Many Forms may be enchanted as either a Limited Use or Siphoning Item.

Cloak of Many Forest Animal Forms

Minimum Quality Level: 12

A Cloak of Many Forest Animal Forms allows the wearer to transform into any one of a number of Forest Animals as the Occult spell Polymorph into Forest Animal.

Cloak of Many Jungle Animal Forms

Minimum Quality Level: 12

A Cloak of Many Forest Jungle Forms allows the wearer to transform into any one of a number of Forest Animals as the Occult spell Polymorph into Jungle Animal.

Cloak of Shrouding

Minimum Quality Level: 6

A Cloak of Shrouding looks like any normal hooded cloak until donned.[58] When donned, it renders its wearer invisible over all areas it covers (as the Occult spell Prime Shroud of Apt Invisibility). It is form-fitting to the wearer.

Removing the cloak negates its invisibility effects until it is donned once again.

Configurations: The item may only be crafted as a Continual item.

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56 The Selkies of Celtic myth wore seal-skin cloaks with which they assumed the forms of seals.

57 The Swan Maidens of Celtic myth wore feathered cloaks with which they assumed the forms of swans.

58 Many faery creatures in Nordic and Celtic mythology possess caps or cloaks that render them invisible.

Cloak of Thievery

Minimum Quality Level: 11

A Cloak of Thievery is a well-made garment whose exterior is a dark non-reflective material (such as black wool). Its inner lining, also dark, is fashioned from silk made from spider thread. The clasp is often decorated with a cat's eye gemstone. The cloak is form-fitting to the wearer.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Cloak of Thievery Powers

Occult Spell	Usable by	Trigger
Flaunt Shadow Form	Anyone	The wearer lightly tapping the clasp three times.
Procure Gecko Climbing	Anyone	The wearer placing both palms on a wall with fingers splayed.
Procure Night Vision	Anyone	The wearer rubbing the clasp

Cloak of Warding against ...

A Cloak of Warding is a cloak, usually hooded, which helps protect against a specific influence. The power of any such cloak can be used by anyone, is immediately effective as soon as it is donned, and immediately terminates when removed. There are a number of varieties, as detailed below.

Configurations: Cloaks of Warding are always enchanted as Continual items. Any such item may take the form of another garment or even as a type of jewelry. However, its form must be that of an Ornatum. That is, it must be a wearable item whose power works only when donned.

Most of these cloaks are made at 7th Quality Level, providing a Ward of 4 against a specific effect. However, cloaks of lower or higher Quality Level are sometimes created.

Cloak of Warding against Acid

Minimum Quality Level: 6

The cloak protects against caustic effects, as the spell Provide Decent Ward against Acid.

Cloak of Warding against Cold

Minimum Quality Level: 6

The cloak protects against caustic effects, as the spell Provide Decent Ward against Cold.

Cloak of Warding against Earth

Minimum Quality Level: 3

The cloak protects against caustic effects, as the spell Procure Decent Ward against Earth.

Cloak of Warding against Electricity

Minimum Quality Level: 6

The cloak protects against caustic effects, as the spell Provide Decent Ward against Electricity.

Cloak of Warding against Scorching

Minimum Quality Level: 6

The cloak protects against caustic effects, as the spell Provide Decent Ward against Scorching.

Compound of Hallucinogenic Gas

Minimum Quality Level: 10

When its container is shattered, a Compound of Hallucinogenic Gas looses a billowing cloud of gas in a 20-foot radius affecting all living, breathing creatures in the area. It induces pleasurable visions of swirling colors, angelic music, and delightful smells that overwhelm the minds of those affected.

As soon as the fumes billow forth, and every Round thereafter, all affected creatures must make Avoidance Rolls with Toughness adjustments against a Threshold of 10 plus the compound's Quality Level. Failure indicates the creature is intoxicated and refuses to leave the area for the next Round. Further, they sustain Deluding Setback equal to 1 point per 2 spell ranks plus the roll's Margin. If this brings the creature's Fate Points to 0, it falls unconscious. If they desire to do so, the individual throwing the nodule may spend Guts points to ensure the targets fail their Conflict Rolls.

The cloud remains for up to 1 minute per Quality Level unless blown away by a strong wind. A breeze will disperse the cloud in 3 Rounds. Strong winds will do so in a single Round.

The compound can be thrown about 40 feet. If an attempt is made to throw it farther than this distance, the glass nodule must make a Conflict Roll with adjustments for its Quality Level against a Threshold of 10 plus 1 for every 5 feet over 40 the character throws it. Failure indicate it shatters in the thrower's hand.

While within the nodule, this concoction is a liquid with a deep purple color and flecks of crushed flower petals floating within it. The released gas is also purplish with the aroma of a flower garden.

Configurations: The item may only be enchanted as a Limited Use Item with a single use. It requires 1 Action to aim and throw.

Compound of Sleep Gas

Minimum Quality Level: 9

When a Compound of Sleep Gas comes in contact with air, it billows forth in a green cloud of gas having a 20-foot radius. Any creature breathing the gas becomes drowsy and may even fall asleep.

The gas lingers for one Minute per spell rank of the Compound, unless dispersed. A breeze will disperse the cloud in 3 Rounds. Strong winds will do so in a single Round.

The compound can be thrown about 40 feet. If an attempt is made to throw it farther than this distance, the glass nodule must make a Conflict Roll with adjustments for its Quality Level against a Threshold of 10 plus 1 for every 5 feet over 40 the character throws it. Failure indicate it shatters in the thrower's hand.

Any breathing creature in the Affected Area is entitled to an Avoidance Roll with Toughness adjustments when the compound first explodes and on every Round thereafter. The Threshold they must overcome equals 10 plus the compound's Quality Level. Those failing suffer Sedating Setback equal to 1 point per 2 spell ranks plus the roll's Margin and gains the Temporary Trait of "drowsy". If this brings the creature's Fate Points to 0, it immediately falls into a deep sleep that lasts until the end of the current Scene.

The compound is usually created as a round glass nodule containing a transparent light pink liquid. On occasion, it is found bottled within an ordinary glass vial. When detonated, the resulting cloud has the sweet smell of lavender.

Configurations: The item may only be enchanted as a Limited Use Item with a single use. It requires 1 Action to aim and throw.

Compound of Suds

Minimum Quality Level: 8

When thrown to the ground and shattered, a Compound of Suds spews forth a large quantity of slippery, soapy foam covering a 20-foot radius area. Those in the area stumble, slide, and slip on the slick bubbles. The foam is so thick, it smothers all normal fires in the area. It persists for 1 hour per Quality Level and imposes the Slick Terrain Condition to the entire Affected Area. (See its description under Area Conditions in The Rules Reference for details.)

A Compound of Suds can be thrown about 40 feet. If an attempt is made to throw it farther than this distance, the glass nodule must make a Conflict Roll with adjustments for its Quality Level against a Threshold of 10 plus 1 for every 5 feet over 40 the character throws it. Failure indicate it shatters in the thrower's hand.

A Compound of Suds is an opaque white soapy liquid containing small shimmering bubbles floating on top. It is normally contained with a round glass nodule but will occasionally be housed in an ordinary glass bottle. When detonated, it has an extremely slick texture and a soapy aroma. Its taste will thoroughly wash out the filthy mouths of even the naughtiest brats. In fact, one vial will suffice for a whole schoolroom.

Configurations: The item may only be enchanted as a Limited Use Item with a single use. It requires 1 Action to aim and throw.

Compound of Tear Gas

Minimum Quality Level: 8

When thrown to the ground, a Compound of Tear Gas looses a billowing cloud of caustic gases having a 20-foot radius, and affecting all living, breathing creatures in the area.

Living, breathing creatures caught in the affected area suffer from a Drawback on all Conflict Rolls involving Agility or Perception for the duration of the spell. Allow each creature an Avoidance Roll with Toughness Adjustments every Round they are in the Affected Area to resist the spell's effects for the moment. The Threshold they must overcome equals 10 plus the compound's Quality Level. Once a roll is failed, though, no further rolls are allowed, and the Drawback persists until the end of the current Scene.

The cloud remains for up to 1 minute per spell rank unless blown away by a strong wind. A breeze will disperse the cloud in 3 Rounds. Strong winds will do so in a single Round. The effects of the gas remain for the entire spell duration for any creature caught in the area even if they leave the cloud.

The nodule can be thrown about 40 feet. If an attempt is made to throw it farther than this distance, it must make a Conflict Roll with adjustments for its Quality Level against a Threshold of 10 plus 1 for every 5 feet over 40 the character throws it. Failure indicate it shatters in the thrower's hand.

A Compound of Tear Gas is a slightly pinkish clear liquid containing tiny specks of vegetable matter floating throughout. It is normally contained within a round glass nodule, but may be stored in any glass container. When detonated, the resulting fog produces a sharp stinging sensation in the eyes and the overpowering smell of chopped onions.

Configurations: The item may only be enchanted as a Limited Use Item with a single use. It requires 1 Action to aim and throw.

Container of Capacity

A Container of Capacity can come in the form of any type of container: jar, bag, backpack, knapsack, etc. Its primary characteristic is that it is bigger on the inside than the outside. This is accomplished via an extra dimensional link to the Astral Plane.

Containers of Capacity come in different sizes. Each has approximately the same shape inside and out. But, each is two Size Categories bigger inside than outside, as shown on the Container of Capacity Table.

Container of Capacity Table

Exterior Size Category	Interior Size Category	Min. Quality Level
Ultratiny (largest dimension of 7 ½ inches)	Small (largest dimension of 2 ½ feet)	3
Tiny (largest dimension of 15 inches)	Medium (largest dimension of 5 feet)	6

So, an Ultratiny Container of Capacity has a Small-size volume inside and a Tiny one has a Medium-size capacity.

Needless to say, the container can only hold objects that can fit through its opening.

Configurations: The item may only be crafted as a Continual item, whose Quality Level limits its capacity.

Coronet of Beauty

Minimum Quality Level: 5

A Coronet of Beauty is a simple metal band worn on the head. It gives the wearer the appearance of dazzling beauty, as the Pagan Harmony spell Balder's Beauty. The power of any such headband is usable by anyone, is immediately effective as soon as it is placed on the head, and immediately terminates when removed.

Configurations: A Coronet of Beauty is always enchanted as a Continual item. Any such item may take the form of another type of jewelry or even as a garment. However, its form must be that of an Ornatum. That is, it must be a wearable item whose power works only when donned.

Coronet of Dark Vision

Minimum Quality Level: 9

A Coronet of Dark Vision is a simple metal band worn on the head. It gives the wearer Dark Vision, as the Occult spell Procure Dark Vision. The power of any such headband is usable by anyone, is immediately effective as soon as it is placed on the head, and immediately terminates when removed.

Configurations: A Coronet of Dark Vision is always enchanted as a Continual item. Any such item may take the form of another type of jewelry or even as a garment. However, its form must be that of an Ornatum. That is, it must be a wearable item whose power works only when donned.

Coronet of Night Vision

Minimum Quality Level: 2

A Coronet of Night Vision is a simple metal band worn on the head. It gives the wearer Night Vision, as the Occult spell Procure Night Vision. The power of any such headband is usable by anyone, is immediately effective as soon as it is placed on the head, and immediately terminates when removed.

Configurations: A Coronet of Night Vision is always enchanted as a Continual item. Any such item may take the form of another type of jewelry or even as a garment. However, its form must be that of an Ornatum. That is, it must be a wearable item whose power works only when donned.

Coronet of Silence

Minimum Quality Level: 5

A Coronet of Silence is a simple metal band worn on the head. It produces an aura of absolute silence around the wearer as the Occult spell Procure Large Aura of Silence. The power of any such headband may be used by anyone, is immediately effective as soon as it is placed on the head, and immediately terminates when removed.

Configurations: A Coronet of Silence is always enchanted as a Continual Item. Any such item may take the form of another type of jewelry or even as a garment. However, its form must be that of an Ornatum. That is, it must be a wearable item whose power works only when donned.

Crown of Deathly Power

Minimum Quality Level: 11

A Crown of Deathly Power is usually made from antler, bone, or ivory, and is adorned with teeth. It is form-fitting to the wearer. When triggered by an Occultist through a command phrase, it gives its wearer temporary control over undead as the Occult spell Manifest Great Aura of Dire Deathly Power.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Crown of Terror

Minimum Quality Level: 9

A Crown of Terror is usually made from iron and is set with jewels of obsidian or black diamond. It can be used by anyone and is form-fitting to the wearer.

When its wearer speaks a command phrase and gives off a hearty laugh, the item's magic is triggered. Their laughter is transformed into a deep, hollow, empty guffaw that echoes across the countryside: "bwa-Bwa-Ha-BWA-HA-HA-HA-HA!!!" This echo produces the effect of the Occult spell Manifest Great Aura of Dire Fear.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Crystal Ball

Minimum Quality Level: 14

A Crystal Ball is a sphere made of flawless clear crystal. When gazing into its depths and speaking a command phrase, an Occultist is able to see events far away as the Occultist spell Prime Crystal Ball for Scrying up to a Kingdom Away (see The Oculus of Occultism for details).

There exist a precious few crystal balls fashioned from the eyes of powerful ancient dragons. These prized items give the user a dragon's vision, as described in the Occultist spell Procure Dragon Sight in The Oculus of Occultism.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Cucurbit of Solomon

Minimum Quality Level: 14

A cucurbit is a symmetrical gourd-shaped bottle, commonly found in Arabian settings. A Cucurbit of Solomon[59] is a metal bottle in this shape, usually brass, with a metal stopper. The stopper is sealed with lead and has the imprint of the Seal of Solomon on it. Across its surface are etched a number of mysterious and intricate glyphs.

When first encountered, the cucurbit's stopper may either be loosely attached (via a light chain), or firmly fixed in its opening. If fixed in place, the bottle will be unusually heavy for its size, even considering its metallic makeup. The reason, of course, is that it contains a full-fledged elemental spirit

If the stopper is encountered loose, the bottle empty, and is ready to trap an elemental spirit, as the Occult spell Apply Grim Captivity to Elemental. Only Occultists may trap a spirit. To do so, they must trigger the curcurbit's magic (usually through a command phrase or word), and point its opening toward the targeted elemental. If the elemental is Overcome by the spell, it will be drawn into the bottle and the stopper will magically seal itself in place.

Anyone can release the trapped spirit by removing the stopper. At that point, the trapped elemental is freed. It is obligated to fulfill any single request spoken by its liberator to the best of its ability. If no request is immediately forthcoming, the elemental is free to act as it chooses.

Configurations: The item may be enchanted as a Limited Use or Siphoning Item.

Size Category: The bottle's Size Category must be at least as large as the Size Category of the imprisoned elemental. (That's not to say that it has to be as big as the elemental. A Medium-sized bottle would hold about a quart of liquid.)

Magic Items ~ D

Dagger of the Coven

Minimum Quality Level: 7

A Dagger of the Coven is a knife or other small blade with little or no ornamentation. They are commonly given to witches who have performed heroically in service to their coven. Although they are of common appearance, they are engraved with symbols indicating their importance. Any witch displaying one to an unfamiliar coven is generally given respect and courtesy, for the bearer must have performed some remarkable deed to earn the right to carry it. If a similar service is performed for the dagger's owner by another witch, tradition dictates that the dagger be passed on in gratitude. Consequently, a single dagger may pass through the hands of many covens.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item. Note that its Quality Level may impact its combat characteristics as described in the section High Quality Weapons.

Dagger of the Coven Powers

Occult Spell	Usable by	Trigger
Invoke Dire Faery Pinch	Occultists	Command Phrase.
Grow Bramble	Occultists	Command Phrase.
Grow Many Toadstools	Occultists	Command Phrase.

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59 Brass bottles, in which jinn and afrit were trapped by the prophet Solomon, are mentioned in The Arabian Nights. The story of The City of Brass states that Solomon created many such bottles and cast them into the sea.

Diadem of Dazzling

Minimum Quality Level: 2

A Diadem of Dazzling is a jeweled headband that gives its wearer stupefying beauty, as the Pagan Pandemonium spell Aphrodite's Dazzling Smile. The power can be used by anyone, is immediately effective as soon as it is donned, and immediately terminates when removed. However, the magic of the diadem must be continually fed Neart (magical energy), which the wearer feels in the form of a Setback Cost of 2 every Round.

Configurations: A Diadem of Dazzling is always enchanted as a Taxing item. Any such item may take the form of another type of jewelry or even as a type of garment. However, its form must be that of an Ornatum. That is, it must be a wearable item whose power works only when donned.

Diadem of Nixie's Breath

Minimum Quality Level: 8

A Diadem of Nixie's Breath is a jeweled headband. It produces an aura of around the wearer that grants the wearer and any nearby creatures the ability to breathe water, as the Occult spell Procure Great Aura of Nixie's Breath. The power of any such diadem can be used by anyone, is immediately effective as soon as it is placed on the head, and immediately terminates when removed.

Configurations: A Diadem of Nixie's Breath is always enchanted as a Continual Item. Any such item may take the form of another type of jewelry or even as a garment. However, its form must be that of an Ornatum. That is, it must be a wearable item whose power works only when donned.

Dim Luminary

A Dim Luminary is a magical source of continual Dim Light. The luminary's brightness depends on its Quality Level as shown on the Dim Luminary Table. They come in a couple of forms, as described below.

Configurations: The item may only be crafted as a Continual item.

Dim Luminary Table

Quality Level	Dim Light Radius	Scant Light Radius
1	20 feet	40 feet
6	30 feet	60 feet
8	40 feet	80 feet

Dim Carbuncle

Minimum Quality Level: 1

A Dim Carbuncle is a glowing red gemstone that emits continual reddish light (as per the occult spell Empower Carbuncle Stone).

Dim Moonstone

Minimum Quality Level: 4

A Dim Moonstone is a white gem continually burns with a pale white light (as per the occult spell Empower Ample Moonstone).

Dire ... Brand

Dire Brands are weapons enchanted to augment their effectiveness with a specific effect, as detailed below. Virtually any Melee Weapon can be enchanted as one of these weapons. They can be used by anyone, though the use of a command phrase, although their possessors must rely on their own skills to wield them.

Since the powers of these weapons are not continually effective, they are less convenient than the less powerful Cruel … Brands. But, their blows are more potent and, since the weapon is not continuously imbued with a Woe Effect, other types of Woe Effects may be placed on them when their own Brand spells are inactive.

Configurations: The item may only be enchanted as a Taxing Item. A rare few are enchanted with two or three different branding spells (although no more than one can be active at a time). Note that its Quality Level may impact the weapon's combat characteristics as described in the section High Quality Weapons.

Dire Acidic Brand

Minimum Quality Level: 5

The weapon is enhanced with Scorching Damage, as the Occult spell Offer Dire Acidic Brand.

Dire Fiery Brand

Minimum Quality Level: 5

The weapon is enhanced with Scorching Damage, as the Occult spell Offer Dire Fiery Brand.

Dire Freezing Brand

Minimum Quality Level: 5

The weapon is enhanced with Freezing Damage, as the Occult spell Offer Dire Freezing Brand.

Dire Infernal Brand

Minimum Quality Level: 5

The weapon is enhanced with Infernal Damage, as the Pagan spell Offer Dire Infernal Brand.

Dire Quieting Brand

Minimum Quality Level: 5

The weapon is enhanced with Quieting Setback, as the Occult spell Offer Dire Quieting Brand.

Dire Righteous Brand

Minimum Quality Level: 5

The weapon is enhanced with Righteous Damage, as the Pagan spell Offer Dire Righteous Brand.

Dire Scorching Brand

Minimum Quality Level: 5

The weapon is enhanced with Scorching Damage, as the Occult spell Offer Dire Scorching Brand.

Dire Shocking Brand

Minimum Quality Level: 5

The weapon is enhanced with Electrical Damage, as the Occult spell Offer Dire Shocking Brand.

Dire Sonic Brand

Minimum Quality Level: 5

The weapon is enhanced with Sonic Damage, as the Occult spell Offer Dire Sonic Brand.

Dire Tormenting Brand

Minimum Quality Level: 5

The weapon is enhanced with Tormenting Setback, as the Occult spell Offer Dire Tormenting Brand.

Dire Unworldly Brand

Minimum Quality Level: 5

The weapon is enhanced with Metaphysical Damage, as the Occult spell Offer Dire Unworldly Brand.

Dragon Scale Armor

Minimum Quality Level: 5

Dragon Scale Armor has the appearance and functionality of a full suit of high-quality scale armor. In point of fact, Dragon Scale Armor is not necessarily enchanted, or even magical. Even non-magical Dragon Scale Armor can provide additional benefit to its wearer, depending on the kind of dragon skin it is made from, as shown on the Dragon Scale Armor Table. If magical, it is form-fitting to the wearer.

Dragon Scale Armor Table

Type	Benefit
Cuélebre, Firedrake, Heraldic Dragon, Tarasque	Ward of 1 per 3 Quality Levels against all Scorching effects
Wyrm	Ward of 1 per 3 Quality Levels against all Acidic effects
Babylonian Dragon, Zmei	Ward of 1 per 3 Quality Levels against all Electrical effects

Dragon Scale Armor of Jormungand

Minimum Quality Level: 9

Dragon Scale Armor of Jormungand has the appearance and functionality of any other Dragon Scale Armor. However, the armor is additionally enchanted to cast the Pagan Wrath spell Jormungand's Serpentine Form on its wearer when they speak a command phrase. The armor can be used by anyone, and is form fitting to its wearer.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Dragon Slayer

Minimum Quality Level: 13

A Dragon Slayer is a weapon specifically enchanted for one purpose: killing dragons. As such, all of its powers are geared toward aiding the wielder in this endeavor. Needless to say, all dragons harbor an instinctive hatred toward Dragon Slayers and their wielders.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item. Note that its Quality Level may impact the weapon's combat characteristics as described in the section High Quality Weapons.

Dragon Slayer Powers

Occult Spell	Usable by	Trigger
Manifest Dragon Ward's Bane	Anyone	Landing a blow with the weapon on a dragon.
Provide Resistance to Acid (on wielder)	Anyone	Command Phrase
Provide Resistance to Scorching (on wielder)	Anyone	Command Phrase

Pagan Spell	Usable by	Trigger
Neutralize Poison (on wielder)	Anyone	Command Phrase
Tyr's Unflinching Courage (on wielder)	Anyone	Command Phrase

Dragon Tooth of the Spartoi

Minimum Quality Level: 11

A Dragon Tooth of the Spartoi[60] is a tooth enchanted to conjure a fully armed skeletal warrior. The act of burying the tooth in loose soil triggers its magic. A living warrior will apparently emerge from the soil as if grown from the seed of the tooth. In reality, the warrior is a Common Skeleton disguised by an illusion to appear as a living person. Treat the summoning as the Occult spell Beget Common Skeleton.

While anyone can trigger the tooth to conjure a skeleton, only Occultists can control it. If it is not controlled, the skeletal warrior will attack its summoner along with anyone else that engages it.

Configurations: The item may only be enchanted as a Limited Use item. Most of them can only be used once.

60 Spartoi literally means "Sown Men". In two different Greek myths, the heroes Jason and Cadmus both sowed dragon teeth from which arose warriors believed to be the dead founders of Thebes.

Magic Items ~ E

Eager Spear

Minimum Quality Level: 11

An Eager Spear is a weapon with a thirst for combat. If the caster throws the spear at a target, it instantly returns to their hand after it strikes a blow or lands on the ground.

When the spear strikes, it delivers wounds that are unusually jagged. The magic of the spell adds an additional amount of Rending Damage equal to 1 per 2 spell ranks. In addition, the Attack Roll's Margin is also delivered as Rending Damage, rather than Internal Damage. This damage may be absorbed as normal by armored opponents.

One major implication of this effect is that creatures that would normally sustain no Internal Damage from a weapon are still susceptible to the weapon's Margin, if they are affected by Rending Damage. For example, a zombie is Immune to Internal Damage. But, it is not immune to Rending Damage. So, a zombie would sustain the Margin as Rending Damage from any spear charmed with this spell.

The powers of these weapons are not continually effective. But, they can be used by anyone, though the use of a command phrase. Although, their users must rely on their own skills to wield and throw them.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item. Note that its Quality Level may impact the weapon's combat characteristics as described in the section High Quality Weapons.

Eager Spear Powers

Pagan Spell	Usable by	Trigger
Ares's Eager Spear	Anyone	Command Phrase

Earring of Acuity

Minimum Quality Level: 10

These earrings allow their wearers to see in virtually any environment, and are a favorite among thieves. They are form-fitting to the wearer and have the powers listed on the table below.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Origin: Pirates and sailors are a superstitious bunch. One of their superstitions was that an earring could improve a person's sight.

Earring of Acuity Powers

Occult Spell	Usable by	Trigger
Procure Astral Vision	Anyone	Command Phrase
Procure Echolocation	Anyone	Command Phrase
Procure Night Vision	Anyone	Command Phrase
Procure Viper Sight	Anyone	Command Phrase

Earring of the Mariner

Minimum Quality Level: 10

These earrings are normally found in the form of simple rings of metal, and are a favorite among sailors. They are form-fitting to the wearer and have the powers listed on the table below.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Origin: One of the more prevalent beliefs of mariners was that a simple gold loop earring could save a man from drowning. This bauble gives truth to that superstition.

Earring of the Mariner Powers

Occult Spell	Usable by	Trigger
Provide Water Breathing (on wearer)	Anyone	Command Phrase
Procure Nixie's Breath	Anyone	Command Phrase
Procure Water Walking	Anyone	Command Phrase
Provide Swimming at Land Speed (on wearer)	Anyone	Command Phrase

Elixir of Dispelling

Minimum Quality Level: 6

An Elixir of Dispelling negates any and all magic spells affecting the imbiber (both helpful and baneful). Further, the imbiber gains an Edge on all future Conflict Rolls against magical effects until the end of the current Scene.

Finally, until the end of the Scene in which it is drunk, any spell having a spell rank lower than or equal to the Quality Level of the potion is automatically negated. And, any spells having a higher spell rank must make a Spell Roll against a Threshold of 10 plus the elixir's Quality Level. Failure indicates the imbiber avoids all of the spell's effects.

An Elixir of Dispelling has a bright red color and the sweet smell of fresh berries. When imbibed, the taste is surprisingly bitter and the mouth is left completely devoid of all moisture.

Configurations: The item may only be enchanted as a Limited Use Item. When initially brewed, it has a number of doses equal to 2 plus half its Quality Level. Each dose affects its imbiber, and each requires 1 Action to drink.

Elixir of Gaseous Form

Minimum Quality Level: 10

An Elixir of Gaseous Form transforms its drinker into a cloud of gas. It vaporizes the imbiber's body and everything they carry. (It is limited to an amount of material that the imbiber could normally carry.)

The imbiber completely evaporates 1 Round after quaffing the elixir. The cloud expands to colorless air 1 Round thereafter. Each dose lasts up to 5 minutes per Quality Level. However, the effect lasts only as long as the imbiber wants it to last. As soon as they no longer have positive emotions toward their gaseous state, it terminates. The imbiber must expend 1 Action to regain their feet while reforming.

The gaseous cloud travels at a Speed of 20 in any direction. If blown by a stiff wind, though, the cloud is simply blown along. While in gaseous form, the imbiber has the same Immunities and Sensitivities as a Gas Elemental (see The Tome of Terrors for details). However, a gaseous character cannot manipulate or interact with physical objects.

An Elixir of Gaseous Form is a translucent green liquid which constantly bubbles and boils. Tiny brown specks dance about as the rising bubbles buffet them. A hazy green vapor appears above the liquid's surface within the vial. The brew has the smell and taste of saline.

Configurations: The item may only be enchanted as a Limited Use Item. When initially brewed, it has a number of doses equal to 2 plus half its Quality Level. Each dose affects its imbiber, and each requires 1 Action to drink.

Elixir of Grand Healing

Minimum Quality Level: 8

An Elixir of Grand Healing heals physical wounds sustained on the drinker's body. Each dose heals an amount of damage equal to 2 per Quality Level of the potion. It only affects Hit Points, though. It cannot cure diseases or other ailments or conditions.

A Healing Elixir has a light violet color. Close scrutiny shows that it has tiny yellow flecks floating throughout. It has the sweet smell of pollen and the taste of clover honey.

Configurations: The item may only be enchanted as a Limited Use Item. When initially brewed, it has a number of doses equal to 2 plus half its Quality Level. Each dose affects its imbiber, and each requires 1 Action to drink.

Elixir of Life

Minimum Quality Level: 20

Description: An Elixir of Life permanently bestows the Gift of Agelessness on the imbiber (at the cost of the Gift of Mortality). The drinker gains eternal youth, along all the other consequences that Agelessness implies.

To be effective, the Elixir of Life must have a Quality Level equal to or exceeding that of its imbiber. Further, as its entire impact is to impart Agelessness on mortals, it has no effect on characters that are already Ageless.

Nobody knows what the Elixir of Life looks, smells, or tastes like, as those few that have been able to brew one of these potions have been exceedingly secretive about it.

Mortals have souls, which are a special type of spirit.[61] While Ageless characters have spirits, their spirits do not qualify as souls. To have the Gift of Mystical Beckoning, a character must have a soul. Consequently, any mortal character drinking an Elixir of Life ends up with their soul being transformed into that of a common spirit. That, in turn, has the effect of suppressing their Mystical Beckoning gift, if they have one, as long as they remain Ageless.

Configurations: The item may only be enchanted as a Limited Use Item with a single dose. Each dose affects its imbiber, and requires 1 Action to drink.

Elixir of Petrification

Minimum Quality Level: 7

An Elixir of Petrification causes its imbiber's skin to become as hard as granite. In fact, it is so hard that they gain 1 Natural Ward point for every two Quality Levels of the potion. The given Ward counts above and beyond any armor worn.

Drinking an Elixir of Petrification gives the imbiber the rather nauseating feeling that they are drinking mud. The thick sludge has a brown hue, a gritty texture, and an earthy smell and flavor.

Configurations: The item may only be enchanted as a Limited Use Item. When initially brewed, it has a number of doses equal to 2 plus half its Quality Level. Each dose affects its imbiber, and each requires 1 Action to drink. Each dose lasts until the imbiber is Overcome.

Emblematic Shield

Minimum Quality Level: 2

An Emblematic Shield is a shield that has the symbol of a Faction drawn, painted, carved, or engraved on its surface. Often the symbol is that of a specific religion. Anyone holding the shield that is of member of the indicated Faction gains an Edge against all Range Weapons as the Pagan Symbol spell Consecrate Emblematic Shield.

Configurations: These items are always enchanted as Continuous Items.

Enchanted Agate

Minimum Quality Level: 2

Although agates are usually thought of as ordinary rocks, enchanted agates are finely polished milky specimens streaked with brown and reddish striations. When mounted in a setting, they make unusual and stunning pieces of jewelry.

An Enchanted Agate gives its possessor an Edge on all Conflict Rolls against poison as the Occult spell Prime Agate Stone. Its powers are usable by anyone merely by possessing it.

Configurations: The item must be made as a Continual Item.

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61 In folklore, Ageless characters often express envy of mortals' souls, while mortals envy the Ageless for their longevity. This is an ironic example in mythology of the grass always being greener on the other side of the hill.

Magic Items ~ F

Faery Dust

Minimum Quality Level: 6

Faery Dust usually comes in a silk pouch. When shaken, the pouch spills one dose of it contents in a cloud that settles on those in the area within a Round. Each shake of dust creates a cone of glittering dust that is 20 feet long with a 10-foot base diameter.

When sprinkled over a creature, it's senses are distorted to view everything around it as stunningly beautiful. The creature is entitled to an Avoidance Roll with Heart adjustments against a Threshold of 10 plus the dust's Quality Level. Failure indicates the creature sustains Deluding Setback equal to 2 per spell rank plus the roll Margin. Success indicates they sustain half this amount. If the target's Fate Points fall to zero by the dazzling display, it stands in a stupor admiring its wondrous surroundings while they are Overcome.

When cast over unripened fruits, vegetables, seeds, or nuts, fairy dust ripens them. Any fruit or vegetable affected in this way acquires an appetizing appearance. Apples appear crisp and round, promising a satisfying crunch to anyone that bites into it. Berries appear ready to burst from the juices contained within them.

When sprinkled over other items or creatures, Faery Dust gives it an aura of radiant beauty. Even the most soiled clothing takes on a look of meticulous cleaning and expert tailoring. When sprinkled over gemstones or other valuables, they seem to sparkle with greater fire, raising their apparent Quality Level to at least the spell rank.

Configurations: The item may only be enchanted as a Limited Use Item. When initially created, it has a number of doses equal to 2 plus half its Quality Level. Each dose requires 1 Assault Action to dispense.

Flying Carpet

Minimum Quality Level: 12

A Flying Carpet is a finely crafted oriental or Asian rug woven with silken and golden threads. Its primary purpose is to lift those sitting upon it into the air and transport them to their destination with all haste[62] as the Occult spell Travel on a Flying Carpet. All are equipped with air and sunroof. Seat-belts are optional. These carpets can be activated only by Occultists using a command phrase.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Fulminate of Shrapnel

Minimum Quality Level: 11

A Fulminate of Shrapnel is a glass nodule packed with volatile liquids and bits of sharp glass and metal. When thrown to the ground, the cocktail explodes, instantaneously propelling its shrapnel contents in all directions in a 10-foot radius.

All creatures within the area sustain Puncturing Damage equal to 2 per spell rank. Allow an Avoidance Roll with Agility and Toughness Adjustments. The Threshold they must overcome equals 10 plus the fulminate's Quality Level. Success indicates the character sustains only half this damage. Failure indicates the character sustains the roll's Margin as additional Puncturing Damage.

If those in the Affected Area wear armor, the armor absorbs the normal amount from the total damage. Take into account any Ward after halving the damage, if applicable.

The cocktail can be thrown about 40 feet. If an attempt is made to throw it farther than this distance, the glass nodule must make a Conflict Roll with adjustments for its Quality Level against a Threshold of 10 plus 1 for every 5 feet over 40 the character throws it. Failure indicate it shatters in the thrower's hand.

The fulminate is an opaque yellow liquid with small bits of glass and metal sediment at the container's base. It is usually contained within a round glass nodule but may be housed in an ordinary glass vial. When detonated, the fulminate produces the nauseating stench of rotten eggs.

Configurations: The item may only be enchanted as a Limited Use Item with a single use. It requires 1 Action to aim and throw.

Magic Items ~ G

Garment of Aptitude against …

Garments of Aptitude are articles of clothing that are enchanted to provide an Edge against a specific influence. They come in a number of varieties, as detailed below. The power of any such garment can be used by anyone, is immediately effective as soon as it is donned, and immediately terminates when removed.

Configurations: Garments of Aptitude are always enchanted as Continual items. Any such item may take the form of any type of garment, but are most fashioned as shirts or pants. It may even be an article of jewelry. However, its form must be that of an Ornatum. That is, it must be a wearable item whose power works only when donned.

Garment of Aptitude against Acid

Minimum Quality Level: 2

The garment protects the wearer as the occult spell Procure Aptitude against Acid.

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[62] In The Arabian Nights, Prince Husain buys a magic carpet that can, supposedly, bear those sitting upon it to their objective in the twinkling of an eye. In Slavic lore, Baba Yaga sometimes provides Ivan the Fool with a flying carpet to speed him on his way.

Garment of Aptitude against Electricity

Minimum Quality Level: 2

The garment protects the wearer as the occult spell Procure Aptitude against Electricity.

Garment of Aptitude against Emotions

Minimum Quality Level: 2

The garment protects the wearer as the occult spell Procure Aptitude against Emotions.

Garment of Aptitude against Fettering

Minimum Quality Level: 2

The garment protects the wearer as the occult spell Procure Aptitude against Fettering.

Garment of Aptitude against Freezing

Minimum Quality Level: 2

The garment protects the wearer as the occult spell Procure Aptitude against Freezing.

Garment of Aptitude against Petrifying

Minimum Quality Level: 2

The garment protects the wearer as the occult spell Procure Aptitude against Petrifying.

Garment of Aptitude against Scorching

Minimum Quality Level: 2

The garment protects the wearer as the occult spell Procure Aptitude against Scorching.

Gauntlet of Courage

Minimum Quality Level: 3

A Gauntlet of Courage is an ordinary gauntlet, which always comes without a matching gauntlet to honor the sacrifice that the Nordic god Tyr made of his hand when binding Fenris. (Nothing prevents its user from wearing a gauntlet on their other hand, though.) The gauntlet is usable by anyone by putting it on, is form-fitting to the wearer, and gives them an Edge against Fear effects as described in the Pagan Battle spell Tyr's Unflinching Courage as long as it is worn.

Configurations: The item is always magicked as a Continuous Item.

Gauntlets of Strength

Minimum Quality Level: 6

Gauntlets of Strength are a pair of gauntlets that raise their wearer's Strength, as described in the Pagan Battle spell Heighten Strength. The gauntlets can be used by anyone by putting them on, and are form-fitting to the wearer

Configurations: The item is always magicked as a Continuous Item.

Glove of Strangulation

Minimum Quality Level: 1

A Glove of Strangulation is a tight fitting glove ordinarily made of the highest quality black silks or supple leathers. It can be worn on either hand, and is form-fitting to the wearer. When an Occultists holds forth their thumb and index finger and speaks a command phrase[63], it casts the Occult spell Force Choking.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Gloves of Servitude

Minimum Quality Level: 3

Gloves of Servitude are finely crafted leather gloves (usually suede). They are form-fitting to the wearer, and are usable only by Occultists. The gloves have no effect whatsoever until commanded into service by their wearer speaking a command phrase. At this point, they dance off of the owner's fingertips and perform whatever tasks they are given as the Occult spell Prime Servile Gloves.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Gloves of Toxic Touch

Minimum Quality Level: 7

Gloves of Toxic Touch are gloves that deliver poison as the Occult spell Manifest Weakly Toxic Touch when their wearer touches a foe directly. They can be used by anyone, are triggered by speaking a command phrase, and are form-fitting to the wearer.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Glue Goo

Minimum Quality Level: 1

Glue Goo is a thick white paste contained within a standard glass vial, with a stopper having a brush attached to it with which to apply the substance. The goo can be used to glue one object to another. It may reattach a broken a handle onto a cup, stick a sword to a scabbard, or weld a shoe to the floor. Initially, the glue is applied to a surface. It remain tacky until another object contacts it. At that point, it hardens within 1 Round and sticks fast. However, it is ineffective if applied directly to a creature.

The glue is strong enough to withstand any force less than that given by a Strength of 1 per 2 Quality Levels. Although the glue is strong, it cannot fit together separate pieces so well that the crack between them vanishes.

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63   Such as, "I find your lack of breath disturbing".

The odor given off by the resulting glue can best be described as the scent of drying wallpaper paste. It is said to taste like "Mmmm-Mmmm-MmMMMM!!!"

Configurations: The item may only be enchanted as a Limited Use Item. When initially created, it has a number of doses equal to 2 plus half its Quality Level. Each dose affects whatever items it is applied to, and each requires 1 Action to apply.

Greek Fire

Minimum Quality Level: 14

Greek Fire is a clear golden liquid intermixed and swirling with another opaque black liquid. When exposed to air, it explodes in a 10-foot radius spray of liquid fire and continues to burn for 1 Round per spell rank. The liquid floats on water as it continues to burn, and is therefore quite useful in naval warfare against wooden ships.

The burning oil deliver damage to anyone within 5 feet above it. If it is floating on water, the vitriol will do no damage to anyone beneath the water's surface, and it will not hinder swimming in any way.

Any creature having any portion of its body in the Affected Area on the initial casting, when entering the area, and on every Round thereafter must make an Avoidance Roll with Agility and Toughness Adjustments. The Threshold they must overcome equals 10 plus the brew's Quality Level. Failure indicates the creature sustains Scorching Damage equal to 1 per Quality Level. Success indicates the creature sustains half this damage. Failure indicates the creature sustains the roll's Margin as additional Scorching Damage.

Further, the compound imposes the Slick Terrain Condition to the entire Affected Area. (See its description under Area Conditions in The Rules Reference for details.)

If two Greek Fire nodules affect an area, they are not additive. However, the greater of the two Quality Levels will take effect.

Greek Fire can be thrown about 40 feet. If thrown farther than this distance, the glass nodule must make a Conflict Roll with adjustments for its Quality Level. It must overcome a Threshold of 10 plus 1 for every 5 feet over 40 the character throws it. Failure indicates it shatters in the thrower's hand.

Configurations: The item may only be enchanted as a Limited Use Item with a single use. It requires 1 Assault Action to aim and throw. It is normally housed within a round glass nodule, but may be stored in any ordinary glass bottle.

Magic Items ~ H

Hammer of Forging

Minimum Quality Level: 11

A Hammer of Forging is a hammer enchanted to be magically hot, and to work metal without the need of a forge. It works as the Pagan Harmony spell Hephaestos's Fiery Hammer. The power of any such weapon can be used by anyone, is immediately effective as soon as it is held in hand, and immediately terminates when dropped.

Configurations: A Hammer of Forging is always enchanted as a Continual items. Note that its Quality Level may impact its combat characteristics as described in the section High Quality Weapons.

Hammer of Thunder

Minimum Quality Level: 13

A Hammer of Thunder is a hammer that, when triggered, gains powers similar to Thor's. This works as the Pagan Battle spell Thor's Thundering Hammer. These weapons can be used by anyone, are generally triggered by a command phrase, and their enhanced abilities remain as long as their wielders engage in battle.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item. Note that its Quality Level may impact its combat characteristics as described in the section High Quality Weapons.

Hat of Disguise

Minimum Quality Level: 8

Any given Hat of Disguise is enchanted to bestow upon the wearer one particular, unalterable, disguise (i.e. a beggar, a scholar, a wizard, etc.) as the Occult spell Disguise Creature. The form of the hat is inconsequential, but generally matches the disguise it projects. It can be used by anyone by speaking a command phrase and is form-fitting to the wearer.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Helm of Antlers

Minimum Quality Level: 3

A Helm of Antlers is helmet adorned with stag antlers. It is usable by anyone, is form-fitting to the wearer, and gives the wearer a continual boost to their Speed while worn as described in the Pagan Nature spell Cernunnos's Stag Antlers.

Configurations: The item is always magicked as a Continuous Item.

Helm of the Arachnids

Minimum Quality Level: 13

A Helm of the Arachnids is dark piece of cranial armor fashioned in the likeness of a spider. It is form-fitting to the wearer.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Helm of the Arachnids Powers

Occult Spell	Usable by	Trigger
Beget Spider	Occultist	Command Phrase
Bond with Spider Thread	Occultist	Pointing Action and Command Phrase
Harness Spider's Footing	Anyone	Command Phrase
Polymorph into Arachnida	Anyone	Command Phrase
Procure Night Vision	Anyone	Command Phrase

Holy Water

Minimum Quality Level: 8

Holy Water is common, pure water imbued with magical energy that is anathema to undead and demons.

Holy Water is generally stored in a glass vial. If the vial is shattered, its contents splash in a 5-foot radius spray, affecting all undead and demonic creatures in the area.

The vial can be thrown about 40 feet, using the standard Ballistics skill. (Assuming the vial is intended to shatter when thrown, in which case it must be made of either glass or ceramic.) If an attempt is made to throw the vial farther than this distance, it must make a Conflict Roll with adjustments for its Quality Level against a Threshold of 10 plus 1 for every 5 feet over 40 the character throws it. Failure indicate it shatters in the thrower's hand.

Alternately, the vial may be uncorked and shaken, spraying its contents in a cone 20 feet long with a base diameter of 10 feet. In this case, the vial itself is unharmed.

Any undead or demon in the Affected Area is entitled to an Avoidance Roll with Toughness adjustments. The Threshold they must overcome equals 10 plus the Quality Level of the Holy Water. Those failing suffer Righteous Damage equal to 1 point per Quality Level of the Holy Water plus the roll's Margin. Success indicates they sustain half this amount. For the remainder of the Scene, all such damaged creatures gain the Temporary Trait of "Smoldering".

Holy Water may be drunk by expending an Action. If this is done, the Holy Water has the same effect on the imbiber as the Mystic power Treat Disease cast at a power rank equal to the Quality Level of the Holy Water.

Other than the fact that it detects as magic, Holy Water has the appearance, smell, and taste of ordinary water.

Configurations: The item may only be created as a Limited Use Item with a single use.

Magic Items ~ I

Incense of Cognizance

Minimum Quality Level: 15

When Incense of Cognizance is burned, everyone within a 10-foot radius area has their Perception enhanced. For the spell duration, all Conflict Rolls involving Perception gain an Edge. The Perception enhancing effects last for 24 hours.

Burning multiple Incenses of Cognizance extends the spell duration but has no other effects.

Incense of Cognizance is a short thick stick having a deep dark green color and the texture of dried leaves. When burned, it emits the aroma of fresh catnip that has the effect of heightening the senses. It is a favorite among the feline species.

Configurations: The item may only be enchanted as a Limited Use Item. The incense must burn for 1 full hour before any effects are felt. Once set aflame, the incense will burn for up to an hour per 2 Quality Levels. It may be extinguished at any time and relit later. Every time it is lit, though, a minimum of 1 hour of effectiveness is consumed.

Incense of Grand Healing

Minimum Quality Level: 8

When burned, Incense of Grand Healing produces an aromatic smoke that heals those breathing its fumes within a 10-foot radius. All creatures remaining within the area heal 2 points of damage per spell rank every hour.

This incense is usually manufactured in the form of a short thick wedge having the appearance of tightly packed dried herbs and produces the aroma of a potpourri when burned.

Configurations: The item may only be enchanted as a Limited Use Item. The incense must burn for 1 full hour before any effects are felt. Once set aflame, the incense will burn for up to an hour per 2 Quality Levels. It may be extinguished at any time and relit later. Every time it is lit, though, a minimum of 1 hour of effectiveness is consumed.

Itching Powder

Minimum Quality Level: 2

Itching Powder usually comes in a small wool pouch. When shaken, the pouch spills one dose of it contents in a cloud that settles on those in the area within a Round. Each shake of dust creates a roiling cone of dust that is 20 feet long with a 10-foot base diameter.

Allow any creature caught in the area an Avoidance Roll with Toughness Adjustments against a Threshold of 10 plus the dust's Quality Level to completely avoid its effects. Those failing feel an unbearable itching sensation that is so annoying, it restricts movement to the point of imposing a Drawback on all physical Conflict Rolls involving Agility or Craftiness. If they desire, the individual throwing the pouch of dust may spend Guts to ensure the targets fail their Conflict Rolls. The effects last as long as the target(s) participate in a conflict. It ends as soon as a few minutes pass since their previous Conflict Roll.

Itching Powder is normally stored in a tightly woven wool pouch. At first glance it looks and smells like nothing more than common gray house dust. Upon closer inspection, it appears to be a loose mixture of chopped coarse hair, ground peppercorns, and crushed insect carapaces. In other words, it looks like common house dust.

Configurations: The item may only be enchanted as a Limited Use Item. When initially created, it has a number of doses equal to 2 plus half its Quality Level. Each dose requires 1 Assault Action to dispense.

Magic Items ~ J

Jack Boots

Minimum Quality Level: 11

Jack Boots are indistinguishable from other finely crafted leather or chain boots. Despite their name, they are occasionally crafted as dress shoes, rather than boots, to satisfy the fashion conscience of wealthy merchants.

Jack Boots are form-fitting to the wearer and have the powers listed on the table below.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Origin: Jack, be nimble. Jack, be quick. Jack, jump over the candlestick!

Jack Boots Powers

Occult Spell	Usable by	Trigger
Invoke Able Hare's Leap	Anyone	Crouching and Leaping
Offer Apt Serendipity of Mercury	Anyone	Command Phrase
Obtain Decent Quickening	Anyone	Command Phrase

Jewel of Power

Minimum Quality Level: 8

A Jewel of Power incorporates a magical gem of golden amber that is only usable by Occultists. The gem reduces the Setback Costs for spell-casting by its possessor as the Occult spell Empower Amber Stone. These baubles are commonly set in broaches or necklaces for convenient transport, but any such setting is superfluous and radiates no magical aura.

Configurations: The item may only be enchanted as a Continual Item. The larger and more magnificent the gem, the better, as its Quality Level limits its utility. (see Empower Amber Stone in The Oculus of Occultism for details.)

Jewel of the Dark Apprentice

Minimum Quality Level: 9

A Jewel of the Dark Apprentice is fashioned from a moderate to large ovoid gemstone, usually a ruby or garnet, with an unusual heavy setting. Such trinkets are occasionally bestowed by powerful Sorcerers upon their most worthy apprentices as rewards for their diligence and hard work. They are often carried on long golden chains as necklaces, although any such chains are not integral (or magical) parts of the jewels. Essentially, the baubles are fashioned in this way so that they may be used as stoppers for vials in which imps may be summoned and imprisoned (as the Occult spell Conjure Imp in a Bottle). Their powers are listed on the table below.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Jewel of the Dark Apprentice Powers

Occult Spell	Usable by	Trigger
Beget Imp	Occultists	Command Phrase
Conjure Imp in a Bottle	Occultists	Using the jewel as a stopper to the vial in which an imp is to be imprisoned and speaking a Command Phrase.

Magic Items ~ K

Kris of Pain

Minimum Quality Level: 10

A Kris of Pain is a wavy-bladed dagger, which is often jeweled. Its powers are listed on the table below.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item. Note that its Quality Level may impact the weapon's combat characteristics as described in the section High Quality Weapons.

Kris of Pain Powers

Occult Spell	Usable by	Trigger
Invoke Dire Torment	Occultists	Pointing the Kris and speaking a Command Phrase.
Offer Dire Tormenting Brand	Anyone	Command Phrase
Provide Pain Numbing	Occultists	Command Phrase

Magic Items ~ M

Mace-and-Chain of Fettering

Minimum Quality Level: 7

A Mace-and-Chain of Fettering is a mace-and-chain magicked to entangle foes as the Pagan Battle spell Fettering Spiked Iron Balls. In essence, the mace-and-chain acts as an entrapment weapon, which anyone can use. The weapon provides no ability to wield it, however. So, to do so, the user must use their own skills in wielding a mace-and-chain of its corresponding size.

Configurations: A Mace-and-Chain of Fettering is always enchanted as a Continual item. Note that its Quality Level may impact its combat characteristics as described in the section High Quality Weapons.

Mace of Blow Back

Minimum Quality Level: 6

A Mace of Blow Back is a blunt weapon that creates a thunderous shock wave when its strikes the ground. Any creature immediately surrounding its wielder when this happens is in danger of being knocked to the ground, as the Pagan Battle spell Blow Back. It is usable by anyone.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item. Although most of these weapons are maces, it may be fashioned as another blunt weapon type, such as a hammer or pick. Note that its Quality

Level may impact its combat characteristics as described in the section High Quality Weapons.

Mantle of Appeal

Minimum Quality Level: 10

A Mantle of Appeal is a garment enchanted to gives its use an air of personal magnetism and an enhanced ability to persuade as the Occult spell Offer Apt Serendipity of Venus. The mantle can be used by anyone, and is form fitting to its wearer. Its power can be activated with one command phrase and terminated with another. Note that the spell it casts on its wearer requires them to expend Setback every Round that the spell grants them an Edge on one or more Conflict Rolls. (See The Oculus of Occultism for details.)

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Magic Items ~ N

Necklace of … Serendipity

A Necklace of Serendipity is a necklace enchanted to bring good fortune and favor involving factors influenced by the planets. They come in a number of varieties, as detailed below.

Any Necklace of Serendipity is usable by anyone wearing it by speaking a command phrase. The spell is produces lasts as long as the wearer wants it to. So, as soon as the wearer no longer has positive emotions toward the spell provided by the item, the spell terminates. Further, the spell will terminate if the target is unable or unwilling to pay its required Setback Costs (see the individual spell descriptions for details).

Configurations: These are only enchanted as Taxing Items.

Necklace of Jovian Serendipity

Minimum Quality Level: 4

The necklace imbues the wearer with the occult spell Offer Apt Serendipity of Jupiter. Often, these necklaces are often fashioned from Lumina, and adorned with a yellow topaz gemstone.

Necklace of Lunar Serendipity

Minimum Quality Level: 5

The necklace imbues the wearer with the occult spell Offer Apt Serendipity of Luna. Often, these necklaces are are often fashioned from silver and adorned with a moonstone.

Necklace of Martian Serendipity

Minimum Quality Level: 11

The necklace imbues the wearer with the occult spell Offer Apt Serendipity of Mars. Often, these necklaces are often fashioned from meteoric iron and adorned with a bloodstone.

Necklace of Mercurial Serendipity

Minimum Quality Level: 11

The necklace imbues the wearer with the occult spell Offer Apt Serendipity of Mercury. Often, these necklaces are often fashioned from Corinthian bronze dipped in true mercury, and adorned with a green jade gemstone. (Such necklaces give off a Dim Light illuminating the surrounding area to a radius of 20 feet.)

Necklace of Solar Serendipity

Minimum Quality Level: 11

The necklace imbues the wearer with the occult spell Offer Apt Serendipity of Sol. Often, these necklaces are often fashioned from gold and adorned with a peridot gemstone.

Necklace of Venusian Serendipity

Minimum Quality Level: 10

The necklace imbues the wearer with the occult spell Offer Apt Serendipity of Venus. Often, these necklaces are often fashioned from Corinthian bronze and adorned with a diamond.

Nourishment Tonic

Minimum Quality Level: 4

A Nourishment Tonic allows the target to forgo the need for Air, Food, Sleep, or Water. It does this by providing immunity to one of the following effect types: Suffocating (Air), Starving (Food), Sedating (Sleep), or Dehydrating (Water).

When first drunk, the type of immunity the tonic will provide is indeterminate. Instead, that decision is made by the first type of effect potentially influencing the imbiber after drinking a dose. So, if the imbiber drinks a dose of a Nourishment Tonic, and thereafter is the target of a spell that imposes Sedating Setback, the magic of the spell thereafter resolves to protecting the imbiber against Sedating effects (and *only* Sedating effects). Each dose lasts until the imbiber is Overcome.

A Nourishment Tonic is a thick golden brown opaque liquid containing tiny yellow flecks throughout. It has the sweet fragrance of nectar and tastes like a course brown sugar. It makes a nice icing for cupcakes.

Configurations: The item may only be enchanted as a Limited Use Item. When initially brewed, it has a number of doses equal to 2 plus half its Quality Level. Each dose affects its imbiber, and each requires 1 Action to drink.

Ointment of Flying

Minimum Quality Level: 9

Description: When applied to the body, an Ointment of Flying allows the user to fly as the Occult spell Travel in Flight cast at a spell rank equal to the balm's Quality Level.

To use this lotion, a character must take one Action to cover their body with one dose. The balm magically spreads to cover all hard-to-get-to spots. When used, the user is immediately lifted into the air. It lasts until the user touches the ground.

Configurations: The item may only be enchanted as a Limited Use Item. When initially created, it has a number of doses equal to 2 plus half its Quality Level.

Ointment of Pain Numbing

Minimum Quality Level: 1

An Ointment of Pain Numbing deadens the nerves of its imbiber, negating the effects of pain. It automatically gives the target Immunity to Tormenting Setback, and negates the Drawback effects of any spells based entirely on inflicting pain. It also completely negates the effects of Nausea.

Further, the ointment negates any Drawbacks imposed by injuries, including sprains, maims, and cracked or broken bones. Unfortunately, every Round that the target participates in vigorous activity (such as combat), they sustain 1 point of Internal Damage for every Drawback that would normally be imposed by their painful injuries. So, if the target has a broken bone that would normally impose two Drawbacks, they will instead sustain two points of Internal Damage every Round they participate in combat.

This brew is especially handy to practitioners of the medical arts, as it allows for much easier splinting and setting of broken bones. It is an absolute godsend when actual surgery is required.

An Ointment of Pain Numbing is a pinkish cream, with a scent and taste like bitter red wine.

Configurations: The item may only be enchanted as a Limited Use Item. When initially brewed, it has a number of doses equal to 2 plus half its Quality Level. To use this lotion, a character must take one Action to cover their body with one dose. The balm magically spreads to cover all hard-to-get-to spots. Each dose lasts until washed off, but must be treated as a Spellbinding by its user while it is effective.

Magic Items ~ P

Perfume of Infatuation

Minimum Quality Level: 6

A Perfume of Infatuation is a fragrance that grants its user with powers of persuasion. Anyone wearing the perfume attracts members of the opposite sex so quickly that Don Juan would be envious. Once a dose is dabbled on the user's skin, its magic affects a 10-foot radius centered on the perfume's wearer.

If a living creature who who is attracted to the species and sex of the wearer breathes the fumes, they must make an Avoidance Roll with Heart Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates they suffer from a Drawback against all Bandying Words rolls of the wearer for the Duration of the perfume's effectiveness.

The perfume is a clear golden brown liquid having the appearance of thin honey. It possesses the scent of a blooming lilac field. The fragrance is usually bottled in a tiny glass vial with a tight-fitting glass stopper.

Configurations: The item may only be enchanted as a Limited Use Item. When initially created, it has a number of doses equal to 2 plus half its Quality Level. To use this fragrance, a character must take one Action to apply a dose to their body. Each dose lasts until washed off, but must be treated as a Spellbinding by its user while it is effective.

Pixie Dust

Minimum Quality Level: 6

Pixie Dust usually comes in a silk pouch. When shaken, the pouch spills one dose of it contents in a cloud that settles on those in the area within a Round. Each shake of dust creates a cone of glittering dust that is 20 feet long with a 10-foot base diameter.

When sprinkled over vegetal creatures (plant-like creatures having the keyword Vegetal), the Pixie Dust acts to induce blight. Whenever used in this way, every vegetal creature within the affected area must make an Avoidance Roll with Heart Adjustments against a Threshold equal to 10 plus the dust's Quality Level. Failure indicates the creature sustains Blighting Damage equal to 2 per spell rank plus the roll's Margin. Success indicates they sustain half this amount.

When sprinkled over green leaves, Pixie Dust turns them into the bright yellows, oranges, and reds of Autumn. A second sprinkling over these Autumn leaves (usually weeks later) causes them to become dry and brittle and to fall from the tree that holds them. When used in this fashion a single dose is sufficient to coat a single mature tree.

When Pixie Dust is sprinkled over a fallen branch, tree stump, or wooden plank, it produces rot in the wood, causing it to slightly weaken. Subsequent sprinklings cause the wood

to decay further. Every dose delivers 10 Rotting Damage to anything made of wood.

If sprinkled on the ground (or severely rotted wood), Pixie Dust causes toadstools, puff balls, and other mushrooms to grow. Each dose of Pixie Dust is sufficient to cause a number of mushrooms to sprout equal to the dust's Quality Level.

When sprinkled over ripened fruits and vegetables or other kinds of food, Pixie Dust causes them to spoil and rot. When sprinkled over rotting food, it summons Ultratiny-sized worms, centipedes, flies, and other bugs of appropriate types from the surrounding area to consume the remainder of the fruit, thereby tidying up the mess.

If Pixie Dust is sprinkled into a deep dark crevice, such as in a crack between rocks or deep in the niches of a rotting tree stump, it produces a yellowish jelly-like fungus known as fairy butter. Fairy butter is poisonous to mortals - treat each sprinkling as producing a single dose of a Typical Hallucinogenic Poison. However, many of the faeries races find fairy butter to be delectable. Each dose of Pixie Dust produces enough fairy butter to feed a sprite-sized fairy for a day. Unfortunately, such a small quantity is barely enough to spread over an elf's cracker.

Configurations: The item may only be enchanted as a Limited Use Item. When initially created, it has a number of doses equal to 2 plus half its Quality Level. Each dose requires 1 Assault Action to dispense.

Philter of Forgetfulness

Minimum Quality Level: 7

A Philter of Forgetfulness is a potion that causes the imbiber to forget whatever happens to be on their mind when they drink it. When drunk, its magic works instantaneously, and its effects are permanent.

Once the drinker imbibes the potion, they forget everything surrounding a single thought that is on their mind, whether it be a person, event, place, or profession.

If the drinker is unaware of the potion's properties, they will immediately forget everything about whatever is on their mind. Normally, this means they will forget whatever is in their field of view. But, if their mind has been magically entranced somehow, such as through a Philter of Love, the object of their mental focus will be at the forefront of their mind, as it always is. In this way, mind altering magics can be negated. (A love potion can't work its magic on a person that can't remember that their beloved even exists.)

If a person is aware of the philter's effects, they can control what it is they are going to forget, by closing their eyes and intently concentrating on it. Everything they want wiped from their mind will forgotten, and anything they don't want to forget will be retained.[64]

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64   When Manannan severed the affair between Cuchulainn and Fand in the Celtic tale of "The Sickbed of Cuchulainn", he provided potions to Cuchulainn and his wife, Emer, to make the memory of Fand fade from their minds.

Only a single love Philter of Forgetfulness can ever be effective on a given creature at a time.

A Philter of Forgetfulness is a black liquid with faintly glowing rainbow tendrils swirling within it. (It may or may not have an aroma and flavor. Nobody can seem to remember what it tastes and smells like long enough to actually describe it – even while in the process of smelling it.)

Configurations: The item may only be enchanted as a Limited Use Item. When initially brewed, it has a number of doses equal to 2 plus half its Quality Level. Each dose affects its imbiber, and each requires 1 Action to drink.

Philter of Love

Minimum Quality Level: 9

A Philter of Loveis a potion that causes the drinker to fall hopelessly in love with the first member of the opposite sex encountered (with no Conflict Roll). The love-struck victim will take any action within the limits of their persona to please their beloved. Further, the imbiber suffers from a perpetual Drawback in all Bandying Words contests with their new found love interest.

The effects of each dose will last indefinitely. As such, the imbiber must treat it as a Spellbinding while its magic is in effect. However, if the potion's victim is ever requested to perform an action against their core beliefs, the induced affection will fail.

Only a single love charm such as this can ever be effective on a given creature at a time.

A Philter of Love is a yellowish clear liquid possessing a light sweet minty flavor. It has almost no aroma, but a thoughtful sniff will reveal a carrot-like scent. When mixed with wine, the elixir is nearly undetectable.

Configurations: The item may only be enchanted as a Limited Use Item. When initially brewed, it has a number of doses equal to 2 plus half its Quality Level. Each dose affects its imbiber, and each requires 1 Action to drink.

Philter of Oblivion

Minimum Quality Level: 12

A Philter of Oblivion puts the imbiber into a deep coma-like sleep.[65] The sleep is so deep, in fact, that the imbiber appears dead. The only indication that they live is that their flesh remains rosy and apparently healthy. Their life is perfectly preserved by the brew, although they can be harmed normally. In fact, the imbiber does not age even if years pass before they awaken.

The philter's magic only works if it is consumed voluntarily, though. Unless a person needs to undergo a painful medical procedure, few are willing to be put into a coma-like sleep indefinitely. As such, villains wishing to incapacitate foes using these potions must trick them into consuming the magical brew.

The effects last indefinitely. The drinker can only be wakened by someone having a Level greater than the Quality Level of the potion. Each Philter of Oblivion is programmed to allow the target to be wakened when a simple act is performed (e.g. a person gives the target a kiss). Until that happens, they will not wake up.

If mixed with wine or food, the potential imbiber is entitled to a Perception Check to detect the potion's presence. The check must be made against a Threshold equal to 10 plus the potion's Quality Level.

A Philter of Oblivion has a pastel rose color like that of fine Chablis. Its flavor is slightly nutty and has a light herbal odor. It is commonly mixed with wine but may just as effectively be poured over a pear or apple.

Please note that, if a Philter of Oblivion is given to a named character, the consequences for that character can be no greater than what their current Glory Status indicates. So, if a character is not in a Glory Status allowing death as a result, then the game rules dictate that the character cannot be killed. It is the responsibility of the players to figure out why they aren't going to do that.

Finally, a Philter of Oblivion has the additional effect of a Philter of Poetry, in that it allows the imbiber's spirit to wander the Astral Plane and gain training. (See Concoct Philter of Poetry for details.) Unfortunately, a character under the influence of this elixir will not waken until the prespecified trigger terminates the magic.

Configurations: The item may only be enchanted as a Limited Use Item. When initially brewed, it has a number of doses equal to 2 plus half its Quality Level. Each dose affects its imbiber, and each requires 1 Action to drink.

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65 It probably goes without saying that the Grimm's fairy tale Snow White served as inspiration for this potion. However, sleeping potions appear elsewhere in myth as well. One such brew was given to the Celtic hero Cúchulainn by his mentor Scáthach in order to keep him away from a battle she believed he was unprepared for. Needless to say, Cúchulainn was more badass than the potion. He woke up after only an hour, joined the fray, won the battle, and fathered a child on the warrior woman he defeated.

Philter of Poetry

Minimum Quality Level: 12

A <u>Philter of Poetry</u>, also known as the Mead of Poetry[66], is a potion that puts the imbiber into a relaxed state. More importantly, it allows their spirit to wander deep into the Astral Plane the next time they sleep.

If the elixir's Quality Level equals or exceeds that of the imbiber, they may consult with learned poets, scholars, and instructors of the past the next time they sleep. From this interaction, the imbiber may gain training in one of the following:

- A Class for which they meet the qualifications
- A language, either modern or ancient
- A Gift which can be gained independent of Class and Race
- A Skill, Common Lore, or training in a weapon of their choice that can be learned independent of Class and Race. The character becomes Schooled in this new ability.
- A new Musical Score or Occult spell for which they qualify

The training gained while asleep is permanent, but does not, itself, represent a Spellbinding.

A Philter of Poetry looks, smells, and tastes like a fine mead.

Configurations: The item may only be enchanted as a Limited Use Item. When initially brewed, it has a number of doses equal to 2 plus half its Quality Level. Each dose affects its imbiber, and each requires 1 Action to drink.

Pouch of Deft Elf Shots

Minimum Quality Level: 7

A <u>Pouch of Deft Elf Shots</u> conjures either sling bullets or war darts that deliver slight paralyzation to their targets. (Each pouch is magicked to conjure a specific shot type when someone reaches into the pouch.)

Each shot is good for only a single hit. It expends its magic on the first flesh bearing creature it strikes. Its effects will last as long as the target is Proximate to the shot that struck it.

Each conjured shot is thrown or fired as normal. The magic of the pouch does not provide the ability to deliver them to the target. So, the user must use their own abilities to do so.

The magical shot delivers damage as normal. The target also suffers from Paralyzation effect that imposes a Drawback on all physical actions due to twinges and a partial paralysis in the area struck. Multiple uses on a single creature will deliver damage as a magical weapon of its type. But, the paralyzation effects are not cumulative.

Configurations: The item may only be enchanted as a Limited Use Item. Most commonly these items initially have only a handful of uses, perhaps as few as four. Those of higher Quality Level may have a dozen or more uses.

Pouch of Inexhaustibility

Minimum Quality Level: 8

A <u>Pouch of Inexhaustibility</u> is a pouch from which an unlimited supply of sling bullets may be drawn. As soon as one is drawn from the pouch and shot, another one appears to take its place. Otherwise, this works as the Pagan Battle spell <u>Plentiful Pellet Pouch</u>.

Configurations: The item is always magicked as a Continuous Item. Note that the pouch's Quality Level may impact the combat characteristics of the weapons drawn from it as described in the section <u>High Quality Weapons</u>. In all other respects the sling bullets are ordinary (albeit magical).

Prosthetic Arm / Leg

Minimum Quality Level: 7

A Prosthetic Arm or Leg is an arm or leg sculpted from stone, wood, or metal and magically animated as described in the Pagan Harmony spell <u>Ensorcell Prosthesis</u>. They have a remarkable adaptability to their users' physical needs. Any such arm prosthesis can provide a functional arm, whether the user lost it at their wrist, elbow, or shoulder. The same is true for a prosthetic leg. About the only restriction is that an arm cannot be substituted for a leg, and visa-versa.

Almost all magical prostheses are customized to cast a single spell on their users. In this way, the prosthesis works as any other magic item that siphons the Setback required to cast the spell from its user. (Again, see the <u>Animate Prosthesis</u> spell in <u>The Codex of Cultures</u> for details on how this works.)

Configurations: The item may only be crafted as a Continual item. As the prosthesis is a magically animated mechanical device, it makes various squeaks and grinding noises as it moves. As such, the Quality Level of the prosthesis limits its user's rank in all Sneaking actions (including Urban and Rural Stealth).

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66   The Mead of Poetry comes from Nordic myth. It was created by the Dwarfs Fjalara and Galar from the blood of the god Kvasir, the wisest of the Vanir gods, whom they murdered. The mead imparted the god's eloquent speech and wisdom on its drinker.

Magic Items ~ Q

Quill of … Glyphs

Minimum Quality Level: 5

A Quill of … Glyphs is a feather quill that inscribes magical symbols and glyphs under its own volition. In effect, painstaking spells involving the meticulous creation of drawn glyphs are stored within the quill for later rapid-fire use. (Any magical symbol is considered a glyph, including Pentagrams, Hexagrams, and the like.)

Any given Quill of … Glyphs can inscribe only a single type of glyph, although it usually has several uses. The type of glyph it inscribes is included in the name. Thus, a quill that inscribes Tetragrams is known as a Quill of Tetragram Glyphs; a quill that inscribes Pentagrams is called a Quill of Pentagram Glyphs; etc. The inscribed magical glyph has a spell rank equal to the quill's Quality Level.

To use a Quill of … Glyphs, the user must toss the quill into the air. It immediately begins inscribing its glyph at the location specified by the user, up to 40 feet away from them. The user must have the Occult Beckoning gift to activate one of these quills (expending one Action to do so). But, once set it motion, the quill requires no further concentration from the user for it to finish its task.

The quill dances at a rate much greater than any mortal could duplicate. Once the quill is set in motion, it will complete its job in one Round.

Configurations: The item may only be enchanted as a Limited Use Item. It has a number of uses equal to its Quality Level when initially created.

Quiver of the Amazons

Minimum Quality Level: 7

A Quiver of the Amazons is a quiver enchanted with a bias against the male sex. When a command word is spoken, any arrows in the quiver are charmed with the Pagan Battle spell Artemis's Biased Quiver. Up to one arrow per Quality Level of the quiver may be so charmed at once.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Quiver of the Amazons Powers

Pagan Spell	Usable by	Trigger
Artemis's Biased Quiver	Anyone	Command Phrase

Quiver of Inexhaustibility

Minimum Quality Level: 8

A Quiver of Inexhaustibility is a quiver from which an unlimited supply of arrows or bolts may be drawn. As soon as one is drawn from the quiver and shot, another one appears to take its place. Otherwise, this works as the Pagan Battle spell Copious Quiver.

Configurations: The item is always magicked as a Continuous Item. Note that the quiver's Quality Level may impact the combat characteristics of the weapons drawn from it as described in the section High Quality Weapons. In all other respects the weapons are ordinary (albeit magical).

Magic Items ~ R

Reins of Riding

Minimum Quality Level: 4

Reins of Riding are horse reins crafted from the finest leathers. After being placed on an equine, the rider may speak a command phrase while holding the reins to provide their steed with magical endurance. The reins are form-fitting to the steed and have the powers listed on the table below.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Reins of Endurance Powers

Occult Spell	Usable by	Trigger
Beget Common Horse	Occultists	Command Phrase
Provide Apt Second Wind (on steed)	Anyone	Holding the reins and speaking a Command Phrase

Ring of Animal Tongues

Minimum Quality Level: 7

A Ring of Animal Tongues is a ring that gives its wearer the ability to speak with a variety of animals, as described in the Occult spell Procure Animal Tongues. The power of any such ring can be used by anyone, is immediately effective as soon as it is placed on a finger, and immediately terminates when removed.

Configurations: Rings of Animal Tongues are always enchanted as Continual items. Any such item may take the form of another type of jewelry or even as a garment. However, its form must be that of an Ornatum. That is, it must be a wearable item whose power works only when donned.

Ring of Aquatic Adaptation

Minimum Quality Level: 10

A Ring of Aquatic Adaptation is a ring that gives its wearer the ability to breathe water and to move freely in aquatic environments as the Occult spell Provide Aquatic Adaptation. It does not interfere with the wearer's ability to breathe air. The power of any such ring can be used by anyone, is immediately effective as soon as it is placed on a finger, and immediately terminates when removed.

Configurations: Rings of Aquatic Adaptation are always enchanted as Continual items. Any such item may take the form of another type of jewelry or even as a garment. However, its form must be that of an Ornatum. That is, it must be a wearable item whose power works only when donned.

Ring of Invisibility

Minimum Quality Level: 12

A Ring of Invisibility is a ring that makes its wearer truly invisible, as the Occult spell Flaunt Invisibility. The power can be used by anyone, is immediately effective as soon as it is donned, and immediately terminates when removed. However, the magic of the ring must be continually fed Neart (magical energy), which the wearer feels in the form of a Setback Cost of 2 every Round.

Configurations: A Ring of Invisibility is always enchanted as a Taxing Item. Any such item may take the form of another type of jewelry or even as a type of garment. However, its form must be that of an Ornatum. That is, it must be a wearable item whose power works only when donned.

Ring of Many Leagues Teleport

Minimum Quality Level: 12

A Ring of Many Leagues Teleport[67] can transport the wearer and a few of his companions to a distant location in the blink of an eye as the Occult spell Teleport a Few Allies Many Leagues. The ring will attune itself to its current location whenever a specific command phrase is spoken by its wearer. Thereafter, if triggered by a different command phrase, the ring will teleport its wearer (and any companions in contact with them) to the last location to which it attuned, assuming that location is within 1 League (3 miles) per Quality Level of the ring. The ring is form-fitting to the wearer.

Configurations: The ring may be enchanted as either a Limited Use or Siphoning Item.

Ring of Muffling

Minimum Quality Level: 4

A Ring of Muffling is a ring that muffles the sounds made by the wearer, as the Occult spell Provide Apt Muffling. The power of any such ring can be used by anyone, is immediately effective as soon as it is placed on a finger, and immediately terminates when removed.

Configurations: A Ring of Muffling is always enchanted as Continual item. Any such item may take the form of another type of jewelry or even as a garment. However, its form must be that of an Ornatum. That is, it must be a wearable item whose power works only when donned.

Ring of Resistance to ...

A Ring of Resistance is a ring enchanted to protect against a specific damaging influence. They come in a number of varieties, as detailed below. The power of any such ring can be used by anyone, is immediately effective as soon as it is placed on a finger, and immediately terminates when removed.

Configurations: A Ring of Resistance is always enchanted as a Continual Item. Any such item may take the form of another type of jewelry or even as a garment. However, its form must be that of an Ornatum. That is, it must be a wearable item whose power works only when donned.

Ring of Resistance to Acid

Minimum Quality Level: 8

The ring protects the wearer as the occult spell Procure Resistance to Acid. Often, these rings are adorned with a malachite or tourmaline gemstone.

Ring of Resistance to Electricity

Minimum Quality Level: 8

The ring protects the wearer as the occult spell Procure Resistance to Electricity. Often, these rings are adorned with a star sapphire or white opal gemstone.

Ring of Resistance to Emotions

Minimum Quality Level: 8

The ring protects the wearer as the occult spell Procure Resistance to Emotions. Often, these rings are adorned with a ruby gemstone.

Ring of Resistance to Fettering

Minimum Quality Level: 8

The ring protects the wearer as the occult spell Procure Resistance to Fettering. Often, these rings are adorned with a ruby gemstone.

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67 A ring that teleports a group of people appears in the Norwegian fairy tale of Soria Moria Castle.

Ring of Resistance to Freezing

Minimum Quality Level: 8

The ring protects the wearer as the occult spell Procure Resistance to Freezing. Often, these rings are adorned with a pearl or rock crystal gemstone.

Ring of Resistance to Petrifying

Minimum Quality Level: 8

The ring protects the wearer as the occult spell Procure Resistance to Petrifying. Often, these rings are adorned with a turquoise gemstone.

Ring of Resistance to Scorching

Minimum Quality Level: 8

The ring protects the wearer as the occult spell Procure Resistance to Scorching. Often, these rings are adorned with a fire opal gemstone.

Ring of Salvation

Minimum Quality Level: 1

A Ring of Salvation is usually a simple band fashioned from gold with a holy symbol engraved on its surface. When triggered, it heals its wearer as the Pagan Healing spell Plea of Salvation. The amount of damage it heals depends on the spell rank of the healing spell, which equals the ring's Quality Level. The ring can be used by anyone by speaking a command phrase, and is form-fitting to its wearer.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Ring of Short Range Teleport

Minimum Quality Level: 8

A Ring of Short Range Teleport can transport the wearer and all they carry in the blink of an eye to a location they can see within 80 feet (Short Range) as the Occult spell Teleport Short Range. The ring can be used only by Occultists, and is form-fitting to the wearer.

Configurations: The ring may be enchanted as either a Limited Use or Siphoning Item.

Ring of Skeletal Form

Minimum Quality Level: 6

A Ring of Skeletal Form is usually fashioned in the form of a human skull with gems in the eye sockets. When triggered, the wearer's flesh immediately melts away, seeming to evaporate before the liquid goo strikes the ground as the Occult spell Shift Momentarily into Skeletal Form. The wearer is left unharmed in the form of a skeleton. Their flesh returns when the spell expires or the ring is removed, whichever comes first. It can be used by anyone wearing it by speaking a command phrase, and is form-fitting to its wearer.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Ring of Tiny Size

Minimum Quality Level: 5

A Ring of Tiny Size is a ring that changes its wearer's size to Tiny as the Occult spell Provide Tiny Size. The power of any such ring can be used by anyone, is immediately effective as soon as it is placed on a finger, and immediately terminates when removed.

Configurations: A Ring of Tiny Size is always enchanted as a Continual Item Any such item may take the form of another type of jewelry or even as a garment. However, its form must be that of an Ornatum. That is, it must be a wearable item whose power works only when donned.

Ring of Warmth

Minimum Quality Level: 4

A Ring of Warmth is a ring that helps protects its wearer against cold. It provides its wearer with an Edge against all Freezing effects as the Occult spell Provide Apt Warmth of Day. The power of any such ring is usable by anyone, is immediately effective as soon as it is placed on a finger, and immediately terminates when removed.

Configurations: Rings of Warmth are always enchanted as Continual items. Any such item may take the form of another type of jewelry or even as a garment. However, its form must be that of an Ornatum. That is, it must be a wearable item whose power works only when donned.

Ring of Water Breathing

Minimum Quality Level: 4

A Ring of Water Breathing is a ring that gives its wearer the ability to breathe water as if it were air as the Occult spell Provide Water Breathing. It does not interfere with the wearer's ability to breathe air. The power of any such ring can be used by anyone, is immediately effective as soon as it is placed on a finger, and immediately terminates when removed.

Configurations: A Ring of Water Breathing is always enchanted as a Continual Item. Any such item may take the form of another type of jewelry or even as a garment. However, its form must be that of an Ornatum. That is, it must be a wearable item whose power works only when donned.

Robe of Cognizance

Minimum Quality Level: 4

A Robe of Cognizance is a robe that gives the wearer an Edge on Initiative rolls, as the Pagan Divination spell Cognizance. Its power is usable by anyone, is immediately effective as soon as it is donned, is continual as long as the robe is worn, and immediately terminates when removed.

Configurations: A Robe of Cognizance is always enchanted as a Continual item. Any such item may take the form of another type of jewelry or even as a garment. However, its form must be that of an Ornatum. That is, it must be a wearable item whose power works only when donned.

Robe of Death Perception

Minimum Quality Level: 5

A Robe of Death Perception is a garment that gives the wearer the ability to sense nearby undead, as the Pagan Divination spell Death Perception. Its power is usable by anyone, is immediately effective as soon as it is donned, is continual as long as the robe is worn, and immediately terminates when removed.

Configurations: A Robe of Death Perception is always enchanted as a Continual item. Any such item may take the form of another type of jewelry or even as a garment. However, its form must be that of an Ornatum. That is, it must be a wearable item whose power works only when donned.

Robe of Flight

Minimum Quality Level: 9

A Robe of Flight is a garment with the ability to bestow flight upon its wearer, as the Occult spell Travel in Flight. It is only usable by Occultists through the use of a command phrase, and is form-fitting to its wearer.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Robe of Magic Reduction

Minimum Quality Level: 9

A Robe of Magic Reduction is a garment with the ability to bestow flight upon its wearer, as the Occult spell Manifest Magic Reduction. It is only usable by anyone through the use of a command phrase, and is form-fitting to its wearer. Its power lasts while its wearer participates in a conflict, terminating a few minutes after their previous Conflict Roll.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Robe of Serendipity

Minimum Quality Level: 13

A Robe of Serendipity is a garment enchanted to cast various spells that provide Edges in a variety of circumstances. Its powers are detailed on the list below. Note that all of the robe's powers require the user to expend Setback every Round that the magic grants its user an Edge on one or more Conflict Rolls. (See the spell descriptions in The Oculus of Occultism for details.)

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Robe of Serendipity Powers

Occult Spell	Usable by	Trigger
Offer Apt Serendipity of Jupiter	Anyone	Command Phrase
Offer Apt Serendipity of Luna	Anyone	Command Phrase
Offer Apt Serendipity of Venus	Anyone	Command Phrase
Offer Apt Serendipity of Mars	Anyone	Command Phrase
Offer Apt Serendipity of Mercury	Anyone	Command Phrase
Offer Apt Serendipity of Venus	Anyone	Command Phrase

Rod of ...

A Rod is a magical baton that enables a pagan to cast a spell on a target creature. They take many forms, including clubs, maces, walking sticks, and scepters. To activate the item, the pagan must state a command phrase, which is often engraved on its surface. When triggered, the rod casts a specific spell at a spell rank equal to the rod's Quality Level.

If the rod casts a spell having a Range of Touch, the user must touch the target with the rod.

These rods come in many varieties, as detailed below. They are only usable by characters having the Gift of Pagan Beckoning. Most rods are triggered when their possessor points them and speaks a command phrase.

Configurations: Rods may be enchanted as either Limited Use or Siphoning Items.

Rod of Babbling

Minimum Quality Level: 2

Casts the Pagan Pandemonium spell Babble.

Rod of Blinding

Minimum Quality Level: 14

Casts the Pagan Pandemonium spell Strike Blind.

Rod of Breaking

Minimum Quality Level: 10

Casts the Pagan Pandemonium spell Fenris's Breakaway.

Rod of Chiding Torment

Minimum Quality Level: 1

Casts the Pagan Pandemonium spell Chiding Torment.

Rod of Clinging Vines

Minimum Quality Level: 1

Casts the Pagan Nature spell Clinging Vines.

Rod of Cooling Fog

Minimum Quality Level: 7

Casts the Pagan Nature spell Cooling Fog.

Rod of Crushing Penance

Minimum Quality Level: 1

Casts the Pagan Wrath spell Crushing Penance.

Rod of Dire Acid Rain

Minimum Quality Level: 6

Casts the Pagan Wrath spell Dire Acid Rain.

Rod of Deluge

Minimum Quality Level: 16

Casts the Pagan Wrath spell Enlil's Deluge.

Rod of Despair

Minimum Quality Level: 9

Casts the Pagan Pandemonium spell Despair.

Rod of Dire Balefire

Minimum Quality Level: 6

Casts the Pagan Nature spell Dire Balefire.

Rod of Dire Blazing Fury

Minimum Quality Level: 6

Casts the Pagan Wrath spell Dire Blazing Fury.

Rod of Dire Blisters

Minimum Quality Level: 6

Casts the Pagan Wrath spell Dire Blisters.

Rod of Dire Castigating Fire

Minimum Quality Level: 6

Casts the Pagan Wrath spell Dire Blazing Fury.

Rod of Dire Infernal Fire

Minimum Quality Level: 9

Casts the Pagan Pandemonium spell Dire Infernal Fire.

Rod of Dire Infernal Fury

Minimum Quality Level: 6

Casts the Pagan Pandemonium spell Dire Infernal Fury.

Rod of Dire Locust Plague

Minimum Quality Level: 11

Casts the Pagan Wrath spell Dire Locust Plague.

Rod of Dire Scorching Metal

Minimum Quality Level: 6

Casts the Pagan Wrath spell Dire Scorching Metal.

Rod of Dire Stinging Swarm

Minimum Quality Level: 6

Casts the Pagan Nature spell Dire Stinging Swarm.

Rod of Disfiguring Boils

Minimum Quality Level: 2

Casts the Pagan Pandemonium spell Bres's Disfiguring Boils.

Rod of Dithering

Minimum Quality Level: 5

Casts the Pagan Pandemonium spell Dithering.

Rod of Double Vision

Minimum Quality Level: 4

Casts the Pagan Pandemonium spell Double Vision.

Rod of Drunken Stupor

Minimum Quality Level: 5

Casts the Pagan Pandemonium spell Dionysus's Drunken Stupor.

Rod of Earthquake

Minimum Quality Level: 16

Casts the Pagan Wrath spell Earthquake.

Rod of Enmity

Minimum Quality Level: 7

Casts the Pagan Pandemonium spell Enmity.

Rod of Fell Acid Rain

Minimum Quality Level: 9

Casts the Pagan Wrath spell Fell Acid Rain.

Rod of Fell Balefire

Minimum Quality Level: 9

Casts the Pagan Nature spell Fell Balefire.

Rod of Fell Castigating Fire

Minimum Quality Level: 9

Casts the Pagan Wrath spell Dire Blazing Fury.

Rod of Fell Heavenly Rain

Minimum Quality Level: 12

Casts the Pagan Nature spell Call Great Fell Heavenly Rain.

Rod of Fell Stinging Swarm

Minimum Quality Level: 9

Casts the Pagan Nature spell Fell Stinging Swarm.

Rod of Fell Unworldly Burst

Minimum Quality Level: 8

Casts the Pagan Wrath spell Fell Unworldly Burst.

Rod of Fiery Rain

Minimum Quality Level: 13

Casts the Pagan Wrath spell Rain of Fire.

Rod of Firestorm

Minimum Quality Level: 15

Casts the Pagan Wrath spell Firestorm.

Rod of Fissure

Minimum Quality Level: 18

Casts the Pagan Wrath spell Fissure.

Rod of Flaming Retribution

Minimum Quality Level: 5

Casts the Pagan Wrath spell Flaming Retribution.

Rod of Frailty

Minimum Quality Level: 4

Casts the Pagan Pandemonium spell Frailty.

Rod of Freezing Rain

Minimum Quality Level: 10

Casts the Pagan Nature spell Call Great Freezing Rain.

Rod of Greater Frailty

Minimum Quality Level: 6

Casts the Pagan Pandemonium spell Frailty.

Rod of Greater Lingering Retribution

Minimum Quality Level: 12

Casts the Pagan Wrath spell Greater Lingering Retribution.

Rod of Great Rain

Minimum Quality Level: 5

Casts the Pagan Nature spell Call Great Rain.

Rod of Grim Bestial Abomination

Minimum Quality Level: 8

Casts the Pagan Pandemonium spell Grim Bestial Abomination.

Rod of Grim Icicle Spray

Minimum Quality Level: 7

Casts the Pagan Wrath spell Thorgerd's Grim Icicle Spray.

Rod of Grim Rot

Minimum Quality Level: 8

Casts the Pagan Pandemonium spell Grim Rot.

Rod of Healing Bones

Minimum Quality Level: 9

Heals cracked or broken bones as the Pagan Healing spell Heal Bone.

Rod of Healing from Afar

Minimum Quality Level: 5

Heals from a distance as the Pagan Healing spell Heal from Afar.

Rod of Healing Impairments

Minimum Quality Level: 10

Heals impairments as the Pagan Healing spell Heal Impairment.

Rod of Healing Touch

Minimum Quality Level: 3

Heals Damage as the Pagan Healing spell Healing Touch.

Rod of Healing Maims

Minimum Quality Level: 12

Heals maims as the Pagan Healing spell Heal Maiming.

Rod of Healing Scars

Minimum Quality Level: 7

Heals scars as the Pagan Healing spell Heal Scars.

Rod of Healing Sprains

Minimum Quality Level: 5

Heals sprains as the Pagan Healing spell Heal Sprain.

Rod of Importuning

Minimum Quality Level: 6

Casts the Pagan Pandemonium spell Importune.

Rod of Lingering Retribution

Minimum Quality Level: 9

Casts the Pagan Wrath spell Lingering Retribution.

Rod of Lulling

Minimum Quality Level: 4

Casts the Pagan Nature spell Lull to Sleep.

Rod of Malaise

Minimum Quality Level: 9

Casts the Pagan Pandemonium spell Morrigan's Malaise.

Rod of Metagrobolizing

Minimum Quality Level: 7

Casts the Pagan Pandemonium spell Metagrobolize.

Rod of Numinous Gleam

Minimum Quality Level: 7

Casts the Pagan Harmony spell Numinous Gleam.

Rod of Obscuring Swarm

Minimum Quality Level: 4

Casts the Pagan Nature spell Obscuring Swarm.

Rod of Rejuvenation

Minimum Quality Level: 11

Heals wounds as the Pagan Healing spell Rejuvenate.

Rod of Restore Flesh

Minimum Quality Level: 11

Casts the Pagan Harmony spell Restore Flesh.

Rod of Righteous Gleam

Minimum Quality Level: 11

Casts the Pagan Harmony spell Righteous Gleam.

Rod of Sanctorium

Minimum Quality Level: 8

Casts the Pagan Harmony spell Sanctorium.

Rod of Scalding

Minimum Quality Level: 1

Casts the Pagan Wrath spell Scald.

Rod of Splendorous Fire

Minimum Quality Level: 12

Casts the Pagan Wrath spell Splendorous Fire.

Rod of Stuttering

Minimum Quality Level: 8

Casts the Pagan Pandemonium spell Llyr's Stutter.

Rod of Sunshine

Minimum Quality Level: 9

Casts the Pagan Nature spell Rays of Dawn.

Rod of Thunderbolt

Minimum Quality Level: 10

Casts the Pagan Wrath spell Thunderbolt.

Rod of Twining Vines

Minimum Quality Level: 9

Casts the Pagan Nature spell Twining Vines.

Rod of Wildfire

Minimum Quality Level: 12

Casts the Pagan Wrath spell Wildfire.

Rod of Windy Walls

Minimum Quality Level: 7

Casts the Pagan Nature spell Wall of Wind.

Rod of Wintery Sorrow

Minimum Quality Level: 11

Casts the Pagan Nature spell Demeter's Wintery Sorrow.

Magic Items ~ S

Sandals of Celestial Steps

Minimum Quality Level: 9

Sandals of Celestial Steps allow the wearer to run through the air as the Pagan Harmony spell Wing Foot. The pair counts as a single magic item when considering its possessor's Magic Limit, and are form-fitting to the wearer. Only pagans can use them, and they require some trigger to activate, commonly a command word or phrase. When activated, each sandal grows a pair of wings that continually flap until the wearer touches ground., at which point, the wings disappear.

Configurations: The sandals may be enchanted as either a Limited Use or Siphoning Item.

Sandals of Short Stepping

Minimum Quality Level: 4

Sandals of Short Stepping can transport the wearer a distance equal to Short Range in the time needed for a single step as the Occult spell Teleport Short Range. For the boots to work, the wearer must be able to see the destination. The pair counts as a single magic item when considering its possessor's Magic Limit, and are form-fitting to the wearer. Only occultists can use them, and they require some trigger to activate, commonly a command word or phrase.

Configurations: The boots may be enchanted as either a Limited Use or Siphoning Item.

Sandals of Silent Steps

Minimum Quality Level: 4

Sandals of Silent Steps allow the wearer to move quietly, giving them an Edge on all Sneaking rolls (including Urban and Rural Stealth) as the Occult spell Prime Footgear with Apt Silence. The pair counts as a single magic item when considering its possessor's Magic Limit, and are form-fitting to the wearer. Anyone can use them merely by putting them on their feet.

Configurations: The item may only be crafted as a Continual item.

Scimitar of Dancing

Minimum Quality Level: 1

A Scimitar of Dancing is a curved sword that parries and thrusts in the air as if wielded by an invisible combatant as the Occult spell Make a Scimitar Dance. It may be crafted in any Size Category. However, to control the weapon, its user must be physically capable of wielding the weapon in combat. So, a Medium Human could not control a Great Scimitar, since Great weapons are unwieldy to Medium-sized creatures. The weapon is only usable by Occultists, and is triggered when its possessor speaks a command phrase.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item. Note that its Quality Level may impact the weapon's combat characteristics as described in the section High Quality Weapons.

Self-Repairing Armor

Minimum Quality Level: 6

Any type of armor can be made to be Self-Repairing as the Pagan Battle spell Repair Armor, which means the armor is enchanted with the power to mend any damage delivered to it. It can be used by anyone, and is form-fitting to the wearer.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item. Note that its Quality Level may impact the armor's combat characteristics as described in the section High Quality Armor.

Shield of Crackling

Minimum Quality Level: 11

A Shield of Crackling is a finely crafted, highly polished hand-held shield. These shields come in various sizes and give the normal defensive bonuses for common shields of their size. They can be used by anyone. When its possessor triggers the shield by rapping on its inner surface, it casts the Occult spell Manifest Retaliatory Fell Static Haze on them.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item. Note that its Quality Level may impact the shield's combat characteristics as described in the section High Quality Weapons.

Shield of the Marksman

Minimum Quality Level: 11

A Shield of the Marksman is a shield that gives its user added protection against Range Weapons, as the Pagan Battle spell Aid against Range Weapons.

Any Shield of the Marksman is usable by anyone holding it. Its power can be activated by speaking a command phrase, and terminated by speaking a different one. Further, the spell will terminate if the target drops the shield, or is unable or unwilling to pay its required Setback Costs (see the Aid against Range Weapons spell description for details).

Configurations: The item may only be enchanted as a Taxing Item.

Shield of the Militant

Minimum Quality Level: 11

A Shield of the Militant is a shield that gives its user added protection against Melee Weapons, as the Pagan Battle spell Aid against Melee Weapons.

Any Shield of the Militant is usable by anyone holding it. Its power can be activated by speaking a command phrase, and terminated by speaking a different one. Further, the spell will terminate if the target drops the shield, or is unable or unwilling to pay its required Setback Costs (see the Aid against Melee Weapons spell description for details).

Configurations: The item may only be enchanted as a Taxing Item.

Skin of Lycaon

Minimum Quality Level: 5

A Skin of Lycaon is a cloak that has the appearance, texture, and warmth of an ordinary wolf-skin, with the skin of the wolf's head used as a hood. It is usable by anyone wearing it by speaking a command phrase, and is form-fitting to the wearer.

Other than giving its wearer a somewhat barbaric look, donning the fur will not convey any visible effects. However, as soon as the wearer triggers its magic, the cloak transforms its wearer into a raving wolf as the Occult spell Shift Briefly into Wereform.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Origin: Lycaon was a figure in Greek mythology that killed his own son, cooked him, and tried to serve Zeus the roasted meat to test whether Zeus was all-knowing. Zeus detected Lycaon's detestable act, and transformed Lycaon into a wolf as punishment. It is from Lycaon's name that the term lycanthropy is derived.

Slippers of Agility

Minimum Quality Level: 6

Slippers of Agility enhance the wearer's Agility as the Pagan Battle spell Heighten Agility. The power can be used by anyone wearing them as soon as they are triggered (commonly by a command word or phrase). However, the magic of the slippers must be provided magical energy to work. On any Round they provide the wearer with an Edge on one or more Conflict Rolls, the slippers siphon 2 Setback from the wearer.

Configurations: Slippers of Agility are always enchanted as Taxing items. Any such item may take the form of another type of garment, or even a type of jewelry. However, its form must be that of an Ornatum. That is, it must be a wearable item whose power works only when donned.

Slippers of Dancing

Minimum Quality Level: 1

Slippers of Dancing enhance the wearer's Grace, as the Pagan Harmony spell Terpsicore's Graceful Dance. The pair counts as a single magic item when considering its possessor's Magic Limit, and are form-fitting to the wearer. Anyone can use them merely by putting them on their feet.

Configurations: The slippers may only be crafted as a Continual item.

Slippers of Fire Walking

Minimum Quality Level: 9

Slippers of Fire Walking are made of the finest embroidered silk with pointed, upturned toes. Their elegance and craftsmanship is fit for the richest Kalif. When their wearer speaks a command phrase, the slippers cast the Occult spell Procure Resistance to Scorching on them. They are usable by anyone and are form fitting to the wearer.

Configurations: The slippers may be enchanted as either a Limited Use or Siphoning Item.

Slippers of Spectral Striding

Minimum Quality Level: 11

Slippers of Spectral Striding make the wearer ghostly for a single Round as the Occult spell Stride in Spectral Form. The pair counts as a single magic item when considering its possessor's Magic Limit, and are form-fitting to the wearer. Anyone can use them, and they require some trigger to activate, commonly a command word or phrase.

Configurations: The slippers may be enchanted as either a Limited Use or Siphoning Item.

Slippers of Water Walking

Minimum Quality Level: 1

Slippers of Water Walking allow the wearer to move across liquid surfaces as the Pagan Harmony spell Walk on Water. The pair counts as a single magic item when considering its possessor's Magic Limit, and are form-fitting to the wearer. Anyone can use them merely by putting them on their feet.

Configurations: The slippers may only be crafted as a Continual item.

Smoky Compound

Occult Lore Requirements: Dry 8, Hot 8

When thrown to the ground and shattered, a Smoky Compound releases a huge cloud of smoke that expands in a 40-foot radius centered on the billowing Compound. The smoke is so thick that objects only a few feet away cannot be seen. This effectively forces those in the area to fight blind, and anyone firing range weapons into the area to do likewise. (See Fighting Blind in The Rules Reference for the mechanical effects.) It allows no Conflict Roll to avoid its effects.

When its containing vial is shattered, the liquid instantaneously billows forth with smoke that lingers for 1 minute per spell rank unless blown away by a strong wind. A breeze will disperse the cloud in 3 Rounds. Strong winds will do so in a single Round.

A Smoky Compound can be thrown about 40 feet. If thrown farther than this distance, the glass nodule must make a Conflict Roll with adjustments for its Quality Level. It must overcome a Threshold of 10 plus 1 for every 5 feet over 40 the character throws it. Failure indicates it shatters in the thrower's hand.

This compound is a translucent smoky black liquid having sediment of burned leaf bits on the container's bottom. When detonated, the resulting smoke produces the pungent aroma of burning leaves.

Configurations: The item may only be enchanted as a Limited Use Item with a single use. It requires 1 Action to aim and throw. It is normally housed within a round glass nodule, but may be stored in any ordinary glass bottle.

Sneezing Powder

Minimum Quality Level: 1

Sneezing Powder usually comes in a small tin container. When a pinch is blown by the user, it produces a cloud in a cone 10 feet long with a 5 foot base diameter. Any breathing creature in the area must make an Avoidance Roll with Toughness Adjustments to avoid the powder's effects. The Threshold they must overcome equals 10 plus the powder's Quality Level. Those failing suffer from violent, uncontrollable sneezing. While in this miserable state, the victim suffers from a Drawback on all Conflict Rolls involving physical activity.

The targets are affected as long as they participate in a conflict. It ends as soon as a few minutes pass since their previous Conflict Roll.

The powder has the appearance and smell of common ground black pepper. Unfortunately, any character that gives it a tentative sniff feels its full effects. On the positive side, it does clear out their sinuses wonderfully.

Configurations: The item may only be enchanted as a Limited Use Item. When initially created, it has a number of doses equal to 2 plus half its Quality Level. Each dose requires 1 Assault Action to dispense.

Spirit Gem of Abramalin

Minimum Quality Level: 14

A Spirit Gem of Abramalin has the appearance of a valuable gemstone, commonly that of a diamond. Its only distinguishing characteristic is that of the dark shadows, which occasionally flicker and shift within its depths. In actuality, the bauble imprisons a single demon, devil, or spirit. When freed by smashing the jewel, the spirit is obligated to obey the first command given by its liberator. Of course, the spirit has only its normal resources and powers on which to draw in the performance of its forced services. Since the gem must be shattered to release the demon, it is obviously destroyed on its first use. The value of the gem may vary greatly depending on the power of the spirit imprisoned.

Configurations: The item may only be enchanted as a Limited Use Item, with only a single use available. The Quality Level of the item equals the Quality Level of the spirit it contains. Further, its Size Category must be at least as large as the Size Category of the imprisoned spirit. (That's not to say that it has to be as big as the spirit. A Medium-sized gem has a diameter of about an inch.)

Staff of Conflagration

Minimum Quality Level: 13

A Staff of Conflagration usually takes the form of a long metal rod surrounded at the top by a sheath of Firedrake skin and capped with a figurine of flint, steel, and iron pyrite. Constructing the staff from such weighty components does make it rather heavy. However, this design does have the advantage of allowing the staff to survive its own magic. Its powers are listed on the table below.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item. Note that its Quality Level may impact the weapon's combat characteristics as described in the section High Quality Weapons.

Staff of Conflagration Powers

Occult Spell	Usable by	Trigger
Invoke Dire Spitfire	Occultists	Command Phrase
Invoke Great Cone of Grim Fire	Occultists	Command Phrase
Manifest Retaliatory Fell Efriti Fire	Anyone	Command Phrase
Pitch Great Slick Patch of Dire Flame	Occultists	Command Phrase
Pitch Large Creeping Wall of Grim Flame	Occultists	Command Phrase

Staff of Lightning

Minimum Quality Level: 13

A Staff of Lightning is usually fashioned from a stout oaken sapling and is wrapped at the top with an interwoven metal mesh of gold and silver. Its entire length is otherwise inlaid with silver and gold runes. Its powers are listed on the table below.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Staff of Lightning Powers

Occult Spell	Usable by	Trigger
Invoke Great Ball of Grim Lightning	Occultists	Command Phrase
Invoke Medium Cone of Grim Lightning	Occultists	Command Phrase
Invoke Grim Lightning Bolt	Occultists	Command Phrase
Invoke a Few Grim Lightning Links	Occultists	Command Phrase
Manifest Retaliatory Fell Static Haze	Anyone	Command Phrase

Staff of Remedy

Minimum Quality Level: 13

A Staff of Remedy is a powerful pagan relic often crafted from Ash wood. It has a number of healing abilities as listed on the table below, each of which brought forth by a different command phrase.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item. (More often than not, they are enchanted as Limited Use items. At the point at which you need its powers, its user is likely to need whatever magical reserves they have remaining for other matters.) Note that its Quality Level may impact the weapon's combat characteristics as described in the section High Quality Weapons.

Staff of Remedy Powers

Pagan Spell	Usable by	Trigger
Heal Bone	Pagans	Command Phrase
Heal Maiming	Pagans	Command Phrase
Heal Sprain	Pagans	Command Phrase
Panacea	Pagans	Command Phrase
Restore Limb	Pagans	Command Phrase

Staff of Winter

Minimum Quality Level: 13

A Staff of Winter is crafted from the bone of a frost-giant. The top portion of the staff is sheathed in the skin of a Yeti and is capped with a large blue diamond held in a sturdy silver mount. Each of its formidable powers is triggered by a different command phrase as listed on the table below.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Staff of Winter Powers

Occult Spell	Usable by	Trigger
Generate Great Glaze of Slick Ice	Occultists	Command Phrase
Generate Large Ice Wall	Occultists	Command Phrase
Generate Many Ice Blocks	Occultists	Command Phrase
Invoke Great Cone of Grim Frost	Occultists	Command Phrase
Invoke Grim Frostbite	Occultists	Command Phrase

Sword of the Dragon Hunter

Minimum Quality Level: 8

A Sword of the Dragon Hunter is a sword specifically magicked as a bane to dragons and dragon-kind, as described in the Pagan spell Marduk's Blade of Dragon Slaying. In short, dragons lose their Ward against its blows. The weapon can actually take any form, as long as it is a close-combat blade weapon used in melee, such as a sword, axe, dagger, etc. Any such weapon can be utilized by anyone capable of wielding it, although they must do so with their own combat prowess.

Configurations: A Sword of the Dragon Hunter is always enchanted as a Continual item. Note that its Quality Level may impact its combat characteristics as described in the section High Quality Weapons.

Magic Items ~ T

Talisman of Otherworldly Invitation

Minimum Quality Level: 15

A Talisman of Otherworldly Invitation is an item on which occult runes are inscribed. They can take pretty much any form, but they all do the same thing: open an Astral Portal from the Mortal Realm to a specific location in the Astral Plane as the Occult spell Form Large Astral Portal.

Most of these talismans are crafted to be usable only once, and can be triggered only by a specific person speaking a command phrase, who is the invitee.[68] But, some are fashioned to be used multiple times, or triggered otherwise.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

Tiara of Brilliance

Minimum Quality Level: 6

A Tiara of Brilliance is a jeweled headband that gives the wearer an aura of blinding light, as the Pagan Harmony spell Blinding Aura. These jewels can be used by anyone, and require some trigger to activate, commonly a command word or phrase.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item.

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68 Celtic gods and faeries sometimes give mortals silvery branches as invitations that can magically whisk the recipient off to visit their Otherworld dwellings. Manannan gave one such branch to Cormac mac Airt.

Tonic of Animal Tongues

Minimum Quality Level: 7

A Tonic of Animal Tongues is a potion that gives its imbiber the ability to speak and understand the language of animals. Specifically, the imbiber can communicate with creatures falling into the categories of Barnyard, Draft, and Woodland Animals (as defined in the Glossary of The Rules Reference). Of course, animals think in only the most fundamental manner. Complex questions or requests will not be understood. The animals spoken to are in no way forced to obey the caster's bidding.

The tonic has a floral aroma, with the taste of lavender.

Configurations: The item may only be enchanted as a Limited Use Item. When initially brewed, it has a number of doses equal to 2 plus half its Quality Level. Each dose affects its imbiber, and each requires 1 Action to drink. Each such dose lasts as long as the imbiber wills it to last, and must be treated as a Spellbinding until its effect terminates.

Tonic of Bloodlust

Minimum Quality Level: 4

A Tonic of Bloodlust is a potion that bestows magic similar to the Occult spell Unleash Aptly Deft Bloodlust upon the imbiber at a spell rank equal to the tonic's Quality Level.

Once imbibed, the spell lasts until the bloodlusted character regains control of their rage. To do so, they must make a Willpower Check against a Threshold of 20. One such attempt may be made every Round until successful. On the first success, the murderous fury ends.

A Tonic of Bloodlust has a deep blood red hue and a pungent, acrid smell. Although it does not taste precisely like a vial of thick blood, its salty taste does give the imbiber the disturbing picture of themselves as a vampire.

Configurations: The item may only be enchanted as a Limited Use Item. When initially brewed, it has a number of doses equal to 2 plus half its Quality Level. Each dose affects its imbiber, and each requires 1 Action to drink.

Tonic of Draconic Durabilities

Minimum Quality Level: 8

Description: A Tonic of Draconic Durabilities temporarily bestows upon the drinker the Immunities, Resistances, and Sensitivities of a dragon, including any Magic Reduction abilities it has.

The particular characteristics gained by the imbiber depend on the type of dragon blood imbibed. So, the blood of a fire-breathing dragon will likely bestow Immunity to Scorching Effects. The blood of a venomous dragon will likely provide Immunity to Poisons, etc.

Note that the spell's abilities do not extend to the dragon's Natural Ward. Only one Tonic of Draconic Durabilities can affect a person at a time.

Once drunk, its effects last as long as the imbiber participates in a conflict. It ends as soon as a few minutes pass since their previous Conflict Roll.

Configurations: The item may only be enchanted as a Limited Use Item. When initially brewed, it has a number of doses equal to 2 plus half its Quality Level. Each dose affects its imbiber, and each requires 1 Action to drink.

Tonic of Quickening

Minimum Quality Level: 5

Description: A Tonic of Quickening grants the imbiber the ability to increase their land Speed by 5 points per 2 Quality Levels.

Every Round the imbiber moves faster than their normal Speed, and thereby takes advantage of the tonic's benefit, they must expend 2 Setback. If they are unable or unwilling to spend the Setback after attempting to exceed their normal Speed, the tonic's power terminates. Note that this Setback Cost is only paid once on any given Round, even if they take multiple Move Actions during that Round.

As long as the magic is in effect, the imbiber must treat it as a Spellbinding when considering their Magic Limit. But, the magic of the tonic will last only as long as the imbiber is willing.

A Tonic of Quickening has a deep brownish-red color with tiny bubbles continuously effervescing throughout. It has an acrid smell, similar to coffee, and an even more bitter taste.

Configurations: The potion may only be enchanted as a Limited Use Item. When initially brewed, it has a number of doses equal to 2 plus half its Quality Level. Each dose affects its imbiber, and each requires 1 Action to drink.

Tonic of Sleeping

Minimum Quality Level: 1

A Tonic of Sleeping puts the imbiber to sleep. If used to drug an unwary person's drink, the imbiber is entitled to an Avoidance Roll with Perception Adjustments against a Threshold of 10 plus the spell rank. Success indicates the imbiber notices the odd taste before drinking enough to affect them. Failure indicates otherwise.

Each dose puts the imbiber to sleep for 10 minutes per spell rank, during which time is it impossible to waken them. (Note that the repercussions for the drinker are limited to those allowable due to their Glory Status at the time.)

The tonic is odorless and colorless, but has a slightly bitter taste and a gritty texture.

Configurations: The item may only be enchanted as a Limited Use Item. When initially brewed, it has a number of doses equal to 2 plus half its Quality Level. Each dose affects its imbiber, and each requires 1 Action to drink.

Tonic of Strength

Minimum Quality Level: 10

Description: A Tonic of Strength boosts the imbiber's Strength by 2 points and gives them an Edge on all Conflict Rolls involving Strength. The drinker gains most benefits given by having a higher Strength. However, Hit Points remains unaffected.

Every Round the tonic provides a benefit to a Conflict Roll, the imbiber must expend 2 Setback. As soon as the imbiber is unable or unwilling to do so, the tonic's power terminates. Note that this Setback Cost is only paid once on any given Round, even if they gain the benefit on multiple Conflict Rolls during that Round.

A Tonic of Strength is an opaque grayish-yellow liquid with small chunks of meat floating throughout. It has the unpleasant aroma of sweat and a beefy flavor.

Configurations: The potion may only be enchanted as a Limited Use Item. When initially brewed, it has a number of doses equal to 2 plus half its Quality Level. Each dose affects its imbiber, and each requires 1 Action to drink.

Torque of Warding

Minimum Quality Level: 2

A Torque of Warding is an articles of jewelry fashioned as a simple metal collar, often from rods of gold and silver twisted together in a spiral fashion. It increases its wearer's Natural Ward as the Pagan Battle spell Heighten Natural Ward. It is usable by anyone.

Configurations: The item are always enchanted as Continual Items.

Trident of the Briny Deep

Minimum Quality Level: 5

A Trident of the Briny Deep is a trident that grants its wielder with the ability to easily move through the watery realm and to breathe water as if it were air. It works as the Pagan Harmony spell Poseidon's Trident. The power of any such weapon can be used by anyone, is immediately effective as soon as it is held in hand, and immediately terminates when dropped.

Configurations: A Trident of the Briny Deep is always enchanted as a Continual items. Note that its Quality Level may impact its combat characteristics as described in the section High Quality Weapons.

Unction of Acid Protection

Minimum Quality Level: 9

An Unction of Acid Protection reduces the affect of Acidic damage on the user. The magic of the balm grants the imbiber with an Edge against Acidic Effects, and cuts any sustained Acid Damage in half.

To use this lotion, a character must take one Action to cover their body with one dose. The balm magically spreads to cover all hard-to-get-to spots. Its effects persist until washed off. Until then, the user must treat it as a Spellbinding.

An Unction of Acid Protection has a thick viscous texture and an oily black sheen. When spread over the skin, the balm reveals the distinct smell of charcoal and a smoky flavor. The balm has the unfortunate side effect of leaving the mouth bone dry for the entire spell duration. The balm is usually stored in a small golden coffer with a tight fitting lid.

Configurations: The item may only be enchanted as a Limited Use Item. When initially created, it has a number of doses equal to 2 plus half its Quality Level.

Unction of Electricity Protection

Minimum Quality Level: 9

An Unction of Electricity Protection reduces the affect of electricity and lightning on the user. The magic of the balm grants the user with an Edge against Electrical Effects, and cuts any sustained Electrical Damage in half.

To use this lotion, a character must take one Action to cover their body with one dose. The balm magically spreads to cover all hard-to-get-to spots. Its effects persist until washed off. Until then, the user must treat it as a Spellbinding.

An Unction of Electricity Protection has a creamy texture and a blue-green metallic sheen interspersed with glittering sparkles. The balm is usually stored in a small copper pillbox until used. Although it lacks any discernible odor, it has the biting metallic flavor of copper.

Configurations: The item may only be enchanted as a Limited Use Item. When initially created, it has a number of doses equal to 2 plus half its Quality Level.

Unction of Freezing Protection

Minimum Quality Level: 9

An Unction of Freezing Protection reduces the affect of cold and frost on the user. The magic of the balm grants the user with an Edge against Freezing Effects, and cuts any sustained Freezing Damage in half.

To use this lotion, a character must take one Action to cover their body with one dose. The balm magically spreads to cover all hard-to-get-to spots. Its effects persist until washed off. Until then, the user must treat it as a Spellbinding.

An Unction of Freezing Protection has a creamy texture and a glacier-blue icy sheen. The balm is usually stored in a small silver pillbox until used. It has the smell and taste of wintergreen.

Configurations: The item may only be enchanted as a Limited Use Item. When initially created, it has a number of doses equal to 2 plus half its Quality Level.

Unction of Invisibility

Minimum Quality Level: 14

An Unction of Invisibility bestows invisibility when it is spread over the body of a creature or object. There are many obvious benefits to this. The caster may skulk around unseen without much difficulty. In combat, invisibility gives an extra edge, as a foe is not certain of the user's exact location.

To use this lotion, a character must take one Action to cover their body with one dose. The balm magically spreads to cover all hard-to-get-to spots.

Every Round the tonic provides a benefit to a Conflict Roll, the imbiber must expend 2 Setback. As soon as the user is unable or unwilling to do so, the balm's power terminates.

Any creature battling an invisible opponent must fight blind against their foe (see Fighting Blind in the Conflict Rules section of The Rules Reference). In addition, the invisible creature gains an Extreme Edge on stealth and surprise rolls.

Of course, invisibility gives no benefits in the dark, fails to mask any sounds coming from the caster, and doesn't contain the stench from any spell caster needing a bath!

In actuality, the invisibility obtained is not perfect. Anyone looking in the direction of the caster is allowed an Attribute Check against their Perception against a Threshold of 10 plus the balm's Quality Level. Success indicates they see a slight shimmering in the air similar to heat rising from a hot surface. (Treat opponents observing this shimmering as if they have fogged perceptions rather than being entirely blind. See Fogged Perception under Character Conditions in The Rules Reference for details.)

An Unction of Invisibility is an opaque viscous substance with a smooth texture and a creamy-white hue. Various specks of various colors are suspended in the thick gel. The cream has a soapy smell and flavor. It is normally stored in a glass jar with a large lid allowing easy access.

Configurations: The item may only be enchanted as a Limited Use Item. When initially created, it has a number of doses equal to 2 plus half its Quality Level.

Unction of Scorching Protection

Minimum Quality Level: 9

An Unction of Scorching Protection reduces the affect of heat and fire on the user. The magic of the balm grants the user with an Edge against Scorching Effects, and cuts any sustained Scorching Damage in half.

To use this lotion, a character must take one Action to cover their body with one dose. The balm magically spreads to cover all hard-to-get-to spots. Its effects persist until washed off. Until then, the user must treat it as a Spellbinding.

An Unction of Scorching Protection has a creamy texture and a reddish-gold metallic sheen interspersed with glittering gold sparkles. The balm is usually stored in a small copper pillbox until used. Although it lacks any discernible odor, it has the biting metallic flavor of iron.

Configurations: The item may only be enchanted as a Limited Use Item. When initially created, it has a number of doses equal to 2 plus half its Quality Level.

Unction of Undeath

Minimum Quality Level: 10

Description: An Unction of Undeath, which temporarily bestows undeath on a the corpse over which it is rubbed.

To use this lotion, a character must take one Action to cover the targeted dead body with one dose of the balm. The lotion magically spreads to cover all hard-to-get-to spots.

The targeted creature is temporarily raised to undeath as a Revenant until it is either Overcome, or the unction is washed off. At the end of the spell duration, the revenant will fall to the ground dead. Another use of the unction will, once again, temporarily restore it to undeath.

The Level of the creature so raised is limited by the Quality Level of the unction. (For a complete description of how this affects the creature, see Revenant Overlay in The Tome of Terrors.)

The magic of the unction will preferably restore the body's original spirit in order to reanimate it. However, if the creature died in a Glory Status indicating that it is permanently removed from the game, a different spirit will be bound to the body instead. In this case, the revenant will have an entirely different personality, albeit one that inhabits the corpse of the original character.

Note that the unction does not provide the user with any control over the undead creature so created. Further, undead do not gain XP, as their life experience is over. As such, the undead cannot gain further levels while in this state. An undead creature can potentially be resurrected, however (unless the character is permanently removed from the game). So, an Unction of Undeath may prove to be a handy way to bring the corpse of a fallen comrade back to

civilization where their unfortunate (and somewhat embarrassing) condition may potentially be rectified.

An Unction of Undeath is reddish-brown interspersed with black specks. It has a slimy texture and the noxious odor of rotting flesh. The balm is usually stored in a well sealed lead jar until used.

Configurations: The item may only be enchanted as a Limited Use Item. When initially created, it has a number of doses equal to 2 plus half its Quality Level. Each dose of the balm can bestow undeath on the body of one corpse. Each such dose lasts until the target is Overcome, or the unction is washed off.

Magic Items ~ V

Vitriol of Epic Grim Fire

Minimum Quality Level: 14

Other than the fact that Vitriol of Epic Grim Fire explodes in a 20-foot radius, it is identical to Vitriol of Great Grim Fire.

Vitriol of Great Grim Fire

Minimum Quality Level: 11

Vitriol of Great Grim Fire is a clear golden liquid having the consistency of lamp oil. It instantaneously explodes when exposed to air, so it is normally delivered in a clear glass nodule.

When shattered, the liquid in the nodule explodes in a 10-foot radius ball of fire, causing Scorching Damage equal to 2 per spell rank. Allow any creature caught in the fiery explosion an Avoidance Roll with Agility and Toughness Adjustments for half damage. The Threshold they must overcome equals 10 plus the vitriol's Quality Level. Failure indicates the creature sustains the roll's Margin as additional Scorching Damage.

The vitriol can generally be thrown about 40 feet. If thrown farther than this distance, the glass nodule must make a Conflict Roll with adjustments for its Quality Level. The Threshold it must overcome equals 10 plus 1 for every 5 feet over 40 the character throws it. Failure indicates the nodule explodes in the thrower's hand.

Only one such vial can affect any given area in a given Round as it depletes the surrounding oxygen leaving nothing for a second explosion.

The only description that anyone has ever given concerning the scent of the oil itself is that it smells exactly like burned nose hairs. The resulting explosion gives off the strong scent of rotten eggs.

Configurations: The item may only be enchanted as a Limited Use Item with a single use. It requires 1 Assault Action to aim and throw. It is normally housed within a round glass nodule, but may be stored in any ordinary glass bottle.

Magic Items ~ W

Wand of …

Wands are an iconic tool of occultism. Needless to say, magic wands are a favorite among occultists. They are usually enchanted to cast a single spell, and are commonly referenced as wands of that spell name (e.g. Wand of Invoke Fell Frostbite, Wand of Invoke Dire Sunbeam, Wand of Invoke Great Cone of Grim Steam, etc.) Some configurations are so popular that they have earned their own shorthand names, as listed below.

These wands listed below are only usable by Occultists, and are triggered by its possessor pointing the wand and speaking a command phrase.

Configurations: These wands may be enchanted as either Limited Use or Siphoning Items.

Wand of Dire Bliss

Minimum Quality Level: 3

Casts the occult spell Invoke Dire Bliss.

Wand of Dire Delusion

Minimum Quality Level: 3

Casts the occult spell Invoke Dire Delusion.

Wand of Dire Despair

Minimum Quality Level: 3

Casts the occult spell Invoke Dire Despair.

Wand of Dire Ectoplasmic Drain

Minimum Quality Level: 3

Casts the occult spell Invoke Dire Ectoplasmic Drain.

Wand of Dire Emotional Siphon

Minimum Quality Level: 6

Casts the occult spell Invoke Dire Emotional Siphon.

Wand of Dire Faery Pinch

Minimum Quality Level: 1

Casts the occult spell Invoke Dire Faery Pinch.

Wand of Dire Fatigue

Minimum Quality Level: 1

Casts the occult spell Invoke Dire Fatigue.

Wand of Dire Frostbite

Minimum Quality Level: 1

Casts the occult spell Invoke Dire Frostbite.

Wand of Dire Paralysis

Minimum Quality Level: 3

Casts the occult spell Invoke Dire Paralysis.

Wand of Dire Rigor Mortis

Minimum Quality Level: 3

Casts the occult spell Invoke Dire Rigor Mortis.

Wand of Dire Rust

Minimum Quality Level: 6

Casts the occult spell Invoke Dire Rust.

Wand of Dire Slumber

Minimum Quality Level: 3

Casts the occult spell Invoke Dire Slumber.

Wand of Dire Spark

Minimum Quality Level: 1

Casts the occult spell Invoke Dire Spark.

Wand of Dire Spitfire

Minimum Quality Level: 1

Casts the occult spell Invoke Dire Spitfire.

Wand of Dire Sunbeam

Minimum Quality Level: 1

Casts the occult spell Invoke Dire Sunbeam.

Wand of Dire Torment

Minimum Quality Level: 3

Casts the occult spell Invoke Dire Torment.

Wand of Fell Bliss

Minimum Quality Level: 6

Casts the occult spell Invoke Fell Bliss.

Wand of Fell Delusion

Minimum Quality Level: 6

Casts the occult spell Invoke Fell Delusion.

Wand of Fell Enervation

Minimum Quality Level: 6

Casts the occult spell Invoke Fell Enervation.

Wand of Fell Fatigue

Minimum Quality Level: 6

Casts the occult spell Invoke Fell Fatigue.

Wand of Fell Lesion

Minimum Quality Level: 4

Casts the occult spell Invoke Fell Lesion.

Wand of Fell Mesmerizing

Minimum Quality Level: 10

Casts the occult spell Invoke Fell Mesmerizing.

Wand of Fell Quieting

Minimum Quality Level: 6

Casts the occult spell Invoke Fell Quieting.

Wand of Fell Spitfire

Minimum Quality Level: 4

Casts the occult spell Invoke Fell Spitfire.

Wand of Fell Sunbeam

Minimum Quality Level: 4

Casts the occult spell Invoke Fell Sunbeam.

Wand of Fell Torment

Minimum Quality Level: 6

Casts the occult spell Invoke Fell Torment.

Wand of Fell Wood Rot

Minimum Quality Level: 8

Casts the occult spell Invoke Large Cube of Fell Wood Rot.

Wand of Great Acid Cone

Minimum Quality Level: 7

Casts the occult spell Invoke Great Cone of Grim Acid.

Wand of Great Ball of Fell Starburst

Minimum Quality Level: 8

Casts the occult spell Invoke Great Ball of Fell Starburst.

Wand of Great Dispelling

Minimum Quality Level: 4

Casts the occult spell Invoke Great Cube of Dispelling.

Wand of Great Fireball

Minimum Quality Level: 11

Casts the occult spell Invoke Great Ball of Grim Flame.

Wand of Great Fire Cone

Minimum Quality Level: 7

Casts the occult spell Invoke Great Cone of Grim Fire.

Wand of Great Frost Cone

Minimum Quality Level: 7

Casts the occult spell Invoke Great Cone of Grim Frost.

Wand of Great Lightning Ball

Minimum Quality Level: 11

Casts the occult spell Invoke Great Ball of Grim Lightning.

Wand of Great Sand Cone

Minimum Quality Level: 7

Casts the occult spell Invoke Great Cone of Grim Sand.

Wand of Great Fell Sunlight Cone

Minimum Quality Level: 8

Casts the occult spell Invoke Great Cone of Fell Sunlight.

Wand of Great Steam Cone

Minimum Quality Level: 7

Casts the occult spell Invoke Great Cone of Grim Steam.

Wand of Great Thawing

Minimum Quality Level: 5

Casts the occult spell Invoke Great Thawing.

Wand of Great Wind

Minimum Quality Level: 8

Casts the occult spell Invoke Great Cone of Fell Wind.

Wand of Grim Banishment

Minimum Quality Level: 10

Casts the occult spell Invoke Grim Banishment.

Wand of Grim Blighting Tendril

Minimum Quality Level: 9

Casts the occult spell Invoke Grim Blighting Tendril.

Wand of Grim Bliss

Minimum Quality Level: 7

Casts the occult spell Invoke Grim Bliss.

Wand of Grim Bolt of Force

Minimum Quality Level: 7

Casts the occult spell Invoke Grim Bolt of Force.

Wand of Grim Despair

Minimum Quality Level: 9

Casts the occult spell Invoke Grim Despair.

Wand of Grim Ectoplasmic Drain

Minimum Quality Level: 9

Casts the occult spell Invoke Grim Ectoplasmic Drain.

Wand of Grim Fatiguing

Minimum Quality Level: 9

Casts the occult spell Invoke Grim Fatigue.

Wand of Grim Frostbite

Minimum Quality Level: 7

Casts the occult spell Invoke Grim Frostbite.

Wand of Grim Lesion

Minimum Quality Level: 7

Casts the occult spell Invoke Grim Lesion.

Wand of Grim Lightning Bolt

Minimum Quality Level: 9

Casts the occult spell Invoke Grim Lightning Bolt.

Wand of Grim Spitfire

Minimum Quality Level: 7

Casts the occult spell Invoke Grim Spitfire.

Wand of Grim Spontaneous Combustion

Minimum Quality Level: 9

Casts the occult spell Invoke Grim Spontaneous Combustion.

Wand of Grim Sunbeam

Minimum Quality Level: 7

Casts the occult spell Invoke Grim Sunbeam.

Wand of Grim Siphoning

Minimum Quality Level: 11

Casts the occult spell Invoke Grim Vitality Siphon.

Wand of Grim Thunderstrike

Minimum Quality Level: 8

Casts the occult spell Invoke Great Dire Thunderstrike of Grim Lightning.

Wand of Grim Windy Blast

Minimum Quality Level: 7

Casts the occult spell Invoke Grim Windy Blast.

Wand of Large Acid Cone

Minimum Quality Level: 7

Casts the occult spell Invoke Large Cone of Grim Acid.

Wand of Large Fire Cone

Minimum Quality Level: 7

Casts the occult spell Invoke Large Cone of Grim Fire.

Wand of Large Fireball

Minimum Quality Level: 7

Casts the occult spell Invoke Large Ball of Grim Flame.

Wand of Large Frost Cone

Minimum Quality Level: 7

Casts the occult spell Invoke Large Cone of Grim Frost.

Wand of Large Sand Cone

Minimum Quality Level: 7

Casts the occult spell Invoke Large Cone of Grim Sand.

Wand of Large Steam Cone

Minimum Quality Level: 7

Casts the occult spell Invoke Large Cone of Grim Steam.

Wand of Medium Acid Cone

Minimum Quality Level: 1

Casts the occult spell Invoke Medium Cone of Grim Acid.

Wand of Medium Fire Cone

Minimum Quality Level: 1

Casts the occult spell Invoke Medium Cone of Grim Fire.

Wand of Medium Frost Cone

Minimum Quality Level: 1

Casts the occult spell Invoke Medium Cone of Grim Frost.

Wand of Medium Sand Cone

Minimum Quality Level: 1

Casts the occult spell Invoke Medium Cone of Grim Sand.

Wand of Medium Steam Cone

Minimum Quality Level: 1

Casts the occult spell Invoke Medium Cone of Grim Steam.

Wand of Noise

Minimum Quality Level: 1

Casts the occult spell Invoke Noise Figment.

Wand of Unlocking

Minimum Quality Level: 7

Casts the occult spell Invoke Unlocking.

Weapon of Dedication

Minimum Quality Level: 1

A Weapon of Dedication is a weapon imbued with a weak magical aura, as the Pagan Battle spell Dedicate Weapon. It may have the form of any melee weapon: longsword, spear, hammer, trident, etc. The magic does not alter any of the weapon's combat characteristics (although its Quality Level may do so), and does not require any trigger to activate. However, because it is magical, the weapon is capable of striking any creature requiring magic to hit.

Configurations: A Weapon of Dedication is always enchanted as a Continual item. Note that its Quality Level may impact its combat characteristics as described in the section High Quality Weapons.

Weapon of Guarding

Minimum Quality Level: 9

When its possessor tosses it into the air, a Weapon of Guarding defends them from any foe. This works as the Pagan Battle spell Dancing Defender cast at a spell rank equal to the weapon's Quality Level. After it is animated, the weapon moves entirely under its own volition, requiring no guidance from its user. As such, anyone can use a weapon of this type.

Configurations: The item may be enchanted as either a Limited Use or Siphoning Item. Note that its Quality Level may impact its combat characteristics as described in the section High Quality Weapons.

Weapon of Reach

Minimum Quality Level: 7

A Weapon of Reach is a melee weapon whose Reach has been lengthened by 5 feet as the Pagan spell Extend Weapon Reach. It can take any form, as long as it is a close-combat weapon used in melee, such as a sword, mace, staff, etc. The power of any such weapon can be used by anyone, is immediately effective as soon as it is held in hand, and immediately terminates when sheathed or dropped.

Configurations: A Weapon of Reach is always enchanted as a Continual item. Note that its Quality Level may impact its combat characteristics as described in the section High Quality Weapons.

Weapon of Return

Minimum Quality Level: 8

A Weapon of Return is a thrown weapon that returns to its user after it has been thrown, as the Pagan Battle spell Returning Weapon. It can take any form, as long as it is a thrown weapon, such as a spear, trident, throwing axe, throwing dagger, etc. The power of any such weapon is usable by anyone and is continually effective.

Configurations: A Weapon of Return is always enchanted as a Continual item. Note that its Quality Level may impact its combat characteristics as described in the section High Quality Weapons.

effects of a Deadly poison are more extreme than those of Strong poisons, which are more extreme than those of a Typical poison, etc.

Monster Venom Overview

Poisons injected into characters through bites and stings are straight-forward. First of all, injected monster poisons are always Venoms. The monster description will tell you the precise kind of Venom. For example, a serpent bite might inject a Deadly Killing Venom. The effects of Venoms are listed below in their own section.

There are other special cases of monster poisons that don't fit the Venom category. In these cases, the monster description will tell you the precise kind of poison it produces. For example, a hydra might be surrounded by a Strong Toxic Gas Poison, whose effects would be described hereafter under Toxins.

Unless otherwise stated, a poisoned character must make an Avoidance Roll with Toughness Adjustments to reduce or eliminate the poison's effects. The Threshold that the victim must overcome equals 10 plus the Poison's Quality Level (which equals the monster's Level). Success means that, at a minimum, the potency of the poison is reduced by two ratings. (e.g. From Deadly to Typical, from Strong to Weak, or from anything else to Impotent.)

The Base Prices of Poisons

The Base Price for a dose of poison depends on its Potency, regardless of Tincture and Form. Poison Base Prices can be found in the Miscellaneous Prices section under Apothecary. Given the Base Price of a poison, its value can be determined like any other crafted item as described in the Pricing Products section.

Concocting Poisons

Skills exist to enable a character to produce or extract poisons of various Forms. These skills are: Harvesting, Concocting Hallucinogenic Poisons, and Concocting Toxic Poisons. Any character with the skills necessary to produce a particular form of poison may do so, provided they have a fully-equipped lab in which to work. (A lab consists of a small flame, a mortal and pestle, a small blade, and a variety of ceramic bowls and stoppered bottles.) Venoms can usually be extracted from the venom sacks of slain monsters using a sharp knife. Once extracted, venoms need only be stored until use.

Characters who have the proper skills and equipment automatically succeed in creating the poison type they desire. The Quality Level of the resulting poison is limited by both the Quality Levels of the components and the ranks of the skills used in their creation. Similarly, the Potency of the resulting poison is limited by the Potency of the components used. (Components that do not have a Potency rating have no effect on the resulting poison's Potency. To

Poisons

Poisons are chemicals that produce harmful effects on living creatures. All poisons basically fall into three categories, or Tinctures: Toxins, Hallucinogens, and Venoms (comprised of Killing Venoms and Paralyzing Venoms). Each poison Tincture produces different effects in its victims. Each poison also has a Quality Level, a Potency, and a Form.

Poison Topics

The Quality Level of Poisons

The Quality Level of a poison delivered directly from a creature equals the creature's Level. Natural poisons harvested from creatures also have their Quality Levels limited by the rank of the skill used by the harvester to extract the poison. (e.g. Harvesting).

The Potency of Poisons

In most cases, anyone using a poison wnats to kill, or at least incapacitate, whoever they are poisoning. Unfortunately, the available poisons have limited effectiveness. They *can* potentially disable their targets in sufficient quantity. But, the targets of poisons tend to be uncooperative, and the small doses that can be delivered in a single attack are rarely fatal.

Every poison has a Potency. In order of increasing Potency, poisons can be Weak, Typical, Strong, or Deadly. Thus, the

create a poison at all, at least one component must have a Potency rating.)

Preparation times needed to create a poison are covered in the skills needed to produce them. For example, Concocting Hallucinogenic Poisons and Concocting Toxic Poisons list these details for Hallucinogenic and Toxic poisons in The Rules Reference.

Conflict Rolls Against Poisons

The Quality Level of a poison determines the Threshold that must be overcome by any character affected by the poison to avoid or reduce the poison's effects. The Threshold always equals 10 plus the poison's Quality Level. So, the victim of a venom having a Quality Level of 8 must overcome a Threshold of 18 to reduce its effects.

Failure indicates the victim sustains the full effects of the poison. Success indicates that they suffer greatly reduced effects or no effects at all.

Anyone successfully making an Avoidance Roll with Toughness Adjustments against poison still suffers effects as if the poison were two Potency Levels lower. Thus, a Deadly Poison affects them as a Typical Poison and a Strong Poison affects as a Weak Poison. Weak and Typical poisons become Impotent, and have no effect on a character who succeeds in their check.

After any Conflict Roll against a particular poison fails, the effects of additional doses of the same poison Tincture affect a character automatically until the temporary affects of the poison wear off. In effect, the character automatically fails any additional checks.

Poison Forms

We must be careful to make a distinction between a poison's Tincture and its Form. The basic types of poisons are Toxins, Hallucinogens, and Venoms. However, the forms in which these poisons are delivered to the target can vary significantly. There are five basic forms that a poison can take. These are: Gas, Gel, Liquid, Paste, and Powder. Specific poison Tinctures may have restrictions on the Forms they may take. For example, Venoms must be Liquid.

Gas

Some poison Tincutes can be made into a gaseous Form. In reality, a gaseous poison is a liquid until it comes in contact with air. At this point, the poison evaporates quickly creating a 10 foot radius cloud around the poison's origin.

If a player states that their character is holding their breath before the poison starts evaporating, they do not sustain the ill effects of the poison. On the other hand, if they do not state this intention until after the gas appears, they must make an Avoidance Roll with Perception adjustments against a Threshold of 10 plus the poison's Quality Level. Failure indicates the character is surprised and takes a quick, short breath (as do all humanoids when surprised).

Anyone breathing the poison must then make an Avoidance Roll with Toughness Adjustments. The poison takes effect at the first Round after it is delivered. The effects depend on its type (Toxic or Hallucinogenic).

The Quality Level of the resulting poison is limited by both the Quality Level of the components and the brewer's rank in either Concocting Hallucinogenic Poisons or Concocting Toxic Poisons, whichever applies.

If a poison gas is put into a glass or ceramic nodule or other bottle, it can be used as a bomb. Each such nodule requires a Large Dose of poison (equivalent of 8 standard Medium Doses). When the vial shatters, the liquid is released and quickly evaporates into a gas cloud. Throwing a gas nodule in this way takes an Assault Action to aim and throw.

Gel

Partially distilling a liquid poison produces a gel-like substance viscous enough to stick to a blade.[69] Only a single dram can be effectively smeared on a blade at a time. A greater quantity would simply drip off the blade. The poison remains smeared on a weapon until the weapon strikes a blow. At this time, the struck creature must make an Avoidance Roll with Toughness Adjustments for reduced effect. (The specific effects depend on the poison type – Hallucinogenic or Toxic). The poison takes effect at the first Round after it is delivered. After a single blow, too little poison remains on the blade to have any further effect. Smearing a gel poison on a blade will generally take 1 Action, if both the weapon and poison are readily available.

Note that, while a gel poison can easily be smeared on a tiny blowgun dart, poisons in this form are far too weak for so small an amount to have much effect. Treat each such quantity of a gel poison as one-fourth of a dose. (Pastes, described hereafter, are the form most preferred for delivery by blowgun dart.)

Any gel poison exposed to fresh air will quickly lose its Potency. Lower its Potency by one rating for every day of exposure to open air until it becomes Impotent.

The Quality Level of the resulting poison is limited by both the Quality Level of the components and the brewer's rank in either Concocting Hallucinogenic Poisons or Concocting Toxic Poisons, whichever is lower.

Liquid

A liquid poison must either be drunk by the victim or injected into him.

A single dose of liquid poison poured in a goblet of wine is virtually undetectable. Anyone drinking a liquid poison is allowed an Avoidance Roll with Perception Adjustments versus a Threshold of 10 plus the poison's Quality Level to notice the poison before they imbibe it fully. Failing the

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69 The Celtic hero Geali Dianvir encountered Fomorian warriors that applied poison to their weapons. He neutralized the toxin using milk taken from the Glas Ghaibhleann, the Cow of Abundance.

check, the imbiber takes the full effect of the poison in 2 minutes with no Conflict Roll.

If injected rather than drunk, the victim of a liquid poison gets an Avoidance Roll with Toughness Adjustments as normal. The poison takes effect at the first Round after it is delivered. The effects depend on its type (Venom, Toxic, or Hallucinogenic).

The Quality Level of the resulting poison is limited by both the Quality Level of the components and the brewer's rank in Harvesting, Concocting Hallucinogenic Poisons, or Concocting Toxic Poisons, whichever applies.

Paste

Poisons in the Form of Pastes deliver a powerful punch in a tiny volume. Such concoctions are usually applied to darts, needles, and other weapons that merely puncture the skin of their targets. Pastes are so concentrated that a single needle prick is all that is needed to deliver a full dose of poison. Anyone affected by a Paste Poison must make an Avoidance Roll with Toughness Adjustments. The poison takes effect at the first Round after it is delivered. The specific effects depend on its Tincture (Toxic or Hallucinogenic). Smearing Paste on a dart or needle will generally take 1 Action, if both the dart/needle and poison are readily available.

Any Paste Poison exposed to air will quickly lose its Potency. Lower its Potency by one rating for every day of exposure to open air until it becomes useless.

The Quality Level of the resulting poison is limited by both the Quality Level of the components and the brewer's rank in either Concocting Hallucinogenic Poisons or Concocting Toxic Poisons, whichever applies.

Powder

Distilling a poison down to its basic components produces a drug poisonous to the touch. Sprinkling this Contact Poison over an item forces anyone picking up the item to make an Avoidance Roll with Toughness Adjustments. The poison takes effect at the first Round after it is delivered. If poured into a goblet of wine, treat the poison as Liquid. The specific effects depend on its Tincture (Toxic or Hallucinogenic).

The Quality Level of the resulting poison is limited by both the Quality Level of the components and the brewer's rank in either Concocting Hallucinogenic Poisons or Concocting Toxic Poisons, whichever applies.

Poison Tinctures

The following descriptions detail the effects each poison Tincture produces. The terms used for the effects are defined in the Character Conditions section of The Rules Reference. Aftershock effects apply if the affected character's Hit Points drop to zero. Aftermath effects apply if the affected character's Fate Points drop to zero.

Toxins

Toxins are the Tincture of poisons found in insect stings and in various plants. Poison ivy and poison oak produce natural Toxins that can be distilled into deadly poisons. Toxins can be formed into Gases, Liquids, Gels, Pastes and Powders. The Toxin Effects table lists the effects of this poison type:

Toxin Effects

Potency	Immediate Effects	Aftershock Effects
Weak	4 Toxic Damage	Incapacitated for rest of current scene.
Typical	4 Toxic Damage	
Strong	4 Toxic Damage, Nausea for rest of current scene.	Lethargic until end of next scene
Deadly	4 Toxic Damage	

The effects listed on the table are cumulative. Thus, a Deadly Toxin causes Nausea, and 16 Toxic Damage. Additional doses deliver additional Damage, but cannot increase the other effects. (So, they cannot impose Nausea twice.) See the Character Conditions section of The Rules Reference for details on the physical effects.

Whenever a character is affected by a Toxic Poison, they must make an Avoidance Roll with Toughness Adjustments against a Threshold of 10 plus the poison's Quality Level. Success indicates the poison's effects drop as if it were two Potency ratings lower. Any poison having a modified potency lower than Weak has no impact. However, failure indicates the character sustains the roll's Margin as additional Toxic Damage.

Hallucinogens

These poisons directly affect the nervous system of the victim. Various natural mushrooms, flowers, and herbs produce the chemicals necessary in manufacturing these poisons. Hallucinogens can be formed into Gases, Liquids, Pastes, or Powders. The Hallucinogen Effects table lists the effects of Hallucinogens:

The effects on the following table are cumulative. Thus, a Strong Hallucinogen causes Fogged Perception and 12 Deluding Setback, and will cause Delirium and a Spiritual Curse as Aftermath effects (if the character's Fate Points drop to zero). Additional doses deliver additional Setback, but cannot increase the other effects. (So, they cannot impose Fogged Perception twice.) See the Character Conditions section of The Rules Reference for further details on the various hallucinogenic effects.

Rarely will a hallucinogen kill. In fact, many people find the effects pleasurable and purposely risk the dangers to gain the unusual sensations produced. These thrill seekers quickly become addicted. If the character is in Glory Status 6 when this happens, the insanity is permanent.

Hallucinogen Effects

Potency	Immediate Effects	Aftermath Effects
Weak	4 Deluding Setback	Delirious for rest of current scene
Typical	4 Deluding Setback	
Strong	4 Deluding Setback, Fogged Perception for rest of current scene	Spiritual Curse until end of next scene (Pick something – Glory Status 6 indicates it's permanent)
Deadly	4 Deluding Setback	

Whenever a character is affected by a Hallucinogenic Poison, they must make an Avoidance Roll with Toughness Adjustments against a Threshold of 10 plus the poison's Quality Level. Success indicates the poison's effects drop as if it were two Potency ratings lower. Any poison having a modified potency lower than Weak has no impact. However, failure indicates the character sustains the roll's Margin as additional Deluding Setback.

Venoms

Various poisonous snakes and spiders produce Venoms. Although many of these natural poisons are extremely potent, they are also quite delicate and will quickly deteriorate within a day if mishandled. However, they may be harvested through use of the skill Harvesting. Venom can be harvested either from a captive living creature or from the dissected venom sacks of a dead creature. Once a Venom is harvested, it can be used without any further processing. Natural Venoms are often the source materials used for other poison types (powders, gels, etc.)

Natural Venom can be broken down into sub-categories of Killing Venom and Paralyzing Venom. If injected into the victim via a needle or bite, the venom takes effect at the first Round after it is injected. The following tables detail the common effects of both types. Since Venom is used by many kinds of creatures, their effects were kept as simple as possible. Feel free to augment a Venom with additional effects for added "realism" in special circumstances.

Killing Venom

The effects listed on the Killing Venom Effects table are cumulative. Thus, a Deadly Killing Venom imposes Nausea, and a total of 16 Toxic Damage. Additional doses deliver additional Damage, but cannot increase the other effects. (So, they cannot impose Nausea twice.)

Killing Venom Effects

Potency	Immediate Effects	Aftershock Effects
Weak	4 Toxic Damage	Incapacitated for rest of current scene.
Typical	4 Toxic Damage	
Strong	4 Toxic Damage, Nausea for rest of current scene	Lethargic until end of next scene
Deadly	4 Toxic Damage	

Whenever a character is affected by a Killing Venom, they must make an Avoidance Roll with Toughness Adjustments against a Threshold of 10 plus the poison's Quality Level. Success indicates the poison's effects drop as if it were two Potency ratings lower. Any poison having a modified potency lower than Weak has no impact. However, failure indicates the character sustains the roll's Margin as additional Toxic Damage.

Paralyzing Venom

Paralyzing Venoms immobilize their targets. The Paralyzing Venom Effects table lists the effects for various potencies, which are cumulative. Thus, a Deadly Paralyzation Venom causes Fogged Perception and 16 Sedating Setback. Additional doses deliver additional Setback, but cannot increase the other effects. (So, they cannot impose Fogged Perception twice.)

Paralyzing Venom Effects

Potency	Immediate Effects	Aftermath Effects
Weak	4 Sedating Setback	Paralyzed for the remainder of the current scene
Typical	4 Sedating Setback	
Strong	4 Sedating Setback, Fogged Perception for rest of current scene	Lethargic until the end of next scene
Deadly	4 Sedating Setback	

Whenever a character is affected by a Paralyzation Venom, they must make an Avoidance Roll with Toughness Adjustments against a Threshold of 10 plus the poison's Quality Level. Success indicates the poison's effects drop as if it were two Potency ratings lower. Any poison having a modified potency lower than Weak has no impact. However, failure indicates the character sustains the roll's Margin as additional Sedating Setback.

Additional doses do likewise. Paralyzing Venom cannot kill the victim. Even so, if the victim falls to 0 Fate Points, they suffer from Paralysis until they completely recover the lost Setback. See the Character Conditions section of The Rules Reference for further details on Fogged Perception, Lethargic, and Paralyzed.