Ladies and Gentlemen of all ages. Allow me to introduce to you, for absolutely free of charge, 100 magical items for use in the Fantasy Age Roleplaying game. That’s right, 100 Magical Items of great power. Have fun.

As a side note here:
I just want everyone to know that I did not create these by myself. Hell, most of them are adapted from D&D. The images are not mine either, and were just found by a simple Google search. What I am trying to say is that I would like not to get sued, so please don’t. Thanks for your time!
Adamantine Armor
Type: Permanent
Rarity: Uncommon
Effect: Adamantine Armor is considered to be Light Plate Armor but with an AR of 10, a Penalty of only -3 and a Casting Strain of 2. While the Armor is worn, it costs an extra Stunt Point to use the following stunts against the user: Pierce Armor, Skirmish, Knick Prone, Might Blow, and Lethal Blow
History: Adamantine Armor is a very pricey set of armor since it is very hard to make. True Adamantine Armor is rare and the secrets of its creation and origin are lost, but the ones used today are a very close second

Ammunition (+1, +2, +3)
Type: Permanent
Rarity: Uncommon, rare, or Legendary
Effect: Adds bonus to attack and damage with Weapon (Bullets, Arrows, and Bolts are the Ammo Types). Uncommon grants +1, Rare grants +2 and Legendary grants +3.
History: Enchanted Arrows and Bolts are easy to craft but they can cost a pretty gold to do so. They are enhanced with a special rune that increases the chances of hitting and dealing damage. They have been around for so long that people have forgotten their exact origins, but are happy to use them

Ancient Elven Arrows
Type: Permanent
Rarity: Legendary
Effect: These arrows only work if the user has a Willpower of 2 or higher. These arrows always have a +1 bonus to attack and damage. These are increased to +2 if the user has a Willpower of 5 or higher. Each arrowhead holds the power and remain unless the Shaft is destroyed. If so, then the magic will stay for up to 3 days or they are affixed to another shaft. By spending a Minor Action, the user can recall the arrows to his hand, so long as their shafts were not broken. By spending a Minor Action, the user can trigger one of these extra effects but only if they have a Willpower of 2 or higher:
    • **BLAST**: by charging for one entire round, the arrow will deal an extra +1D6 of damage
    • **TRUE-FLIGHT**: The arrow can automatically hit but this negates any possibility of Stunts
    • **VOLLEY**: You launch one arrow and it splits into many tiny ones and they hit an area that is a 10 yard diameter. Everyone within that area will take the damage, one attack roll against every DEF in the area
    • **HOMING**: if the arrow misses, the caster can take a Major Action every turn to try and hit the target again. You can only retry a number of times equal to your Willpower
    • **BREAKER**: This arrow will not only deal normal damage, but a successful hit will reduce the targets AR by 2 points. This can be used multiple times on the same target to reduce their AR to 0
    • **TWIN/TRIPLE SHOT**: You can split the one arrow into 2 or 3, hitting up to 3 targets within 5 yards of each other.

History: The exact history is unknown, but the Elves have been using these Arrows for centuries. They are imbued with a ton of magic and the most powerful effects can only be used by those with Elven Blood
**Animal Tokens**

*Type:* Permanent  
*Rarity:* Rare  
**Effect:** These Tokens allow the summoning of the associated animal once per day to aid you in combat. (Use the associated animals from the Fantasy Age Bestiary beginning on page 127)

- **BEAR PELT BAND:** Summons Bear  
- **BOAR TUSK NECKLACE:** Summons Boar  
- **EAGLE FEATHER HEADBAND:** Summons Eagle  
- **TIGER EYE AMULET:** Summons Tiger  
- **WOLF TOOTHE NECKLACE:** Summons Wolf

**History:** Shamanic Tribes have been using Animal Tokens for a very long time, calling upon the wild to aid them in combat

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**Animated Shield (Small or Medium)**

*Type:* Temporary  
*Rarity:* Rare or Legendary  
**Effect:** Comes in Small or Medium Shield and once activated, hangs around, granting the Shield bonus without using one of your hands. Lasts for 1 minute. Can be activated 4 times before recharge which takes a full day per charge. Small is Rare and Medium is Legendary.  
**History:** Alchemists and Magicians discovered a way to protect ones’ self without having to forfeit an arm to do so. This item allows even the strongest of 2-handed fighters the opportunity to protect themselves

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**Amulet of Seeing**

*Type:* Permanent  
*Rarity:* Rare  
**Effect:** This amulet allows a person to see in other sights with varying abilities. This amulet holds 5 charges and recharges one per 24 hours. With the trigger of a certain number of charges, one can activate certain powers

- **Arcane Eye** (1 charge): For 2 minutes, you can see the flow of magic around you. This allows you to pinpoint magical energies. This grants a +2 bonus to Perception (Seeing) Tests involving magic  
- **Arcane Sight** (2 charges): for 2 minutes, you can see through illusions and invisibility. These spells do not hamper your abilities in any way  
- **Darksight** (1 charge): you gain Darksight for 2 minutes if you do not already have it  
- **Scrying** (3 charges): For 1 minute, you may divine anything you need too. Make a TN 13 Willpower (Self-Discipline) Test to see things far beyond you. This is more of a Plot-Power and the GM should dictate what is seen  

**History:** Mages have been using these Scrying Amulets for a long time. 100 years ago, the way they were crafted was lost due to a massive war that claimed the lives of the scholars who knew the secrets. The ancient texts on the subject were either lost or burnt to the ground

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**Arm Guard**

*Type:* Permanent  
*Rarity:* Uncommon  
**Effect:** The Arm Guard is a simple Gauntlet with a very small shield attached to it. It gains a +1 bonus to Defense and uses the Gauntlet for attack and damage rolls. It was designed to grant defense while maintaining a two-handed or dual-wielding fighting style  
**History:** While this item is not magical in nature, the Arm Guard was designed by a very famous warrior and tactician who wanted to give his warriors all Shields without the cost. The idea became a Gauntlet that has a Shield built onto it and thus allows protection for even archers
Armor (+1, +2, +3)
Type: Permanent
Rarity: Uncommon, rare, or Legendary
Effect: The bonus above is determined by Rarity and grants this bonus to AR and Defense. This can be placed on any type of armor without increasing Penalty or Casting Strain. Uncommon grants +1, Rare grants +2 and Legendary grants +3
History: Enchanted with runes the protect the user, Magical Armor can be almost any type. The first sets of Magical Armor belonged to Royalty but the idea has drifted downward on the class scale and even the most common of folk have some form of this armor.

Armor of Invulnerability
Type: Permanent
Rarity: Legendary
Effect: For one minute, you are immune to all nonmagical damage. Can only be activated once per encounter
History: The Legendary Armor of Invulnerability was said to be imbued with the souls of 100 warriors. This allows the armor to temporarily avoid all damage except by magical means.

Armor of Resistance
Type: Permanent
Rarity: Rare or Legendary
Effect: While worn, the armor halves all damage from one of the following magic types: Acid, Cold, Fire, Force, Lightning, Necrotic, Poison, Psychic, Radiant, Thunder
The Legendary Rarity of the Armor grants Resistance to 2 types of the above elements instead of 1.
History: Runes placed into armor while it is being forged creates a resistance to certain elemental types. The most rare and most expensive versions have 2 runes that protect against more.

Arrow of Slaying
Type: Temporary
Rarity: Uncommon
Effect: If the arrow, bolt, or other ranged ammunition, hits the target, then it creates Bleeding damage and the target suffers a -2 to Health every round for 4 rounds. This will completely ignore armor
History: Magical Arrows of Slaying are not hard to find and are popular amongst assassins and thieves. They create a Bleeding effect that makes it harder for a target to recover from.
**Bag of Fog**
*Type:* Temporary  
*Rarity:* Rare  
**Effect:** This bag only weight a pound and once opened, it unleashed a dense fog in a 10 yard are centered on it. The fog takes 2 whole rounds to fill that area and lasts another 4 rounds. This fog makes it harder to see, so all within are at a -2 to attack and on Perception (Seeing) Tests  
**History:** Not many have replicated such an object; but the idea of controlling the weather to create effects on a smaller scale is unprecedented.

**Belt of Dwarvenkind**
*Type:* Permanent  
*Rarity:* Rare  
**Effect:** While worn, you gain a +1 bonus to AR and gain a temporary Health Pool of 15 points. Once these are gone, it takes a full day to recharge it. You cannot heal these temporary health points  
**History:** at one point, all of Dwarvenkind wore such ornate belts. These were decorated with the symbols of their houses and families. But, many centuries ago, a great plague almost destroyed the entire race and now only these fragments remain. They are a reminder of the past and how tough the dwarves really are.

**Belt of Giant Strength (+1, +2, +3)**
*Type:* Permanent  
*Rarity:* Uncommon, Rare, or Legendary  
**Effect:** While worn, this Belt grants a bonus to Strength (Might) Tests, but not damage. Also, the Bonus is granted as a resistance to certain types of magic. Choose the Giant Type and gain the resistance.  
- **Fire:** Bonus to resist FIRE damage  
- **Frost:** Bonus to resist FROST Damage  
- **Storm:** Bonus to resist LIGHTNING Damage  
- **Mountain:** Bonus to resist STONE Damage  
**History:** The Giants are a powerful race. There were those who sought out these great beasts to harness their great power.

**Boots of Elvenkind**
*Type:* Permanent  
*Rarity:* Rare  
**Effect:** While worn, the Boots grant a +1 bonus to Dexterity (Stealth) Tests. This bonus is increased to a +2 while in Forested areas  
**History:** The Elves used to wear these on a regular basis to aid them in the forested areas. They are made from all natural materials and have the ability to aid in stealth.
Boots of Speed (+1, +2, +3)
Type: Permanent  
Rarity: Uncommon, Rare, or Legendary  
Effect: Grants the above bonus to Speed while they are being worn  
History: These leather boots were crafted with a unique sigil that boosts one's speed. They were primarily designed for Scouts so they can relay information faster.

Bracelet of Finding
Type: Permanent  
Rarity: Rare  
Effect: These Ornate Bracelets always come in pairs. By using a Minor Action to trigger the Magic and by moving forward, the Bracelets will transport the user to the other one  
History: The Bracelet of Finding always comes in pairs. They are designed with Elven Magic that allows one to find another. It is said that the very first of these were crafted by an Elf and her lover who was taken beyond the borders of her lands. She gave him one so that they could never be apart.

Bracers of Archery
Type: Permanent  
Rarity: Uncommon  
Effect: While worn, the Bracers grant a +1 bonus to ranged attacks and ranged damage  
History: Dwarven in design, the Bracers of Archery were designed with a special Rune to aid in ranged combat.

Bracers of Defense (+1, +2, +3)
Type: Permanent  
Rarity: Uncommon, Rare or Legendary  
Effect: While worn, the Bracers of Defense grant the bonus to defense in melee combat based on Rarity  
History: Bracers of Defense are not really magical but they do have these metal flanges that add to defense in melee combat.

Circlet of Water Breathing
Type: Permanent  
Rarity: Rare  
Effect: While Worn, the user cannot drown and has freedom of movement under water. They have a Swimming Speed of 8+Dex-Armor Penalty  
History: This Circlet was crafted by Elves to help them explore the rivers and lakes of their homeland.
**Cloak of Displacement**  
**Type:** Permanent  
**Rarity:** Rare  
**Effect:** While worn, for 4 rounds you are displaced, making it harder to hit you. You gain a +2 bonus to defense and a +1 bonus to attack. If you are bound, unconscious, or otherwise unable to move, then the magic will not work. The effect can only be used once per encounter and takes a full day to recharge.  
**History:** The Cloak of Displacement was crafted from the hides of Displacer Beasts. It maintains the natural capabilities of displacement and is a very valuable object.

**Cloak of Invisibility**  
**Type:** Permanent  
**Rarity:** Legendary  
**Effect:** While worn, you can become completely invisible. You automatically succeed with any Dexterity (Stealth) Tests and are at a -2 to be hit. If you attack, the cloak makes you visible until the start of your next turn. The magic lasts as long as needed and is triggered as a Minor Action.  
**History:** It is not really known where the object comes from, but some believe it is from the robes of a very powerful deity; a deity that has the power over life and death.

**Cloak of Protection**  
**Type:** Permanent  
**Rarity:** Uncommon  
**Effect:** Grants a +1 bonus to AR while worn over armor  
**History:** Runes placed on simple fabrics make it harder, strengthening the material it covers.

**Crown of the Exalted**  
**Type:** Permanent  
**Rarity:** Legendary  
**Effect:** Anyone wearing this crown rules the lands. They have an undisputed ruling demanded by the Gods of the Realm. While worn, the user gains Divine Favor and can use Divine Stunts and Divine Blessings at any time. They gain a +3 bonus to Communication Tests while worn, and are unaffected by most Role-Playing Stunts. If the person were to fall from the grace of the Gods, then he/she loses all of these powers.  
**History:** This crown was crafted from the metals of another plane. They channel the power of the Gods through the user.
**Dancing Sword**  
**Type:** Temporary  
**Rarity:** Rare or Legendary  
**Effect:** This is either a Short Sword or a Long Sword. The blade, once activated, dances around the user and attacks his target once per round. This allows the person to attack with weapons in their own hands as well. The effect only lasts for 1 minute and can be used 4 times before recharge, which takes a full day per charge. The Short Sword is the Rare one while the Long Sword is the Legendary one.  
**History:** The Dancing Sword was created by a wizard who needed help with bandits. He enchanted a random sword he found and discovered that it could dance its way around the bandits so that he could escape. He was able to replicate this effect but only a few more times before his death.

**Defender**  
**Type:** Permanent  
**Rarity:** Legendary  
**Effect:** This Long Sword has a magical Shield that defends the user. The weapon has a +2 bonus to attack and damage as well as a +2 bonus to Defense and also acts as a Medium Shield for the Weapon/Shield Fighting Style  
**History:** The history behind the Defender is one of mystery. There was once a Battlemage who designed and crafted the blade. No one knows how or why, but it is one of the most sought-after artifacts of the ancient world.

**Djinn Bottle**  
**Type:** Permanent  
**Rarity:** Rare or Legendary  
**Effect:** Summons one Djinn at a time. The Djinn lasts for 4 rounds in combat and has to follow the commands of its master. (Use the Djinn stats in the Fantasy Age Bestiary on page 40). For the Legendary version, apply one of the following colors for an Elemental variation of the Djinn  
- **Red**-Flame Djinn, **White**-Wind Djinn, **Blue**-Water Djinn, **Green**-Rock Djinn  
**History:** the Djinn are very powerful beings. However, for as long as anyone can remember, they have always been trapped within some sort of object. Bottles and Gems are the most common object but others do exist.
**Dragon Slayer**

**Type:** Permanent  
**Rarity:** Legendary  

**Effect:** This Longsword has a +2 bonus to attack that increases to +3 against Dragons and Dragon-like creatures. It also deals an extra 1d6 of damage to dragons and dragon-like creatures and allows the user to perform Pierce Armor and Mighty Blow stunts on such creatures for 1 SP less. It will also glow a reddish hue when these beasts are near, from a dim glimmer to as bright as a lantern when within 100 feet.

**History:** The Dragon Slayer, or Wyrmslayer as some call it, is a very powerful object. The history behind it is unknown but it is known that it was crafted by powerful mages a long time ago to fend off dragons. While that time has long since passed, these rare swords are worth a ton of money.

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**Driftglobe**

**Type:** Temporary  
**Rarity:** Common  

**Effect:** This crystal is only the size of a palm. When activated, it glows very brightly and can be extinguished by another Activate Action. It floats around the user for as long as they desire. It lasts for 8 hours per day and usually has 3d6 days worth of light. It can be recharged by setting it into the sunlight for 4 hours. It regains 1d6 hours of charge for each hour it sits in sunlight.

**History:** Driftglobes are common and are a staple for many mages who want to adventure in very dark places.

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**Dwarven Juggernaut Armor**

**Type:** Permanent  
**Rarity:** Rare  

**Effect:** This Light Plate armor has an AR of 10, a Penalty of -3 and a Casting Strain of 6. It was made for warriors, not mages. Even if the damage from any weapon against this armor would be penetrating, it will always retain 2 AR when calculating damage.

**History:** The Dwarven Juggernaut Armor was crafted for the front-line berserkers who defended the Great Dwarven Cities from invasion. They were made to combat even the most powerful of foes.

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**Dwarven Thrower**

**Type:** Permanent  
**Rarity:** Rare  

**Effect:** This is a Maul that can be thrown. It has Ranges of 16/32 yards and it always returns to the owner at the end of the combat round.

**History:** The Thrower was accidentally created when some runes got crossed while making some armor. The Smith found that his hammer returned to him one time after he tossed it in frustration. He finally replicated the runes after about 5 years of research and thus the Thrower was used in the Dwarven Army for about 3 centuries.
Elemental Ammunition (+1, +2, +3)
Type: Temporary
Rarity: Uncommon, Rare, or Legendary
Effect: These Arrows/Bolts/Bullets will deal extra damage based on the element they represent and rarity
Yellow: Lightning     Blue: Spirit
White: Frost          Green: Poison
Red: Fire            Purple: Acid
Brown: Earth
History: Elemental Ammunition has been used for so long, it is not that uncommon anymore. However, the mages who craft such ammunition usually cut corners in the process and they are weaker today than they were in the previous decade. However, there are still some good quality ones out there.

Flame Tongue
Type: Permanent
Rarity: Legendary
Effect: This is a Long Sword with that is always considered Magical. It also always deals an extra +2 fire damage. The user can summon a small Non-Magical flame to catch things on fire by pointing the blade at the target. This will never deal any sort of damage.
• BLAZING BLADE: for 2 SP, the user can trigger the Flame Tongue to ignite. For the remainder of the encounter, the blade is wreathed in flame and deals an extra +2 Fire Damage (+4 total). This stunt has to recharge for 12 hours before another use.
• FLAME WAVE: for 4 sp, the user can summon a wave of fire. This deals 2d6+4 fire damage to the target if they fail a Dexterity (Acrobatics) Test vs. TN 13. If they pass, they only take 2d6 damage.
History: The Flametongue was forged in the heart of a volcanic mountain. No one knows how it was done since the forge was destroyed afterwards.

Frost Band
Type: Permanent
Rarity: Legendary
Effect: This is a Long Sword that is always treated as Magical. It also always adds +2 Frost damage. The user can summon a small Non-Magical ice sheet that can extinguish any non-magical fire.
• FROZEN BLADE: for 2 SP, the user can trigger the Frost Band to encase. For the remainder of the encounter, the blade is covered in ice and deals an extra +2 Frost Damage (+4 total). This stunt has to recharge for 12 hours before another use.
• FROST WAVE: for 4 sp, the user can summon a wave of ice. This deals 2d6+4 frost damage to the target if they fail a Dexterity (Acrobatics) Test vs. TN 13. If they pass, they only take 2d6 damage.
History: One year, a smith traveled to the farthest reaches north and, with the aid of the Frost Giants, crafted a sword of a frozen material.

Gauntlets of Ogre Power (+1, +2, +3)
Type: Permanent
Rarity: Uncommon, Rare, or Legendary
Effect: While worn, this Gauntlets grants a bonus to Strength (Intimidation) Tests as well as Unarmed Damage based on rarity.
History: The Gauntlets of Ogre Power are hard to find but are used primarily by those looking to get a bit more bang for their buck. They are durable and are intimidating, and very powerful if you know how to use them.
**Ghost Blade**

*Type: Permanent*  
*Rarity: Legendary*  

**Effect:** The Ghost Blade is a Long Sword made of the metal from another plain. On this plain, the ethereal metal phases through armor, dealing piercing damage on every strike. This becomes penetrating is the Pierce Armor Stunt is used. Also, it is treated as Magical, so it ignores any special defenses from creatures that are resistant towards normal weapons.

**History:** The Ghost Blade is from the Ethereal Plain and it was brought here a few centuries back for a reason long since forgotten.

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**Giant Slayer**

*Type: Permanent*  
*Rarity: Legendary*  

**Effect:** Two-Handed Maul that does +2 on all attack rolls, +3 against Giants. Deals +2 damage against Giants. Allows Skirmish and Knock Prone against those creatures that are normally immune to them.

**History:** The Dwarves crafted this weapon a century ago with the idea of killing very large creatures. The runes increase the impact against large creatures and can move even the most sturdy of them.

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**Gloves of Dueling**

*Type: Permanent*  
*Rarity: Rare*  

**Effect:** Grants a +1 bonus to Defense and Attack when using the Dueling Weapons Group.

**History:** These Gloves were crafted for a master duelist about 50 years ago. He wore them to a tournament and won. However, he was murdered that night and some believe that his spirit still resides in the gloves.

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**Gloves of Swimming and Climbing**

*Type: Permanent*  
*Rarity: Rare*  

**Effect:** Grants a +1 bonus to Constitution (Swimming) and Strength (Climbing) Tests.

**History:** These Gloves were crafted by a tailor. He simply crafted some ornate gloves one day for a very special Client. But, upon trying to give them to her, she disliked them and had him run through several trials with them to prove that they were worth her time. He prayed to the gods that they would work and they blessed the gloves and he passed the trials. He decided not to give the woman the gloves since she was not worthy in the eyes of his gods.
**Gloves of Thievery**
Type: Permanent
Rarity: Rare
Effect: Grants a +1 bonus to Dexterity (Lock Picking and Legerdemain) Tests
History: A Thief wore these gloves for his entire career. No one really knows where he got them or why, but while he wore them, he never seemed to fail at anything he did with his hands.

**Goggles of Night**
Type: Permanent
Rarity: Uncommon
Effect: Grants the use of Darksight. If the user has it, increase the range by 5 yards.
History: The Goggles of Night were crafted by a Gnome who wanted his best friend to see what he saw at night. He researched for a few years and came up with a magical lens that amplifies light.

**Headband of Intellect**
Type: Permanent
Rarity: Uncommon
Effect: Grants a +1 bonus to Lore Tests when worn
History: It is said that a powerful mage put a piece of his spirit into this headband to aid those seeking knowledge.

**Helm of Comprehension**
Type: Permanent
Rarity: Rare
Effect: Allows one to communicate to anyone, even if you or they do not speak the same language
History: This helm was crafted by a mage who created runes of every known language and placed them within. It grants the user the ability to use these runes to understand and communicate with anyone.

**Holy Avenger**
Type: Permanent
Rarity: Legendary
Effect: This Bastard Sword deals an additional 1d6 Penetrating Damage to any Undead or Unholy Creature
  - **BURST OF LIGHT**: if an Undead or Unholy Creature is killed with this blade, then the GM rolls 1d6. On a 5-6, the enemy explodes radiant light, dealing 1d6 penetrating damage to all Undead or Unholy Creatures within a 5 yard radius
History: The Holy Avenger was crafted by a paladin of the Sun God. He decided that he had enough of some necromancers raising the dead in his home and chose to do something about it. He asked the Sun God to bless his blade for the light and so the god did. This weapon is very dangerous against the undead.
**Holy Water**
Type: Temporary  
Rarity: Common  
**Effect:** When placed on the ground, no Undead or Unholy Creature may cross it. Also, when used against them as an attack (Accuracy (Grenades)), it will deal 2d6 Penetrating damage and deal 3 points Penetrating for 3 more rounds after. It can also be placed on Weapons to make them count as Magical for 2 rounds; and on Armor to grant a +1 bonus to AR vs. Undead or Unholy Creatures. The flask usually holds 5 applications within  
**History:** Holy Water has been around since anyone can remember. Healers and Clerics use them all the time to aid in healing and rituals. It is the best offense against the undead or ghosts and is found almost everywhere.

**Javelin of Lightning**
Type: Permanent  
Rarity: Rare  
**Effect:** This Javelin uses the Spear Stats. It deals an extra +2 Lightning Damage to all targets. Anyone wielding this weapon can use the Novice Lighting Arcana Spells once per Encounter each with no need to use Mana. If you do not have Spellpower, you are considered to have 10+Willpower while using this weapon.  
**History:** Lightning Javelins are hard to come by but are used by monster hunters the most due to the power they can hold.

**Lantern of Revealing**
Type: Permanent  
Rarity: Uncommon  
**Effect:** This Lantern will reveal any sort of hidden magical effects, like the Blood Mark Spell or magically sealed doors. It will not dispel these effects but they do show them to you by making them glow a bright green  
**History:** A Mage known only as “Locke” designed a tool that uses magical flame to detect magical effects.

**Lucky Blade**
Type: Permanent  
Rarity: Uncommon, Rare or Legendary  
**Effect:** This Dagger, Short Sword or Long Sword will always have a +2 bonus to attack which cannot be negated at all  
**History:** The “Lucky” in most Lucky Blades is a simple rune. Well, a combination of runes that had an unforeseen effect. They are mostly daggers but appear in short- and long swords as well.

**Mace of Disruption**
Type: Permanent  
Rarity: Rare  
**Effect:** On a successful hit against anyone with Mana, they have to make a TN 13 Willpower (Self-Discipline) Test or they cannot cast any spells on their next turn  
**History:** The Mace of Disruption was crafted by a Dwarf Lord about a century back. He wanted to enslave the mages of his clan since he thought they were impure. He had a master runesmith craft a rune that disrupts magic, and for a few years, he tormented mages with it.
**Mace of Smiting**
*Type:* Permanent  
*Rarity:* Legendary  
**Effect:** This weapon is a normal mace but the damage it does is always Piercing, ignoring half armor. The Pierce Armor Stunt will take it to full Penetrating Damage. Also, the Pierce Armor Stunt only costs 1 SP with this weapon  
**History:** The maker of this is unknown but it was used by a bloodthirsty tyrant 300 years ago. It is said to have the very essence of the War God imbued within.

**Magical Map**
*Type:* Permanent  
*Rarity:* Rare  
**Effect:** This map of the world shows elevation and even climate formations. This map only needs to be placed on a flat surface to work  
**History:** The Elves crafted this handy map a few centuries ago in an attempt to explore new regions. The map automatically fills in what it does not know if it is within one mile; and the Elves used this to find other races and create friendships.

**Mantle of Spell Resistance (+1, +2, +3)**
*Type:* Permanent  
*Rarity:* Uncommon, Rare, or Legendary  
**Effect:** While this cloak is worn, the user gains a +1, +2, or +3 bonus to resist magical effects, based on rarity  
**History:** Mantles have been worn for a very long time. Mages in the last Age realized that they could enchant their Mantles to gain a resistance to rival magic. They created a massive amount but the lot has been mostly lost in history; but those that remain are a very valuable piece of clothing to all, not just mages.

**Mithral Armor**
*Type:* Permanent  
*Rarity:* Rare  
**Effect:** This armor is Light and has an AR of 5 but a Penalty of only -1 and no Casting Strain.  
**History:** This lightweight armor was designed by the Elves to aid Mages in combat by adding protection and minimizing Strain.

**Never-Ending Torch**
*Type:* Permanent  
*Rarity:* Rare  
**Effect:** A Never-Ending Torch can be lit and extinguished with a word and never ends. It emits light in a 10 yard radius. This flame is not from this Plain and therefore can never burn any flammable material.  
**History:** Crafted long ago by the same inventor of the Lantern of Revealing, “Locke discovered a way to make a magical flame that deals no harm to this plain. It has a soft blue flame.
**Oathbow**  
Type: Permanent  
Rarity: Rare, Legendary  
**Effect:** This Short- or Long-bow always has a +1 bonus to attack. By speaking a Word, the Bow will deal an extra 1d6 of damage and gain a +4/+8 yardage to its ranges for one encounter. This Word can only be spoken 4 times before recharging, which takes a full day per charge  
**History:** Oathbow are actually from another plain and have a sort of ethereal look to them here. They are very powerful and are said to be a favored weapon of the Valkyires in Valhalla.

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**Orb of Knowledge**  
Type: Permanent  
Rarity: Legendary  
**Effect:** The Orb of Knowledge is a crystal orb with a magical gem inside of it. It holds immense knowledge and is more of a plot device than a magical item. The players can consult the orb once per day to gain insight into their tasks at hand. The GM should decide what information is given. This is more of a plot device and less of a super-powerful artifact  
**History:** Most of the information about the Orb of Knowledge has been lost, but from what many scholars have discerned; it holds a power of almost infinite knowledge. Some say that it is the very essence of the gods themselves and thus it should not even exist in this plain. Others believe that it was given to us to aid us in growing as the gods demand.

---

**Quiver of Holding**  
Type: Permanent  
Rarity: Legendary  
**Effect:** This Quiver is Never-Ending, meaning you can never run out of arrows. It normally has 10 in ready and once those are gone, it takes 1 round to regenerate  
**History:** Some believe that these enchanted Quivers were actually made by the Hunt Goddess long ago to aid her and her brethren for the hunt. Only a few exist and are very valuable to the right people.

---

**Ring of Animal Friendship**  
Type: Permanent  
Rarity: Uncommon  
**Effect:** Gains a +1 bonus to all Communication (Animal Handling) Tests  
**History:** Shamans of Old have been using these Rings to commune with animal spirits for almost a thousand years.

---

**Ring of Elemental Summoning**  
Type: Permanent  
Rarity: Rare or Legendary  
**Effect:** Summons one Elemental based on the type of crystal found in the ring (See Elementals in the Fantasy Age Bestiary Page 46). Ruby-Fire elemental; Sapphire-Water Elemental; Diamond-Air Elemental; Emerald-Earth Elemental. You can summon the Elemental once per day and it takes 12 hours to recharge. The Legendary version has 2 crystals that hold 2 Elementals that can be summoned individually or combined (Fantasy Age Bestiary Page 46).  
**History:** Many have tried to harness the power of the Elementals and some succeeded, however, caution is warned. Angering the Elementals can bring ruin to the user. 
**Ring of Evasion**
- **Type:** Permanent
- **Rarity:** Rare
- **Effect:** Grants a +2 bonus to Defense against Ranged Attacks
- **History:** The Ring of Evasion was worn by a very famous thief who was unable to be hit by ranged weapons for some reason. He attributed this to his mother’s ring; and the day it was stolen, he was hit with an arrow in the heart.

**Ring of Feather Falling**
- **Type:** Permanent
- **Rarity:** Rare
- **Effect:** Gains a +2 bonus to making any Test the GM hands you when it comes to falling
- **History:** These rings were crafted to aid combatants during a time of war. They were imbued with the power of the eagle and have the ability to aid the wearer in falling

**Ring of Free Action**
- **Type:** Permanent
- **Rarity:** Rare or Legendary
- **Effect:** Pick one Minor Action. This action is Free to you so long as you wear the Ring. The Legendary version has 2 Minor Actions that can be chosen
- **History:** A long time ago, a great warrior had a ring crafted for his wife. When she died, he carried it with him until his death. Upon his dying words, he spoke the long-awaited incantation and his knowledge of the battlefield was given to the ring. Whoever so wear this ring, shall become a powerful warrior as he

**Ring of Invisibility**
- **Type:** Permanent
- **Rarity:** Rare
- **Effect:** While worn, you can become completely invisible. You gain a +1 to all Dexterity (Stealth) Tests and are at a -1 to be hit. If you attack, the ring makes you visible until the start of your next turn. The magic lasts as long as needed and is triggered as a Minor Action
- **History:** Long ago, these rings were crafted by an Orc warlord who tried to take over the known world. He succeeded in conquering most of it, but an assassin used one of these rings to slit his throat in the middle of a large battle. No one found the thief and the knowledge of the rings went with the warlord.

**Ring of Protection (+1, +2)**
- **Type:** Permanent
- **Rarity:** Rare or Legendary
- **Effect:** This ring grants a bonus to AR while worn based on rarity
- **History:** Many moons ago, a very powerful lord had a ring crafted from a piece of his ancestors famous shield. This ring became his legacy and it was handed down from father to son. However, the rest of his family had similar rings crafted in the same way, and they are now used to show their heritage. Most are unaware of the power that the rings hold.
**Ring of Regeneration**
Type: Permanent
Rarity: Rare
Effect: While worn, the ring grants the user a unique Stunt: *Regenerate*: 2+SP: the user of the ring can regenerate 1d6+Constitution for every 2 SP Spent (Up to 3d6+Con). This stunt can only be used a number of times per encounter equal to the users Willpower.

History: A while back, a strong mage found a way to create a Font of Health that healed him over time.

---

**Ring of Resistance**
Type: Permanent
Rarity: Rare or Legendary
Effect: Gives user a -2 damage Resistance from one of the following effects: Acid, Cold, Fire, Force, Lightning, Necrotic, Poison, Psychic, Radiant, Thunder. The Legendary version grants this damage reduction from 2 types of the same choices.

History: No one really knows who crafted the first of these rings, but the concept of them has been around for a long time. The protects the user from certain types of damage. Each Ring has a similar design but the gem in its center often reflects the resistance; ruby for fire or emerald for poison.

---

**Ring of Spell Storing**
Type: Permanent
Rarity: Uncommon, Rare, or Legendary
Effect: Based on Rarity, the Ring will store one Arcana; chosen by the GM when found. At the Uncommon Rarity, The Uncommon one only holds the Novice Spells while the Rare version holds the Journeyman spell as well, and the Legendary version holds all 4 spells in that Arcana. Each Spell can only be used once per encounter and has no need for Mana. If the user can learn spells and learns the Arcana within, it becomes useless. If you do not have Spellpower, you are considered to have 10+Willpower while using this.

History: Mages and scholars of old have long since tried to harness the Arcana into a storage device. Alchemy was the concept behind the Ring of Spell Storing. It draws upon magic around the user instead of their own to cast magic.

---

**Ring of (Talent) Mastery**
Type: Permanent
Rarity: Rare
Effect: These rare rings hold the knowledge of certain Talents. While it is worn, you are considered to have the next degree in the Listed Talent. If you do not have it, then you are considered to have the Novice level. These Rings become useless if you gain the Master level of the listed Talent.

History: Rings of Talent Mastery were crafted with the knowledge of the talent in question. The user can draw upon that knowledge when needed to aid them in dire situations.
Ring of the Ram
Type: Permanent
Rarity: Rare
Effect: This Ring holds 3 charges. By spending 1 charge, you lash out with unseen physical force and deal 1d6 damage. You can increase this by spending more charges up to all 3 for 3d6 damage. This is made as a Ranged Attack using Accuracy (Brawling). This has a range of 16/32 yards and can only target one person at a time. Once the charges are used, they regenerate one every day.
History: By infusing this ring with the power of the Ram, Shamans have used it to defend their homelands for centuries.

Ring of Water Walking
Type: Permanent
Rarity: Uncommon or Rare
Effect: Once the command is given via Minor Action, the person can walk on water for 1 minute. The Rare version lasts for 2 minutes.
History: The Ring of Water Walking was crafted by a legendary mage. The idea was to deceive his enemies into thinking he had more power than he did. This actually worked and for the longest time, he was considered to be blessed by the gods. But one day, a thief stole his ring and replaced it with a fake. The mage tried to perform his trick and drowned.

Robes of Glamour
Type: Permanent
Rarity: Rare
Effect: The Robes of Glamour, while worn, grant a +1 bonus to Communication (Disguise, Persuasion, and Deception) Tests. A person can make a TN 13 Willpower (Self-Discipline) Test to see past the Glamour.
History: The Robes of Glamour were produced by a legion of assassins that held mages captive to produce them. For twenty years, these assassins used the Robes to bribe and cheat their way into the deepest pockets of the kingdom. It wasn’t until the secrets were uncovered that they were stopped; but not until they had almost created a war between 3 separate nations.

Robes of the Archmage
Type: Permanent
Rarity: Legendary
Effect: While worn without armor, it has an AR of 3 with no Penalty or Strain. Also, you have a +2 bonus to Resist Magic against you and have a +2 bonus to your Spellpower. The wearer has access to a Font of Mana that holds 25 MP. The wearer can use this pool instead of their own but it will not regenerate like normal; instead it takes 24 hours for the Font to recharge.
History: The Archmage known as Gawain had these crafted for him before a major battle for the kingdom 100 years ago. He imbued his own life-force into them and asked the gods to protect him and his students. It worked, and after the battle, he had the robes put on display in his quarters in case he ever needed them again. After his death, they went missing and became part of legend.
**Rod of Dragon Control**

**Type:** Permanent  
**Rarity:** Legendary  

**Effect:** These Rods can control the Dragon that represents its color. The user makes an opposed Willpower (Self-Discipline) Test against the Dragons Willpower (Self-Discipline). The user of the Rod gains a +2 to this roll, and if he succeeds, the Dragon is his to command. Every minute after, they both have to make this test again to see if the dragon can resist. If the dragon fails 2 or more times, then they can no longer resist at all and are under the complete sway of the user.

- **RED** - Fire Dragon;  
- **BLUE** - Frost Dragon;  
- **GOLD** - Lightning Dragon;  
- **BLACK** - Dark Dragon;  
- **WHITE** - Celestial Dragon  

(See the end of this document for the stats for each of these dragon variants)

**History:** No one knows who created these Rods, but it is said that they come from another realm and there are more like them that can control other creatures as well, including most intelligent races.

---

**Rod of Many Weapons**

**Type:** Permanent  
**Rarity:** Legendary  

**Effect:** This Rod has 6 buttons that triggers a new weapon. The weapon lasts until the button is pressed again, or it is removed from the users hands. The user is considered to be Trained with each Weapon:

1: Short Sword; 2: Quarterstaff; 3: Mace; 4: Battle Axe; 5: Halberd; 6: Bastard Sword  

**History:** The Rod of Many Weapons seems to be less magic and more technology. Who built it or why is unknown but a rare and powerful weapon such as this will fetch some fair coin if you know who to sell it to.

---

**Rope of Entanglement**

**Type:** Permanent  
**Rarity:** Rare  

**Effect:** This rope is 30 feet long and weighs only 3 ponds. Once the command is given, it will entangle the target within 15 yards. This means they have to pass a TN 15 Dexterity (Acrobatics) test or they are Restrained and fall prone. A TN 15 Strength (Might) or attack will remove or cut the rope and set them free. This restraint is permanent until they free themselves or the caster speaks another command to set them free.

**History:** Trappers and mages have been using these ropes for a very long time to great effect. The origin is a mystery but they are a powerful asset if one needs to trap a large creature.

---

**Savior’s Phial**

**Type:** Permanent  
**Rarity:** Legendary  

**Effect:** This unassuming phial of liquid holds a deep secret. It comes with 6 applications and each one heals 1d6+Con/Will Health or Mana. Each one can be used by themselves or in combination (up to 6d6) for a greater effect. Each application takes one full hour to recharge before use again.

**History:** Long ago, a great warrior had asked the gods to bless him with unlimited stamina to defeat his greatest enemy. They gave him a Phial of while liquid that regenerated after he drank it. It gave him the strength and prowess he needed to wipe his enemies from this world.
**Sending Stones**

*Type:* Temporary  
*Rarity:* Uncommon  
**Effect:** These stones come in pairs and if one speaks through one, it will travel to the other and vice versa. They only have a range of about 10 miles before the signal is lost.  
**History:** These stones were crafted by Halflings a few decades back to aid in magical communication. They did not know how to create crystal seeing stones like the Elves, so they did what they do best and improvised.

**Shield (+1, +2, +3)**

*Type:* Permanent  
*Rarity:* Uncommon, Rare, or Legendary  
**Effect:** The Shield; either Small, Medium or Large not only grants its Defense Bonus but applies that bonus to AR as well. Small Shields are +1, while Medium Shields are +2 and Large Shields are +3.  
**History:** Magical Shields have been around since their Magical Armor counterparts. Some of the best warriors have one of each and are really tough in battle.

**Shield of Spell Reflection**

*Type:* Permanent  
*Rarity:* Legendary  
**Effect:** This shield looks like a normal Medium Shield and has its normal bonus to Defense. However, anyone attempting to cast a spell against the user must make above a 15 on their Casting Roll. If they fail, the spell is reflected back to them and they take the effects. If they pass, they spell hits the intended target.  
**History:** A brave alchemist a long time ago had designed a shield that would aid against the tyranny of a mad sorcerer. This shield is designed with magical reflectors that aid in redirecting magic, it even has a change to directly reflect it back on the caster.

**Skeleton Key**

*Type:* Permanent  
*Rarity:* Legendary  
**Effect:** The Skeleton Key is a One-Of-A-Kind Lock Pick with a skull at its base. This Pick will never break and it reduces the TN of picking Locks by 2 points, making it easier on the player.  
**History:** The Skeleton Key is said to be made from the arm bone of the Goddess of Trickery. She had it crafted after a massive battle and sent it to this world to find the one worthy of using it.
**Spell Scroll**  
*Type:* Temporary  
*Rarity:* Common, Uncommon, or Rare  
**Effect:** Based on Rarity, the Scroll will store one Arcana; chosen by the GM when found. At the Common Rarity, it only holds the Novice Spells while the Uncommon version holds the Journeyman spell as well, and the Rare version holds all 4 spells in that Arcana. Each Spell can only be used once and if all the Spells are used, the Scroll burns to nothing  
**History:** For a long time, mages have been using a form of magical scripting known as Scroll Script to carve magical effects into sheets of paper. This allows for anyone who knows how to read them the ability to cast magic without being a mage.

**Spellguard (+1, +2, +3)**  
*Type:* Permanent  
*Rarity:* Uncommon, Rare, or Legendary  
**Effect:** The Shield; either Small, Medium, or Large; will grant its Defense Bonus to rolling against spells as well.  
**History:** A long time ago, a mage discovered how to place a ward within a shield to aid warriors in battle against evil sorcerers.

**Staff of Charming**  
*Type:* Permanent  
*Rarity:* Rare  
**Effect:** This weapon is a Quarterstaff that holds 10 charges. The user can use one charge cast a charming spell onto one target, who must make a Willpower (Self-Discipline) Test vs. a TN of 9 + users Willpower. If they fail, they are enthralled to the user for 4 rounds of combat. The target must obey any command given to him. The staff uses one charge per use of the spell and takes 1 hour to recharge each charge.  
**History:** The Staff of Charming was crafted by a master of the mental arts. His acts of violence against others led to his demise, but not after he placed a piece of his soul into his greatest creation.

**Staff of Elements**  
*Type:* Permanent  
*Rarity:* Rare or Legendary  
**Effect:** This weapon is a Quarter staff. Pick one of the following Elements:  
- Fire; Frost; Rock; Lightning; Radiant; Poison; or Psychic  
The Staff deals a +2 damage of that element on every attack and even when Arcane Blast is used. The Legendary version can hold 2 elements at +3 damage each  
**History:** The Staff of Elements were created to aid mages in combat. Their power is raw and pure and thus made them powerful.
**Staff of Healing**
**Type:** Permanent  
**Rarity:** Uncommon, Rare, or Legendary  
**Effect:** This weapon is a Quarterstaff that holds the powers of healing. It holds the Novice Spells of the Healing Arcana within. These Spells can be used a number of times per day equal to the user's Willpower. Any healing effect given by or to the user has a +2 bonus to Health regained. The Rare version has the Journeyman Spell and increases the bonus to +3. The Legendary version holds the Master Spell and has a +1 bonus to the number of spells per day. If you do not have Spellpower, you are considered to have 10+Willpower while using this weapon.  
**History:** Also known in many cultures as a “Druids Staff”, the Staff of Healing is common among druids and clerics. However, the more powerful ones were created long ago and the secrets behind them have been lost.

**Staff of Parthalan**  
**Type:** Permanent  
**Rarity:** Legendary  
**Effect:** This weapon is considered a Quarterstaff but it has a blade on one end that works as a Short Sword as well. Because of this, it has both sets of attack and damage from the Quarterstaff and Short Sword. This weapon always deals an extra +2 Fire damage, has a +2 bonus to Strength (Intimidation) Tests and grants a +1 bonus to a Mages Casting Rolls. This weapon can be used by any class but only mages get the casting roll bonus.  
**History:** The Staff of Parthalan was created by a mad mage who tried to lead his school to commit atrocities the likes none have seen since the dawn of civilization. He was cast down from his throne of blood but not before the damage was done.

**Staff of Rays**  
**Type:** Permanent  
**Rarity:** Rare  
**Effect:** The Staff of Rays is a Quarterstaff that can fire one type of Ray a number of times per day equal to the user's Willpower. It uses Accuracy (Staves) to make this attack and has a range of 20 yards. The type of Ray is chosen when this item is found and deals 2d6+Willpower of that chosen type  
- Fire; Frost; Lightning; Force; or Radiant  
**History:** Less magical, this marvel of technology was crafted a century ago by some unknown creator. The Rays are magical in nature but the device is not. It somehow harnesses the power of elemental crystals in order to achieve this.

**Sun Blade**  
**Type:** Permanent  
**Rarity:** Rare  
**Effect:** This Long Sword is only a Hilt. Upon speaking the Command, it triggers into a radiant blade made of fire. It deals normal Long Sword damage but it is Piercing against any Undead or Unholy Creatures  
**History:** The Sun Blade was crafted some time ago by a court wizard who needed a way to determine if some people in his Lords Court were who they said. The magic in the Sun Blade reacts with inherent magical potential. Most of the court had this and only to that would it activate.
## Sword of Wounding

**Type:** Permanent  
**Rarity:** Uncommon, Rare or Legendary  
**Effect:** This Sword has a unique Stunt; BLEED: 3 SP: Causes 2 points of Bleeding damage for 2 rounds. Bleeding damage is penetrating. The Rarity determines what type of Sword it is; Short Sword is Uncommon, Long Sword is Rare and Bastard Sword is Legendary.  
**History:** The First Sword of Wounding was a Long Sword that had the soul of a Hunger Demon trapped within the steel. Mages discovered its effects and found a way to replicate them via runes and magic.

## Teleportation Stones

**Type:** Permanent  
**Rarity:** Rare  
**Effect:** These stones come in pairs and if one is triggered, it will instantly teleport the user to the other stone  
**History:** The Elven Folk long ago discovered how to Teleport via magic stones. They created massive rings of them and traveled great distances between them. However, when their civilization was cast down, the massive rings were broken. These stones are the fragments of such rings.

## Tomes of the Loremaster

**Type:** Temporary  
**Rarity:** Uncommon, Rare or Legendary  
**Effect:** These tomes are hard to find and only last as one-shot items. Each Tome grants a player certain bonuses to his/her base character. Once the Tome is read, it disappears for the next destined ones to find. Uncommon Tomes grant a single bonus while Rare provide 2 bonuses and Legendary provide 3 bonuses  
**History:** These tomes were made by Archon, the God of Knowledge. He found a way to catalog almost everything. But, a war broke out between the gods and some of them were scattered across the realms.

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Here are 15 Tome Examples for the GM to use. 5 for Uncommon, 5 for Rare and 5 for Legendary

<table>
<thead>
<tr>
<th>Tome</th>
<th>Rarity</th>
<th>Bonuses</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fighting Combat</td>
<td>Uncommon</td>
<td>Gain one Degree in a Fighting Style of choice</td>
</tr>
<tr>
<td>Dodging</td>
<td>Uncommon</td>
<td>+1 to Fighting or Accuracy</td>
</tr>
<tr>
<td>Parrying</td>
<td>Uncommon</td>
<td>Gain a +1 bonus to Defense against Ranged Attacks</td>
</tr>
<tr>
<td>Arcane Resistance</td>
<td>Uncommon</td>
<td>Gain a +1 bonus to Defense against Melee Attacks</td>
</tr>
<tr>
<td>Lore</td>
<td>Rare</td>
<td>Gain a +1 bonus to resist harmful spells</td>
</tr>
<tr>
<td></td>
<td>Rare</td>
<td>+1 to Intelligence. Gain 1 Lore Focus</td>
</tr>
<tr>
<td>Sneaking</td>
<td>Rare</td>
<td>+1 to Dexterity. Gain the Stealth Focus if you do not already have it</td>
</tr>
<tr>
<td>Arcane Knowledge</td>
<td>Rare</td>
<td>+1 to Willpower. Gain an Arcana Talent</td>
</tr>
<tr>
<td>Insight</td>
<td>Rare</td>
<td>+1 to Perception. Gain 1 Perception Focus</td>
</tr>
<tr>
<td>Skill</td>
<td>Rare</td>
<td>+1 to any Ability of choice. Gain a Focus in the Ability that was increased</td>
</tr>
<tr>
<td>Mortal Vessel</td>
<td>Legendary</td>
<td>+1 to any 2 Abilities. Gain a Focus for each Ability that was increased. Gain 2 Talent Degrees (they cannot be used on the same Talent). Any Class can use this Tome</td>
</tr>
<tr>
<td>Physical Technique</td>
<td>Legendary</td>
<td>+1 to Fighting and Accuracy. Gain any 2 Focuses. Gain 1 Talent Degree (This is for Warriors only)</td>
</tr>
<tr>
<td>Shadow Technique</td>
<td>Legendary</td>
<td>+1 to Dexterity and Communication. Gain any 2 Focuses. Gain 1 Talent Degree (This is for Rogues only)</td>
</tr>
<tr>
<td>Magical Technique</td>
<td>Legendary</td>
<td>+1 to Willpower and Intelligence. Gain any 2 Focuses. Gain 1 Arcana Talent Degree (This is for Mages only)</td>
</tr>
<tr>
<td>Magical Prowess</td>
<td>Legendary</td>
<td>+1 bonus to Intelligence. Gain a Willpower Focus. Choose 1 Arcana you have. When casting spells from that Arcana, you have a +1 bonus to Spellpower</td>
</tr>
</tbody>
</table>
**Trident of Water Command**
*Type:* Permanent  
*Rarity:* Legendary  
**Effect:** The trident has the following Stats:
- Uses Fighting to attack  
- Deals 2d6+2 (+STR) damage  
- Strength of 1+ required  

This weapon allows the user to use the Water Arcana Spells once per day each without the use of Mana. It also allows the user to breathe underwater and have freedom of movement within. The person has a Swimming Speed of 10+Dex and armor has no penalty against swimming. If you do not have Spellpower, you are considered to have 10+Willpower while using this weapon.

**History:** No one really knows where this trident came from, but there are some who believe that it came from the Goddess of the Seas, Kiara.

**Vicious Weapon**  
*Type:* Permanent  
*Rarity:* Rare  
**Effect:** Any bladed weapon can be Vicious. It gains a +1 bonus to attack and deals an extra +2 damage  
**History:** Vicious Weapons are not magical, but they are designed to create more damage with the shape of the blade.

**Vorpal Weapon**  
*Type:* Permanent  
*Rarity:* Legendary  
**Effect:** Any Sword can be Vorpal. The Vorpal Blade has a +2 bonus to attack and always deals Piercing Damage. The Pierce Armor Stunt will take this to Penetrating. If the Player happens to Roll Triples (3 of the same number on the attack roll), then the blade deals an extra 1d6 of damage and is considered fully penetrating; but only if the attack hits  
**History:** The First Vorpal Blade was called that because it was the blade that cut the head off of a Vorpal; a disgusting creature similar to a Displacer Beast. The Blood of the Vorpal gave the blade some pretty powerful effects. Once it dried, the blade maintained the powers. Many of these blades have been created by killing Vorpals but the first and most powerful is no were to be found.

**Wand of Binding**  
*Type:* Permanent  
*Rarity:* Uncommon  
**Effect:** This Wand can be cast towards a target who must make a TN 11 Dexterity (Acrobatics) Test or they are bound at the hands or feet. If the hands are bound, then they cannot make any attacks. If their feet are bound, then they are knocked prone and cannot get up to move. This lasts for 4 rounds and cannot be broken. The user of the Wand can use a Word to have the Wand return to them, with the target still bound or not.  
**History:** The Wand of Binding was created by a mage who wound a long rope into a condensed stick to save space in his traveling gear. He inadvertently created the power to unwind the rope and bind targets. He used this to great effect and created more to sell at the markets he stopped at regularly.
**Wands of the War Mage (+1, +2, +3)**

**Type:** Permanent  
**Rarity:** Uncommon, Rare, or Legendary  
**Effect:** While being held, the Wand grants a Mage a bonus to Spellpower and spell damage based on Rarity  
**History:** There was once a tyrannical mage that created a staff to subjugate his people. When he was killed, his staff was broken into shards that have later been altered by others to create these powerful objects.

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**War Paints**  
**Type:** Temporary  
**Rarity:** Uncommon  
**Effect:** War Paints are designed to grant basin effects to a player. They only last one encounter, but careful application and preservation can make them last longer. Each color adds a different bonus, but a character can only have one color on at a time.  
- **RED**: adds a +1 bonus to AR  
- **BLUE**: adds a +1 bonus to resist harmful magic  
- **WHITE**: adds a +1 bonus to Spellpower  
- **GREEN**: adds a +1 bonus to Speed and Initiative  
- **BLACK**: Adds a +1 bonus to all damage  
- **PURPLE**: Adds +1 bonus to Attacks  
**History:** Magical plants and gem fragments are ground into pigments that grant the wearer additional prowess in battle.

---

**Weapon (+1, +2, +3)**  
**Type:** Permanent  
**Rarity:** Uncommon, Rare, or Legendary  
**Effect:** Any Weapon can have this effect. The weapon gains a bonus to attack and damage rolls based on rarity  
**History:** Magically enchanted weapons such as this are more common than you think. The most honored or noble have these weapons but some offer them for a modest price. They have simple runes placed on their surface to increase attack and damage.

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**Weapon of Warning**  
**Type:** Permanent  
**Rarity:** Rare  
**Effect:** Any Weapon can have this. This weapon will glow a certain color when a certain enemy is within 50 yards. The color and enemy are chosen by the GM when found  
**History:** The signature glow of a Warning has been around for a while but very few actually know how to craft this type of enchantment. This has been mainly an Elven enchantment but even to them it is a dying craft.
**Wind Fan**

**Type:** Permanent

**Rarity:** Uncommon, Rare or Legendary

**Effect:** The Wind Fan usually comes in pairs and has a level of Wind Arcana based on Rarity. Uncommon only has the 2 Novice Spells, while Rare has those and Journeyman and Legendary has all the way up to Master. The Spells can be used a number of times per day equal to the user’s Willpower. If the user does not have Spellpower, they are considered to have it at 10+Willpower. The Fans can also be used as weapons with the following:

- Accuracy to hit
- 1d6+1 (+STR) Damage
- Strength of 0+ Required

**History:** The Monks of Shirjahla crafted these a long time ago by simply understanding the wind and magic. They use these Fans regularly and they have become very proficient in their use.
**Arcane Devices:**

There are a plethora of unique items out there but there are no rules for Arcane Devices. They say it can be anything but some may need examples. Here are some rules for the most common types of Fantasy Arcane Devices and keep in mind that more can always be made.

**Mages’ Staff:**

The Mages’ Staff is a unique item that is implanted with magic. The Mages’ Staff is a common tool used by Wizards that amplifies their spells. In the hands of a normal person, it is a simple staff made of either wood or metal (Yew or Iron) and has no access to any of its special qualities. But for a Mystic, you take a simple Quarterstaff and add the following rules:

- +2 Damage of one of the following elemental types:
  - Fire
  - Rock
  - Ice
  - Physical
  - Lightning
  - Poison
  - Spirit
  - Spirit and Poison are always penetrating.
  - The Element is also channeled into the Arcane Blast power, dealing the same +2 Damage of that type at range.

**Mages’ Wand:**

The Wand is similar to the Staff above but with some key differences:

- The Elemental rules for the staff above are the same but at a +1 damage instead of 2.
- The Wand comes with 10MP stored within. This allows the Mage to spend its MP before his. Once the stored MP is gone, it takes 1 whole day to recharge and they cannot be regained with potions or stunts.
- The Wand also cannot be used as a weapon.

**Magical Rod/Scepter:**

A Magical Rod (also referred to as a Scepter) is a Rod imbued with arcane power. While a Wand and Staff are similar, the Rod is unique and holds the following effects:

- The Rod holds 2 Rune Slots for Weapon and Utility Purposes.
- The Rod carries with it the Master level in any one Arcana (Chosen when the Rod is fond). If the Mage were to gain the Arcana of the Rod, then it becomes useless. A Player has to achieve a certain level to access the levels of the Chosen Arcana. As long as the Mage wields it, then Focuses and Spells of that Arcana can be used:
  - Level 3: Novice
  - Level 5: Journeyman
  - Level 7: Master
- If the Rod is ever removed from the casters hands, then he loses access to the Spells within.
HOLY SYMBOL:

A Holy Symbol is the symbol of a chosen deity. It can be made of wood or metal and has a sort of humming to it. When used by a normal person with no magical talents, it can grant one simple effect:

- Divine Blessing: a simple TN 9 Willpower (Faith) Test will grant a +1 bonus to all die rolls for 1 minute

Any Mage using a Holy Symbol can access the above effect along with the following:

- This Arcane Device will always let the caster deal an additional +2 damage to any creature that is of an unholy or shadow nature
- You gain a +2 MP regeneration bonus when meditating while holding the symbol
- The holder of a Holy Symbol also grants a +2 Health bonus when casting any healing spell

TOTEM:

Totems are mystical items that are part of or represent an animal spirit. The Totem will be a representation of the animal spirit within and can be almost anything. The spirit and totem are chosen at creation and grant the following:

- Gain a +1 bonus to all COM (Animal Handling) Tests based on the animal represented by the totem
- When holding the Totem, you gain a +2 MP regeneration when meditating
- Chose an animal listed below and gain its benefit.
  - **WOLF**: You will gain a +1 bonus to all PER tests involving a sense (Seeing, Hearing, Touching, etc.) for 4 rounds (1 minute). Example Totem: Wolf Pelt Bracelet, Wolf Tooth on a String
  - **EAGLE**: You can gain the power of Flight for 4 rounds (1 minute). Your Flight Speed is 12+DEX-Armor. Example Totem: Feather on Necklace, Talons in Leather Bracer
  - **FOX**: You gain a +1 bonus to all DEX Tests for 1 minute. Example Totem: Fox Pelt Shoes, Fox Tail Hair String
  - **BEAR**: You gain a +1 STR and a +1 bonus to all CON Tests for 1 minute. Example Totem: Bear Claw Necklace, Bear Pelt Hood
  - **BADGER**: You gain a +1 to all melee attack rolls for 1 minute. Example Totem: Badger Claw Bracer, Tooth on Necklace
  - **SNAKE**: You gain a +2 to your Speed (Include the change in your Charge and Run speeds) and you can use the Lighting Attack Stunt for 2 SP instead of 3 for 1 minute. Example Totem: Snake Skin clothing, Snake Tooth Necklace

ARCANE GAUNTLET:

The Arcane Gauntlet is a wondrous item that holds many secrets within. All types of Mages can use them and they are rare but strong items of power.

- Gain a +1 bonus casting rolls with an Arcane Gauntlet
- The Gauntlet will come with a preset Mana pool of 5+Caster’s Willpower to be used instead of their own but once these temporary points are gone, you must wait a full 24 hours before they regenerate and they do not regenerate with any sort of Stunt
- any Arcane Blast channeled through the Gauntlet will now receive an additional bonus to damage equal to the caster’s Intelligence Score
MAGES’ SPELLBOOK:

The Mages’ Spellbook is a grand item that holds many secrets within its pages. Many Mages have a Spellbook but few of them use them to aid in casting their magic.

- When using the Mages’ Spellbook to cast your spells, you can cast them for one action less for an additional +2 MP cost
- The Spellbook comes with 2 Arcana of choice built into it. The caster can use those Arcana at certain levels of his class and once he learns those Arcana, he can imbue more with 24 hours and 5 MP with a TN 13 Intelligence (Arcane Lore) Test. Also, the spells within are cast at one action more than is written until the Caster learns them by leveling
- If the Book is removed from the casters hands, he loses access to the spells within.
- The Book Holds Secrets from past mages and the mage can reroll any failed Intelligence Arcane Lore Test once per day. This can stack with the Lore Talent if the mage has it.

BARD’S INSTRUMENT

The Bards’ Instrument is a very unique Arcane Device. It allows the user to play a tune that amplifies their magical spellcasting.

- When using the Bards’ Instrument, you can cast spells for a reduced MP cost of 1 point down to 1
- For 3 MP, you can activate a Chord power. You can select a number of learned Chords equal to your Willpower +1. These Chords have a temporary effect and last for 1 minute each and have an effect range of 10 yards
- Targets within the 10 yard effect area have to make an opposed Willpower (Self-Discipline) Test vs. your Communication (Performance) or they suffer the effect

<table>
<thead>
<tr>
<th>Chord of...</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Captivation</td>
<td>Targets suffer a -2 to their defense and Perception Tests for the duration</td>
</tr>
<tr>
<td>Courage</td>
<td>All allies gain a +1 to attack and Willpower Tests for the duration</td>
</tr>
<tr>
<td>Cowardice</td>
<td>Targets will suffer a -1 to attacks and Willpower Tests for the duration</td>
</tr>
<tr>
<td>Discord</td>
<td>You and your allies gain a +1 bonus to generate Roleplaying Stunts for the duration</td>
</tr>
<tr>
<td>Doubt</td>
<td>Targets will suffer a -2 to Willpower Tests for the duration</td>
</tr>
<tr>
<td>Dread</td>
<td>Targets will suffer a -2 to attacks for the duration</td>
</tr>
<tr>
<td>Excellence</td>
<td>Your allies gain +1 bonus to generate Combat Stunts for the duration</td>
</tr>
<tr>
<td>Friendship</td>
<td>Targets will be calmed and your allies gain a +2 bonus to Communication for the duration</td>
</tr>
<tr>
<td>Mishap</td>
<td>Targets will suffer a -1 to all stunt point generation for the duration</td>
</tr>
<tr>
<td>Resolve</td>
<td>Allies will gain a +2 to Willpower Tests for the duration</td>
</tr>
<tr>
<td>Valor</td>
<td>Allies will gain a +2 to damage for the duration</td>
</tr>
<tr>
<td>Vigilance</td>
<td>Allies gain a +2 to Defense and Perception Tests for the duration</td>
</tr>
</tbody>
</table>

More Chords to come!!

- When practicing your Instrument, you can regain up to 3d6 of spent MP, one for each hour of practice. This cannot take you above your current maximum
Here are the Base Stats for a Dragon for the use of the Rod of Control Dragon. It was copied from the FAGE core Rulebook but with some modifications. I toned down the Constitution and Strength and thus the damage ratings and health to make them a touch easier to fight. If one wishes, use the stats as they are in the book for a stronger Dragon. This is to show the younger dragons and thus they are not as tough.
DRAGON VARIANTS:

RED DRAGONS

The Red Dragon is one of the most common and it has the ability to use Fire as its Breath Weapon. It is also resistant to Fire damage, only taking half damage and is immune to piercing or penetrating fire damage at all times, even magical fire. A Red Dragon is also some of the most vicious of all the dragons, being more brutish and probably the largest.

Modify the above stats as follows for a Red Dragon:

- Subtract 1 point from its Intelligence, Fighting, and Willpower
- Add 2 points to its Constitution and Strength
- Add 1 to its AR
- Fire Breath: This is the Breath Weapon power but it is in Fire Damage. But also add this attack roll:
  - Fireball
    - Attack Roll is Accuracy (Breath Weapon)
    - Range is 15/30 yards
    - Damage is 2d6+Perception
    - This attack is VS. a single target
    - If attack hits, target must make a TN 13 Constitution (Stamina) Test or they are set on fire and take 1d6 fire damage every round for 4 rounds or until dowsed with water.

BLUE DRAGONS

Blue Dragons are a touch more uncommon than their Red counterparts, but they are also not as brutish. In fact, they are some of the most intelligent of their kind. Blue Dragons use Ice as their Breath Weapon and are resistant to Ice damage. They suffer only half damage from Ice and Ice Damage can never be piercing or penetrating to a Blue Dragon.

Modify the above stats as follows for a Blue Dragon:

- Subtract 1 point from its Constitution, Strength and Fighting
- Add 2 points to its Accuracy and Willpower
- Subtract 1 to its AR
- Add 2 ranks to its Speed (Including Fly)
- Ice Breath: This is the Breath Weapon power but it is in Ice Damage. But also add this attack roll:
  - Ice Shard
    - Attack Roll is Accuracy (Breath Weapon)
    - Range is 15/30 yards
    - Damage is 2d6+Perception
    - This attack is VS. a single target
    - If attack hits, target must make a TN 13 Constitution (Stamina) Test or they are partially frozen for 4 rounds and suffer a -5 to their current speed. A second attack will freeze a target completely if they fail the Test, meaning they cannot move or take any action at all until after the 4 rounds
GOLD DRAGONS

Gold Dragons are indeed the most intelligent of all the Dragons. They have Lightning as their Breath Weapon and are the only version to know how to use magic. They are uncommon however and so this makes them deadly in their own right.

Modify the above stats as follows for a Gold Dragon:
- Subtract 1 point from its Constitution, Strength and Fighting
- Add 2 points to its Perception and Willpower
- The Gold Dragon knows the Master Degree of 3 Arcana (one of which is always Lightning). They have a MP pool of 45 and a Spellpower of 16 (plus the focuses for the Arcana it knows)
- Lightning Breath: This is the Breath Weapon power but it is in Lightning Damage But also add this attack roll:
  - Lightning Bolt
    - Attack Roll is Accuracy (Breath Weapon)
    - Range is 15/30 yards
    - Damage is 2d6+Perception
    - This attack is VS. a single target
    - If attack hits, target must make a TN 13 Constitution (Stamina) Test or they are stunned and can only take Minor Actions for the next 4 rounds.

BLACK DRAGONS

Black Dragons, also called Chaos Dragons or Death Dragons, are the most rare of all Dragons. They feed on death and chaos over meat. They have no spellcasting power but are indeed monsters. They lack intelligence, even more so than their Red cousins, and thus they are easily outwitted by their prey if they are not killed quickly.

Modify the above stats as follows for a Black Dragon:
- Subtract 2 points from its Intelligence
- Subtract 1 point from its Willpower
- Add 2 points to its Constitution and Strength
- Add 2 points to its AR
- Add 2 points to its Speed
- Add 5 points to its Flying Speed
- Necrotic Breath: This is the Breath Weapon power but it is in Necrotic Damage But also add this attack roll:
  - Corrupting Blast
    - Attack Roll is Accuracy (Breath Weapon)
    - Range is 15/30 yards
    - Damage is 2d6+Perception
    - This attack is VS. a single target
    - If attack hits, target must make a TN 13 Constitution (Stamina) Test or they suffer from Death. They take 1d6 penetrating damage each round for 4 rounds and cannot generate Stunt Points. Those that can cast magic cannot cast spells for the first 2 rounds of this effect.
White Dragons, also called Celestial Dragons or Divine Dragons, are as rare as their Black brothers. Some say that one White Dragon exists for each Black Dragon and their life-force is linked. If one dies, its connected counterpart also dies.

Modify the above stats as follows for a White Dragon:
- Subtract 1 point from its Constitution and Strength
- Add 2 points to its Willpower and Intelligence
- Add 2 points to its AR
- Add 2 points to its Speed
- Add 5 points to its Flying Speed
- Holy Breath: This is the Breath Weapon power but it is in Radiant Damage. But also add this attack roll:
  - Light Ray
    - Attack Roll is Accuracy (Breath Weapon)
    - Range is 15/30 yards
    - Damage is 2d6+Perception
    - This attack is VS. a single target
    - If attack hits, target must make a TN 13 Constitution (Stamina) Test or they suffer from Blindness and take a -2 to all attacks and Perception Tests for 4 rounds. If the target is Undead or Unholy, then they also take 1d6 penetrating damage each of those rounds as well.