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Magic Items

There are two types of magic item. True magic items are permanent magic items used as loot during adventures and rewards for success. One-use items (mainly potions, oils, and runes) are magical treasure on which to spend hard-won gold. (See Loot: Treasure Rewards for notes on the wealth successful characters earn each adventure.)

One-Use Items

The common types of one-use items include potions, oils, and runes.

Potions

You can buy potions that fall in the tier of the environment you're in. You can carry as many potions as you wish. Drinking a potion takes a standard action, even if you don't have it in hand already. Feeding a potion to an unconscious ally is also a standard action.

You can only be under the effect of a single potion at a time. If you're using a potion that has a lingering effect, drinking another potion ends the first effect. Non-healing potions tend to have effects that last until the end of a battle, or around five minutes if you're prepping for a battle and drinking potions beforehand.

Healing Potions

A healing potion lets the creature drinking it heal using one of their recoveries. Potions provide bonus healing on top of what you'd generally get with a recovery, but there's a hit point cap for the maximum healing you can get from a potion, no matter how well you roll your recovery.

Healing Potion Costs

Tier	Cost	Effect	HP Cap
Adventurer	50 gp	Recovery +1d8 hp	30
Champion	100 gp	Recovery +2d8 hp	60
Epic	200 gp	Recovery +3d8 hp	100
Iconic	300 gp	Recovery +4d8 hp	130

Potion of [Energy] Resistance

When you drink one of these potions, you gain resistance to a single specified energy type dealt by creatures or hazards of a specific tier for the rest of the battle or for five minutes. Resistance from a potion is always 16+. Attackers of the tier covered, or lower, must roll a natural 16 or higher on their attack roll to overcome your resistance and do full damage of a type you're resistant to, otherwise they deal half damage. Damage from a source that's a higher tier than your potion ignores your resistance. See Resistance. For the types of resistance available, see Other Damage Types.

Resistance Potion Costs

Tier	Resistance	Cost
Adventurer	Resist 16+	100 gp
Champion	Resist 16+	200 gp
Epic	Resist 16+	400 gp

Oils

While potions affect creatures, magic oils affect items. Oils provide temporary magical enhancement to weapons, armor, and spellcasters' implements.

It's a quick action to pour magic oil on your weapon, implement, or armor. The effect lasts until the end of a battle or for five minutes before fading.

Each oil confers a bonus of +1 (adventurer), +2 (champion), or +3 (epic). Used on a weapon or a spellcasting implement, the bonus applies to attack and damage rolls. Used on armor, the bonus applies to AC.

Bonuses from oils don't stack with magic items' inherent bonuses. Use the higher bonus.

Oil Costs

Tier	Bonus	Cost
Adventurer	+1 Oil	100 gp
Champion	+2 Oil	200 gp
Epic	+3 Oil	400 gp

Runes

Runes function exactly like magical oils, but in addition to the expected +1/+2/+3 bonus, each rune also provides an additional random enhancement to the item it is applied to. Roll for the effect when the rune is applied to the item. An item can only have one rune applied to it at a time.

Rune Costs

Tier	Bonus	Cost
Adventurer	+1 Rune	150 gp
Champion	+2 Rune	300 gp
Epic	+3 Rune	600 gp

Random Rune Effect on Armor

Roll	Effect
01-20	The bonus also applies to PD
21-40	The bonus also applies to MD
41-60	The bonus also applies to both PD and MD
61-80	As 41-60, and you can reroll one failed save while the rune is active
81-100	You can take your first rally this battle with a quick action (if you can already rally with a quick action, the action is free)

Random Rune Effect on Weapon

Roll	Effect
01-20	+4 bonus to opportunity attacks
21-40	Weapon gains an energy damage type such as fire, cold, etc., and deals +1d4 damage (champion: +2d6; epic: +5d6)
41-60	+4 attack bonus on first round of combat
61-80	Weapon deals +1d10 damage while escalation die is 3+ (champion: +4d6; epic: +3d20)
81-100	Reroll one missed attack roll with weapon

Random Rune Effect on Spellcasting Implement

Roll	Effect
01-20	+1 additional attack bonus if spell has only one target
21-40	Implement gains an energy damage type such as fire, negative energy, etc., and deals +1d4 damage (champion: +2d6; epic: +5d6)
41-60	+1 additional attack bonus with daily spells
61-80	+1 additional attack bonus if spell has more than one target
81-100	Reroll one missed attack roll with implement

True Magic Items

Magic items are permanently enchanted objects. You can find them during an adventure or receive them as gifts and rewards from NPCs, but you'll seldom find anyone willing to sell one.

Magic Item Personalities & Quirks

Every magic item in is alive, in a sense, and possesses a personality you have to interact with when you start using the item, establishing and maintaining a rapport with it. What that rapport means varies from item to item and is usually controlled by the GM. Some items talk with their user. Others communicate in bursts of emotion or slight motion.

Each item has a personality that is largely defined by its quirk. What you can count on as a default is that nearly all magic items want to be used and used well.

As an adventuring hero, you can handle a number of true magic items equal to your level. Items one tier above you count as two items, and epic items count as three items if you are an adventurer tier character.

If you are carrying and wielding a number of items that is equal to or lower than your current level, the magic item personality quirks will tug at you, giving you sudden urges and desires that will feel natural to give in to. But you'll be in charge.

If you are carrying and wielding a number of items that is greater than your current level, the magic item personality quirks are going to have more power over you. You're no longer running the show; instead, the magic items are, to some extent, running you. Herein lies a roleplaying challenge for the player and the GM.

Chakras

You can only have one of each type of magic item (or one pair, for boots and gloves). Rings are one for each hand. You can have as many wondrous items as your overall capacity for magic items allows.

Type of Magic Item, aka Chakra	Default Bonus (often +1 adventurer, +2 champion, +3 epic)
Armor, robe, shirt, tunic	Armor Class
Arrow, crossbow bolt, slingstone	No default bonus. The most common type of magic ammunition expands crit range by 1
Belt, swordbelt, kilt, girdle	Recoveries per day
Book, scroll, manual, grimoire	No default bonus. These items commonly confer knowledge or skill
Boots, sandals, slippers, shoes	Disengage checks and other footwork

Cloak, mantle, cape	Physical Defense
Glove, gauntlet, mitt	No default bonus
Helmet, circlet, crown, cap	Mental Defense
Necklace, pendant	Save bonus
Ring x 2	No default bonus. Anything goes
Shield	Hit points
Staff (implement)	Operates as both a wand and a symbol; champion and epic tier only
Symbol, holy relic, sacred sickle (implement)	Attack and damage (divine spell or attack); adventurer and champion tier only
Wand (implement)	Attack and damage (arcane spell or attack); adventurer and champion tier only
Weapon, melee	Attack and damage (using the weapon)
Weapon, ranged	Attack and damage (using the weapon)
Wondrous item	No default. Anything goes

One Size Fits

Magic items shape themselves to suit the person who has given them their chakra.

Magic Item Basics

Some magic items are available at any level, with greater bonuses or other effects for champion- and epic-tier versions. Others can be found only at champion or epic levels.

Default Bonuses

Default Bonuses are on unless they specify otherwise. Magic necklaces have the only default bonus that is defined as provisional, a save bonus that kicks in when your hit points are low.

Magic Item Powers

Unless otherwise specified, magic item powers with a recharge chance have to be activated and require a free action to use. They will also have a trigger condition that you must meet to use the item.

Magic item powers that do not specify a recharge chance or a specific usage pattern have powers that are always available.

The majority of magic item powers list a recharge number (6+, 11+, or 16+). You can count on using a recharge power once a day, but subsequent uses depend on successful recharge rolls. After the battle in which you've used an item's power, roll a d20. If your roll equals or exceeds the recharge number for that item, you can use that item power again that day. If the roll fails, the item power is expended until you take a full heal-up.

Useful Magic Items by Class

Class	Magic Items of Particular Use
Barbarian	two-handed weapon, light armor
Bard	light weapon, light armor, wand/staff
Chaos Mage	wand/staff, shirt (armor)
Cleric	symbol/staff, heavy armor, simple one-handed weapon, shield
Commander	light weapon, light armor, shield
Druid	symbol/staff, light armor, simple one-handed weapon, shield
Fighter	one-handed martial weapon, heavy armor, shield

Monk	bracers, shirt/gi/harness (armor)
Necromancer	wand/staff, shirt (armor)
Occultist	wand/staff, shirt (armor)
Paladin	one-handed martial weapon, heavy armor, shield
Ranger	one-handed martial weapons, bow, arrows, possibly other ranged weapons, light armor
Rogue	light weapon, light armor
Sorcerer	wand/staff, shirt (armor)
Wizard	wand/staff, shirt (armor)

Artifacts

Artifacts are a special type of unique magic item that have their own story. They're capable of providing multiple powers and benefits to their bearer, although that power comes at a cost.

Each artifact functions like a normal true magic item of its type, possessing the same default bonus, if any, and occupying one of its bearer's chakras, if that's how that type functions.

Unlike other true magic items, artifacts have more than one power, each with its associated quirk. When you first attune an artifact, choose one of its powers from your tier or lower. Each time you gain a level after that, you can choose to learn another of the artifact's powers from your tier or lower.

The artifact's default bonus depends on the highest tier power you have chosen from the artifact. If you have an artifact magic weapon but have only attuned one of its adventurer-tier powers, it functions as an adventurer-tier weapon, granting only a +1 bonus to attack and damage. Attune one of its champion-tier powers and the weapon will blossom into its champion-tier potential, granting a +2 bonus to attack and damage.

On the other hand, you don't have to attune all of an artifact's powers and you don't have to take them in order.

Only one artifact may be carried at a time. In addition, each power you choose from an artifact counts as an additional magic item for the number of true magic items you are allowed to use before your item's quirks overpower you.

Since acquiring an artifact is a major campaign event and such a big deal, even the icons will take notice. Each artifact should have a section on icon relationships that the artifact more or less requires. If you attune an artifact and don't have the required relationships, you will soon, as fate and destiny reshape around you! Otherwise the artifact will eventually disappear on you, finding a bearer more to its taste.

Magic Item Descriptions

Each name/characteristic includes its action type, usage, description, power, and quirk (as applying to the item's user), if applicable. Magic items in the adventurer tier can be used by players in any tier. Magic items in the champion tier cannot be used by players in the adventurer tier. Epic level magic items are limited to epic-tier players.

Arrow, Crossbow Bolt, Slingstone

In general, ammunition is one-use, hit or miss. It also doesn't take up a chakra, and, like other one-use items, ammunition doesn't confer quirks on its user.

Default Bonus

Expands crit range by 1 (adventurer, champion, and epic tier, always a 1-point expansion rather than 1 point per tier). Ammunition takes the bonus of the weapon that shoots it, just like mundane ammunition does.

Adventurer

Energy

This ammunition has been enchanted with one of the following types of energy: acid, cold, fire, holy, lightning, thunder. An attack using this ammunition deals that type of damage.

Forceful Impact

When you hit with an attack using this ammunition, the target also pops free from each enemy engaged with it.

Keen

When you make an attack with this ammunition, the crit range of that attack expands by 1 (usually 18+ including the default bonus).

Lethal Strike

You deal +1d10 damage on a hit (champion: +2d10; epic: +4d10).

Lucky Stray

On a miss, you can make a basic ranged attack against another foe that is near the target or along your line of sight to the target (between you and the original target or past the original target).

Nemesis

This ammunition has been enchanted against one of the following groups of monsters: dragon, giant, orc, or undead. An attack against the designated nemesis with this ammunition can be rerolled once if it misses. When you use this ammunition, however, it allows each monster of the same group to reroll one attack against you that misses this battle. If you use this type of ammunition two or more times against the same creature group this battle, monsters of that type can instead reroll each attack against you that misses this battle (once per attack).

Seeking

You deal +4 damage on a miss (champion: +10; epic: +25).

Twin

When you attack with twin ammunition, a second projectile materializes out of the first and targets the same or a different enemy. Make a free action basic ranged attack for it with a +8 attack bonus instead of your normal bonus (champion: +12; epic: +16).

Vulnerability

When you hit with an attack using this ammunition, if the target is from the same tier or lower than the ammunition, it's also vulnerable to all attacks until the start of your next turn.

Wing-clipper

When you hit with an attack using this ammunition, if the target is from the same tier or lower than the ammunition, it loses the *flight* ability (save ends). If the target is presently flying, it must attempt to land during its next turn.

Champion

Flaming

Bursts into fire as it flies. You deal 8 extra ongoing fire damage on a hit (epic: 20 ongoing fire).

Epic

Death

When you hit with this ammunition and deal damage, if the target has 40 hp or fewer after the hit, the creature drops to 0 hp. If it hits but fails to drop its target, the ammunition is not used up. It must of course be retrieved.

Uncanny

It warps the forces of necessity and miracle as it flies. When you attack with this ammunition, use the target's lowest defense instead of the defense your attack would normally target.

Armor, Robe, Shirt, Tunic

Most magic armor powers can apply to heavy armor, light armor, or even no armor (robes or other clothing).

Default Bonus

+1 AC (adventurer); +2 AC (champion); +3 AC (epic).

Adventurer

Clever Step

(Usually light armor)

You gain a +4 bonus to all defenses against opportunity attacks. Quirk: Likes to dance little jigs.

Heedlessness

You gain a +4 bonus to all defenses during your first turn in battle. Quirk: Needlessly provocative.

Iron Will

The default AC bonus applies to Mental Defense as well. Quirk: Prone to abstract speculation.

Last Stand

(Usually heavy armor)

You gain a +4 bonus to AC while you have no recoveries left. Quirk: Has a high pain tolerance.

Perfection

(Usually heavy armor)

You gain a +1 bonus to all defenses while at maximum hit points. Quirk: Made uneasy by the sight of blood.

Perseverance

(Quick action - daily)

If you are staggered, you regain an expended power as if you had taken a quick rest. You automatically regain a once-per-battle power, but a recharge power requires a successful recharge roll. You can regain a racial power, class power, or magic item power this way.

Quirk: Repeats stories over and over.

Splendor

Enemies engaged with you take a -2 attack penalty against allies without splendor. Quirk: Fastidious about clothing and gear.

Stone Flesh

The default AC bonus applies to Physical Defense as well. Quirk: Extremely stubborn.

Warding

You gain resistance 12+ against attacks targeting Physical Defense or Mental Defense. Quirk: Stretches and meditates whenever inactive.

Belt, Swordbelt, Kilt, Skirt, Girdle, Sash

Default Bonus

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

Optional Default Bonus

Don't increase your recoveries depending on the tier. Instead, the item gives you one extra recovery. But when you heal using that recovery, you don't roll and the hit points you heal depend on the tier of the item: 20 hp (adventurer); 50 hp (champion); 125 hp (epic).

Adventurer

Blademaster's Belt

One magical sword sheathed on this belt gains a +2 bonus to recharge rolls for its own powers. Quirk: Worries too much about tiny details.

Brutal Vigor

(Recharge 6+)

When you rally, make a basic attack. Quirk: Plays with their weapons.

Glorious Rally

When you rally, you gain 4 temporary hit points that last until the end of your next turn (champion: 10 temp hp; epic: 25 temp hp).

Heroic Resolve

(Recharge 11+)

You can use a recovery to prevent all damage from an attack (including ongoing damage), but not effects. Quirk: Has terrible heartburn.

Last Word

When you heal using your last remaining recovery, you heal 30 additional hit points (champion 75 hp; epic: 200 hp). Quirk: Stubbornly independent.

Potion Belt

(Recharge 16+)

Drink a potion stored on this belt as a quick action instead of a standard action. (It also provides slots for up to six potions.) Quirk: Constantly attempts to refill everyone else's drinks. Or potions. Or ration bags.

Resilience

(Recharge 16+)

When you rally, you can use a second recovery to heal after using the first (and seeing the recovery roll). Quirk: Grinningly optimistic.

Victory by Inches

You must carry a single magic melee weapon that you keep attached to this item for it to manifest its power. When using that weapon, apply the weapon's magic bonus to miss damage. Quirk: Have a hard time taking no for an answer.

Champion

Resurgence

(Recharge 16+)

When you drop to 0 hit points or lower, heal using a recovery before falling unconscious. Quirk: Bursts forth with wildly optimistic comments from time to time.

Sash of Suppleness

(Recharge 6+)

A silky sash worn as a belt. When an attack hits your AC and deals 16 damage or less, change that hit into a miss (epic: 40 damage or less). Quirk: Always stretching, even when it would be more polite or sensible to not be doing so.

Epic

Kilt of the Mad Archmage

(Recharge 11+)

When you drop one or more foes with an arcane spell attack, heal using a recovery and gain a +4 bonus to attack rolls with spells until the end of your next turn. Quirk: Roll eyes and giggle too often for comfort.

Totem Kilt

A hide-and-fur skirt bedecked with garish tribal charms, totemic symbols, and spirit knots. You can reroll the first death save you make each battle. Add +2 to the roll. Quirk: Sometimes speaks with the voices of ancestors.

Vitality

Whenever you take ongoing damage, roll an immediate save to end the effect without taking damage first. Quirk: Fascinated by patterns.

Book, Scroll, Tome, Grimoire

Mastering a book requires a course of study and practice, usually accomplished over a day or more. Sometimes a book will reject a reader, leaving them either confounded or disturbed.

Default Bonus

None.

Adventurer

Codex of Foreshadowed Victory

(Recharge 16+)

When you roll initiative, gain a +10 bonus to your roll after seeing it. Quirk: Jumpy.

Manual of Enlightened Flesh

You gain a +1 bonus to all skill checks based on Str, Con, or Dex. Quirk: Takes heightened satisfaction in their own physical prowess.

Scroll of the Fortuitous Outlook

(Quick action - once per battle)

Make a recharge roll for a recharge power you expended this turn (including a magic item power) If successful, you regain that power this turn. Quirk: Paranoid about the weather.

Scroll of Seven Subtle Serpents

(Recharge 6+)

When you make a melee attack based on Dexterity, Intelligence, or Wisdom, evoke a special ability of your choice. Pick the ability from one of the following options after seeing whether the attack is a hit.

- Deal +1d6 damage on a hit (champion: +2d8; epic: +4d10).
- Deal +1d4 damage on a miss (champion: +2d6; epic: +4d8).
- Gain a +1 bonus to all defenses until the end of your next turn.
- Pop free from one enemy.
- Gain 1d10 temporary hit points (champion: 3d8; epic: 8d8).
- Roll a save against an ongoing save ends effect.

Quirk: Always in constant motion, or swaying gently when still.

Scroll of the Unerring Shaft

(Recharge 11+)

When you miss with a ranged weapon attack, turn that miss into a hit, dealing your ranged basic attack damage with the attack instead. Quirk: Sings snatches of nonsense.

Tome of the Divinities and their Deeds

(Recharge 16+)

When you cast a divine spell, heal using a recovery and add +1d6 hit points to the total (champion: +2d8 hp; epic: +4d10 hp). Quirk: Sees the hands of the gods operating subtly through the natural and social world, and makes others aware of it.

Tome of the Open Mind

(Recharge 16+)

When you roll a skill check using Intelligence, Wisdom, or Charisma and dislike the result, reroll the check. Quirk: Annoyingly curious.

Champion

Manual of Puissant Skill at Arms

(Recharge 11+)

When you miss with a melee attack, reroll the attack using +15 as your attack bonus instead of your own bonus (epic: +20). If an arcane spellcaster reads this manual, it hurts their brain and permanently reduces their maximum hit points by 4 (epic: by 10). Quirk: Constantly checking self out and flexing, and seems to want to be caught doing that.

Epic

Tome of Arcane Mysteries

(Recharge 11+)

When you make an attack roll with an arcane spell, after finding out whether the attack hits, change the attack roll to a 10 instead of the natural roll. Quirk: Doodles insane geometrical designs.

Boots, Shoes, Sandals, Slippers

Default Bonus

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

Adventurer

Boots of Elvenkind

You gain a +4 bonus to skill checks to walk quietly. Quirk: Develops a love of elegant elven poetry.

Boots of Rhythm

You have a +4 bonus to dance checks. Quirk: Loves to learn new dances.

Boots of Sure Feet

You can walk or run normally through terrain that would usually slow one down, such as rubble, undergrowth, muck, etc. The boots don't protect you against damage or similar effects incurred from inhospitable terrain. Quirk: Becomes exceptionally picky about diet.

Boots of Ferocious Charge

Whenever you move to engage a foe first and then make a melee attack against it during the same turn, you deal +1d6 damage, hit or miss (champion: +2d8; epic: +4d10). Quirk: You like to start fights as much as you like to finish them.

Sandals of the Slippery Eel

(Recharge 11+)

Reroll a failed disengage check. Quirk: Loves puns.

Slayer's Boots

(Recharge 11+)

When one or more creatures attempt to intercept you while you're moving to engage an enemy during your turn, you dodge past them instead so they can't intercept. Quirk: Recites death poems of ancient heroes. At length.

Wise Eyelet Boots

(Quick action - recharge 16+)

If you were the last creature to take its turn this round, you pop free from all enemies. Quirk: Hesitates before speaking.

Champion

Sandals of Wall Striding

(Recharge 6+)

Until the end of your next turn, you can move normally along a wall or vertical surface as if you were flying. Quirk: Has compulsion to snatch small insects out of the air and pop them into mouth when they think no one is watching.

Bracers

Bracers occupy the same chakra as magic melee weapons.

Monks get magic-weapon style powers from magical bracers. A monk wearing magical bracers can't use a magical melee weapon at the same time.

Non-monks generally don't benefit from bracers.

Bracers have the same types of powers as other melee weapons. Use the melee weapon magic items to determine bracer powers, and assign one of the following monk-specific quirks.

- Speaks too often in terse shouted syllables.
- So disciplined that dancing, hanging out, and even sitting down is a mental hurdle.
- Unable to sleep without performing an exhausting workout first.
- Certain that intimacy with another being depletes one's ki.
- Unable to avoid helping smaller innocent creatures in distress.
- Always rises at least an hour earlier than everyone else in their group, community, or adventuring band.
- Unable to curse or say negative things about people, even if they are true.
- Uncomfortable sleeping in the same spot they slept in the night before.
- Likes to paint watercolors in their spare time.
- Longs for victory in official martial tournaments.
- Trash-talks during battle.
- Tells detailed stories about great martial arts battles of previous centuries.
- Always uses a quick action to pose over the prone body of a just-defeated foe.
- Corrects everyone else's posture, sometimes even in the middle of battle.
- Has a fondness for sweets, followed by a punishment regimen of only fish soup.
- Compelled to climb stairs using their hands instead of feet.
- Insists on always moving silently, breezing in and out of situations that in social terms require small noises and acknowledgements.
- Can't abide "fancy" food without heartburn (or at least complaints of heartburn).

- Insists on being the first to go into a room.

Cloak, Mantle, Cape

Default Bonus

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

Adventurer

Adroit Avoidance

(Recharge 6+)

When an attack or effect deals ongoing damage to you that a save ends, you can roll an immediate save against it. Quirk: Doesn't notice social slights or insults.

Elven

Add +4 to checks to hide in natural surroundings. Quirk: Prefers the finest things in life; of course, they are elven.

Evasion

(Recharge 6+)

When you take damage from an opportunity attack, take 20 less damage from it (champion: 40; epic: 100) Quirk: You can't answer a question directly even if you want to.

Recovery

(Quick action - recharge 16+)

You heal using a recovery and add +4 hp to the total (champion: +10 hp; epic: +25 hp). Quirk: You grow small extra appendages that slowly wither away over days or weeks.

Shelter

This long cloak with a full hood keeps you warm and dry, regardless of the elements, barring full immersion in water or other liquid. Quirk: Prefers the outdoors.

Stalwart

(Recharge 16+)

When an attack against your Physical Defense hits, make the attacker reroll the attack and use a PD of 15 instead (champion: 20; epic: 25). Quirk: Always the last to retreat or avoid danger.

Champion

Guardian

(Recharge 11+)

When a foe you're engaged with targets your ally with an attack that doesn't include you, make that enemy target you instead of that ally. Declare your choice before the attack is rolled. (Epic: recharge 6+.) Quirk: Compelled to the defense of others, even those who might not need defending.

Epic

Inviolability

(Recharge 16+)

When an attack against your Physical Defense hits, change that hit into a miss instead. Quirk: Attempts stunts of toughness and daring that a person less convinced of their invulnerability might be wise enough to avoid.

Gloves, Gauntlets

Default Bonus

None.

Adventurer

Ambidexterity

(Recharge 11+)

When you roll a natural 16+ with your first melee attack during your turn while wielding a weapon in your off-hand, make a melee attack with the weapon in your off-hand as a free action, using +10 as your attack bonus (champion: +15; epic: +20). Quirk: Writes with both hands at the same time on different parts of the page. It freaks people out.

Arcane Contact

These gloves improve your ability to contact, detect, and distinguish supernatural forces, provided you can touch some material object connected to a force. If, for example, you are improvising a ritual to gain a vision related to the scary artifact you just found, touching the artifact will help. The benefit is modest, determined by the GM, and possibly secret. The gloves provide no protection against the supernatural forces that touching an artifact might usher into your soul. Quirk: Always cracks knuckles.

Archer's Gauntlets

(Recharge 16+)

When you miss with a ranged weapon attack, reroll it using +10 as your attack bonus (champion: +15; epic: +20). Quirk: You're quiet. Too quiet. Say something.

Gauntlets of Clobbering

(Recharge 16+)

You deal +1d8 damage with two-handed weapons until the end of the battle (champion: +2d8; epic: +4d10). Quirk: Clobber first, talk later.

Gloves of Mind Rot

(Recharge 6+)

When you hit one or more foes with an arcane spell attack, deal +1d10 psychic damage to one target of the attack (champion: +2d10; epic: +5d10). Quirk: The texture of your skin seems wrong to everyone else, but you know it's all in their minds and often explain that to them.

Jeweled Glove

(Recharge 6+)

When you cast a divine spell, allow one nearby ally to roll a save against one ongoing save ends effect as a free action. Quirk: Alternately paranoid that people are looking too closely at your precious jeweled glove and upset that people aren't paying enough attention to your amazing jeweled glove.

Musical Touch

While you wear these fine silk gloves, you can play any musical instrument without instruction. The gloves, however, don't make you any more of a musician than you already are. Quirk: Hums and picks up tunes easily.

Sure Fingers

You gain a +2 bonus to any skill check that involves sleight of hand, strength of grip, hand-eye coordination, or similar abilities. Quirk: Holds a pinky finger up when holding a cup.

Helmet, Crown, Diadem, Circlet

Default Bonus

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

Adventurer

Circlet of Approachability

While wearing this circlet, in regular social situations, you appear to others as someone who belongs there. You easily fit in with new groups of people, unless there is some particular reason for others to be suspicious. The circlet has no power in unusual social situations.

Quirk: Peppers speech with needless foreign words.

Helm of Fortunate Dodging

(Recharge 11+, and see below)

When an enemy misses you with an attack against your AC or PD, change that miss into a fumble (no damage or possibly a negative outcome). Quirk: Easily moved to dancing by rhythmic music, and taps foot when there is no music.

Helm of Psychic Armor

(Recharge 16+)

When an attack that targets Mental Defense hits you, cancel the attack's non-damage effects against you. Quirk: Won't stop going on about "the amazing dream I had last night."

Helm of Psychic Retribution

(Recharge 16+)

When an enemy misses you with an attack that targets Mental Defense, deal 10 psychic damage to that enemy (champion: 25 damage; epic: 60 damage). Quirk: Stares into space often.

Helm of the Undaunted Hero

(Recharge 6+): When your turn starts, roll a save against one ongoing save ends effect. Quirk: Favors traditional battle hymns.

Skullcap of Wit

You can banter with a lively wit. If you already have a lively wit, it doesn't make much of a difference. Interpret this ability narrowly enough that it might provide a bonus to a die roll that anyone really cares about only once in a campaign. Quirk: Banters with lively wit.

Epic

Crown of the Mighty Strike

(Recharge 16+)

This slim but elegant crown wants to share your glory and thus needs you to be glorious. It continually presses you to take bold actions. If the escalation die is 3+, use your next daily attack power this battle as a quick action. Quirk: Likely to make bold statements or undertake bold actions, especially by reflex.

Necklace, Pendant

Default Bonus

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

Adventurer

Bearclaw

(Recharge 11+)

When you hit with a melee attack while you're staggered, gain 10 temporary hit points (champion: 25 temporary hp; epic: 50 temporary hp). Quirk: Swaggers even when overmatched.

Cups

When you're drunk, you don't accidentally say or do stupid things that you regret in the morning, and your head doesn't hurt so bad. Quirk: Not reluctant to drink excessively in public.

Last Legs

You gain a +1 bonus to saves whenever you have one or fewer recoveries left (champion: two or fewer, epic: three or fewer). Quirk: Loves long-shot bets.

Lifestone

The stones in the necklace breathe, ever so slightly. You gain a +5 bonus to death saves, if failure would kill you. You also gain a +5 bonus to last gasp saves. Quirk: Chides others for taking risks when they have lesser magical protection.

Momentous Harmony

The pendant brings out the best in other magic items you carry, so that their quirks turn more positive, or at least become weaker if they cause trouble. If you go over your magic item limit, the pendant ceases to function (including the default bonus) and the formerly subdued magic items express themselves with renewed fervor. Quirk: Treats all their magic items well—talks to them as if they're alive, refers to them as "children," etc.

Paragon

(Recharge 16+)

This necklace changes shape and jewels depending on the race of the wearer. When you use this necklace, you gain another use of your racial power in the battle. Quirk: Sometimes unwittingly speaks in a language that sounds like it could be the original language of their race, if anyone else could understand it.

Water Breathing

(Recharge 6+)

This band of aquamarine and pearls enables you to breathe water for a short time, usually about five minutes. The effect wears off slowly, so you'll have warning to get to the surface. Quirk: Hiccups in stressful situations.

Rings

Default Bonus

None.

Adventurer

Cheap Shot

(Quick action - recharge 11+)

One enemy you're engaged with takes damage equal to your normal melee miss damage. Quirk: Often stops speaking mid-sentence.

Defense

(Recharge 6+)

When you take damage from an attack, prevent 10 of that damage (champion: prevent 20; epic: prevent 40). Quirk: Stubborn.

Glory

This brilliant, gem-encrusted ring gives you an aura of status (and whatever that entails). Everyone can see it, even if they don't know why. Quirk: Becomes more and more obsessed with the idea that all their accomplishments are undeserved and that they themselves are frauds. This obsession often drives them to heroic acts.

Instant Vengeance

(Recharge 16+)

When you take damage from an enemy's attack, choose one ally you can see. That ally can make a basic attack (melee or ranged) against the attacker as a free action. Quirk: Sticks close to their friends, real close.

Iron Grip

When you make a skill check involving climbing, holding something, or otherwise using your hands to grip things, you can use +10 as your bonus in place of your normal bonus (level + ability mod + background; other magic item bonuses still count) (champion: +15; epic: +20). Quirk: Loves to arm wrestle, thumb wrestle, drum fingers on tables, etc.

Jack of All Trades

When you make a skill check, if your background bonus for that check is +1 or +0, you gain a +2 bonus for your background bonus instead (if your bonus is +2 or higher, this ring has no effect). Quirk: Talks as though they know everything.

Relentless Strike

(Standard action - recharge 16+)

Make a basic attack ignoring any effects that give you an attack penalty, prevent you from attacking, keep you from taking actions, or force you to reroll the attack. You can also use this ring's power while you're stunned, even though you couldn't normally take an action. Quirk: Has near-constant insomnia.

Resilience

(Recharge 6+)

When you use this ring, heal using a recovery. Quirk: Eats an odd vegetarian diet and advocates it loudly.

Skin of Your Teeth

(Recharge 6+)

When an enemy attacks you, subtract 1 from the natural attack roll after seeing it. Quirk: Regularly finds copper pieces and other minor valuables on the ground.

Thief's-Eye

While the ring is on your finger, if you shut both eyes and concentrate, you can see through the ring, allowing you to peer around corners and such. Quirk: You're always prying into things that should maybe be left shut; doors, topics of conversation, taboos....

Wild Heart

Animals accept you and may even show you affection. The animals, however, still react normally if you threaten them, and well-trained guard animals are especially wary of you. Quirk: Seems out of place in civilization.

Shield

Default Bonus

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

Adventurer

Adaptation

Whenever an enemy's attack hits your Physical Defense or Mental Defense, you gain a +4 bonus to that defense until an attack against that defense (including the bonus) misses you, or until the end of the battle. Quirk: Takes on mannerisms of those around them.

Bashing

When you move to engage an enemy while using this shield, you can use the shield to push that enemy away from one of your allies engaged with it. That ally can make a disengage check as a free action. Quirk: Can't pass up an opportunity to sing.

Drakefanged

(Recharge 11+)

This spiked shield sports a massive dragon fang that wounds enemies. When an enemy engaged with you misses you with a melee attack, make a basic melee attack against the enemy as a free action, with a +2 attack bonus per tier of the shield (adventurer: +2, champion: +4, epic: +6). On a hit, the attack deals 2d6 damage; on a miss, it deals 2 damage (champion: 4d8 damage, or 5 on a miss; epic: 8d10 damage, or 12 on miss). Quirk: Compares

everything to dragons or to draconic things, and judges actions by how they stack up to draconic expectations.

Protection

Enemies engaged with you take a -1 attack penalty against your allies. Quirk: Tends to others with too much familiarity.

Puissance

(Recharge 6+)

When you make a basic melee attack, make a recharge roll for one expended power. Quirk: Tremendous appetite for meat.

Resilience

(Recharge 11+)

When you make a basic melee attack, heal using a recovery. Quirk: Eats an odd vegetarian diet and advocates it loudly.

Spiked

When you roll a natural 2 with a melee attack while using the shield, you can make a basic melee attack with the shield as a free action as if it were an off-hand weapon (use d6 damage dice). Quirk: Has shifty eyes.

Termination

(Recharge 6+)

When you make a basic melee attack, roll a save against one ongoing damage effect. Quirk: Continually fails to finish sentences, stopping in mid-thoug....

Staff

A staff counts as both a wand (arcane spells) and a symbol (divine spells). Staffs are champion or epic items only. Epic staffs don't like to be around lesser staffs, and do not abide wands.

Default Bonus

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

Champion

Diabolical Staff

(Recharge: 16+, but see below)

You can evoke the power of the staff to gain additional attention and power from the spirits of darkness. When you roll relationship dice with a villainous icon, treat a single 4 as a 5. If you don't roll a 4, the staff recharges automatically during your next quick rest. Quirk: Exaggerates a chaotic or destructive trait that is already there.

Staff of Health

When you cast spells that heal or provide temporary hit points, add 4 to the total (epic: 8). Quirk: The diseased of nearly every population center somehow know to seek you out for healing.

Staff of the Diffident Magician

(Recharge 6+)

The first time an enemy engages you, make an opportunity attack against that enemy. On a hit, you deal +2d8 damage with that attack (epic: +4d10) and daze the foe until the end of its turn, if the creature is large or smaller (epic: any size). Quirk: Doesn't like to be touched.

Staff of the God's Riches

(Recharge 16+)

When you cast a cleric spell using this staff, you can cast the spell both *for power* and *for broad effect* (if applicable), choosing different targets. Quirk: Careless with money.

Staff of Manipulation

When you cast an attack spell using this staff, you gain a +1 bonus to attack and damage with that spell if it has any additional negative effect on the target(s) besides damage (including ongoing damage). Quirk: Expects to be treated with respect.

Staff of Massacres

When you cast an attack spell using this staff, you gain a +1 attack bonus with that spell if it has more than one target. Quirk: Obsessed with numbers and calculations.

Staff of the Uncrowned King

(Recharge 6+)

When you use this power, you automatically succeed on a save against an effect created or caused by an undead enemy. Quirk: You see dead people...sometimes.

Epic

Staff of the Imperium

(Standard action - recharge 16+)

The power of this golden staff can only be invoked by a spellcaster who has a positive or conflicted relationship with any ruling icon. When you use this power, you can use the power of any other magic item you have touched since your last full heal-up, but you can only use each such individual item power once ever. Quirk: Becomes certain that they are destined to rule.

Symbol, Holy Symbol, Relic, Sacred Branch

Sometimes a symbolic magic item is a gem or rune that can be attached to any of various holy symbols. Typically a divine spellcaster pries the gem or other adornment off a foreign holy symbol and affixes it to their own mundane holy symbol. Symbols are only appropriate for adventurer- and champion-level characters. For epic-level spellcasting items, get a staff.

Default Bonus

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

Adventurer

Chosen One, Sign of the

When you cast your last divine daily spell, roll a save. If you succeed, you don't expend the spell. Quirk: Obsessed with fortune telling, oracles, signs, etc.

Divine Harmony, Knot of

(Standard action - recharge 16+)

When you use this knot, you can serve in a priestly function for nearly any god or ritual. You can use this power to meet a free-form challenge, at the GM's discretion. Quirk: Believes in everything.

Dodging Doom, Symbol of

(Recharge 6+)

When you cast a divine spell on an ally, that ally can roll a save against one ongoing save ends effect as a free action. Quirk: Wildly optimistic.

Dominating Truth, Symbol of

(Recharge 11+)

When you cast a divine spell that affects one target with a limited amount of hit points (for example, *turn undead*), you can instead have that spell affect two targets with half the hit point requirement or less. Quirk: Never admits they're wrong.

Gathered Power, Symbol of

(Recharge with full heal-up)

When you use this symbol during a quick rest, you regain an expended daily adventurer-level spell (1st or 3rd level, in practice) (champion: champion-level spell, 5th or 7th). Quirk: Has one-track mind.

Godlike Glory, Holy Symbol of

When you cast a daily spell, you gain 2d4 temporary hit points (champion: 4d6 temp hp, epic: 7d10 temp hp). Quirk: Dispenses pithy observations.

The Gods and Goddesses, Gem of

(Recharge 6+)

When you cast a daily divine spell on an ally, that ally also heals 10 hit points. Quirk: Insists on courtesy even in situations where none should be required.

Greater Power, Relic of

(Recharge 11+)

When you cast a quick action divine spell that targets allies, the spell affects one additional ally. Quirk: Keeps the relic meticulously clean, rests it on velvet, etc.

Wand

Wands are only appropriate for adventurer- and champion-level characters. For epic-level spellcasting items, get a staff.

Default Bonus

Attack and damage with arcane spells or attacks: +1 (adventurer); +2 (champion).

Adventurer

Body Breaking, Dagger of

This rune-covered bronze dagger also works as a wand. When you cast an arcane attack spell using this dagger/wand, you gain a +1 bonus to attack and damage with that spell if it targets PD. Quirk: Scratches self unnervingly.

Flaring Wand

(Quick action - recharge 11+)

When the escalation die is 5+, cast one of your arcane spells. That spell will miss on any natural odd roll. Quirk: Often looks frazzled.

Infighting, Wand of

When you cast an arcane attack spell using this wand, you gain a +1 bonus to attack and damage with that spell if it's a close-quarters spell. Quirk: Physically pushy.

Mage's Invisible Aegis, Wand of the

(Recharge 16+)

When you use this wand, you can cast the wizard's shield spell, with a level no higher than your level. (Champion: recharge 11+). Quirk: Hums tunelessly.

Mindbending, Wand of

When you cast an arcane attack spell using this wand, you gain a +1 bonus to attack and damage with that spell if it targets Mental Defense. Quirk: Uses pedantically circumlocutious phraseology.

Unfettered Minion, Wand of

(Quick action - recharge: 11+)

When you use this wand, a creature who is at least somewhat subservient to you gains a +1 bonus to melee attacks and damage until the end of the battle (champion: +2 bonus). Quirk: Switches unexpectedly into "evil mastermind" tone of voice.

Champion

Wand of Unerring Pain

(See below - recharge 16+): When you miss with a spell that targets a single enemy, as a quick action immediately afterward, fire a magical missile that automatically hits that creature for 4d10 force damage. Quirk: Stares intently, often at nothing.

Weapons

Default Bonus

Attacks and damage when using the weapon: +1 (adventurer); +2 (champion); +3 (epic).

Adventurer

Abandon

(Melee weapon)

You deal +2d6 damage with your first attack each battle using this weapon (champion: +4d6; epic: +4d12). Quirk: Blurts out obscenities. (For decorum's sake, use euphemisms when speaking in character.)

Bloodthirsty

(Any weapon)

When you crit with a natural 20 using this weapon, you deal crit damage instead of normal damage if you hit with this weapon again during your next turn. Quirk: Has taste for red meat.

Certain Pain

(Two-handed melee weapon - recharge 11+)

Before making an attack with this weapon, designate it as a “pain” attack. On a hit with that attack, one target takes 10 extra damage. On a miss, you take 10 damage (champion: 25 damage; epic: 60 damage). Quirk: Fond of gambling.

Climactic Shot

(Ranged weapon - recharge 6+)

When the escalation die is 3+ and you hit with an attack using this weapon, the target takes 10 extra damage (champion: 25 damage; epic: 60 damage). Quirk: Can’t stop checking the weapon and its ammunition.

Cruel

(Any weapon - recharge 11+)

When damage from this weapon leaves an enemy with 20 hit points or fewer, you deal 5 ongoing damage to it (champion: 40 hp/10 ongoing damage; epic: 80 hp/20 ongoing damage). Quirk: Tortures flies.

Dexterous Parry

(One-handed melee weapon - recharge 11+)

When an enemy you are engaged with hits you while you’re wielding this weapon, make a Dexterity check against the attacker’s MD. If you succeed, the attack misses instead. Quirk: Jumpy and suspicious.

Distraction

(Two-handed melee weapon - recharge 11+)

When you hit with this weapon, allow one of your allies engaged with that foe to make a basic melee attack against it as a free action. Quirk: Intrudes on personal space.

Flurry

(Two-handed melee weapon - recharge 11+)

When you make a basic attack, make a second basic attack against a different enemy as a free action. Quirk: Fidgety.

Guardian

(One-handed melee weapon)

When you hit with an opportunity attack using this weapon, the target is weakened until the end of that turn (-4 attacks and defenses). Quirk: Looks serious all the time.

Greater Striking

(Melee weapon)

While the escalation die is 3+, you deal +1d8 damage whenever you hit with this weapon (champion: +2d8; epic: +4d8). Quirk: Favors iron and steel, seeing little beauty in gold or gems.

Haughty

(Any weapon)

When you hit with an attack using this weapon, if that enemy is the most dangerous foe in the battle (or tied for most dangerous, GM's assessment), you deal +1d4 per tier damage to it (champion: +1d8 per tier; epic: +1d10 per tier). Quirk: Challenges others to improvised contests.

Inimical

(Any weapon)

When you hit with this weapon, you can deal +1d10 damage to that enemy (champion: +2d10; epic: +4d10). If you do, you also take that extra damage. Quirk: Bites nails, or a similar darker habit.

Liberation

(Melee weapon - quick action - recharge 6+)

If you have attacked with this weapon this turn, allow an ally to roll a save against an ongoing save ends effect as a free action. Quirk: Drones on about how healing grace will save all the worlds.

Mauling

(Two-handed melee weapon - move action)

You gain a +1 attack bonus to your next attack you make this turn. Quirk: Yells battle cries during battle.

Mighty Swing

(Two-handed melee weapon - move action)

You deal +1d8 damage with your next melee attack with this weapon that hits this turn (champion: +2d8; epic: +4d8). If you miss, you take that damage instead. Quirk: Tends to break things.

No Mercy

(Ranged weapon)

If your target is attempting to flee from the battle, a natural even hit against it is a critical hit instead. Quirk: Develops a surprising lip-curl sneer that shows up a bit too often.

Protection

(Melee weapon - recharge 6+)

When you make a basic attack with this weapon, gain a +4 bonus to all defenses until the end of your next turn (champion: +5; epic: +6). Quirk: Has urges to watch over the helpless or innocent.

Puissance

(Melee weapon - recharge 16+)

When you make a basic attack with this weapon, make a recharge roll for one power. Quirk: Tremendous appetite for meat.

Steady

(Ranged weapon - recharge 11+)

Before rolling a ranged attack with this weapon, choose 10 as the natural roll for that attack. Quirk: Talks too much about the weather.

Unstinting Virtue

(Melee weapon - recharge 11+)

When you make a basic attack with this weapon, roll a save against a save ends effect. Quirk: Insists that all weakness is an illusion.

Vanity

(Melee weapon)

When you hit with this weapon, deal +1d6 damage to that enemy if you are the only one engaged with it (champion: +2d6; epic: +4d6). Quirk: Tells their name (their real one) to everyone.

Vengeance

(Melee weapon)

When you hit with this weapon while you are staggered, deal +1d6 damage to that enemy. Quirk: Quick to take offense.

Champion

Longbow of Fallen Grace

(+3 longbow - recharge 16+)

If your elven grace racial ability roll failed this turn, use the natural result of this bow's attack roll as another elven grace roll, after you see the roll. Quirk: Complains too often that the glorious centuries of old are gone forever.

Mighty Stunning

(One-handed blunt 1d6 melee weapon - recharge 16+)

When you roll a natural even hit with this weapon and have more hit points than the target, that creature is also stunned until the end of its next turn. Quirk: Warns of impending doom.

Reckless

(Melee weapon - recharge 6+)

Reroll one of your attack rolls with a +4 bonus. In addition, until the end of the battle, enemies attacking you add the escalation die to their attack roll (no effect if the enemy already adds it for some reason). Quirk: Low impulse control, particularly when it comes to impulsive movements through doors, onto railings, or over tables.

Epic

Greatsword of Utter Night

(+3 greatsword - recharge 6+)

When you hit with this weapon, you spirit away that enemy and yourself to an empty void beyond time where only the two of you face each other for a short time. Neither you nor your foe can move, but you can sure fight. Your enemy acts first, then you, and then you are both spirited back to the real world exactly where you were when the power triggered. Bystanders only see a flash of black. Quirk: Has disturbing dreams that can't be remembered, or at the very least must not be.

Incomparable Axe of Wurm Chopping

(+3 axe)

Whenever you attack a dragon with the axe, you deal +40 damage, hit or miss. The GM determines just how broadly the term "dragon" applies. Quirk: Speaks in Draconic, first just curses, but then more and more elements of speech.

Wondrous Items

You can attune multiple wondrous items. They don't fill up a chakra.

Default Bonus

None.

Lore Bottle

A bottle of translucent glass, sealed with lead, with a ghastly face that peers out at you. When you ask it questions, it answers in the form of vague hunches. For tough questions, the face might fade out for a while, apparently searching somewhere for an answer. Owning the bottle gives you +2 bonus to Intelligence-based skill checks, if you have the time (and privacy) to consult the lore bottle. Chances are, your particular lore bottle has some sort of specialty or bias, which you will discover only through use. Unlike most magic items, lore bottles can often be found for sale, but you probably don't want those. Quirk: The connection formed with the face in the bottle can be compelling and unsettling, as the spirit literally "gets in your head." Each bottle has a different effect on its owner.

Dwarven Mug

One in four mugs of ale you drink from this mug will be magically transformed into the very finest non-magical dwarven ale. If your relationship with the mug is good, the variety might even suit your current mood and the odds of getting a good brew might improve in your favor. But really, who's going to complain about putting down a second, or even third, mug for the chance to get a taste of the best stuff? When that excellent ale does show up, you can share a sip or two with a friend, but other attempts to capitalize on this mug's magic will just shut it down until it can find a more suitable owner. Quirk: Speaks in dwarven, especially while drunk, even if ordinarily unable to speak dwarven.

Rope of Entangling

Fifty feet of fine, spidersilk rope, woven so closely that it seems like a solid, flexible cable. Once you attune the rope during a full heal-up, you can make it entangle things with standard action commands. In combat, it's not that useful, because it's slow compared to a living thing. If the target is stationary, however, the rope excels at reaching, climbing, snaking, coiling, and entangling. You might be able to get the rope to bind a ferocious monster, but the rope is likely to get destroyed in the process. *Quirk:* Speaks in sentences for which "convoluted" is the only proper term.

Chuul Symbiote Magic Items

Quirks: Chuul-derived items are symbiotic, weaving their flesh with the flesh of their wielder. Instead of affecting the personality of the wielder, their quirk is that they warp the wielder's body in minor yet often disturbing ways. Over-attuning causes obviously monstrous mutations that are hard to hide.

Chuulish Recharge: Chuulish items draw life energy and vital essences directly from their hosts. Any chuul-derived item that has a recharge has the following *chuulish recharge* rule.

The item has a recharge roll like normal magic items, but it's easier to recharge it if the user is willing to use their own life force to help. These items recharge normally on 16+, or on 11+ for a cumulative -1 penalty to all saves until the next full heal-up, or on 6+ for a cumulative -2 penalty to all saves until the next full heal-up, or recharge without a roll for a cumulative -3 penalty to all saves until the next full heal-up.

Chitin Claw

(ring)

This fleshy multi-eyed loop sheaths a finger in sharp carapace. *Always:* When you pick a lock, disarm a trap, or otherwise perform a task that having a tiny shape-changing blade and tiny eyes attached to your finger would be aided by, you gain a +2 bonus to the roll. *Quirk:* Gnarled over-long fingers on that hand.

Chuul Helm

(helm)

This insectile segmented helm is lined with ganglia that link with your brain. *Always:* +1 MD (adventurer); +2 MD (champion); +MD (epic). *Chuulish recharge:* You gain *resist psychic* 12+ until the end of the battle (champion: *resist psychic* 16+; epic: *resist psychic* 18+). *Quirk:* Bone-ridged holes in skull.

Chuulish Cuirass

(heavy armor)

The many eyes and symbiotic nervous system in this torso armor give you warning of danger. *Always:* +1 AC (adventurer); +2 AC (champion); +3 AC (epic). *Chuulish recharge:* You gain a +4 bonus to all defenses against ranged attacks until the end of the battle. *Quirk:* Over-large protruding ribs.

Clawed Tentacles

(gloves)

These claw-covered tentacles normally reside under the skin of the forearm, completely concealed. *Chuulish recharge*: Choose an enemy engaged with you. Until the end of the battle, whenever that enemy tries to disengage from you or pop free from you, it must first succeed at an easy save (champion: normal save; epic: hard save). *Quirk*: Tentacles writhe in and out of the skin unexpectedly.

Death Claw

(gloves)

A lobster-clawed gauntlet that fits over your forearm. The eyes at the fleshy joints blink unnervingly. *Chuulish recharge*: Reroll a missed melee attack with a +1 attack bonus (champion: +2; epic: +3). *Quirk*: The claw flexes and snaps reflexively when wearer is excited.

Evil Eyes

(gloves)

This gauntlet has eyes on the knuckles, aiding archers and spellcasters. *Always*: Bonus to attacks and damage with ranged attacks: +1 (adventurer); +2 (champion); +3 (epic). The bonus doesn't stack with bonuses from magic weapons or implements. *Chuulish recharge*: Until the end of the battle or for five minutes, you can see the unseen. Invisible creatures are visible to you, and you spot illusions for what they are. *Quirk*: Bone ridges and oddly patterned callouses on the arms.

Glandular Parasite

(cloak/mantle)

The parasite sits along your spine, feeding off your life force but also dampening your reactions to extreme stimuli and pain. *Always*: +1 PD (adventurer); +2 PD (champion); +3 PD (epic). *Chuulish recharge*: You are immune to fear effects until the end of the battle or for five minutes. *Quirk*: Strangely pronounced spine.

Implanted Aventail

(light armor)

The symbiote is normally hidden. When commanded, a wave of small crab-like creatures pours out of concealed gill-like openings in your skin, providing you with scale-like armor. *Always*: +1 AC (adventurer); +2 AC (champion); +3 AC (epic). Unleashing the armor is a quick action, and you retain the AC bonuses as long as it is in place. When the insects are retracted as a move action, you don't appear to be (or count as) wearing armor. *Quirk*: Gill-like slits cover body even when the armor is not up.

Neural Blade

(any bladed weapon)

A boney blade with a spine and brain. *Always*: Bonus to attacks and damage: +1 (adventurer); +2 (champion); +3 (epic); and the weapon deals psychic damage. *Chuulish recharge*: Choose a nearby enemy. That enemy is now vulnerable to psychic damage until the end of the battle. *Quirk*: Large sphincters on arm where the ganglia-tentacles from the blade's hilt insert themselves.

Neural Whip

(light one-handed melee weapon)

A tentacle snakes one end around your arm, inserting filaments beneath the skin. The whip stretches and flexes at your mental command, the tip studded with hardened pulsing nerves.

Always: Bonus to attacks and damage: +1 (adventurer); +2 (champion); +3 (epic). *2/battle:* You can use a reach trick with the whip (13th Age core book, page 44), and the attack deals psychic damage. *Quirk:* Grows eyes in unusual places.

Rachis Girdle

(belt)

The pulsating band of chuul-flesh inside a bony cage sits on your lower back, exchanging blood and injecting substances into your organs. *Always:* Increase your maximum hp by +4 (champion: +10 hp; epic: +25 hp). Whenever you take ongoing damage, reduce that damage by your level. *Quirk:* Odd gait from reconfigured pelvis.

Rasping Greaves

(boots)

A carapace covers each of your legs and has an unblinking armored eye on the knee. Unfolding blade-like appendages whip out at those engaged with you. *Always:* When you make an opportunity attack, the target takes +1d6 extra damage on a hit (champion: +2d8; epic: +4d10). *Quirk:* A billow-like lung inside each greave makes a breathing sound.

Strider Symbiote

(cloak/mantle - champion tier item)

This living “backpack” clings to you with tentacles and inserts mouthparts into the top of your spine. The segmented limbs of the strider usually lie flat against your body but may be commanded to spring out and carry you like a long-legged spider. *Always:* +2 PD (champion); +3 PD (epic). *Chuulish recharge:* Until the end of the battle or for five minutes, you can move on walls or ceilings as easily as you do across the ground. (epic: chuulish recharge starts at 11+) *Quirk:* Twitching antenna.

Xenoteros

(cloak/mantle)

Insectile wings hide in slits under the always itching skin of your back. *Always:* +1 PD (adventurer); +2 PD (champion); +3 PD (epic). *Chuulish recharge:* As a standard action, you can fly clumsily for one round (champion: 1d3 + 1 rounds; epic: 2d4 rounds). *Quirk:* Insectile mouthparts grow at the back of the throat and squiggle out when wearer talks excitedly.

Cursed Magic Items

Cursed items can be useful, though all of them have significant drawbacks.

Shadow Dragons

Players will often find cursed items such as these when approaching a Shadow Dragon lair. However, detecting the curse on any of these cursed items requires a DC 35 Intelligence check:

30 or less: Nothing seems to be wrong.

31-34: Something isn't right about the item. It could be cursed, or just has a bad quirk.

35+ or natural 20: The item is cursed!

Natural roll is 1-5: The creature attempting to discern the item's magic accidentally attunes to the cursed item!

General

Dancing Shoes

(boots)

Shiny red shoes with golden wings. *Always:* The shoes force you to dance whenever you hear music (even off-key whistling will work). The shoes magically re-appear on your feet if taken off for more than 10 minutes. *Recharge 6+:* You gain a +3 bonus to disengage checks until the end of the battle (or five minutes).

Deck of Many Cards

(wondrous item)

A divination deck. *Always:* The deck of cards continually grows, and you find your pockets and pouches filling with cards that spill out leaving a trail for anyone to follow. Occasionally, the cards spill out in a prophetic pattern that might have meaning to the owner or an ally.

Disappointment Hat

(hat)

Green conical hat. *Always:* Each time you cast a spell outside of combat or a spell is cast near you, it has some side effect (GM's choice) that inconveniences you. *Recharge 6+:* As a move action you pull out an item from the hat. Roll a d6 to see what you get: 1-2: You get a useless or disgusting item. 3-6: You pull a useful non-magical item that grants a +d6 bonus to your next skill check until the end of your next turn.

Tome of Misfortune

(implement)

Book with an embossed face inside its cover. *1/day:* Regain one expended daily spell that you have cast. When you cast the recovered spell, roll a d6. 1-3: The book chooses the targets for the spell and can consider you and your allies as enemies, or your enemies as allies. 4-6: You choose targets normally.

Treasured Chest

(wondrous item)

It follows you on little feet, obeys you, and is much larger on the inside (able to hold the same amount of stuff as a large closet). *Always:* You can't move faster than the chest, and the chest is slow. You travel at half speed everywhere and can't use actions to move twice during a turn in battle.

Adventurer

Acrobat's Stick (staff)

A glowing rod that expands into a longer pole. *Always*: Bonus to attacks and damage: +2 (adventurer). In addition, if you are a rogue with the *swashbuckle* ability, you gain an extra use of that ability, but whenever you roll a natural 1 or 2 with any d20 roll, the staff flings you into danger (you take 2d6 damage and possibly provoke opportunity attacks in battle).

Anger Armor (heavy armor)

Platemail or similar with leering faces on the pauldrons. *Always*: +2 AC (adventurer). In addition, when you miss with an attack and the escalation die is odd, roll a save; on a failure, you are enraged until the start of your next turn and take a -4 penalty to all defenses.

Backbiter Bow (bow)

Gold bow with no string. It creates a glowing string and “energy arrows.” *Always*: Bonus to attacks and damage: +2 (adventurer). In addition, when you miss with an attack and the escalation die is odd, roll a save; on a failure, you instead hit yourself with the attack.

Blade of Unerring Panache (+2 weapon)

When you attack with this weapon and miss, you lose 4 hp (champion: 10 hp; epic: 25 hp).
Quirk: Tells the same stories over and over.

Sword of Relentless Glory (+2 weapon)

If you don't make a melee attack with this weapon during your turn, it shuts down and its default bonus becomes +0 until the end of the battle. Quirk: Spouts furious curses in battle.

Wand of the Bloodless Mage (+2 implement)

When you attack using this wand, you lose 1 hp (champion: 3 hp; epic: 6 hp). Quirk: Laughs turn hollow or spectral.

Champion

Any adventurer cursed item bumped up, or...

Axe of Bloody Vengeance (+3 weapon)

You cannot rally during a battle. Quirk: Carves patterns into own skin with fingernails.

Bait Breastplate (any armor)

Thick metal plate cuirass that attracts ranged attacks and spells even as it deflects melee attacks. *Always*: +3 AC (champion) against melee attacks, but -1 AC against ranged attacks.

Brazen Armor

(+3 armor)

When an attack against your AC crits you, the armor “goes quiet” and its default bonus becomes +0 until the end of the battle. Quirk: Becomes unreliable with forgettable tasks.

Cudgel of Heedlessness

(heavy two-handed melee weapon)

A strangely glowing crude wooden club. *Always*: Bonus to attacks and damage: +3 (champion). In addition, when you roll a natural 1 with a melee attack using this weapon, you hit a random nearby ally with that attack and deal maximum damage. If you try to use a different weapon, the cudgel will teleport into your hand.

Ring of Delusion

(ring)

Ring made out of complex interlocking wooden pieces. *Always*: Whenever there are two possible explanations and one is obviously ridiculous, that is what you believe provided there is no obvious and direct proof that contradicts your delusion. In addition, you gain +3 bonus to checks to find traps and see through illusions.

Epic

Any lower item bumped up, or...

Chicken Shield

(shield)

A fancy cavalier’s shield. *Always*: +35 hp (epic). In addition, when you miss with an attack and the escalation die is odd, roll a save; on a failure, you run away from that enemy as far as you can go (no disengage check, take opportunity attacks).

Danger Bracers

(light armor)

Chains welded into forearm armor. *Always*: +4 AC (epic). In addition, you can’t disengage from enemies.

Procrastination Tome

(implement)

This book contains instructions for being a better spellcaster. *Always*: Bonus to spell attacks and damage: +5 (epic). In addition, during the first round of each battle you must spend all your actions either moving or “limbering up.” This means not using any abilities, you’re just jogging and stretching.

Great Low Sickle

(+5 weapon)

You deal +5 damage with missed attacks, but all of your defenses take a -3 penalty.

Staff of Dark Karma

(3/day)

When you hit with a spell attack, deal extra damage to one target. If the spell targets one enemy, deal +4d10 damage. Otherwise, deal +2d10 damage. In addition, the first time you take damage each battle, you lose 20 hp.

