

GEAS PLAYTEST PACKET 7: TREASURES

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MYTHOLOGICAL TREASURES

Vicious beasts and horrific fiends aren't the only parts of a heroic story or folktale. Often the hero can only achieve great deeds through the use of magical items. In this version of the rules, the magic item list is streamlined significantly from all of those items available in the full game, but still presents a robust list that is more than ample to fill your PC's treasure hoards. If you would like additional magical items beyond what is presented here, there are many resources online that provide literally thousands of them.

Magic Items are categorized by rarity: *common*, *uncommon*, *rare*, *very rare*, *legendary*, and *artifact*. As a general guideline, opponents must be of a certain level in order to have an item of a certain rarity. For example, a lowly goblin most likely won't have a legendary item in its possession; if it had, some more powerful creature would have taken it long ago.

It is also recommended that you be frugal with magical items. If you put many of them into your game, they begin to lose their sense of wonder and power. Oftentimes, a single magical item can be the focus of an entire quest!

Item rarity by level

Creature Tier	Maximum Item Rarity
Trivial	none
1	common
2	uncommon
3	rare
4L-4M	very rare
4H	legendary

You'll note that artifacts do not appear on this table. This is because artifacts are not randomly "found". They typically belong to a unique powerful entity, or are specific quest items that are part of a larger adventure.

COINS AND VALUABLES

Magic items aren't the only treasures a creature may have. It is more common for them to have coins, gems, jewels, or other valuables, and magic items should be rare.

The below table gives you a general idea of the total value of objects, either in coins, objects, or combination of both, that an individual creature would have.

Note that these tables should only apply for those creatures who would likely have treasure in the first place. Either because they see the value in it, or victims might have left it in their lairs. An unintelligent roaming creature will have no desire to acquire treasure and won't likely have any regardless of its level rating.

Valuables by Circle

level	Typical Individual Treasure
T	10 sp
1L	10 gp
1M	25 gp
1H	50 gp
2L	100 gp
2M	500 gp
2H	1,000 gp
3L	2,000 gp
3M	4,000 gp
3H	7,500 gp
4L	15,000 gp
4M	30,000 gp
4H	50,000 gp

Example: An MC 1L Zombie doesn't care about treasure, but it's previous meals...er...victims might have had up to 10 gold pieces in coins or other valuable (such as an ivory carving), and might have a chance for a common magic item (GM discretion).

BUYING AND SELLING MAGIC ITEMS

Rather than have a hard and fast rule regarding the purchase and selling of magical items, only broad guidelines will be given. This is because such a topic is highly subjective at each game table. Some folks like to have many magical items, and the easy ability to buy and sell them on the market. Conversely, several players prefer a low magic setting, and something as powerful as a magical item is not easily attainable by going to your local market. The choice is yours. Below is a general guideline only:

City Size	Rarity of Items Available
Village	none
Town	common
Small city	rare
Large city	very rare

VALUE OF ITEMS BY RARITY

Common	25 gp
Uncommon	100 gp
Rare	5,000 gp
Very Rare	50,000 gp
Legendary	500,000 gp

MAGICAL ITEMS BY RARITY

Common

Antidote
Armor of Comfort
Potion of Climbing
Potion of Healing
Spell Scroll
Spike of Warmth
Unbreakable Weapon

Uncommon

Angrvaðall
Armor of Beowulf
Enhanced Armor
Fail-Not
Fairy Dust
Glasses of Reading
Helm of Understanding
Mead Of Poetry
Mistilteinn
Potion of Invisibility
Potion of Strength
Ring of Falling
Ring of Speed
Shield of Protection
Shoes Of Víðarr
Svefnthorn
Toadstone
Wand of Magic Detection
Wand of Trap Detection
Wolfssegen

Rare

Adder's Stone
Ægishjálmur Helm Of Awe
Bradamante's Lance
Carnennan
Cloak of Invisibility
Cohuleen Druith

Dimensional Sack
Dyrnwyn
Eldhrímnir
Glasses of Night Vision
Gunnar's Atgeir
Hrunting
Jökulsnautr
Lúin of Celtchar
Magic Bullet
Mimung
Necklage of the Lady of the Lake
Orna
Peter Stumpp's Magical Belt
Potion of Animal Control
Potion of Flying
Potion of Growth
Potion of Resistance
Ring of Dispel
Seven Mile Boots
Singing Sword of Conaire Mór
Snake Staff
Stone Of Giramphiel
Wand of Fire
Wand of Ice

Very Rare

Armor of Resistance
Ascalon
Carpet of Flying
Chariot Of Morgan Mwynfawr
Dáinsleif
Devil's Green Coat
Egil' Wings
Girdle Of Brynhildr
Kantele
Levateinn
Excalibur
Glasses of X-ray Vision
Olifant
Prima Materia

Ragnar's Shirt
Ring of Invisibility
Svalinn
Svíagris
Swan Cloak
Wand of Paralyzation

Legendary

Areaddbhar
Armor of Örvar-Oddr
Bragi's Harp
Claíomh Solais
Clarent
Durendal
Fairy Ointment
Fjaðrhamr
Gae Assail
Gobán Saor's Axe
Hamper Of Gwyddno Garanhir
Lorg Mór
Mantle of Arthur
Pridwen
Silver Apple
Sword Of Freyr
Wand of the Wizard

Artifact

JárnGREIPR
Joyeuse
Megingjörð
Mjölhnir
Baugi
Pair Dadeni
Planer Binding Shackles
Skiðblaðhnir
Skofrung
Tarnhelm
Thor's Chariot
Tyrting

MAGICAL ITEM DESCRIPTIONS

Adder's Stone

Once per day, this magical stone cures any disease or poisoned status, even those of magical nature.

Ægishjálmur, Helm of Awe

This helmet is of the treasures taken by Sigurd when he slew Fafnir. Once per day, it allows the wearer to emit an fearful aura out to a radius of 30 feet. Any creature within this radius unfriendly to the PC must succeed on a Will ability check against a TCN SL 7 (2d12) or become frightened for one minute.

Angelica's Ring

This elegant band of silver and gold bestows complete immunity to glamouring magic to its wearer. When placed in the mouth, it renders the user invisible. The ring must remain in the mouth, regardless of any action the owner may take in order to remain invisible.

Angrvaðall

Also known as the "Stream of Anguish," this magical sword grants a +1 PD bonus to attack and +1 bonus to damage rolls. In times of peace it emits dim light up to a 10-foot radius, but when combat begins, it shines brightly, emitting bright light up to 30-foot radius. When the combat encounter ends, the sword goes back to shedding dim light.

Antidote

These vials typically have 1d4 doses when found. By spending 4 AP to administer, the target creature will be cured of the poisoned or diseased status.

Areadbhar

This legendary spear of Lugh is renowned for being able to fight on its own, having a flaming head that inflicts an additional 2 CD fire damage to BDP with each successful hit. At a cost of 2 AP the wielder may command the spear to fight independently. It gains a flying speed of 20 feet per round and can be used to attack any creature the owner commands at a cost of 2 AP.

Additionally, the spear roars in exultation when the combat encounter begins. Any non-allied creature within 50 feet of the wielder who can hear the spear must succeed on Will ability check against a TCN SL 10 (2d20) or be frightened until the end of their next turn.

Areadbhar has a personality and thirsts for blood. If it does not "drink" the blood from one small or larger creature per day, its magical powers are eliminated.

Armor of Beowulf

While known as the armor of Beowulf specifically, this chain mail armor is any mail armor crafted by the legendary smith, Wayland. The medium armor grants a +1 DR bonus and does not impede stealth checks.

Armor of Comfort

This armor comes in all types and categories. While not conferring any additional defensive bonuses beyond normal, the armor is as comfortable to wear as loose cotton clothing, and can be worn without discomfort overnight or while sleeping.

Armor of Örvar-Oddr

Made from inter-weaved silken threads enchanted to be impenetrable, this light armor grants a base DR of 3 and grants the wearer immunity to non-magical bludgeoning, slashing, and piercing damage.

Armor of Resistance

This armor grants the wearer resistance to one type of damage (as described in the How to Play section).

Ascalon

The spear used by St. George, this weapon confers a +1d12 bonus to attack rolls, +1 CD to damage, and inflicts great pain upon dragon and draconic creatures (including half-dragons and dragonkin). If these creature types are struck by the spear, they must succeed on an Endurance check against a TCN SL 7 (2d12) or they suffer a -1 PD on all attack rolls taken by the end of their next turn.

Bradamante's Lance

This enchanted lance grants a +1d12 bonus to all attack rolls, and if a successful attack is landed on a mounted creature, that creature needs to succeed on an Agility check against a TCN SL 5 (2d10) or be unhorsed from their mount.

Bragi's Harp

The mythical harp of Bragi himself, this musical instrument grants the owner proficiency in Presence if they do not already have it or expertise if they do. Three times per day, the magical instrument can be used to cast the *charming magic* spell.

Caladbolg

This greatsword is a cousin to Excalibur and grants a +1d20 bonus to all attack rolls and +1 CD to damage. At a cost of 4 AP, the wielder can twirl the sword, creating a rainbow-colored arc, which then shoot forth in a line 100 feet in length, five feet in width. Any creature caught in this line must succeed on an Agility check against a TCN SL 10 (2d20) or suffer 3 CD slashing damage. A successful check results in no damage taken.

Carnwennan

Also known as Little White-Hilt, this dagger was gifted to King Arthur. It confers a +1d10 bonus to attack rolls, and at a cost of 3 AP, it may enshroud the wielder in shadow, granting them a +1d10 bonus on stealth checks for up to one minute. This power may be called forth up to three times per day. This dagger also grants the wielder proficiency in Agility if they do not already have it.

Carpet of Flying

Appearing as a richly crafted carpet with intricate patterns, when the command word is spoken, the carpet will lift in the air. The carpet can carry up to 500 pounds and will have a movement of (fly 20) when commanded by the owner as long as the owner is on the carpet.

Chariot of Morgan Mwynfawr

This great magical chariot covered in gold doubles the movement rate of any creature pulling it.

Claíomh Solais

The Sword of Light grants a +1d20 bonus to all attack rolls and emits a bright light up to 30 feet upon command. Once per day at a cost of 6 AP, the sword may shoot forth a bolt of lightning up to 120 feet long, five feet wide, that inflicts 8 CD lightning damage to any who fails an Agility check against a TCN SL 9 (1d20). A successful check results in half damage.

Clarent

Originally a sword meant for coronations and ceremonies, this magical weapon was stolen and used by Mordred to kill King Arthur. It is a longsword with a +1d20 bonus to attack rolls, but double damage is inflicted when used against any creature of royal or noble descent or background.

Cloak of Invisibility

When the hood of this cloak is pulled over the wearer's head, the wearer will become invisible until the hood is pulled back, the wearer casts a spell, or makes an attack roll.

Cohuleen Druith

This magical hat confers water breathing and a swim speed of 15 feet to any creature wearing it.

Dáinsleif

A sword of King Högni, this weapon has a +2d12 bonus to all attack rolls and +1 to damage rolls. Additionally, any wound caused by this sword cannot be healed unless by magical means. That is, any vitality loss caused by Dáinsleif cannot be recovered via rest.

Devil's Green Coat

This aptly named green coat generates 10gp per day in one of its pockets as long as the wearer never bathes, cuts their hair or nails, or takes off the coat. If any of the above occurs, the coat loses all magical powers.

Dimensional Sack

This item appears as a basic burlap sack or a backpack. However, the opening reveals an extra-dimensional space that can hold up to 100 cubic feet of material. Regardless of what is placed in the sack, the sack always weighs 10 pounds. When opened and the owner visualizes an item within the sack, they can reach in and retrieve it. Any sharp object placed in the sack will cut it, rendering it useless. Any items within will immediately fall out. If a creature is placed within the sack, they will have enough air to breathe for up to 1 hour.

Draupnir

This golden ring of Odin magically creates 8 gold rings worth 100gp each every 9th day.

Durendal

The sword of the hero Roland, this weapon confers a +1d20 bonus to all attack rolls. It inflicts an additional 2 CD of divine damage against any fiend, undead, or creature of evil alignment.

Dyrnwyn

When drawn from its scabbard by a good-aligned creature, the blade enshrouds itself with flames, adding an additional 2 CD of fire damage to your BDP with each successful hit. If an evil creature unsheathes the sword, the fire damage is inflicted upon them instead. Neutral creatures using the blade don't cause either effect.

Egil Wings

These wings were created by Egil to assist his brother Völund in escaping his captivity at Nidung's court. They are crafted by a collection of many different birds, and grants a flying speed of 20 feet as long as they are worn.

Eldhrímnir

This magical cauldron never empties of food.

Enhanced Armor

This armor is enchanted to provide additional defense. The amount of additional damage reduction (DR) the armor provides is based on the rarity of the armor as follows:

Uncommon: +1 DR

Rare: +2 DR

Very Rare: +3 DR

Legendary: +4 DR

Excalibur

The renowned sword of King Arthur, granted to him by the Lady of the Lake, this mystical sword is more than a typical longsword. It confers a +1d20 bonus to all attack rolls, and on a natural 20 attack roll, the target suffers an additional 4 CD of bleeding damage at the start of their next turn unless the wound is first bandaged or healed.

At a cost of 4 AP, the wielder can command the twin chimera heads on the hilt to exhale a cone of flame up to 15 feet in length. All creatures within this cone must succeed on an Agility check against a TCN SL 10 (2d20) or suffer 5 CD of fire damage. A successful check results in half damage. This power recharges on a roll of 5 or 6 on a d6 at the start of every round if it has been previously used.

Excalibur's Scabbard

An item Merlin explained to Arthur that is more powerful and more important than Excalibur itself, this scabbard grants upon its wearer immunity to all slashing damage, prevents any and all bleeding from wounds, and grants resistance to all piercing and bludgeoning damage.

Fail-not

The bow of the knight Tristan, this weapon grants a +1d12 bonus on the next attack roll if taken on the same turn by invoking its power as a free action. The bow's power can be used up to three times per day.

Fairy Dust

A Circle of mushrooms grows an hour after this dust is sprinkled in a Circle upon the earth, turning the Circle into a Fairy Circle. This allows transport into the Fey Realm.

Fairy Ointment

Once rubbed on the eyelids, this magical and highly protected ointment grants the creature the ability to see invisible creatures and objects up a range of 100 feet permanently. It is typically used by the fey folk to rub on the eyelids of mortal babes they have kidnapped or sired. The fey guard this jealously, and if they find out a mortal has used it themselves, they react with anger. Stories say that the fairies will attempt to pluck out the eyes of those who use this ointment without permission.

Fjaðrhamr

The magical cloak of the goddess Freyja, this item is fashioned with the feathers of a hawk. Upon command (2 AP), the cloak allows the wearer to take the form of a falcon until another action is used to end the effect or if the wearer reaches zero vigor or below.

Fragarach

Said to be forged by the gods themselves, "The Answerer" was wielded by Manannán mac Lir and Lugh Lamfada. It normally acts as a magical sword conferring a +1d20 bonus to attack rolls and a +1 CD bonus to your WDP, but also emits a zone of truth with a ten-foot radius, detecting any lie spoken within this radius. It also ignores any bonus to DEF from shields and allows the wielder to cast the *gust* rune spell once per day.

Gae Assail

The spear of Lugh is a spear that returns to the wielder's hands upon command. It also grants a +1d20 bonus on all ranged attack rolls.

Gáe Bulga

The spear of Cú Chulainn, given to him by Scáthach, is not used as a normal spear. Instead it is thrown from the foot. It confers a +1d20 bonus to all attack rolls, and if it hits and the wielder commands it, it embeds itself within the target's body, elongating barbs within its head to lengthen twist within the body of the victim. The target suffers an additional 3 CD of piercing at the start of each of its turns when the spear is embedded. The weapon cannot be removed short of the owner commanding it, or a *dispel magic* spell is cast.

Girdle of Brynhildr

This magical girdle increases the wearer's Physical ability by two points for as long as it is worn.

Gjallarhorn

The horn of the god Heimdallr triggers Ragnarök when blown. This significantly impacts your campaign world, so incorporate this item wisely.

Glasses of Night Vision

While worn, these glasses confer to the wearer night vision up to 60 feet.

Glasses of Reading

These glasses allow the wearer to read any language, including magical script. This does not allow the casting of spell scrolls unless the PC also has the spellcasting ability.

Glasses of X-ray Vision

These glasses allow the wearer to see through up to 1 inch of metal, 6 inches of stone, or 12 inches of wood or similar material.

Gobán Saor's Axe

While granting a +2d12 bonus to all attack rolls, this axe also creates a sphere 50-foot radius where no liquid can penetrate when placed on the ground and the command word is spoken. All water and other liquids form around the sphere but not enter.

Gram

The mighty sword of the hero Sigurd, slayer of the dragon Fafnir, grants a +1d20 bonus to all attack rolls, but against any creature wearing armor or having natural armor, the wielder enjoys an additional +1d20 to the attack roll. If the attack hits by five or more, an additional 2 CD of physical damage is inflicted.

Green Armor

The armor worn by the Green Knight, this chain mail makes the wearer immune to all physical damage. It is unique armor, only one is in existence.

Grim Reaper's Scythe

This weapon's scythe of the Grim Reaper itself is a heavy weapon, granting a +1d20 bonus to attack rolls. Living creatures struck by this weapon must succeed on an Endurance check against a TCN SL 10 (2d20) or suffer 5 CD of necrotic damage and become frightened until the end of their next turn.

Gungnir

The spear of Odin himself is a heavy weapon with a +2d20 bonus to attack rolls and double the normal range distances, adding an additional +1 CD to your BDP. If an opponent attacking the wielder of Gungnir with a melee weapon attack rolls a natural one on any of their dice, their weapon breaks and become worthless.

Gunnar's Atgeir

The halberd of Gunnar grants a +1d10 bonus to attack rolls and +1 CD bonus to WDP, but is most known for singing in battle. At the start of the round, the wielder of this weapon can choose one ally within 30 feet to give a special die. This die is a d10 and can be used by the recipient to add to any attack roll or ability check.

Hamper of Gwyddno Garanhir

If food is placed within this hamper and the lid closed, it is revealed that the food has been duplicated when re-opened.

Helm of Understanding

While this ordinary looking helmet is worn, it allows the wearer to understand and speak any language.

Hrunting

The magical sword given to Beowulf by Unferth was deemed to have never failed in battle. However, Unferth has resentment toward Beowulf and tricked him. While it grants a +2d10 bonus to attack rolls against most creatures, attack rolls against any **giant** creature is made at a -2PD penalty.

Járngreipr

The iron gauntlets worn by Thor himself, these items grant a +1d20 bonus on all ranged attack rolls by the wearer. It is said that the hammer Mjölnir can only be lifted by one wearing these gauntlets.

Jökulsnautr

These magical swords have a natural +2 bonus on damage rolls, but against **undead** inflicts an additional 2 CD divine damage.

Joyeuse

The sword of Charlemagne, this weapon is rumored to have the Lance of Longinus within its pommel. This weapon acts as an unbreakable longsword, granting a +1d20 bonus on all attack rolls and a +2 CD to your BDP, but against **undead** or **fiends**, this bonus becomes +4 CD of divine damage.

Kantele

This musical instrument was crafted from the jawbone of a giant pike and the hair from Hiisi's stallion. One time per day the musician can cast the *Conjure Animals* spell.

Lævateinn

These arrows grant a +3 bonus to damage rolls but inflict triple damage against **monstrosities**. Once used, they lose their magic. They typically come in groups of 1d6.

Lorg Mór

The greatclub of Dagda, while conferring a +1d20 bonus to attack rolls and +1 CD to WDP rolls, has the ability once per day to cast *raise dead* by touching the handle to a deceased person.

Lúin of Celtchar

These spears enshroud the head with flame upon command, which add 2 CD to your BDP of fire damage.

Magic Bullet

Initially created by a fiend for Freischütz, these magic bullets always strike their target as long they are within range of the sling. No attack roll is needed. Once struck, they lose their magical power. They typically come in a bag of 2d4 bullets.

Mantle of Arthur

When this mantle is worn, it turns the wearer invisible for as long as the mantle remains in place.

Mead of Poetry

This magical mead grants the imbiber proficiency in Presence for one hour when quaffed. If the creature is already proficient, then it makes all presence rolls with a +1d10 bonus for one hour.

Megingjörð

The magical belt worn by Thor, this item increases the wearer's Physical by two for as long as it is worn.

Mimung

One of the best swords crafted by Wayland the Smith, these are magical weapons that never break or tarnish, and confer a +1 CD bonus to your WPD.

Mistilteinn

These weapons, originally owned by Hromundr Gripsson, can never be blunted or take on rust.

Mjöltnir

The most famous of Thor's artifacts, the hammer Mjöltnir can be thrown up to twice the range of a normal hammer, and returns to the hand immediately after landing a blow. The hammer can also be called forth, no matter the distance, as long as the wielder also is wearing Megingjörð and Járngreipr, at a speed of 200 feet per round. In addition to being a medium weapon, it grants a +1d20 bonus to attack rolls and inflicts an additional +2 CD to your BDP, and anyone struck by the hammer must succeed on an Endurance check against a TCN SL 10 (2d20) or be stunned until the end of their next turn. Against **giants**, the hammer inflicts an additional 3 CD damage.

Nábrók

One of the more macabre and obscene items, these pants are made from the skin of a willing individual before they died. Once their skin has been fashioned into pants and worn, they attach to the wearer magically and cannot be removed unless the wearer takes an action to do so.

A coin must be stolen from a widow and placed within the scrotum sac along with a magical rune, nábrókarstafur, written on a piece of paper. From that point on, the pants duplicate the coin every dawn for as long as the original coin is never removed.

Necklace of the Lady of the Lake

These jeweled necklaces grant a +1d12 bonus on all Presence checks, and increase the Sway of the wearer by 1.

Odin's Whetstone

When used to sharpen a weapon, this stone permanently alters the weapon to become magical with a +1 PD bonus to attack rolls if it is not magical already. This may be done once per day. If thrown at a **giant** (range 30 feet) and the attack is successful, the stone slays the giant if it fails an endurance check against a TCN SL 9 (1d20).

Olifant

Roland's horn, once per day the owner can blow this item as an action, summoning four **guards** which appear in unoccupied spaces within 30 feet. These guards remain for up to one minute or until slain, and follow the commands of the horn's owner.

Orna

The sword of the Fomorian king Tethra, this is a medium weapon that grants a bonus +1 CD to your BDP, and is sentient with intelligence and the ability to speak. However, the speech is limited to retelling deeds it has accomplished, to which it does with enthusiastic abandon, often at unwanted times.

Pair Dadeni

This magical cauldron brings back to life any creature that was placed within. If the creature fails a Will check against a TCN SL 5 (2d10), it emerges alive but mindless. This ability can be used but once per day.

Peter Stumpp's Magical Belt

This belt, belonging to the infamous Peter Stumpp, allows the wearer to spend 2 AP to polymorph into that of a normal **wolf**. They can remain as such until they spend 2 AP to revert to true form, or if they are brought to zero vigor or less.

Planer Binding Shackles

These iron shackles, when placed on a creature, will alter their size and shape to fit those of the creature. Once placed, they prevent the creature from moving between planes, effectively locking it into the plane it is currently residing in. Against an unwilling creature, an attack roll is necessary.

Potion of Animal Control

When this potion is quaffed, it allows the imbiber the ability to control **beasts**. Up to MC 1H beasts, one per Sway modifier (minimum 1), will fall under the control of the drinker for up to one hour. The number of beasts doubles for each MC step below 1H.

Potion of Climbing

This potion will allow the drinker to have a climb speed equal to their base movement speed as well as granting a +1d20 bonus to all climbing checks for up to one hour.

Potion of Flying

After drinking this potion, the imbiber will be granted a fly speed of 20 for up to one hour.

Potion of Growth

After drinking this potion, the creature will double in size, increase their size category by one, and also gain a +2 CD to their BDP for melee attacks and a +2d12 bonus to any Power ability check. This potion will last for one hour.

Potion of Healing

This potion will heal 1 CD of vitality to the drinker. A typical potion will have 1d6 doses.

Potion of Invisibility

After drinking this potion, the imbiber and all carried equipment will become invisible for one hour.

Potion of Resistance

This potion will grant resistance to one type of damage. The type of resistance is determined when the potion is created, and will last for one hour.

Potion of Strength

Drinking this potion will grant the imbiber a bonus +1 CD to their BDP for melee attacks and a +1d12 bonus to any Power ability check for one hour.

Pridwen

The magical shield carried by King Arthur, this item grants a +4 DEF bonus, but it reflects back upon the caster any hostile magic that specifically targets the wielder. Area of effect spells or those spells that target the environment are not reflected.

Prima Materia

This material is considered the basis of all matter among alchemists. If used as an ingredient when crafting a potion, it results in the automatic success of the crafting of said potion.

Ragnar's Enchanted Shirt

It is said that when King Ælla threw Ragnar into the snake pit, Ragnar was wearing this shirt which protected him. Anyone who wears this mail shirt gains immunity to all poison damage.

Ring of Dispel

The magical ring of Sir Lancelot allows the wearer to cast *dispel magic*. This can be done once per day.

Ring of Falling

While wearing this ring, you can utter a command word instantly to slow your rate of descent to 30 feet per round, avoiding any damage or injury when you land (unless there is something harmful the ground that could injure you).

Ring of Invisibility

While wearing this ring, you can utter a command word (1 AP) to have you and your equipment become invisible until you utter the word again, attack, or cast a spell.

Ring of Speed

While wearing this ring, your AP pool is increased by 2.

Seven Mile Boots

When worn, once per day these boots can transport the wearer up to seven miles away.

Shield of Protection

This shield is enchanted to provide additional defense. The amount of additional DEF the shield provides is based on the rarity of the shield as follows:

Uncommon: +1 DEF

Rare: +2 DEF

Very Rare: +3 DEF

Legendary: +3 DEF and +1 DR

Shoes of Víðarr

This magical footwear allows the wearer to traverse over harmful terrain such as spikes, thorns, ice, fire, acid, and poison without suffering harm to their feet. This does not protect the wearer from these hazards as a whole, only if they are traversing over them.

Silver Apple

Eating one of these magical apples extends the life of the consumer by 100 years.

Singing Sword of Conaire Mór

This is a medium sword that grants a +1d10 bonus to attack rolls, but the item's additional power is revealed when battle starts. Upon command, up to three times per day, the sword sings for up to one minute. During this time, an ally chosen by the wielder is able to add a d10 to any attack roll or ability check. The wielder can choose up to three different allies within 30 feet, but an ally cannot use the die more than once during the minute.

Skíðblaðnir

The folding boat of the god Frey, this boat can be folded down to six inches on a side by spending one minute folding it. It can be unfolded in the same time frame, up to a size that allows up to two dozen medium-sized occupants to ride within.

Skofnung

The legendary weapon of King Hrólfr Kraki grants a +1d20 bonus to all attack rolls and bypasses DR (if applicable). Any wound suffered reduces the maximum vitality total of the victim by the amount of damage taken. This damage cannot be healed until the end of a rest. Once per day Skofnung can call forth a **berserker** for up to one minute who obeys the commands of the wielder.

Snake Staff

Typically carved from an exotic wood with the head of a python at one end, these staves are enchanted to transform into a **constrictor snake** when thrown to the ground and the command word is spoken. The staff will remain in snake form and can be controlled by the owner until the command word is uttered again, or the snake is reduced to 0 vitality or less. If the snake is “killed”, the staff will be destroyed as well.

Spell Scroll

Scrolls are quite common among mages and spellcasters. Unless otherwise specified, a spell scroll can only be read and employed by someone who has the ability to cast the spell on the scroll. Thus, a rune mage would not be able to cast a spell scroll that had a sorcery spell inscribed.

Spell scroll rarity is based on the tier of spell inscribed. For example, if a spell scroll has a tier 3 sorcery spell, then that scroll would be considered a rare scroll.

Tier	Spell Scroll Rarity
1	common
2	uncommon
3	rare
4	very rare

Spike of Warmth

When this six inch spike is driven into the ground, it will create a zone of warmth in a 10-foot radius. The temperature within this radius will remain between 50 and 80 degrees Fahrenheit, depending on what is desired by the owner.

Stone of Giramphiel

Holding or carrying this magical stone confers magical immunity to heat to the owner.

Svalinn

Gleaming like the sun, this magical shield provides not only a DEF of 3, but also protects the wielder completely from heat damage.

Svefnthorn

If pricked by one of these thorns, the creature must succeed on an Endurance check against a TCN 4 (3d8) or fall into a deep sleep for up to one hour. Any damage or extreme rough handling of the creature wakes them, otherwise they remain asleep.

Svíagris

This highly prized magical ring compels others to own it. If it is seen laying about, anyone who sees it must succeed on a Will check against a TCN SL 7 (2d12) or be compelled to spend their actions trying to retrieve the ring.

Swan Cloak

Magic robes made from swan feathers, when donned and the command word spoken, transforms the wearer into a swan for up to one hour. This effect can end early if the wearer spends 3 AP removing the cloak or if they are reduced to zero vitality or less.

Sword of Freyr

The wondrous sword of the god Freyr fights on its own if commanded. The sword gains a flying speed of 30 feet per round. The wielder can spend 2 AP on each of their turns to command the sword to attack any creature within range. In addition to this ability, the sword grants a +2d12 bonus to all attack rolls and +2 CD bonus to your BDP.

Tarnhelm

This powerful helm was used by Alberich and, when donned, makes the wearer invisible for as long as the helmet is worn or until the wearer drops to zero or fewer vitality. Once per day, the helmet allows the wearer to cast *teleport* and *metamorphosis* upon themselves.

Thor's Chariot

Pulled by the two great goats, Tanngrisnir and Tanngnjóstr, this chariot has a base flying speed of 30 feet per AP.

Toadstone

This greenish stone can be used to remove the poisoned status to any creature it touches as an action. Each stone has 1d4 uses before it crumbles and loses its magic.

Tyrfing

A magnificent and well-crafted sword with a golden hilt and a reputation for cutting through anything, this weapon is also cursed. Every time it is unsheathed, it must kill a creature within an hour before it can be returned to its sheath. Failure to do this compels the wielder to attack the nearest creature until this criteria is met.

Tyrfing grants a +2d20 bonus to all attack rolls, is unbreakable, never rusts or tarnishes, and bypasses DR (if applicable).

Unbreakable Weapon

These enchanted weapons will never break through use or normal abuse. Only magical means can break them.

Wand of Fire

These wands are typically found with 2d6 charges. At a cost of 4 AP, the wielder can utter a command word and cause a gout of flame 5 feet wide by 30 feet long to emit forth. Any creature in this area must succeed on an Agility ability check against a TCN SL 7 (2d12) or suffer 4 CD of heat damage. A successful check will result in half damage.

A character with the spellcasting ability can spend 20 vigor and one hour to recover one spent charge, up to the amount the wand was found with.

Wand of Ice

These wands are typically found with 2d6 charges. At a cost of 4 AP, the wielder can utter a command word and cause a spray of ice shards to emit forth. Any creature in this area must succeed on an Agility ability check against a TCN SL 7 (2d12) or suffer 2 CD of cold damage. A successful check will result in half damage. Additionally, the area of effect will become slick, and any creature starting its turn on the ice, or moving onto the ice for the first time must succeed on a TCN SL 6 (3d10) Agility check or fall prone.

A character with the spellcasting ability can spend 20 vigor and one hour to recover one spent charge, up to the amount the wand was found with.

Wand of Paralyzation

These wands are typically found with 2d6 charges. At a cost of 4 AP, the wielder can utter a command word and cause a sickly ray of green light to emit forth at a target creature within 50 feet. This creature must succeed on an Endurance ability check against a TCN SL 7 (1d12) or become paralyzed for one minute.

A character with the spellcasting ability can spend 20 vigor and one hour to recover one spent charge, up to the amount the wand was found with.

Wand of Magic Detection

These wands are typically found with 2d6 charges. At a cost of 4 AP, the wielder can utter a command word and cause any enchanted or magical item within a 10-foot radius of where the wand was pointed to glow in a soft blue light for up to one minute.

A character with the spellcasting ability can spend 20 vigor and one hour to recover one spent charge, up to the amount the wand was found with.

Wand of Trap Detection

These wands are typically found with 2d6 charges. At a cost of 4 AP, the wielder can utter a command word and reveal any trap, dead-fall, or hazard within a 50-foot radius of where the wand was pointed to glow in a soft blue light for up to one minute.

A character with the spellcasting ability can spend 20 vigor and one hour to recover one spent charge, up to the amount the wand was found with.

Wand of the Wizard

These highly sought after wands will enhance the magical power of the wizards who wield them. Firstly is that they will grant a bonus special 20 vigor. This vigor is only used to cast spells, and any spellcasting done is subtracted from this total first as long as the wand is held.

Secondly, they will also add a bonus +1d12 to both the Spell Attack Die and Spell Resist Die of the wielder.

Wolfssegen

When worn, this apotropaic charm helps protect the wearer from all creatures of lupine descent. This includes **wolves**, **dire wolves**, and **werewolves**. These creatures must succeed on a Will ability check against a TCN SL 3 (2d8) at the start of their turns or be unable to come within 10 feet of the wearer of this charm for 24 hours.

MAGICAL ITEM CRAFTING

The great thing about RPGs is that it tends to attract creative people. Traditionally, those of us who play RPGs use this creativity to create characters, new monsters or spells, or even entire adventures. It's also great fun to find unusual treasures and magical items to empower your characters to achieve more extraordinary acts of heroism.

But what if you combine the two things? This section covers all things crafting, from mundane, common items, to exceptionally rare and exotic items. These rules are intentionally designed to be fairly simple in presentation; there are enough rules to learn that an entire crafting section could bloat into something unwieldy.

If your players have expressed an interest in crafting, it is highly recommended they be allowed to make some of the more exotic and rare items, and replace treasure at specific points, or be the item of a quest unto itself. For example, the players must find the very rare jade vine plant to craft a potion that can break the enchantment of a local lord.

As mentioned above, the categories of rarity for these items are broken down thus:

Common: These items are readily available and can be easily harvested or purchased by the PC few silver in most towns or villages.

Uncommon: Slightly more rare than common, these might take an entire day or longer to find, but most can be purchased for a gold or so in most decent-sized towns and the occasional village.

Rare: Hard to find, these are only typically found for purchase in larger cities and they don't come cheap. They may be found out in the wilds, but it's pretty much random luck unless you know where to look for them.

Very Rare: Even in larger cities, these items are hard to come by, and most command quite the price.

Legendary: These items are rarely even seen in large cities. Often they are unique items that are highly guarded and protected by whoever owns them. PCs generally must do plenty of research before knowing where to find them in the wild.

Artifact: The rarest of items, these may be the focus of an entire quest to find one. They are extremely sought after and seldom for sale.

Note on Rarity and Value: It's nearly impossible to assign a value per rarity category due to numerous factors within your game and the nature of the object itself. For example, gold is considered rare, as is a corpse flower, but gold is more readily available than the corpse flower. It is entirely up to the GM to handle values and accessibility within their campaign.

Rarity is only the first half of the equation. The second half is the recipe of the item itself. Everything that is crafted has a set of instructions on how to create it, which are also categorized by rarity. Thus a rare magical item would have a recipe that is also considered rare, and like the ingredients themselves, these recipes can be found/acquired in the same likelihood as the ingredients as noted above.

Once you have the required ingredients, and the appropriate recipe, then you also need the proper skill and tools to craft the item. Reference the following table to determine the TCN SL to the final ability check when attempting to craft the item:

Rarity of Item Crafted	TCN SL
Common	1 (2d6)
Uncommon	4 (3d8)
Rare	6 (3d10)
Very Rare	8 (3d12)
Legendary	10 (2d20)
Artifact	12 (4d20)

After the typical cost in materials has been purchased or otherwise acquired, and the appropriate time has been invested to craft the item (see below under each item category), an appropriate tools skill check is required. The actual tools might vary depending on the item being crafted. For example, smith's tools would be needed for weapons or armor, while the alchemist's tools might be needed for potions. Note that failure means the item is broken somehow and the materials used are wasted.

Optional Rule: Critical Failure

If a natural one is rolled on any die for the skill check, the item is magical but works disastrously. For example, armor would grant attacks a +1d10 bonus on attack rolls rather than grant additional protection to the wearer.

Clothing

Clothing items take one week to create, plus one day for every item's rarity level. In addition to the normal thread and sewing kit/loom, an item of clothing would need one item from a creature or mineral that matches the item's rarity to be created. Thus, crafting a rare clothing item might require embedded moonstones, the hair of a sea hag, or dye made from the blood of a roper.

Jewelry

Jewelry takes 1d4 days plus one day per rarity level to craft. They require one mineral and one metal from the same rarity type of the item to be created.

Equipment

This category includes most items that don't fit well into the other categories, such as chests, ropes, tools, etc. The type of the material depends on the item, but all require at least one item of a rarity equal to the rarity of the item being crafted. For example,

crafting a very rare chest would require ebony wood. Crafting time varies from one day to one week (depending on the size and complexity of the item) plus one day per item’s rarity level.

Potions

Crafting potions works slightly differently than other items. While each potion requires two ingredients from the creature or flower category matching the rarity of the potion to brew it, the level of success or failure impacts the final results. If you have a critical success, then enough liquid to create two potions is created. If a natural one on any die is rolled, the mixture explodes in a ten-foot radius, inflicting 2d10 points of damage to all within the area of effect. Each potion takes one day per level of rarity to brew.

Wands & Staves

Creating wands and staves would require the appropriate rarity of wood as a key ingredient. Wands take 1d4 days plus one day per rarity level, and staves require 2d4 plus 1 day per rarity of the staff to be created.

Weapons & Armor

Weapons and armor require three ingredients to craft: one metal and two of either one creature (leather), one wood, or one mineral, depending on the type of item created. Smaller items, such as daggers, arrows, or darts, require one day plus one day per rarity category to create. Larger items such as a suit of plate armor take a month plus one week per rarity category. Everything else varies depending on GM discretion and these guidelines.

INGREDIENTS BY RARITY

The following categories have two parts: creature level and material type. Creature level means that a creature with a level in that range would provide the material of the appropriate category. That is, a level 4 creature would provide a common crafting ingredient.

Material type is self-explanatory.

Common

Creature level 0 to 5

crocus	flower
dahlia	flower
lavender	flower
marigold	flower
poppy	flower
rose	flower
tulip	flower
brass	metal
bronze	metal
copper	metal
iron	metal
steel	metal
coral	mineral
obsidian	mineral
onyx	mineral
raw quartz	mineral
thunder egg	mineral
fir	wood

oak	wood
pine	wood

Uncommon

Creature level 6 to 10

black bat flower	flower
blue passion flower	flower
flame lilly	flower
grevillea	flower
orchid	flower
parrot’s beak	flower
aluminium	metal
silver	metal
agate	mineral
lapis lazuli	mineral
malachite	mineral
quartz	mineral
turquoise	mineral
black walnut	wood
curly maple	wood

Rare

Creature level 10 to 15

chocolate Cosmos	flower
corpse flower	flower
kadapul flower	flower
lady slipper orchid	flower
gold	metal
aquamarine	mineral
garnet	mineral
moonstone	mineral
pearl	mineral
troumaline	mineral
ziercon	mineral
blackwood	wood

Very Rare

Creature level 16 to 25

jade vine	flower
juliet rose	flower
platinum	metal
titanium	metal
emerald	mineral
jade	mineral

opal	mineral
peridot	mineral
spinel	mineral
tanzanite	mineral
topaz	mineral
ebony	wood
sandalwood	wood

Legendary

Creature level 26 to 40

campion	flower
ghost orchid	flower
night blooming cereus	flower
mithril	metal
alexandrite	mineral
padparadscha sapphire	mineral
ruby	mineral
sapphire	mineral
white diamond	mineral
pink ivory	wood

Artifact

Creature level 40+

middlemist red camellia	flower
adamantine	metal
black opal	mineral
rare diamond	mineral
dalbergia	wood

INGREDIENT DESCRIPTIONS

Most of the ingredients are self-explanatory. You need the flower head (petals, pollen, etc.) for flowers. However, for creatures, you don't need the entire creature. As the GM, decide which part of the creature makes the most sense for the recipe. For example, you probably need something soluble, like blood or fat, to make a potion. For an item of clothing, you need the skin or hair.