

FROM THE IMPERIAL FORCES

MAGICAL ITEMS FOR
WARRIOR, ROGUE & MAGE



IFs *Descent 2007*

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~ SUPPLEMENT #1 ~

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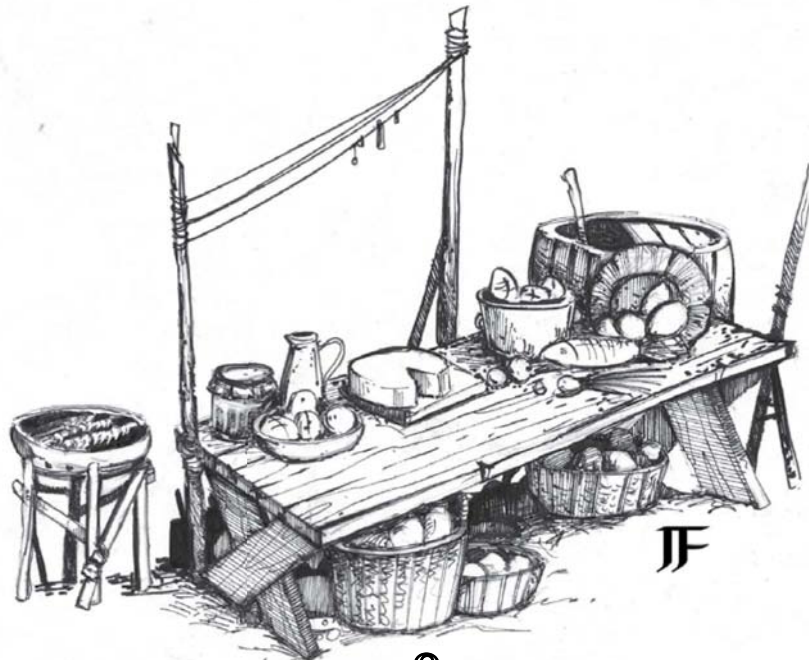
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Magical Weapons & Armor

CHANGESTAVE

This simple whitewood stave can extend or retract on command, shrinking so as to fit within the palm or growing up to 10 yards in length or any length in between. This makes it extremely versatile; it can be easily concealed, used as a baton or staff in combat, used as a walking stick, used for poling rafts and boats over shallow water, or for bridging gaps shorter than its full extended length.

The Changestave has the same traits as the staff when used in combat.

HOLY SWORD

This gold-hilted, silvery blade is bane against the undead, inflicting 2d6 damage to skeletons, zombies, vampires, and their ilk.

ENCHANTED ARMOR

The most common of enchanted armors, these suits and shields are unusually durable and permit the flow of arcane energies more effectively. Enchanted armors and shields gain a +1 Defense bonus and reduce their Armor Penalties by 1. Roll 1d6 to determine the type, then another 1d6 to determine the actual armor/shield:

ROLL 1: TYPE

1-4: Armor

5-6: Shield

ROLL 2: ACTUAL ARMOR/SHIELD

- Armor

1: Leather, 2: Scale, 3: Lamellar, 4: Chain, 5: Light Plate, 6: Heavy Plate

- Shield

1-2: Small Shield, 3-5: Large Shield, 6: Tower Shield

ENCHANTED WEAPON

The most common of enchanted weapons, these blades, bows, and bludgeons are beautifully crafted, balanced, and powerful, providing a +1 bonus to attack and damage rolls. Roll 1d6 to determine the type, then another 1d6 to determine the actual weapon:

ROLL 1: TYPE

1-3: Blade

4: Bludgeon

5: Bow

6: Other

ROLL 2: ACTUAL WEAPON

- Blade - 1-4: Sword, 5: Dagger, 6: Two-Handed Sword

- Bludgeon - 1-3: Warhammer, 4-5: Mace, 6: Two-handed Mace/Warhammer

- Bow - 1-4: Bow, 5-6: Longbow

- Other - 1-2: Axe, 3-5: Spear, 6: Two-Handed Axe



FLAMEBLADE

The blade of this blackened sword bursts into flame on command. It causes 1d6+1 damage when wreathed in fire and may set flammable enemies alight. It also provides light like a torch when ablaze.

LIGHTNING SPEAR

When thrown, this etched, silver-bladed spear transforms into a bolt of lightning, streaking towards its target. Its thrown range is 40 yards

and it inflicts 1d6+2 damage if it hits. It instantly returns to its wielder's hand whether it hits or not.

VENOMBLADE

This cruel dagger can be commanded to drip venom. The lethal poison does its normal damage and effects in addition to the damage caused by the dagger itself. The poison can only be invoked and used once per day.

Miscellaneous Magical Items

ANTIDOTE POTION

This vial contains a yellow bubbling liquid that immediately eliminates any poisons and diseases in the drinker when quaffed.

BOUNTIFUL PURSE

1d6 silver pieces may be pulled from this silk purse each day. The coins are real.

BEARSARK

This fine bearskin cloak uses the bear's head as a hood and its clawed paws as a clasp. Once per day, the wearer can invoke its power, turning into a bear for one hour. The character cannot talk, cast spells, or use tools or magical items while transformed, and calculates their abilities using the following template:

ATTRIBUTES: Highest of character or bear in each case.

HP: Highest of character or bear. If the character loses more HP in bear form than they naturally have, they will die when they turn back unless healed first.

MANA: As character.

DEFENSE: Recalculate using appropriate Attributes, but without armor or magical items, +2 for thick fur.

ATTACKS: As bear.



CONJURING CAP

This wide-brimmed, pointed felt hat produces random things when the user reaches in and pulls something out. The cap may be used 1d6 times per day, and each time it is used roll 1d6 to see what it produces:

- 1: A bunch of 2d6 fresh, fragrant roses.
- 2: A collection of 2d6 colorful scarves.
- 3: A collection of 2d6 colorful ribbons.
- 4: A handful of confetti and glitter.
- 5: A white dove, alive and well.
- 6: A white rabbit, alive and well.

DRAGON'S BREATH POTION

This vial contains an orange bubbling potion that enables the consumer to breathe a gout of flame on anyone in melee range. This attack uses the Rogue attribute and does 2d6 damage, possibly setting a flammable enemy alight.

DRAGONSKIN CLOAK

Carefully crafted from scaled dragonhide, this cloak provides the wearer with amazing resistance to the damage inflicted by all but the most intense of flames. Any fire damage the character suffers is reduced by 6.

DRAGON TOOTH BAG

This leather pouch contains 2d6 carved dragon's teeth. Each tooth, when thrown on earthy ground, instantly grows into a skeleton warrior under the command of the user. A skeleton serves for one hour. A tooth can only be used once.

HEADBAND OF REVELATION

This fine headband features an elaborate eye design stitched onto its front with gold thread. The wearer can see any magical objects or beings within 5 yards, including those hidden or using invisibility. The headband can only be used in this manner once per day for an hour.

HORN OF PLENTY

This carved animal horn provides food when commanded once per day. Enough assorted fresh fruit such as apples and grapes spills forth to serve as 2d6+4 meals, but spoils if not consumed within a day.

LOVE POTION

This vial contains a bubbling purple fluid that causes anyone imbibing it to fall madly in love with the next species-compatible individual they see, including their own reflection. The effects can be resisted with a Mage check vs. DL7, but if they are not resisted they last for 1d6 hours. Someone under the influence of a love potion absolutely trusts the individual they have fallen in love with, cannot bear to be parted from them, spends all of their time trying to win their affection, will do nearly anything to please them, and absolutely will not attack them. However, if someone enchanted by a love potion is asked by their love to do something strongly counter to their normal nature, they can make another roll to throw off the potion's influence.

LUCK POTION

This vial contains a bubbling green fluid that grants 1 fate point when quaffed. If not used, the fate point disappears after a day.

MAGIC BEANS

This leather pouch contains 2d6 purple beans. When a bean is thrown on earthy ground it grows into a thick, tangled, easily-climbed beanstalk, as tall as is necessary for the user to reach the location they wish to climb to. For example, if the user wishes to reach the top of a tall castle's tower, when he throws down the bean, the stalk will grow up the tower to the top. A bean can only be used once.

MERMAID'S RING

This strange ring appears to be made of soft, artfully woven silk-like strands of golden hair. When donned, it enables the wearer to breathe water as easily as air, though stagnant or polluted water can still prove dangerous or unbreathable. Unfortunately, while the ring is donned, the wearer cannot breathe air.

RAT KING'S FLUTE

This carved wooden flute summons a pair of giant rats to protect the musician when played and invoked. The rats protect the flutist for as long as he or she continues to play the flute, and disappear when the music stops or they are destroyed. The flute can be used in this way once per day.

SERPENT STAFF

When thrown upon the ground, this carved wooden staff turns into a venomous snake under the command of the user. The snake serves for 1d6 hours before turning back into a staff, but turns back instantly if slain. It can only be used in this manner once per day.

SOUP STONE

Dropped into any container of water up to the size of a large cauldron, the soup stone transforms it into a delicious, savory soup. It can be used to do this once per day.

STONE HORSE

This beautiful white marble statuette of a horse is small enough to be carried in a belt pouch. When invoked, it transforms into a magnificent white warhorse. It remains a warhorse for 1d6 hours or until slain, returning to statuette form. It is utterly tireless, and needs not rest nor food when active. It may only be invoked once per day.

WINGED BOOTS

These elegantly stitched leather boots sprout fluttering wings at the ankles on command, bearing the wearer aloft. The wearer can fly for an hour as swiftly as a bird of prey. When in flight, the wearer enjoys a +3 Defense bonus. The boots can only be invoked once per day.





NEW MAGIC ITEMS FOR YOUR CAMPAIGN

From The Imperial Forges contains over 20 unique magical items for your WR&M game. These items have been designed by ENnie-nominated designer Colin Chapman (<http://radioactiveapedesigns.com>) known for his post-apocalyptic roleplaying game Atomic Highway!

What is Warrior, Rogue & Mage?

WR&M is a simple, lightweight roleplaying game that allows a group of players and a game master to experience epic adventures in a fantasy world filled with wondrous magic. This book contains the complete game rules, including character creation, combat, magic, equipment and monsters, as well as a complete fantasy setting, the Fallen Imperium of Vaneria.



wyrm
Roleplaying System



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