

Res Magicus

By Thom Wilson



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Illustrations

None (yet.)

Introduction

Welcome to the Res Magicus, a guide to magical things. This guide was designed for use with the Throwigames Simple Roleplaying System (TSRS). This first magical item book is a starting guide to common magical items and unique treasures found within the TSRS world. Additional guides detail further interesting and powerful items.

As with all TSRS guides, the rules and statistics found within are only *suggestions* for the GM. The powers, bonuses (or penalties), and item names can be adjusted in any way the GM desires. Each item has been carefully designed to prevent any unbalance in the game world.

This guide is set up in a few sections. The first part of this guide provides optional charts for random assignment of treasure. The second and main part details those items by category. An appendix provides an acronyms and glossary section, and tables and charts for random magic item determination.

Enjoy!

Thom Wilson

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Magic Rarity

Terra, the world in which this game system is based, is not flush with magical items. Magic is still relatively uncontrollable, and many of the great sorcerers and priests have yet to harness their powers entirely. Imbuing common items with great power is hard to do and thus, magical items are extremely rare. Even the simplest of items can fetch large sums of silver or gold.

Magical item rarity can be divided into three categories; minor, major, and unique. Minor magical items have a single property or feature. A major item will have two properties or features. A unique magical item is often specially named, and will generally have three or more features. Unique items are sometimes called artifacts.

The feature or property of an item can significantly increase its value. Minor items can be worth more than a major item if the feature of the minor item is significantly more powerful than the other features of the major item. The *Advanced Guide (TSRS1002)* provides additional information on item crafting, properties, and complexities. For example, an item with a single complex property is worth far more than an item with two simple properties.

Table 1-1 indicates property level groupings with examples. Tables in other sections of *Res Magicus* will provide further information and examples of property levels.

Magical Item Properties by Level		
Property Level	Property Value	Examples
Simple	1	Accuracy (+1 to hit), Sharpness (+1 DP), Pain (+1 DP special), Defense (+1 to defense), Speed (+1 initiative), MP Adder (+X MP)
Intricate	2	Slaying (single strike kill), Wounding (+2 DP), Luck (+1 to score/roll),
Complex	3	Attribute (score increase), MP Multiplier (*X MP)

Table 1-1

The property value associated with the level is useful for calculating value and rarity, in addition to crafting difficulty.

Magical Item Names

Generally, a magic item will have a descriptive name, even if it's a minor item. If the name becomes more descriptive, it usually will have additional or stronger features. For example, an Arrow of Accuracy indicates by its name that it provides a +1 to hit. The 'Accuracy' keyword is tied to an attack bonus. A Longsword of Accuracy has the same power or feature. However, a Longsword of Extreme Accuracy likely provides a +2 to hit. The additional descriptive word 'extreme' intensifies 'accuracy', making it a more intricate weapon.

Simple items often have a singular descriptor, while intricate or complex items have a more interesting name. Unique items, often very complex in nature, will likely have special, one of a kind names. These items are extremely rare and have values beyond measure.

Table 1-2 provides a sample list of descriptors with their common feature association. Again, these are mere suggestions. The GM can adapt and change these keywords as he or she desires.

Common Keyword List		
Descriptor	Found	Detail
Absorption (PV1)	Armor, Shield	Absorbs additional DP (usually +2).
Accuracy (PV1)	Weapon, Gloves	Add a bonus to attack.
Berserker (PV2)	Weapon, Gloves, Belt	Nullifies or reduces extra attack penalties.
Cancellation (PV2)	Rod, Symbol, Potion	Cancels an effect.
Capacity (PV3)	Ring, Necklace, Crown, Rod	Stores MP until needed. Usually 5 MP or more.
Defense (PV1)	Armor, Shield, Ring, Necklace	Add bonus to defending (parry or dodge).
Destruction (PV3)	Weapon	Similar to the Slaying descriptor but also adds an extra DP bonus.
Healing (PV1)	Potion	Provides healing to injured areas.
Holding (PV1)	Ring, Necklace, Crown	Stores MP until needed. Usually 1 MP.
Luck (PV2)	Any item	Modifies Luck rolls.
Pain (PV1)	Weapon	Add to DP total (usually +1).
Piercing (PV1)	Weapon	Adds possible impalement.
Repair (PV2)	Armor, Shield	Self-repair of item.
Rescue (PV2)	Potion, Ring	Provides healing to damaged or injured areas.
Resistance (PV2)	Any item	Provides resistance modifier.
Sharpness (PV1)	Weapon	Similar to Pain descriptor.
Slaying (PV2)	Weapon	Provides chance for single strike kill (usually specific to races or monster types).
Speed (PV1)	Boots, Armor, Ring	Modifies initiative score.
Storing (PV2)	Ring, Necklace, Crown	Stores MP until needed. Usually 3 MP.
Wounding (PV2)	Weapon	Add to DP total (usually +2).

Table 1-2

The PV value in the descriptor column in Table 1-2 details the minimum property value and associated property level for an item with that descriptor. Magical items can have any descriptor in their name - we encourage GMs to be creative in their item naming as well as property assignment.

Magical Item Value Formula

The property value is also used to estimate the monetary value of a magical item. The general formula for determining the base monetary value of an item is: **non-magical item cost x 100 x total property value**. For example, a Leather Shirt of Absorption would cost 10,000 sp - a leather shirt costs 100 sp, times 100 equals 10,000 sp. Multiplied by the total property value (1), it remains 10,000 sp. A Hammer of Undead Destruction is a more complicated example. The base value of a hammer is 20 sp multiplied by 100 to equal 2,000 sp. Multiplied by 3 (complex property level for destruction) now makes it worth 6,000 sp. These values may seem to be quite high, but remember that a 6,000 sp magical item costs 60 gp.

What is the difference in value between a Leather Shirt of Absorption and a Leather Shirt of Enhanced Absorption? General absorption values are 1 extra DP, where enhanced absorption provides an extra 2 DP. This would double the value of the magical item.

Magical Item Examples

There are several common categories for magical items. Although most adventurers seek magical swords and shields, or rings of great power, helpful magical devices come in all shapes and sizes. Table 1-3 lists the most common item types found and is useful for basic item creation. Following Table 1-3, several examples of each item type are listed to provide more detail for understanding magical items.

Magical Item Categories	
Item Category	Details / Examples
Armor	Helmets, shirts, vests, shields, gloves, and boots
Belt	Belts, girdles
Crown	Head wear (non-armor)
Necklace	Jewelry
Potion	Potions, vials, elixirs, salves
Ring	Jewelry
Rod	Non-weapon hand device (non-combative)
Symbol	Holy symbols (by faith)
Wand	Magical devices
Weapon	Includes missiles
Miscellaneous	Bags, sacks, ropes, lanterns, books, etc.

Table 1-3

Any item type that does not fit squarely in a category in Table 1-3, falls within the miscellaneous category.

The next section provides a few examples of items in each category. Each item has a stat chart that gives a quick overview of the item value, properties, and type. This guide does not have every possible item and property combination listed, but provides a framework for the GM to use to develop magical items in their world.

Armors

Magical armor provides even better protection than basic items. Most magical armors are developed with absorption and repair properties. Most magical armors must be repaired with magical means.

Leather Cap of Repair

This cap provides a base 1 DP of protection to the wearer's head (much like the non-magical version). The cap repairs itself of any damage sustained after 24 hours. It weighs the same amount as a normal helm.

Name: Leather Cap of Repair	Rarity: Minor
Materials: Leather	Value: 5,000 sp
Used/Worn: worn on head (val: 25 x 100 x 2)	
Details: self repair of 1 DP every 24 hours	

Leather Gloves of Speed

When worn, these gloves provide an initiative increase of one point. These gloves weigh the same as the common version and can be damaged normally.

Name: Leather Gloves of Speed	Rarity: Minor
Materials: Leather	Value: 1,000 sp
Used/Worn: worn as gloves (val: 10 x 100 x 1)	
Details: increases Initiative score by 1	

Leather Pants of Absorption

These leather pants provide an extra 2 DP to the wearer's legs (3 DP total in armor value to each leg). They weigh the same amount as regular leather pants and can be damaged by normal means.

Name: Leather Pants of Absorption	Rarity: Minor
Materials: Leather	Value: 10,000 sp
Used/Worn: worn as pants (val: 100 x 100 x 1)	
Details: provides an extra 2 DP to each leg (3 DP total)	

Leather Pants of Enhanced Absorption

These leather pants provide an additional 4 DP to the wearer's legs (5 DP total in armor value to each leg). They weigh the same amount as regular leather pants and can be damaged by normal means.

Name: Leather Pants of Enhanced Absorption	Rarity: Minor
Materials: Leather	Value: 20,000 sp
Used/Worn: worn as pants (val: 100 x 100 x 2)	
Details: provides an extra 4 DP to each leg (5 DP total)	

Small Shield of Absorption

This small shield provides an additional 2 DP of extra damage absorption (total 5 DP). It weighs the same as a regular small shield and can be damaged by normal means.

Name: Small Shield of Absorption	Rarity: Minor
Materials: Wood and/or steel	Value: 20,000 sp
Used/Worn: worn on arm to deflect blows (val: 200 x 100 x 1)	
Details: provides an extra 2 DP (5 DP total)	

Steel Gloves of Physical Strength

These gloves increase the wearer's Physical Strength score by one point as long as they are worn. Removing the gloves from the hands removes the increase. These gloves weigh the same as the non-magical variety and can be damaged by normal means.

Name: Steel Gloves of Physical Strength	Rarity: Minor
Materials: Steel	Value: 15,000 sp
Used/Worn: worn as gloves (val: 50 x 100 x 3)	
Details: increases wearer's PS by 1	

Steel Vest of Absorption

Steel vests of absorption provide an additional 2 DP to the wearer's chest and stomach (total 5 DP to each area). This vest weighs the same amount as the non-magical type and can be damaged normally.

Name: Steel Vest of Absorption	Rarity: Minor
Materials: Steel	Value: 25,000 sp
Used/Worn: worn as a vest (val: 250 x 100 x 1)	
Details: provides an extra 2 DP to chest/stomach (5 DP total)	

Belts

While normally used to hold an adventurer's pants up, belts can additionally contain magical powers. Damaged magical belts must be repaired with magical means.

Belt of Giant Strength

When worn, this belt increases the wearer's Physical Strength to 15. Damaged belts must be repaired with magic.

Name: Belt of Giant Strength	Rarity: Minor
Materials: Leather w/ steel buckle	Value: 27,000 sp
Used/Worn: worn around the waist	
Details: increases wearer's PS to 15 (val: 10 x 100 x (3x9 incr))	

Belt of Weather Resistance

A belt of weather resistance provides the wearer with a bonus of +1 to any resistance DR checks that are temperature or weather related. This belt can be damaged by normal means but must be repaired magically.

Name: Belt of Weather Resistance	Rarity: Minor
Materials: Leather and fur	Value: 2,000 sp
Used/Worn: worn around the waist (val: 10 x 100 x 2)	
Details: provides a +1 to weather/temperature DR checks.	

Crowns

Magical crowns generally are not worn for head protection, although some provide extra DP to that area. Most crowns provide other magical properties to the wearer, such as MP and attribute bonuses.

Crown of Intellect

Wearers of a crown of intellect get an increase of their intellect by one point. Those trained in the Magical Arts may gain additional MP if the intellect increase increases the bonus value.

Name: Crown of Intellect	Rarity: Minor
Materials: various metals and gems	Value: 75,000 sp
Used/Worn: worn on head (val: 250 sp x 100 x 3)	
Details: increases wearer's Intellect by 1 point	

Crown of Magic Storing

Magical Points can be stored within this crown for later use. Up to 3 MP can be held in a simple magic storing crown.

Name: Crown of Magic Storing	Rarity: Minor
Materials: various metals and gems	Value: 50,000 sp
Used/Worn: worn on head (val: 250 sp x 100 x 2)	
Details: stores up to 3 MP for later use	

Necklaces

The ornate jewelry around an adventurer's neck may be more than just a fashion accessory. Magical necklaces can store magical points or provide the wearer with additional defenses.

Necklace of Defense

A wearer of a necklace of defense receives a bonus of +1 to any dodge or parry rolls. This bonus is only applied to a wearer who is unencumbered and unrestrained.

Name: Necklace of Defense	Rarity: Minor
Materials: various metals and gems	Value: 25,000 sp
Used/Worn: worn around neck (val: 250 sp x 100 x 1)	
Details: provides a +1 to defensive rolls	

Necklace of Magic Storing

This necklace can store up to 3 magical points for later use.

Name: Necklace of Magic Storing	Rarity: Minor
Materials: Leather	Value: 50,000 sp
Used/Worn: worn around neck (val: 250 sp x 100 x 2)	
Details: stores up to 3 MP for later use	

Potions and Elixirs

Magically enhanced fluids are created by powerful wizards to heal and protect. The most common type of potion sought after by most adventurers is one with healing powers.

Elixir of Healing

When consumed, these magical fluids heal the imbiber from a single point of damage received. If more than one body location is injured, the elixir heals one of the areas at random. This elixir cannot be applied topically.

Name: Elixir of Healing	Rarity: Minor
Materials: magical fluid	Value: 5,000 sp
Used/Worn: consumed (val: 50 x 100 x 1)	
Details: heals 1 DP in random injured area	

Elixir of Complete Healing

Much like the elixir of healing, this magical fluid heals a single damaged area, but does so completely. All damage to that area, both in DP and in damage type (e.g. compound fractures, burns, etc.) are completely healed. No rest is required to use that area - it is completely restored. If more than one body location is injured, this fluid heals one area at random. This elixir cannot be applied topically.

Name: Elixir of Complete Healing	Rarity: Minor
Materials: magical fluid	Value: 10,000 sp
Used/Worn: consumed (val: 50 x 100 x 1)	
Details: heals all DP damage in one injured area	

Potion of Poison Cancellation

When consumed, the potion of poison cancellation nullifies any and all poison effects with the system. Poisons including natural and those that are man-made are eliminated. This potion does not cancel effects from magical and undead creatures (e.g. ghosts, medusas, etc.). This potion cannot be applied topically.

Name: Potion of Poison Cancellation	Rarity: Minor
Materials: magical fluid	Value: 10,000 sp
Used/Worn: consumed (val: 50 x 100 x 2)	
Details: cancels the effects of any poison in the system	

Salve of Rescue

The most common of magical healing aids is the salve of rescue. When applied to an injured area, it immediately heals 1 DP of damage. These salves are nothing more than natural herbs magically enhanced. Salves of rescue cannot be digested to heal internal wounds.

Name: Salve of Rescue	Rarity: Minor
Materials: Topical ointment	Value: 1,000 sp
Used/Worn: applied to injury (val: 10 x 100 x 1)	
Details: heals 1 DP of damage to injured area	

Rings

From simple bands of silver and gold to gem encrusted heirlooms, magical rings provide the wearer with powers to aid adventurers. No more than one ring can be worn on a single hand at any time. Doing so may produce unstable and dangerous results.

Ring of Accuracy

The ring of accuracy augments the wearer's aimed attempts with weapons or magic. Any directed attack or action receives a +1 bonus. Indirect magic only receives a bonus if Coordination is required.

Name: Ring of Accuracy	Rarity: Minor
Materials: various metals and/or gems	Value: 10,000 sp
Used/Worn: worn on a finger (val: 100 x 100 x 1)	
Details: provides wearer with a +1 bonus to CO rolls	

Ring of Arcane Power

Rings of arcane power provide an additional 1 point of MP per 24 hour period to the wearer. Any magic cast by the wearer uses this point first before tapping into his or her natural MP.

Name: Ring of Arcane Power	Rarity: Minor
Materials: various metals and/or gems	Value: 10,000 sp
Used/Worn: worn on finger (val: 100 x 100 x 1)	
Details: Provides an additional MP each 24 hour period	

Ring of Fire Protection

Wearers of a ring of fire protection benefit from a +1 bonus to any fire related resistance check. The ring protects the entire adventurer and his or her gear. The resistance is to any type of fire, including natural or creature based.

Name: Ring of Fire Protection	Rarity: Minor
Materials: various metals and/or gems	Value: 10,000 sp
Used/Worn: worn on finger (val: 100 x 100 x 1)	
Details: provides a +1 bonus to fire resistance checks.	

Ring of Stealthy Movement

The ring of stealthy movement gives the wearer a bonus of +1 to all Stealth checks, including those without the Stealth specialization.

Name: Ring of Stealthy Movement	Rarity: Minor
Materials: various metals and/or gems	Value: 20,000 sp
Used/Worn: worn on finger (val: 100 x 100 x 2)	
Details: provides a bonus to Stealth checks	

Rods

Rods are short, single-handed devices imbued with great power. Magical rods have been created to heal, harm, and summon creatures. Rods are energized with charges, or uses. No more than 10 charges can be placed in a rod; some rods have but a single charge use, while others can use as many charges as are left. Additionally, rods can be recharged.

Rod of Capacity

The rod of capacity stores magical energy for later use. Magical Arts trainees can store up to 5 MP in the rod to called upon when needed.

Name: Rod of Capacity	Rarity: Minor
Materials: various metals and/or gems	Value: 100,000 sp
Used/Worn: displayed (val: 500 x 100 x 2)	
Details: stores up to 5 MP for later use	

Rod of Healing

A rod of healing has been charged by a master of the Blessed Arts. He or she has placed magical healing powers from their deity within the rod to be used as needed. When the rod is placed upon an injured area, DP is restored equal to the number of charges expended. These rods normally have a command word (often, the name of the deity).

Name: Rod of Healing	Rarity: Minor
Materials: various metals and/or gems	Value: 50,000 sp
Used/Worn: touched to area (val: 500 x 100 x 1)	
Details: heals touched area DP = charges spent	

Rod of Leadership

A rod of leadership provides a bonus to all Conversion checks when the user clearly displays the rod. The bonus equals the number of charges expended in the attempt.

Name: Rod of Leadership	Rarity: Minor
Materials: various metals and/or gems	Value: 50,000 sp
Used/Worn: displayed (val: 500 x 100 x 1)	
Details: adds bonus to Conversion checks	

Symbols

Although most symbols are very specific to a deity or mythos, some devices are crafted to work just by displaying it. Most symbol powers are activated when a friend or foe looks at the symbol. Only one symbol can be worn or displayed at a single time. Symbols can also be painted, etched, or engraved on to armor or weapons.

Symbol of Pain

The symbol of pain can be almost any design, made from any kind of material. One thing is for certain, the symbol of pain is easily spotted, forcing the unfortunate viewer to look more closely. The DR of the symbol matches the DR of the wearer. Once visually captured, the viewer cannot look away and suffers a -1 penalty to all actions as long as the symbol stays within sight.

Name: Symbol of Pain	Rarity: Minor
Materials: Leather, wood	Value: 10,000 sp
Used/Worn: displayed (val: 100 x 100 x 1)	
Details: causes pain (-1 to all actions) to any who sees it	

Symbol of Protection

The wearer of the symbol of protection benefits from a +1 bonus to all attacks when the attacker can see the symbol. If the symbol is hidden from view of the attacker, it offers no bonus to the wearer.

Name: Symbol of Protection	Rarity: Minor
Materials: Leather	Value: 10,000 sp
Used/Worn: displayed (val: 100 x 100 x 1)	
Details: provides additional protection to all attacks	

Wands

Wands are curious devices capable of retaining great power. The elements and creation magic can be stored in a wand as charges. Elemental energy from the wand does not require elements to be nearby to use (the elements are stored within the wand). Wands can have no more than 10 charges at any one time. Wands can be recharged (by the specialist of the wand type). Wands will sometimes require a command word to use. A successful strike of a foe or area is determined with a DR check using the user's Coordination.

Wand of Energy

The user of the wand of energy can point it at a foe or area to unleash a damaging energy. Damage from a wand of energy is equivalent to 2 DP for each charge used.

Name: Wand of Energy	Rarity: Minor
Materials: Wood or metal	Value: 25,000 sp
Used/Worn: aimed by hand (val: 250 x 100 x 1)	
Details: directs crackling energy when pointed	

Wand of Fire

When the wand of fire is aimed at a foe or location, it unleashes a stream of fire damage equal to the number of charges expended times 2 (very much like elemental magic where damage is equal to MP times two). For example, expending 2 charges will do 4 DP of fire damage.

Name: Wand of Fire	Rarity: Minor
Materials: Wood or metal	Value: 25,000 sp
Used/Worn: aimed by hand (val: 250 x 100 x 1)	
Details: directs fire when pointed	

Wand of Ice

Aiming the Wand of Ice at a target and invoking its magical power causes a stream of ice or ice bolts to damage the target equal to 2 DP times the number of charges expended.

Name: Wand of Ice	Rarity: Minor
Materials: Wood or metal	Value: 25,000 sp
Used/Worn: aimed by hand (val: 250 x 100 x 1)	
Details: directs ice when pointed	

Weapons

Adventurers with Combat specializations will rejoice to find a weapon with magical power. All manner of melee and missile weapons can be enchanted with magical energy to help the adventurer in battle. What follows is a short list of examples of magical weapons.

Arrows

Magical arrows are found with many useful properties to assist an adventurer in combat. Most magical arrows retain their properties after fired unless broken or created for a single use.

Arrow of Accuracy

An arrow of accuracy increases the to-hit chance by 1 when fired from a bow (add +1 to the attack roll). It is rare to find a single magical arrow as they are usually enchanted in quiver-sized groups.

Name: Arrow of Accuracy	Rarity: Minor
Materials: Wood shaft, metal tip	Value: 500 sp ea
Used/Worn: fired from bow (val: 5 x 100 x 1)	
Details: Adds +1 to attack roll	

Arrow of Goblin Slaying

A quiver of Goblin Slaying arrows can make quick work of a lair, especially if the adventurer has a decent chance to hit. Although these arrows do not provide bonuses to the attack roll or damage, they may slay a goblin on a successful strike 33% of the time (roll of 1 or 2 on a d6). These arrows are generally found or created in small counts.

Name: Arrow of Goblin Slaying	Rarity: Major
Materials: Wood shaft, metal tip	Value: 1,000 sp ea
Used/Worn: fired from bow (val: 5 x 100 x 2)	
Details: Provides 2 in 6 chance (33%) to slay goblin	

Arrow of Pinpoint Accuracy

Additional time and magical energy can be spent to increase the power of an arrow of accuracy to double the to-hit bonus. The arrow of pinpoint accuracy adds 2 to the attack roll when fired from any bow. Unlike most magical arrows, these are found in smaller numbers.

Name: Arrow of Pinpoint Accuracy	Rarity: Minor
Materials: Wood shaft, metal tip	Value: 1,000 sp ea
Used/Worn: fired from bow (val: 5 x 100 x 2)	
Details: Adds +2 to attack roll	

Arrow of Wounding

The arrow of wounding is an especially dangerous item. Normal arrows will do a single damage point on a successful strike, but these vicious missiles add two extra damage points, for a total of 3 DP. In the hands of a sharpshooter, arrows of wounding can quickly turn the tide of most battles. Arrows of wounding are found singly.

Name: Arrow of Wounding	Rarity: Minor
Materials: Wood shaft, metal tip	Value: 1,000 sp ea
Used/Worn: fired from bow (val: 5 x 100 x 2)	
Details: Adds +2 to DP on successful strike	

Battle Axe of the Berserker

This magical weapon gives the wielder an extra attack without penalty (first two attacks penalty free). His or her second extra attack receives the first extra attack penalty.

Name: Battle Axe of the Berserker	Rarity: Minor
Materials: Wood shaft, metal head	Value: 20,000 sp
Used/Worn: Used two handed (val: 100 x 100 x 2)	
Details: Nullifies first extra attack penalty	

Hand Axe of Speed

The Hand Axe of Speed provides the wielder with a bonus of 1 to his or her initiative. Actions without the use of this hand axe do not receive the +1 bonus to initiative.

Name: Hand Axe of Speed	Rarity: Minor
Materials: Wood shaft, metal head	Value: 1,000 sp
Used/Worn: wielded one handed (val: 10 x 100 x 1)	
Details: Adds 1 to initiative when used	

Longsword of Wounding

The vicious blades have been magically altered to inflict more damage than normal longswords. Each successful strike deals an additional 2 DP. Although most Longswords of Wounding do not have to-hit bonuses, major items have been found with bonuses for both.

Name: Longsword of Wounding	Rarity: Minor
Materials: Steel handle and blade	Value: 10,000 sp
Used/Worn: wielded one handed (val: 50 x 100 x 2)	
Details: Adds 2 DP to successful strikes	

Mace of Undead Destruction

The Mace of Undead Destruction is created to destroy any undead creature with a single blow. Although very rare, these items are quite important in keeping evil in check. The Mace of Undead Destructions acts like a 'Slaying' weapon; it provides a +1 to attack and damage rolls (on successful strikes) and on a roll of 11 or 12 on a 2d6, slays the undead creature outright.

Name: Mace of Undead Destruction	Rarity: Minor
Materials: Metal shaft and head	Value: 5,000 sp
Used/Worn: wielded one handed (val: 25 x 100 x 2)	
Details: Chance to slay undead, adds TH and DP bonuses	

Pole Axe of Goblin Slaying

Axes magically enchanted with the slaying property have been constructed to kill goblins (and only goblins, not all 'goblinoid' races).

This axe does not provide any attack or damage bonuses to other races but to goblins, it gives the wielder a +1 to attack and +1 to damage on successful strikes. In addition to those bonuses, there is roughly a 17% chance to slay the goblin outright (roll an 11 or 12 on 2d6). Note that the chance for Slaying can differ between magic items.

Name: Pole Axe of Goblin Slaying	Rarity: Major
Materials: Wood shaft, metal head	Value: 20,000 sp
Used/Worn: wielded two handed (val: 100 x 100 x 2)	
Details: Chance to kill Goblins (plus extra TH, DP bonuses)	

Staff of Ultimate Parrying

This staff is one of the greatest known parrying weapons. It provides the owner with a +2 to their defense roll (parry only). No bonus is applied for attacking with this staff (no hit or damage bonus). This parry bonus can only be applied to melee attacks.

Name: Staff of Ultimate Parrying	Rarity: Minor
Materials: Wood and/or metal shaft	Value: 30,000 sp
Used/Worn: wielded two handed (val: 150 x 100 x 2)	
Details: Adds 2 to Defense (parry) bonus versus melee	

Miscellaneous Magical Items

Magical items come in all forms and designs. Nearly any item can be imbued with magical power and be used to help the adventurer overcome challenges and foes. This short list of miscellaneous magical items provides a sampling of various treasures. The GM should create different items for the players to find, and adventurers should be allowed to create helpful items as needed. The *Advanced Guidelines* provides additional detail for crafting items.

Book of Answers

The infamous Book of Answers is an ornate, large leather tome with hundreds of pages. This book allows a reasonably intelligent individual (Intellect DR check, Difficult 7) to discover answers to simple questions. The user first asks a question then opens the book to find an answer. The chance to find an answer corresponds with the complexity of the question (GM's discretion as always).

Sages from all over continually search for this book and its variants (legend has it that there are specific Books of Answers, e.g. a book for creatures, a book for artifacts, etc.). They are very rare and worth a fortune to most wizards and kings.

Name: Book of Answers (variant)	Rarity: Major
Materials: Leather and paper	Value: 30,000 sp +
Used/Worn: examined (val: 100 x 100 x 3)	
Details: Chance to find an answer to a question	

Bottomless Sack

The Bottomless Sack comes in small to mid size (can be hung from a belt) and seems to be bottomless. In reality, the sack does have a bottom, just that no one has ever seen it. The sack cannot carry anything that is living; any living creature fully put in to the sack dies instantly. The limit to what the sack can hold is based on the size of the item more than the capacity of the sack. The sack opening is no more than twelve to eighteen inches in diameter. Smaller versions of the Bottomless Sack have been found.

The best feature of this sack is that items dropped in to it are recalled with a simple command – calling the item by name is usually sufficient to pull the item into the hand when the hand is within the sack.

Name: Bottomless Sack	Rarity: Minor
Materials: Various fibers	Value: 2,000 sp
Used/Worn: stored items (val: 10 x 100 x 2)	
Details: Store many items in a small space	

Feather Saddle

Riding saddles are heavy and add weight to the steed. This magical saddle weighs less than 1 unit yet still provides the rider with absolute comfort and control of the horse. Legends mention a variation of this saddle that will let the user ride any beast.

Name: Feather Saddle	Rarity: Minor
Materials: leather and metal	Value: 25,000 sp
Used/Worn: placed on steed (val: 250 x 100 x 1)	
Details: Store many items in a small space	

Lantern of Living Daylight

This simple looking lantern is generally found shuttered but when opened, emits rays of powerful light that have the same properties of sunlight. The light source shines continually and cannot be canceled or turned off (besides shuttering it).

Any creatures that shun sunlight will do the same when this lantern is focused in their direction.

Name: Lantern of Living Daylight	Rarity: Minor
Materials: various metals	Value: 2,500 sp
Used/Worn: used as light source (val: 25 x 100 x 1)	
Details: provides light	

Never-hungry Bowl

Although this plain wooden bowl appears like any other common eating container, it is actually magically enchanted to fill with stew, porridge, soup or water upon command. This bowl will create these types of food instantly, at the right temperature, and up to three times per day. The meal will satisfy the hungriest of average sized creatures.

Name: Never-hungry Bowl	Rarity: Minor
Materials: wood	Value: 300 sp
Used/Worn: used for eating (val: 1 x 100 x 3)	
Details: provides food	

Statuette of the Dragon

Made of crystal or glass, the pocket-sized Statuette of the Dragon provides the owner with dragon protections. The color of the statuette indicates which dragon variant the owner will be protected from. Clear glass versions are the most rare as these protect against all dragon variants.

Owners of the statuette receive +2 to all saves and defensive rolls versus the dragon variant. This item does not provide any attack bonuses at all. The item must be on the owner's person to be effective.

Name: Statuette of the Dragon	Rarity: Major
Materials: glass or crystal	Value: 30,000 sp+
Used/Worn: carried (val: 100 x 100 x 3)	
Details: provides protection from dragon (variants)	

Unique Items

Masterful wielders of magic will sometimes create a unique item or artifact for themselves or for those they serve. These artifacts are incredibly powerful and are highly sought after. Sometimes, wars are fought to obtain or retain these artifacts, they are so powerful. The next section provides a few examples of unique artifacts. *Res Magicus II* will contain many more items of great power.

Axe of the Departed

Long ago, Dwarven smiths constructed a battle axe to fight a growing undead presence deep within their mines. With the help of their gods, they made one of the most powerful Dwarven items known to this world.

Four feet in length, short-handled with two equal sized blades, the Axe of the Departed is fearsome just to look upon. It is enchanted with several magical properties. The axe cannot be destroyed by any normal means. It gives the Dwarven wielder a +2 bonus to attack rolls (+1 for non-dwarves) and a +2 to DP on successful strikes (again, +1 for non-dwarves). Against any undead, it acts as a slaying weapon (a roll of 11 or 12 on a 2d6 kills the foul creature). The axe also gives any dwarven wielder an extra 5 Magic Points for Blessed Arts use.

The current whereabouts of the Axe of the Departed is unknown. Many believe it has been buried with a Dwarven king somewhere deep in the bowels of a mountain.

Name: Axe of the Departed	Rarity: Unique
Materials: steel shaft and blades	Value: 90,000 sp
Used/Worn: wielded one or two handed (val: 100 x 100 x 9)	
Details: provides light	

Dippen's Deadly Darts

Five powerful darts were created for an old rogue named Dippen many years ago. Legend says that Dippen immediately used them on his creators so that no one would know what his set of precious darts could do.

- The green feathered dart stores a deadly poison that is difficult to resist (DR: Difficult 8). It is imbued with magic that gives the thrower a +1 to attack rolls. This poison seems to never run out.

- The red feathered dart burns when it makes contact with flesh and does a total of 2 DP of damage to that strike location every turn until removed. It also provides a +1 to attack rolls.

- The dart with yellow feathers gives a +1 to attack rolls and upon striking, delivers shocking damage of 5 DP.

- Black feathers adorn the fourth dart. This dart provides the same +1 to attack rolls and upon striking, delivers a unhealthy dose of rot disease. Resistance saves are at a -1 on the roll to repulse the disease (DR: Difficult 7).

- The last dart has white feathers and provides a +3 to attack rolls and delivers 3 DP on striking.

Rumor has it that these were last seen in the possession of a pirate sailing the seas in the west.

Name: Dippen's Deadly Darts	Rarity: Unique
Materials: metal, feathers	Value: 9,500 sp
Used/Worn: thrown (val: 5 x 100 x 19)	
Details: various outcomes based on dart	

Gundar's Steel Suit

One of the most told legends is the story of Gundar, the hapless warrior and his angelic gift. Gundar was never lucky but was always in search of righting wrongs and helping others. The story tells of Gundar saving a young milkmaid from robbers and receiving a near fatal wound for his involvement. Unbeknownst to the unfortunate rescuer, the milkmaid was really an angel on a quest. In human form, she was subject to mortal injury and unable to use her powers - she needed rescuing. After nursing Gundar back from the brink of death, she continued on her quest. Months later, the angel appeared to Gundar and bestowed upon him the holy armor suit.

Gundar used his new armor to right more wrongs and in the end, they say he died defending a town from evil infestation and was buried there in his magical armor. No one now knows what town it was.

This full steel armor suit is silver, white and gold. It gives the wearer the following bonuses: each body location is protected with an additional 3 DP (5 total), weighs only half of what steel armor suits normally weighs (5 units), and provides a +2 to defense rolls (dodge only). The armor is also blessed with self-repair - at the end of each day, the armor restores 2 DP to any damaged area (can be 1 DP to two areas). The suit will fit humans that are between 6' and 6'4" tall.

Name: Gundar's Steel Suit	Rarity: Unique
Materials: steel, silver, gold inlay	Value: 1,250,000 sp
Used/Worn: worn (val: 1250 x 100 x 10)	
Details: various bonuses	

Kohlor's Blade of Vengeance

After losing his wife and 6 children to rampaging goblinoids, Kohlor dedicated his life to destroying all evil-doers. He switched gods to an ancient god of vengeance and promised his soul if he were given help to accomplish his personal quest. The god (whose name is long forgotten) blessed and cursed him with a longsword of such power, that Kohlor became unstoppable against his adversaries.

Unfortunately, after the offending goblinoids were destroyed, Kohlor continued to fight for all in the name of vengeance. The blade seeks retribution and may manipulate the wielder in to situations of revenge.

The magically crafted longsword provides a +2 bonus to attack rolls against any foe but provides +3 to attack versus foes that have wronged the wielder. The wielder must actively declare (loud and in the name of their god) that their foe has wronged them and vengeance is required. In addition to the attack bonus, the identical bonus is applied to damage as well (+2 and +3 DP respectively).

The Blade of Vengeance is an artifact of great power but can be considered a cursed item due to what it does to its owner. After changing hands several times, this sword was lost many years ago.

Name: Kohlor's Blade of Vengeance	Rarity: Unique
Materials: steel	Value: 30,000 sp
Used/Worn: wielded one handed (val: 50 x 100 x 6)	
Details: various bonuses	

Summiniti's Pretty Ring

A young princess once entertained an endless number of suitors, searching for the perfect match of wealth and good looks. Summiniti was eventually swayed by a young prince from the east with bottomless coffers and god-like good looks. His wedding gift to her was the most beautiful ring ever seen. Gold and silver intertwining around the band, it was set with a massive ruby. When touched, it hummed a birdsong that was a lovely tune.

It wasn't long after receiving the gift that Summiniti realized that she could not remove the ring from her finger and that her young prince was actually a demon in disguise! Every day that the ring was worn added lifeforce to the devil and drained days from Summiniti's life. Eventually, she opted for a suicidal death; she threw herself in to a ravine and was never seen again.

Obviously, this ring is a cursed item. The giver of this ring benefits from the receiver wearing it in a few ways. First, it steals from the wearer any Magic Points they have and transfers them to the giver. Second, it reverses the aging process of the giver as it steals time away from the wearer. Third, it enhances the beauty of the wearer dramatically (if needed).

This ring cannot be removed once placed on the finger. Removing the finger only causes the ring to instantly transfer to another finger. No one knows what happens if all fingers are removed.

Name: Summiniti's Pretty Ring	Rarity: Unique
Materials: silver, gold, set with a ruby	Value: 300,000 sp
Used/Worn: worn on a finger (val: 1000 x 100 x 3)	
Details: various bonuses/curses	

Magical Item Detection/Identification

Most magical items appear as normal gear unless the trained eye detects a difference. Knowledge and experience prove invaluable when attempting to discern the properties of an item. What follows are a few options for magic detection and identification.

While item detection and identification can be handled separately, the GM can elect to allow the adventurers to immediately spot magical items. In certain cases, magical items are automatically spotted due to their properties or outside influence, such as the storyline or supernatural interference. Most GMs prefer to handle the detection and identification of an item as separate efforts but both parts can be handled in one step if the GM desires.

Detection

Detection of magic can be handled simply by the adventurer expending magical power to “feel” for it nearby or in a concentrated area. For example, if an adventurer expends magical points to detect magic with an item in hand, he or she may sense the magic. How many MPs should be expended? The GM can either make up the number needed or use the Difficulty Rating (DR) of the item.

What is the DR for a magical item? The base difficulty for any normal item is an Easy, 2. Each property value (PV) increases the DR *rank* by one. For example, a minor magical item with a simple property (PV1) is a Moderate, 4 DR. A different item, with a single complex property (PV3) would be a harder DR at Very Difficult, 8. Unique items, with several properties would have extremely high ratings.

If the GM wants to use the item DR for detection, he or she can refer to the ‘Difficulty Ratings and Magical Points’ section in the *Core Guidelines* for MP expenditure or allow the adventurer a basic Intellect check. Using their Intellect bonus (or penalty), the adventurer can roll against the item DR for detection. Note that the DR of the item can be adjusted to the lowest PV for basic magic detection.

Identification

The Intellect check option can also be used for property identification. With respect to major and unique items, it is up to the GM to decide if a single check is required for all properties or if separate checks are needed for each property. Note that individual checks for each property should be adjusted to the PV of that property. Table 1-4 provides an example for individual property identification of a major magical item.

Fateful Holy Symbol of Pain - Identification			
Property	PV	DR	Step / Detail
Pain	1	Moderate, 4	Step 1 - lower PV first
Luck	2	Difficult, 6	Step 2 - higher PV second

Table 1-4

Identifying each property separately can be an easier option for an adventurer. This same item, identified in one attempt, would be a DR Very Difficult, 8. The GM can use either option or his own method to handle identification.

Appendix

This section provides a few reference areas for the GM and player. A glossary of new terms is included to help with basic magical item lingo. Several lists follow for random item generation, minimum use requirements, and an master index to find the items listed in the document.

Acronyms and Glossary

Complex:

A property level of complex indicates that the magical item has a very powerful property of PV3. Table 1-2 lists several PV3 properties.

Intricate:

A property level of intricate indicates that the magical item has a powerful property of PV2. Table 1-2 lists several PV2 properties.

Major:

Magical items classified as major have two magical properties.

Minor:

Magical items classified as minor have one magical property.

Property Level:

A number given to a magical property to indicate strength or power of the property. Most property levels are between one and three (1, 2, 3).

PV: Property Value

The value placed on a magical item property for determining value and difficulty to detect/identify.

Simple:

A property level of simple indicates that the magical item has a magical property of PV1. Table 1-2 lists several PV1 properties.

Unique:

Unique items are very powerful and usually have a special name. They generally have three or more magical properties.

Minimum Requirements for Use

Powerful magic items aren't automatically usable by every adventurer. If the GM wants to add a minimum requirement for an item, he or she can use the same DR calculation for magic detection, found earlier in this document. Recall that each PV increases the DR *rank* by one. For example, an item with two PV1 properties increases the DR from an (Easy, 2) to a (Difficult, 6). The GM can ask that the adventurer pass this DR check using the bonus from whichever attribute best fits the item (e.g. Coordination for a weapon, Intellect for a wand, etc.).

It is possible that adventurers that have failed to identify the properties of the magical items will still try to use it without knowing what it does. The minimum requirements guideline can affect the use of an item by making the magical device behave like an ordinary item, producing no visible effects or behaviors. As always, it is up to the GM to determine how he or she wants to handle adventurers using magical items without knowing anything about them.

Random Magical Item Lists

The following tables can be used to randomly create magical items. These lists do not contain every possible combination of magical properties and items but are a good starting point for beginning GMs.

Master Item Generator (roll 2d6)		
Roll	Item Type	Description
2	Wand	Wands [Table 1-16]
3	Rod	Rods [Table 1-14]
4	Symbol	Symbols [Table 1-15]
5	Armor	Armor [Tables 1-6, 1-7]
6	Potion	Potions or Elixirs [Table 1-12]
7	Weapon	Weapons [Table 1-17, 1-18]
8	Miscellaneous	Miscellaneous [Table 1-10]
9	Belt	Belts [Table 1-8]
10	Ring	Rings [Table 1-13]
11	Necklace	Necklaces [Table 1-11]
12	Crown	Crowns [Table 1-9]

Table 1-5

Armor

Use Tables 1-6 and 1-7 in order to determine the type of item and magical property. The GM can assign properties instead of rolling on Table 1-7 if desired.

Step 1 - Armor Type (roll 3d6)		
Roll	Type	Material
3	Large Shield	Steel
4	Small Shield	Steel
5	Vest	Steel
6	Cap / Helm	Steel
7	Boots	Steel
8	Pants	Leather
9	Gloves	Leather
10-11	Cap / Helm	Leather
12	Vest	Leather
13	Boots	Leather
14	Shirt	Leather
15	Gloves	Steel
16	Shirt	Steel
17	Pants	Steel
18	Armor Suit	Steel

Table 1-6

Step 2 - Armor Properties (roll d6)		
Roll	Property	PV
1	Enhanced Absorption	PV2
2-5	Absorption	PV1
6	Repair	PV2

Table 1-7

Belt

Use Table 1-8 to determine the type of item and magical property.

Belt Properties (roll d6)		
Roll	Property	PV
1	Giant Strength	PV3
2-5	Weather Resistance	PV2
6	Dragon Fire Resistance	PV3

Table 1-8

Crown

Use Table 1-9 to determine the type of item and magical property.

Crown Properties (roll d6)		
Roll	Property	PV
1	Intellect	PV3
2-5	Magic Storing	PV2
6	Enhanced Magic Storing	PV3

Table 1-9

Miscellaneous

Use Table 1-10 to determine the type of item and magical property.

Miscellaneous Items (roll 3d6)		
Roll	Property	PV
3	Book of Answers	PV3
4-5	Feather Saddle	PV2
6-8	Lantern of Living Daylight	PV3
9-12	Bottomless Sack	PV2
13-15	Never-hungry Bowl	PV2
16-17	Statuette of the Dragon	PV3
18	Artifact [Table 1-20]	???

Table 1-10

Necklace

Use Table 1-11 to determine the type of item and magical property.

Necklace Properties (roll d6)		
Roll	Property	PV
1	Magic Storing	PV2
2-5	Defense	PV1
6	Enhanced Magic Storing	PV3

Table 1-11

Potion

Use Table 1-12 to determine the type of item and magical property.

Potion Properties (roll d6)		
Roll	Property	PV
1	Potion of Poison Cancellation	PV2
2-3	Salve of Rescue	PV1
4-5	Elixir of Healing	PV1
6	Elixir of Complete Healing	PV1

Table 1-12

Ring

Use Table 1-13 to determine the type of item and magical property.

Ring Properties (roll d6)		
Roll	Property	PV
1	Fire Protection	PV1
2-3	Accuracy	PV1
4-5	Stealthy Movement	PV2
6	Arcane Power	PV1

Table 1-13

Rod

Use Table 1-14 to determine the type of item and magical property.

Rod Properties (roll d6)		
Roll	Property	PV
1	Leadership	PV1
2-5	Healing	PV1
6	Capacity	PV2

Table 1-14

Symbol

Use Table 1-15 to determine the type of item and magical property.

Symbol Properties (roll d6)		
Roll	Property	PV
1	Pain	PV1
2-5	Protection	PV1
6	Incredible Pain	PV2

Table 1-15

Wand

Use Table 1-16 to determine the type of item and magical property.

Wand Properties (roll d6)		
Roll	Property	PV
1-2	Ice	PV1
3-4	Fire	PV1
5-6	Energy	PV2

Table 1-16

Weapon

Use Tables 1-17 and 1-18 in order to determine the type of item and magical property. The GM can assign properties instead of rolling on Table 1-18 if desired.

Step 1 - Weapon Type (roll 3d6)		
Roll	Type	Alternates
3	Javelin	
4	Battle Axe	
5	Hand Axe	
6	Hammer	
7	Club	
8	Arrows or Bolts	
9	Shortsword	
10-11	Dagger	
12	Longsword	
13	Mace	
14	Staff	
15	Pole Axe	
16	Throwing Axe	
17	Darts	
18	Spear	

Table 1-17

Step 2 - Weapon Properties (roll 2d6)		
Roll	Property	PV
2	Destruction	PV3
3	Luck	PV2
4-5	Berserker	PV2
6-8	Accuracy	PV1
9-10	Sharpness	PV1
11	Wounding	PV2
12	Slaying	PV2

Table 1-18

Slaying or Destruction (roll 3d6)		
Roll	Type	Examples
3	Undead	Skeleton, Zombie
4	Lycanthrope	Werewolf, Wererat
5	Demihuman	Elf, Dwarf, Gnome
6	Medusa	
7	Insect	Giant Ants, Bees
8	Ogre	
9	Rat	
10-11	Goblins	Goblins, Hobgoblins
12	Wolf	Common wolf
13	Snake	
14	Lizard	And Lizardmen
15	Troll	
16	Giant	
17	Human	
18	Dragon	Any color

Table 1-19

Artifact

Use Table 1-19 to determine the artifact.

Potion Properties (roll d6)		
Roll	Property	page
1	Summiniti's Pretty Ring	9
2	Axe of the Departed	8
3-4	Dippen's Deadly Darts	8
5	Kohlor's Blade of Vengeance	9
6	Gundar's Steel Suit	9

Table 1-20

Last Note

The reader will realize that the previous tables and charts are lean with respect to the many possible combinations of items and properties. This guide is not intended to be the last word in magic items for the TSRS, but a starting point for GMs and players. Our desire is that you will create very specific and unique items for your adventures using this guide as a basic framework.

Throwigames Simple Roleplaying System

Res Magicus

Version 1.01

By Thom Wilson

TSRS 1201

Notes and Ideas



Bringing Your Brain Back to the Game

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