Original Dark Fantasy RPG
Items and Equipment Compendium

Basic Gear • Magic Items • Crafting Materials • Relics • World-Grade Artifacts

This guide adapts basic fantasy equipment, DND-style adventuring gear and wondrous item categories, and Overlord/YGGDRASIL-inspired item tiers into the original dark-fantasy RPG system. Item effects are written in original system language for roleplay and balance.

Item System Overview

This RPG uses an item system inspired by tabletop fantasy, MMORPG loot tiers, DND-style equipment, and Overlord/YGGDRASIL-style data crystals, cash-shop items, divine gear, guild relics, and world-class artifacts.

Every item should have: name, item type, rarity, approximate value, required skill or class if relevant, durability, attunement/bonding if magical, and effects. Items may be mundane, masterwork, enchanted, cursed, divine, demonic, relic-grade, guild-grade, artifact-grade, or world-grade.

The bot should track inventory logically but not overwhelm the roleplay. Important items, magic items, equipped gear, consumables, crafting materials, ammunition, gold, quest items, and artifacts should be remembered. Ordinary supplies can be summarized unless survival or travel matters.

Currency and Item Value

Standard currency:

- 1 platinum = 10 gold.
- 1 gold = 10 silver.
- 1 silver = 10 copper.

Local markets may use barter, guild notes, bank writs, noble seals, adventurer tokens, monster-core exchange, or relic shards.

Pricing depends on settlement size, availability, material, rarity, war demand, legality, reputation, guild membership, crafting quality, enchantment level, and scarcity. Items sell for less than purchase price unless the seller has high Merchant, Persuasion, Reputation, Nobility, or Guild Standing.

Item Rarity Tiers

Item rarity tiers:

- Common: basic goods, tools, clothing, food, ammunition, simple weapons.
- Uncommon: quality tools, alchemical supplies, superior weapons, regional goods.
- Rare: enchanted gear, special materials, monster trophies, guild tools.
- Very Rare: high-grade magic items, advanced artificer work, powerful spell focuses.
- Legendary: famous named items, national relics, high-tier magic equipment.
- Mythic: near-supernatural masterworks, relics tied to heroes, ancient engines.
- Divine: god-touched, saint-touched, abyss-touched, or world-law items.
- World-Grade: balance-breaking artifacts that can alter souls, territory, fate, law, space, or reality. World-grade items should be extremely rare and dangerous.

Inventory and Carrying Rules

Inventory should be handled narratively but consistently.

Characters can carry normal supplies, but heavy armor, weapons, treasure, crafting materials, and monster parts can create encumbrance. STR and END affect carrying capacity. Bags of holding, spatial pouches, slime inventories, golem cargo frames, pack animals, carts, and extradimensional chests reduce logistical burden.

If the party travels through wilderness, the bot may track food, water, torches, ammunition, tents, bedrolls, medicine, weather gear, and mount supplies.

Durability and Repair

Weapons, armor, firearms, shields, tools, and crafted items have durability.

Durability loss occurs through hard combat, blocking heavy attacks, acid, rust, sunder effects, fire, monster bites, poor maintenance, field repairs, overcharging enchantments, and failed crafting.

Repair methods:

- Basic repair: common tools and Craft skill.
- Smith repair: Smithing, forge, metal, time.
- Artifice repair: mechanisms, mana channels, runes.
- Magic repair: transmutation or mending effects.
- Masterwork repair: rare materials and expert skill.

Artifacts and world-grade items may require unique rituals, matching materials, or story events to repair.

Basic Adventuring Gear

Common adventuring gear includes backpack, bedroll, blanket, mess kit, waterskin, rope, grappling hook, hammer, pitons, lantern, oil, tinderbox, torches, crowbar, shovel, mirror, chalk, parchment, ink, quill, sealing wax, soap, fishing tackle, hunting trap, healer's kit, rations, tent, whetstone, lockpicks, climbing kit, manacles, chains, holy symbol, spell component pouch, arcane focus, druidic focus, and artisan tools.

The bot should use gear for practical consequences: rope enables climbing, lanterns reveal darkness, rations matter in wilderness, lockpicks enable lock work, healer's kits stabilize wounds, and crafting tools enable item creation.

Tool Kits and Artisan Tools

Tool kits represent the physical side of normal skills.

Common tool kits:

- Smith's tools: forging, repair, metalwork, weapon maintenance.
- Tinker's tools: small machines, springs, locks, devices.
- Alchemist's supplies: acids, oils, reagents, catalysts, potions.
- Herbalist's kit: medicines, poultices, poisons, antidotes.
- Leatherworker's tools: armor, straps, saddles, boots.
- Carpenter's tools: structures, bows, shields, furniture.
- Mason's tools: stonework, walls, ruins, fortifications.
- Jeweler's tools: gems, rings, focus stones, fine inlays.
- Calligrapher's tools: scrolls, contracts, magical ink work.
- Cartographer's tools: maps, routes, surveys.
- Thieves' tools: locks, traps, hidden mechanisms.
- Gunsmith's tools: firearms, barrels, powder channels, arcane chambers.
- Artificer's bench: combined tools for runes, gears, cores, weapons, armor, constructs, and magic devices.

Basic Weapons

Basic weapons include dagger, club, staff, spear, handaxe, mace, shortsword, longsword, greatsword, battleaxe, greataxe, warhammer, maul, halberd, pike, glaive, rapier, scimitar, whip, bow, longbow, crossbow, sling, throwing knife, javelin, shield spike, and improvised weapons.

Weapon Technique skill determines trained use. STR often governs heavy melee damage. DEX often governs finesse, ranged, and quick weapons. END matters for long fights. Magical weapons may use INT, WIS, CHA, or MANA depending on enchantment.

Firearms and Arcane Firearms

Firearms may exist as rare black-powder weapons, artificer weapons, dwarven weapons, or arcane guns.

Types:

- Pistol: short range, one-handed, quick draw.
- Musket: longer range, higher impact.
- Rifle: accurate, skilled marksman weapon.
- Blunderbuss: short-range cone blast.
- Hand cannon: heavy burst weapon.
- Spellgun: uses mana cartridges or spell chambers.
- Arcane rifle: a firearm that doubles as a casting focus.
- Golem cannon: heavy weapon mounted to constructs or armor frames.

Firearms require ammunition, maintenance, powder or mana charges, and Gunsmith/Firearms skill. Misfires can occur if poorly maintained, overloaded, wet, or cursed.

Armor and Shields

Armor types:

- Cloth: robes, padded clothing, mage coats. Low protection, no spell penalty.
- Light armor: leather, studded leather, hide, reinforced coat. Good mobility.
- Medium armor: chain shirt, scale, breastplate, half-plate. Balanced defense.
- Heavy armor: chain mail, splint, plate, great armor. High defense but heavy.
- Natural armor: scales, bark, chitin, bone, stone, metal body, slime density.
- Arcane armor: armor with spell matrices, mana channels, barriers, or enchantments.

Shields include buckler, round shield, kite shield, tower shield, greatshield, spell shield, gunshield, and golem shield.

Consumables and Potions

Consumables are one-use or limited-use items.

Examples:

- Healing potion: restores vitality.
- Greater healing potion: stronger vitality recovery.
- Antidote: counters poison.
- Disease draught: slows or cures disease.
- Stamina tonic: restores END/stamina briefly.
- Mana potion: restores mana.
- Clarity potion: improves resistance to confusion, charm, panic, despair.
- Fire oil: adds heat damage to a weapon temporarily.
- Frost oil: adds cold damage or slows targets.
- Acid flask: damages armor, locks, slime, and barriers.

- Alchemist fire: sticky burning liquid.
- Smoke bomb: creates concealment.
- Flash powder: blinds or startles.
- Scroll: one-use spell container.
- Spell cartridge: ammunition holding a spell effect for firearms.

Crafting Materials

Crafting materials determine item quality.

Common materials: iron, steel, wood, leather, linen, bone, glass, copper, tin, silver, gold, salt, oil, coal.

Rare materials: mithril, adamantine, cold iron, star-iron, moon-silver, bloodsteel, blackwood, sunwood, dragonbone, wyvern scale, basilisk eye, troll marrow, demon horn, angel feather, elemental crystal, slime core, ghost ash, golem heart, ancient alloy, living root, myconid spores, phoenix cinder.

Materials should affect item traits: weight, durability, enchantability, damage type, resistance, mana capacity, crafting difficulty, and market value.

Magic Weapon Categories

Magic weapon categories:

- Elemental weapon: adds heat, cold, acid, lightning, sonic, light, dark, poison, or force damage.
- Keen weapon: improved critical threat.
- Returning weapon: thrown weapon returns to hand.
- Soulbound weapon: cannot be stolen or lost easily.
- Spell-storing weapon: holds a spell for one triggered release.
- Slaying weapon: stronger against a creature type.
- Dancing weapon: can fight briefly on its own.
- Barrier-piercing weapon: damages shields, armor, wards, or magic barriers.
- Mana-drinking weapon: drains mana from targets.
- Bloodletting weapon: inflicts bleed or sap.
- Mercy weapon: turns lethal damage into nonlethal damage.
- Cursed weapon: powerful but extracts cost, sanity, blood, time, or reputation.

Magic Armor Categories

Magic armor categories:

- Reinforced armor: improved defense and durability.
- Featherweight armor: reduced encumbrance.
- Spellguard armor: improves resistance to spells.
- Elemental armor: grants resistance to heat, cold, acid, lightning, sonic, light, or dark.
- Shadow armor: improves stealth and darkness movement.
- Radiant armor: harms undead or evil-karma attackers.
- Regenerative armor: slowly repairs itself or the wearer.
- Command armor: improves leadership aura and troop morale.
- Golem plate: integrated with construct cores or remote limbs.
- Living armor: responds to the wearer but may have its own hunger or will.

Magic Rings, Amulets, and Cloaks

Common magical accessories:

- Ring of Protection: improves defense and saving throws.
- Ring of Resistance: protects from a chosen element or status.
- Ring of Water Walking: allows movement over water.

- Ring of Feather Falling: reduces fall damage.
- Ring of Mana Storage: stores emergency mana.
- Amulet of Health: improves vitality or disease resistance.
- Amulet of Proof Against Detection: hides the wearer from magical scrying.
- Cloak of Elvenkind: improves stealth and silent movement.
- Cloak of Protection: improves defense and resistance.
- Cloak of the Manta Ray: allows underwater movement.
- Cloak of Displacement: makes the wearer harder to hit.
- Cape of the Mountebank: allows limited teleportation.

Utility Wondrous Items

Useful wondrous items:

- Bag of Holding: extradimensional storage.
- Handy Haversack: organized extradimensional pack.
- Portable Hole: foldable extradimensional space.
- Driftglobe: floating magical light.
- Immovable Rod: fixed rod that holds position in space.
- Decanter of Endless Water: creates water on command.
- Folding Boat: small object that becomes a boat.
- Rope of Climbing: rope that moves on command.
- Sending Stone: paired long-distance communication stone.
- Figurine of Wondrous Power: becomes a temporary creature.
- Instant Fortress: portable fortified shelter.
- Helm of Teleportation: enables teleportation if charged.

Spellcasting Focuses and Books

Spellcasting items:

- Wand: quick casting focus, usually narrow spell theme.
- Staff: larger focus, can store multiple spells or charges.
- Rod: authority focus, control, domination, law, or ritual power.
- Orb: divination, evocation, elemental, or celestial focus.
- Crystal: mana resonance, spell shaping, scrying, mana storage.
- Grimoire: spellbook, ritual book, research archive, or cursed tome.
- Holy symbol: divine casting focus.
- Druidic focus: nature casting focus.
- Rune slate: artificer or dwarven spell matrix.
- Spell cartridge: firearm-compatible spell container.

A spellcasting focus may reduce mana cost, improve casting speed, unlock spell schools, stabilize rituals, or allow stored spells.

Artificer Items and Constructs

Artificer items merge magic, engineering, and crafting.

Examples:

- Golem Core: heart of a construct; determines level, loyalty, behavior, and mana capacity.
- Clockwork Scout: small construct for reconnaissance.
- Repair Spider: small construct that repairs gear or golems.
- Mana Battery: stores mana for devices.
- Rune Plate: attachable enchantment plate for armor or weapons.
- Arcane Lens: improves spell aim or inspection.

- Spell Chamber: stores spells for firearms or mechanical devices.
- Construct Harness: lets a user command a golem through gestures or mana signals.
- Auto-Forge Hammer: assists crafting.
- Siege Golem Frame: large construct body for warfare.

Golem and Automaton Parts

Construct crafting uses specialized parts:

- Core shell: protects the golem core.
- Mana regulator: prevents overload.
- Command sigil: marks owner or command authority.
- Limb joint: mobility component.
- Rune muscle: artificial strength system.
- Sensory lens: vision, heat sense, mana sense, or tremor sense.
- Armor plate: protective shell.
- Clock-heart: timing mechanism.
- Soul-safety seal: prevents spiritual contamination.
- Memory plate: holds instructions.

Higher-quality parts improve construct level cap, intelligence, durability, loyalty, and task complexity.

Mounts, Vehicles, and Travel Items

Travel assets include horses, mules, riding wolves, giant lizards, hippogriffs, wyverns, golem carts, riverboats, caravans, wagons, sleds, desert crawlers, sky skiffs, and bond-engine relic vehicles.

Useful travel items include saddles, feed, harnesses, spare wheels, repair kits, weather cloaks, snowshoes, climbing gear, underwater breathing charms, maps, compasses, road permits, guild travel stamps, and caravan contracts.

Vehicles can be mundane, magical, ancient, monstrous, or companion-powered depending on the region.

Food, Lodging, and Lifestyle Items

Lifestyle goods matter for survival, reputation, and roleplay.

Common goods: bread, cheese, dried meat, fruit, stew, ale, wine, tea, coffee, spices, salt, flour, grain, preserved fish, monster jerky, field rations, noble meals, temple food, inn rooms, stable space, bathhouse entry, laundry, clothes, festival goods, perfume, incense, paper, books, toys, and household tools.

Quality of food and rest affects exhaustion, healing, morale, social standing, and downtime productivity.

Poisons, Toxins, and Illegal Items

Poison and black-market items are illegal in many settlements.

Examples:

- Sleep poison: induces drowsiness or sleep.
- Paralytic venom: slows or paralyzes.
- Blade venom: applied to weapons.
- Ingested poison: hidden in food or drink.
- Contact toxin: works through touch.
- Mana inhibitor: disrupts spellcasting.
- Memory dust: confuses or erases short-term memory.
- Rot oil: damages undead, constructs, or flesh depending on formula.
- Demon ichor: powerful but corruptive reagent.
- Soul ash: necromantic component.

The bot should handle illegal item use through consequences: suspicion, investigation, guild restrictions, bounty risk, or faction interest.

Cursed Items

Cursed items grant power at a cost.

Curse costs may include:

- Cannot unequip without ritual.
- Drains vitality, mana, stamina, memory, sleep, or emotion.
- Attracts monsters, ghosts, demons, angels, assassins, or debt collectors.
- Amplifies rage, greed, fear, despair, obsession, or pride.
- Warps appearance or reputation.
- Alters dreams or behavior.
- Demands sacrifices, vows, or usage conditions.

Cursed items should be tempting. They should solve real problems while creating future consequences.

Relic and Artifact Rules

Relics and artifacts are story-level items.

Relic: historically important, usually rare or very rare.
Artifact: legendary or mythic, tied to heroes, gods, kingdoms, calamities, or ancient civilizations.
Divine artifact: interacts with karma, souls, resurrection, divine domains, or cosmic law.
World-grade artifact: can change world rules, ignore normal defenses, alter territory, rewrite a target, or resist other world-grade effects.

Artifacts should have names, origin, attunement requirement, powers, drawbacks, known owners, and rumors. The bot should never hand out world-grade artifacts casually.

Overlord-Inspired Item Framework

Overlord-inspired item types for this original RPG:

- Data Crystal: a magical information crystal used to store spells, abilities, crafting patterns, or enchantment properties.
- Cash-Shop Relic: rare convenience or premium item with unusual effects.
- Divine-Class Gear: top-tier player-made or guild-made equipment.
- Guild Weapon: symbol and weapon of an entire organization.
- World-Grade Item: a balance-breaking artifact with reality-level consequences.
- Powered Suit: advanced magic-technology armor with built-in functions.
- Throne Relic: territorial control object for a base, guild, city, dungeon, or realm.

These are adaptations for the original dark fantasy system, not direct copies. Use them as inspiration for item scale, rarity, and stakes.

World-Grade Item Rules

World-grade items should be extremely rare. They are not normal loot.

Rules:

- They can affect laws of the world, souls, space, magic systems, territory, or fate.
- They may protect the bearer from other world-grade or primordial effects.
- They may have one overwhelming power rather than many small powers.
- They often require attunement, ownership, binding, sacrifice, or a major story condition.
- They attract rulers, gods, dragons, guilds, cults, adventurers, and monsters.

- They should have severe consequences if misused.

Example world-grade effects: dominate a target's soul, seal a kingdom into a painting, rewrite terrain, erase an entity from ordinary resurrection, create a binding wish, protect a city from wild magic, or summon a catastrophic judgement.

Armor and Weapon Quality Levels

Item quality levels:

- Crude: cheap, fragile, penalties, common among desperate militias or monsters.
- Standard: normal market quality.
- Fine: better balance, durability, or appearance.
- Masterwork: grants small bonuses and accepts enchantment more easily.
- Superior Masterwork: exceptional craftsmanship, often made by high-rank smiths.
- Legendary Craft: has identity, reputation, and high enchantment capacity.
- Mythic Craft: a once-in-a-generation creation.

Quality and rarity are separate. A mundane sword can be mythic-quality craftsmanship without being magical. A crude cursed dagger can be magically dangerous but badly made.

Attunement and Bonding

Some magic items require attunement or bonding.

Attunement means the item synchronizes with a user's body, mana, soul, bloodline, class, karma, or intent. A character can only maintain a limited number of deeply attuned items without mental strain, mana bleed, soul interference, or item conflict.

Bonded items are harder to steal and may grow with the wielder. Cursed bonded items may refuse removal.

Artifacts may demand special bonding: oath, blood, true name, class requirement, ritual, sacrifice, shared memory, defeating a previous owner, or acceptance by the item spirit.

Item Creation and Enchanting

Creating magic items requires materials, tools, time, skill, mana, class features, and sometimes formulas or data crystals.

Basic process:
1. Choose item base.
2. Choose material.
3. Determine quality through Craft skill.
4. Add enchantment matrix through Spellcraft or Artifice.
5. Bind spell, rune, spirit, element, or class feature.
6. Stabilize item with mana control.
7. Test for flaws, curse leakage, durability, and effect stability.

Failed crafting may waste materials, create unstable items, produce curses, damage tools, or create flawed-but-interesting results.

Loot Generation Guidelines

Loot should match enemy type, location, faction, danger, and story stakes.

Bandits: coins, knives, cheap armor, stolen goods, maps, letters.
Undead crypt: old coins, relics, cursed jewelry, bone charms, burial blades.
Dragon lair: coins, gems, rare metals, magic armor, scrolls, dragon materials.
Golem ruin: data crystals, gears, cores, rune plates, ancient tools.

Demon cult: cursed items, blood magic reagents, forbidden books.
Angel shrine: holy symbols, healing relics, light-aligned items.
Monster den: hides, venom, claws, teeth, eggs, bones, trophies.
Noble estate: jewelry, contracts, records, fine clothing, ceremonial weapons.

The bot should avoid giving too many powerful items too quickly. Treasure should create choices, not just stat inflation.

Item Sheet Template

Custom Item Template:
Name:
Item Type:
Rarity:
Quality:
Value:
Weight / Carry Burden:
Durability:
Attunement Required:
Class / Race Requirements:
Description:
Primary Effect:
Secondary Effect:
Drawback / Curse:
Charges / Uses:
Recharge Method:
Crafting Materials:
Crafting Requirements:
Known Owners:
Rumors:
Story Hooks:

Named Item Examples

The following named items are adapted for this system. Some are classic tabletop-fantasy inspired utility items; others are original or Overlord-inspired equivalents for relic, guild, and world-grade play.

Item	Type	Rarity	System Description
Bag of Holding	Wondrous Item	Uncommon	Extradimensional storage bag. Reduces travel burden but can be disrupted by dimensional effects.
Cloak of Elvenkind	Wondrous Item	Uncommon/Rare	Improves Stealth, muffles sound, and blends the wearer into forests, twilight, and shadowed terrain.
Ring of Protection	Ring	Rare	Improves defense, resistance checks, and survivability against physical and magical threats.
Flame Tongue Weapon	Magic Weapon	Rare	Ignites with magical fire, adding heat damage and light. Useful against beasts, trolls, undead, and cold creatures.
Frostbrand Weapon	Magic Weapon	Very Rare	Absorbs heat, adds cold damage, and helps resist fire or desert heat.
Dragon Slayer Weapon	Magic Weapon	Rare	Deals increased damage to dragons, dragonoids,

			wyverns, and dragon-blooded monsters.
Staff of Power	Staff	Very Rare/Legendary	A strong caster staff that improves spell output, defense, and stored spell casting.
Wand of Magic Missiles	Wand	Uncommon	Stores simple force bolts that strike reliably unless blocked by magic barriers.
Boots of Speed	Wondrous Item	Rare	Doubles movement for a short time and improves chase, retreat, and skirmish tactics.
Helm of Teleportation	Wondrous Item	Very Rare	Allows limited teleportation if charged and attuned.
Portable Hole	Wondrous Item	Rare	Creates a temporary extradimensional storage space. Dangerous if combined with unstable spatial magic.
Immovable Rod	Wondrous Item	Uncommon	A rod that locks itself in space. Useful for climbing, traps, barricades, and creative problem-solving.
Decanter of Endless Water	Wondrous Item	Uncommon	Produces water. Useful for survival, firefighting, irrigation, and pressure-based tricks.
Staff of the Guild Founder	Guild Relic	Legendary/Mythic	Overlord-inspired guild weapon. Acts as a symbol of authority, spell focus, and command key for a guild base.
Red Orb of Dominion	World-Grade Relic	World-Grade	A soul-bound red orb that protects its bearer and may unleash a catastrophic hidden effect at great cost.
Downfall Crown	World-Grade Relic	World-Grade	A crown-like artifact that can impose domination on a single target, but exposes the user to political and cosmic consequences.
Ginnungagap Engine	World-Grade Relic	World-Grade	A void-themed item that can erase, sever, or collapse a bounded space. Extremely dangerous to use near allies.
Ouroboros Writ	World-Grade Relic	World-Grade	A wish-like artifact that can rewrite a limited law, contract, or fate thread once under strict conditions.
World Savior Blade	World-Grade Weapon	World-Grade	A weapon that grows stronger as conflict escalates, turning desperation into increasing destructive potential.
Depiction of Nature and Society	World-Grade Relic	World-Grade	A painted-world artifact that can trap targets inside an alternate territory governed by the item owner.
Powered Suit Frame	Arcane Armor	Legendary	Overlord-inspired powered armor. Grants strength, armor, sensors, mobility, and built-in weapons but needs maintenance and power.
Platinum Dragon Armor	Remote Armor	Legendary/Mythic	A remote-piloted armor shell animated by magic,

			dragoncraft, or a distant controller.
Fallen Seed	Transformation Item	Rare/Very Rare	A dangerous seed that may trigger racial evolution, corruption, monstrous change, or class unlocks.
Data Crystal	Crafting Component	Rare	Stores spells, enchantments, class data, or item properties for artificer crafting.
Shooting Star Ring	Ring	Legendary	Stores limited wish-like magic. Each use is precious and may attract attention from powers that sense reality distortion.
Arcane Cartridge Belt	Ammunition Gear	Rare	Holds spell cartridges and helps reload enchanted firearms faster.
Golemheart Crucible	Artificer Tool	Very Rare	A forge vessel used to create, repair, or refine golem cores.
Mythic Smith Hammer	Crafting Tool	Legendary	A master smithing hammer that improves legendary forging, enchantment binding, and artifact repair.
Mirror of Scrying	Wondrous Item	Rare	Allows remote viewing if the user knows a target, location, true name, or linked object.
Soul Anchor Talisman	Amulet	Very Rare	Stabilizes the soul against possession, death magic, memory loss, and forced transformation.
Sunfire Lens	Arcane Focus	Rare	Concentrates radiant or fire spells, useful against undead, slimes, and darkness creatures.
Moonshadow Thread	Crafting Material	Rare	Used for stealth cloaks, illusion garments, and night-sensitive enchantments.
Dragonbone Rifle	Arcane Firearm	Legendary	A rifle built with dragonbone reinforcement; channels elemental spells through its barrel.
Voidglass Dagger	Magic Weapon	Very Rare	A dark glass dagger that slips through weak barriers and harms ethereal creatures.
Saint Orwyn Reliquary	Divine Relic	Legendary	A reliquary that protects against fear, despair, and undead influence while empowering healing prayers.
Blackspire Key	Dungeon Relic	Rare	Unlocks sealed doors, golem elevators, or ancient vaults in Blackspire-style ruins.

Source Notes

This compendium uses DND-style categories such as adventuring gear, armor, weapons, equipment, and wondrous magic item archetypes as design references. It also uses Overlord/YGGDRASIL-style concepts such as data crystals, divine-class gear, guild weapons, powered suits, and world-grade items as inspiration. Descriptions and mechanics are rewritten for this original RPG system.

Quick Item Creation Checklist

- Name and visual description
- Item type and rarity
- Materials and quality level
- Who can use it
- Main benefit
- Secondary effect
- Durability or charge limits
- Drawback, curse, or maintenance need
- Crafting requirements
- Story hook or known owner