

(Feel free to use the “commenting” feature at any time. I’d love to hear suggestions.)

Rarity is suggested for how hard it is to acquire but is just a GM suggestion. Many items are similar in nature; it may be less interesting to players to have two very similar magical items in their campaign. Instead, consider choosing a single item from a similar set that is your favorite to include. Prices are also rough suggestions and are to be altered to fit the economy of your game world.

Feel free to copy verbatim for any purpose or alter and use as you wish, even if you intend to do so for profit. (A mention within any such for-sale material would be welcome, but not required.)

Also see:

[Ammunition](#)

[Armor](#)

[Potions](#)

[Miscellaneous Items](#)

Slings

Sling (New Weapon Type -- by default non-magical)

- Weight 0
- Requires Ammo (bullets)
- Standard bullets have 2 ammo, 1 weight
- When you hit with this weapon, roll damage twice and take the lower result.

Near, 0 weight, 9 coins (extremely common)

Fine Sling -- A particularly well-crafted sling. (non-magical)

- Acts as a normal sling but if the two damage rolls are equal, +1 damage.
- On a 13+ volley, gain 1 piercing.

Near, 0 weight, 45 coins (uncommon)

Spider Silk Sling -- A sling sewn primarily out of special spider’s silk, capable of changing its length a bit and very sticky when not held by the handle. How any stone manages to fly out of its grip is a mystery.

- -1 ongoing to Volley versus Spiders.
- Can attach to, and be used to disarm foes within Close range if used via Hack-and-Slash
- +1 ongoing to Volley versus Insects.

Near, Close (special), 0 weight, 70 coins (very rare)

Daggers

The Biting Blade -- A permanently blood stained dagger with a jagged edge and an aura of unease about it.

- If the blade strikes a foe and fails to do more than 2 points of damage, the blade finds a way to cut into its user and deals 2 damage (ignoring armor) to him or her. (If it is blessed by a moderately powerful priest, it will permanently lose that drawback but will also lose 1 point of piercing.)
- The blade has an aura of unease about it causing those interacting with the wielder to trust them less and maybe fear them more. -1 to parley (unless fear is part of the leverage, then +1)
- -1 ongoing to carouse and -1 ongoing to outstanding warrant checks. (If it is blessed a second time by a very powerful priest, it will permanently lose the aura but will lose another point of piercing.)
- If used in hack-and-slash, on a 12+ deal +1 damage and gain "Forceful".

Hand, 1 weight, 50 coins if aura is felt, 120 coins if it has been removed. 2 piercing, messy (very rare)

Nigel's Lucky Dagger -- A single thin throwing dagger that looks unremarkable other than a strange mark on one of the tips.

- 50% chance of landing in a particularly vulnerable spot, dealing either +1 damage or +2 piercing, user's choice.
- If it didn't land in a particularly vulnerable spot and a 7-9 was rolled for the volley, the GM may dictate that the dagger has imbued the target with a bit of uncanny luck until it is pulled out.

Thrown, near, 25 coins, 0 weight (very rare)

Nigel's Really Lucky Dagger - A thick but short knife that looks almost commonplace but has a strange mark on its tip.

- Upon using this weapon for hack-and-slash, on a 10+, you may gain hold 1 and treat it as a 7-9.
- Upon using this weapon for hack-and-slash, on a 7-9, you may spend 1 hold to treat it as a 10+, deal +2 damage, and gain +1 forward against that foe.
- Upon getting a 6- on hack-and-slash three times in a row with this weapon, something extra horrible happens.
- All streaks and hold are lost upon resting for a night.

Hand, 1 weight, 60 coins. (very rare)

Acidic Shiv -- Occasionally drips a pale green, mildly acidic, fluid. Otherwise nondescript.

- On a successful hack-and-slash roll 1d6. On a 5 or 6, your attack deals an additional 1d4 damage as acid seeps into the opening the shiv created. Additionally the foe's armor is degraded by 1 point (only applied once ever).
- Must be carefully stored as it will slowly eat through mundane sheaths.

Hand, Dangerous, 1 weight, 45 coins (rare)

Shimmering Dagger -- A dagger with a surface that shimmers in a very distracting, almost mesmerizing pattern after being plunged into a living foe's body and withdrawn.

- On an 11+ hack-and-slash, the injured foe is dazed, confused or at least slightly distracted, giving an effect that ranges from taking +1 forward against him or getting a free attack.

1 weight, hand, 105 coins (rare)

Boomerang Dagger -- A throwing dagger that slices into foes in an arc pattern, returning to the wielder's hand after being thrown.

- On a 7+ Volley the dagger will always return to the user's hand immediately after striking a foe.
- On a 10+ Volley, take +1 forward to Volley.

Near, Thrown, 0 weight, 55 coins (rare)

Whetstone Shiv -- A shiv cleverly disguised as a whetstone. Even better, the whetstone is fully usable! (non-magical)

- May trick some foes into thinking you aren't holding a weapon when, in fact, you are.

Hand, 1 weight, 10 coins (rare)

Staves

Rod of Fraud -- Fancy looking staff at a distance, looks flimsy and cheap up close.

- +1 to parley if attempting to impress someone from a distance, -1 if they can see the rod up close. - Every time you cheat someone out of something (other than petty theft) gain 1 hold (max 3 hold)
- Spend 1 hold and roll +CHA to do one of the following:
 - Convince someone to give you a small amount of money for something they otherwise shouldn't/wouldn't have to pay you for. (Does not add a hold.)
 - Convince someone you already paid a small fee or bribe to them and thus don't need to pay some price for something. (Does not add a hold.)
 - Make someone think you are slightly more attractive to them than you otherwise would be for one day.
 - Bedazzle an intelligent creature that is currently attacking you, causing them to pause briefly.

On a 10+:

- The target is unaware you tried to bespell them, even after a few minutes have passed.
- The effect is completely successful (and is unaware you bespelled them for a few minutes)

On a 7-9: Choose one

On a 6-: Choose zero and lose confidence in yourself and the staff. Take -1 forward with the Rod of Fraud.

Close, Flimsy, 1 weight, two-handed, 2 coins. (rare)

Lesser Wizard's Friend (staff) -- A designation for a number of similar looking staves with remarkably similar magical enchantments. It is proof that the needs of initiate wizards are fairly similar from land to land.

- Requires 11 Intelligence.
- Once per day, take +1 forward to Cast a Spell with any 1st level spell.
- Once per day, your staff's mystical energies can reduce incoming damage by 1 point.

Close, Two-Handed, 1 weight, 25 coins (common)

Greater Wizard's Friend (staff) -- A designation for a number of similar, yet impressive looking staves with remarkably similar, if somewhat powerful magical enchantments.

- Requires 14 Intelligence.
- Once per day, take +1 forward to Cast a Spell with any 1st or 3rd level spell.
- Take +1 ongoing to Cast a Spell with any Cantrips.
- Once per day, your staff's mystical energies can reduce incoming damage by 2 points.

Close, Two-Handed, 1 weight, 75 coins (common)

Masterful Wizard's Friend (staff) -- A designation for a number of similar, yet glorious looking staves with powerful enchantments.

- Requires 16 Intelligence.
- Twice per day, take +1 forward to Cast a Spell with 3rd or 5th level spells.
- Take +1 ongoing to Cast a Spell with any Cantrips or 1st level spells.
- Once per day, your staff's mystical energies can reduce incoming damage by 4 points.
- Once per day, you may reroll any Cast a Spell roll but must take -1 forward afterward.
- (Enhanced Damage)

Close, Two-Handed, 1 weight, +1 Damage, 295 coins (rare)

Staff of Yeng-Tze

- Starting each dawn, take +1 forward to Aid/Interfere
- Starting each dusk, lose the dawn bonus (if present) and gain access to the following move:
- Summon Spirit of Yeng-Tze
 - Roll +INT:
 - On a 10+ assail a given living foe with a disembodied spirit, choose one of:
 - Roll your damage as magic damage to a target in "near" range
 - Force the target to fight the spirit as it vies for possession of the body. This will be a mere distraction for a strong willed foe, a temporary paralysis for most, and complete extinction for weak willed foes.
 - Or choose to take 1d6-1 magic damage to yourself to choose both.
 - On a 7-9:
 - Choose one and take 1d6 magic damage yourself, or destroy this staff.
 - On a 6-:

- You must fight for control of your body against the spirit instead. You will need to defy danger (probably +WIS) to be able to move your body as your own.

Close, (near/ability), two-handed, 1 weight, 120 coins (very rare)

Staff of “Magik” -- A simple staff with an odd typographical error carved into its length.

- Every morning, if at least a short moment is spent meditating with the staff, take +1 forward to Cast a Spell, and gain 1 hold.
- Instead of forgetting a spell of 3rd level or lower when choosing an option for a 7-9 roll of Cast a Spell, you may spend 1 hold and take -1 forward instead.

Close, Two-Handed, 1 weight, 38 coins (common)

Staff of Fireballs -- A popular mass-produced staff given to many an intermediate wizard by more profitable wizardry schools. It has a large insignia from the manufacturer along its length as well as the word “Fireball” written in at least four different languages, lest someone misunderstand its purpose.

- +1 ongoing to Cast a Spell if that spell is “Fireball”
- The spell “Fireball” is augmented such that when rolling damage, any 1 results are rerolled (even if rolled during a reroll).
- The staff’s magical properties are temporarily annulled if it gets wet (water, bodily fluids, anything does the trick.)

Close, Two-Handed, 1 weight, 115 coins (common)

Rapiers

Rapier of Malice

- After doing something particularly cruel, you may take a moment to confer with the rapier’s spirit. If you do, take +1 forward to hack-and-slash (stacks up to +2)
- +1 damage versus Good-aligned creatures
- Only usable by Evil or Chaotic creatures

1 weight, Close, Precise, 110 coins (very rare)

Broadhead Rapier -- An odd rapier that has a small spearhead at the very tip.

- Awkward, until used in combat many times or until the user is trained to use it by a weapons master.
- May ignore the Precise tag during an attack to gain an extra 2 Piercing, and lose 1 Damage (not lower than 1 point after armor is deducted.) This is the “Thrust” attack.
- If a “Thrust” attack fails, it is common for the rapier to completely break. (Would be a GM move, and at his/her discretion.)

Close, Precise, 2 weight, 1 piercing, 80 coins (uncommon)

Axes

Battle Axe of the Moon - A deadly looking battle axe that shimmers in the moonlight.

- When out of doors and the moon is full or close to full, +1 additional damage
- Heals 1 HP when you deal at least 3 points of damage. (Vampiric 1/3)
- Requires 12 Strength

Close, +1 damage, 2 weight, vampiric 1/3, 200 coins. (rare)

Lesser Axe of the Defender

- +1 to damage when choosing to deal damage during Defend

Close, 1 weight, 13 coins (uncommon)

Greater Axe of the Defender

- +1 to damage when choosing to deal damage during Defend
- +1 ongoing to Defend

Close, 1 weight, 45 coins (uncommon)

Silver-Plated Axe -- An axe with a thin coating of silver covering the flat of the blade.

Non-magical.

- +2 Penetration versus defenses magical in nature.
- +1 damage versus shapeshifters
- Wears down quickly, becoming a basic axe after a few strikes, until repaired.

Close, 75 coins (uncommon)

“The Chopper” (One-handed Axe) -- What looks to be a common woodsman’s axe hides a raw potential for both chopping wood, and chopping off limbs.

- Chops wood four times as quickly as any other axe.
- +4 Damage versus any monster composed mostly of wood.
- On a 12+ Hack-and-Slash, take +1 forward to Hack-and-Slash.
- On a failed Hack-and-Slash, it is common for the wielder to get the urge to flee to the nearest wooded area to chop wood. (At the GM’s discretion; it would be a GM move.)

Close, 1 weight, 38 coins (rare)

Crossbows

Revolver Crossbow - A crossbow with a three barrel revolver system built in. (not magical)

- Requires reload only after 3 shots but reloading takes longer.
- Gains 1 Piercing when fired at close to point-blank range. (Close/Hand)
- On a 7-9 Volley, when extra ammo is expended, add 1d4-1 to the damage dealt.

Near, +1 damage, reload (after 3 shots), 115 coins, 3 weight (uncommon)

Mastercraft Crossbow -- An extremely well-crafted crossbow used by elite military teams and occasionally by extremely wealthy town guardsmen (or guardsmen with wealthy parents).

- 10+ Volleys give +1 forward to Volley.

- +1 ongoing to Defy Danger when attempting to reload the crossbow.

Near, +1 damage, Reload, 3 weight, 57 coins (common)

“Mercykiller” (Crossbow) -- A deadly looking crossbow made of dark and somehow ugly wood. It's bolts are special made for this crossbow and have a barbed tip.

- Requires particular ammo (3 ammo, 3 coins, 1 weight)
- 10+ Volleys gain +1 Damage and cripple targets humanoid size or smaller, giving the party +1 forward against them.
- 13+ Volleys gain an additional +1 Damage bonus.
- Illegal in most civilized areas, and easily identifiable. Ammo is not typically illegal by itself.
- (Reduced Weight)

Near, +1 damage, Reload, 2 weight, 170 coins (rare)

Bows

Sniper Bow - A very well crafted bow with a silvery vine pattern carved into the wood.

- +1 to volley when fired at far range.
- +1 damage versus shapeshifters

Near, Far, 180 coins, 1 weight (uncommon)

Commander's Bow - A seriously enhanced version of a standard “fine bow” with ergonomic enhancements for a quick draw and steady aim. Often used by high ranking military archers.

- On a 12+ volley, deal +1 damage.
- On a 7-9 volley if you expend additional ammo to make your shot, +1 damage.
- Any defy danger roll used to reload this weapon gets +1.

Near, Far, 2 weight, 120 coins (uncommon)

Ballista Bow - An extremely heavy bow used for siege operations with a very difficult draw. It actually has a small shield built into its body to protect against ranged attacks. (non-magical)

- Requires 15 Strength
- On a 12+ volley, deals +2 damage.
- Will demolish most partial cover, ignoring its armor effect on attack.
- +1 armor versus non-magical ranged attacks.

Awkward, Near, Far, forceful, +1 damage, 4 weight. 140 coins (rare)

Slenderwood Bow - A somewhat fragile bow typically used with care in controlled archery competitions and not in live combat. It is valued for its precision and not its durability.

- Requires 12 Dexterity.
- +1 ongoing to Volley.
- If used quickly (in combat but not a careful ambush shot), the user can either take -1 to the Volley roll (net of +0) or roll 1d4. On a 1, the shot fires as normal but the bow snaps in half.

Near, Far, 2 weight, 50 coins (common)

Farmer's Friend (Bow) -- A humble bow made with the intention of hunting small game.

- +1 ongoing to Volley against animals smaller than a humanoid.
- +1 ongoing to Spout Lore if determining how to eat recently killed small game.

Near, 2 weight, 28 coins (common)

Swords

Short Sword of Discernment - A simple blade that always manages to stay free of dust and blood.

- +1 ongoing to discern realities when in combat.
- 6- rolls on discern realities (at any time) give -1 forward to hack-and-slash

Close, 1 weight, 30 coins (uncommon)

Short Sword of Bitterness - A blade formed of some grayish metal. The flat edges feel like graphite but the edges are sharper and sturdier than graphite could ever be.

- +1 damage versus anyone cheerful or overly confident
- On a 10+ hack and slash, Take -1 forward to any CHA roll.

Close 1 weight, 25 coins (uncommon)

Balanced Short-Sword (non-magical)

- Reduce damage from enemy counter-attacks by 1 when rolling a 9 on hack and slash
- +1 to damage on hack-and-slash on a 12+

Close, 1 weight, 40 coins, (common)

Short Sword of Murder

- +1 damage to defenseless or unaware foes
- +1 damage from hack-and-slash on a 10+ versus humanoids
- -1 ongoing to Aid

Close, 1 weight, 85 coins (rare)

Blade of Shame (Longsword)

- When you draw blood from an intelligent, non-neutral foe, they may become ashamed of their (mis-)deeds, potentially withdrawing from combat, attacking their allies, or at least being momentarily distracted with guilt.
- When you roll a 6- with hack and slash, at the GM's discretion, you may become ashamed of your actions and end up being Put in a Spot, the GM will tell you how.
- Glows faintly red around Evil creatures.

Close, +1 damage, 2 weight, 170 coins (very rare)

Silver-Plated Longsword -- A longsword with a thin coating of silver covering the flat of the blade. Non-magical.

- +2 Penetration versus defenses magical in nature
- Additional +1 damage versus shapeshifters
- Wears down quickly, becoming a basic longsword after a few strikes, until repaired.

Close, +1 damage, 100 coins (uncommon), 2 weight

Warhammers

Skullcrusher (Warhammer)

- +1 to damage versus goblins
- +1 damage during a 12+ hack and slash roll.

Close, 1 weight, 38 coins (uncommon)

Pudding-Maker (Warhammer)

- +2 damage versus gelatinous foes (gels, cubes, puddings)
- Incapable of being dissolved through any mechanism.
- -1 ongoing to Defend against any threat that isn't a gelatinous foe.

Close, 1 weight, 75 coins (rare)

Clubs

Club of the Forest

- +1 to discern realities while wielded and in a forest
- +1 to defy danger via WIS or INT while in a forest
- +1 armor versus counterattacks during hack-and-slash while in a forest

Close, 2 weight, 25 coins (rare)

Ever-ember Torch (Club) -- A thicker than usual torch that continuously has smoldering embers at the tip, but never a full fire. Of extremely limited usefulness for the purpose of emitting light.

- +1 damage from the fiery embers on a successful hack-and-slash.
- +1 ongoing to parley when torture is hinted at for leverage.
- May be used to cook food, ignite kindling etc.
- Must be carefully stored as it will ignite/melt through mundane gear.

Close, Dangerous, 2 weight, 35 coins (rare)

Spears

Spear of Virtue

- Only usable by Good characters (burns the hands of others)
- +1 ongoing to volley
- +1 damage versus Evil
- Glows silver when surrounded by evil
- +1 armor when outnumbered by evil creatures

Close, near, thrown, 1 weight, 50 coins (rare)

Elf-crafted Spear

- +1 ongoing to volley

Close, near, thrown, 0 weight, 80 coins (rare)

Spear of Fallen Swords

- +1 damage versus a foe wielding a sword

Close, near, thrown, 1 weight, 28 coins (common)

Tribal Spear

- +1 to hack-and-slash when equipped with no more than leather/hides
- +1 to Defy Danger via CHA if the spear is covered in blood

Close, near, thrown, 1 weight, Flimsy, 35 coins (uncommon)

Amazonian Spears

- A trio of spears, allowing 3 uses instead of 1.
- -1 ongoing to Defend

Close, near, thrown, 3 uses (can be recovered), 1 weight, 33 coins (rare)

Maces

Mace of Peace

- +1 ongoing to Cast a Spell if the spell is not used to harm another
- +1 ongoing to Parley if the promise of healing is used as leverage
- Take -1 forward after dealing damage with this mace

Close, 1 weight, 50 coins (rare)

Mace of Self-Sacrifice

- When anyone not actively hostile is in danger of injury, you must Defy Danger (+WIS) to combat the urge to endanger yourself in their stead or give in to that urge.
- +1 ongoing to Aid
- +1 armor when using Defend
- At the end of each session, if the mace forced you to endanger yourself to help another, mark experience.
- Cursed, cannot be voluntarily relinquished

Close, 1 weight, 40 coins (very rare)

Mace of Bass -- A mace with flanged edges that softly hums through the air when swung.

- +1 damage and Forceful when attacking shortly after a Bard has woven a song into an arcane spell

Close, 1 weight, 12 coins (rare)

Earthen Mace -- A mace that glows very faintly when underground or within caverns.

- After dealing damage with this mace when underground, take +1 forward to Hack-and-Slash
- Does not glow brightly enough to illuminate areas.
- +1 ongoing to Discern Realities when trying to inspect walls/floors within a cavern or underground.

Close, 1 weight, 85 coins (rare)

Campaign Specific (Probably not helpful to the general public. Look above for general items.)

Prototype Halberds (2 of them): reach, +1 damage, +1 piercing, two-handed, 2 weight, 140 coins

Jewelled dagger: 2 weight, hand, +1 damage versus objects dressed mostly in the same color as the gem (red currently)

The gem may be rubbed (intentionally or otherwise) to emit a glow sufficient to light up a small room. Worth 2 coin as just a dagger. Worth 2 coin + 40 if with the gem. Worth 100 coin if the purchaser knows its secret (and contains a gem.) The dagger is also particularly durable and will resist normal wear and tear almost indefinitely if a gem is housed in it. If the history of this weapon is known, it will give a +1 to Discern Realities as long as it is in the hand of the character doing so and a gem is within its hilt. This does not increase the value of the dagger.