

A Magical Medley

FIFTY NIFTY MAGICAL ITEMS FOR INCLUSION IN ANY FANTASY SETTING



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A SAVAGED



SUPPLEMENT

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INTRODUCTION

What follows is a collection of 50 nifty magical items for inclusion in any **Savage Worlds** campaign using a "typical" fantasy setting. They have been converted from their original form into one suitable for use with **Savage Worlds**. Obviously, the list is by no means extensive. The primary purpose of this document is to provide a selection of ready-made magic items that will hopefully help to spark the imagination of the individual GM. Feel free to modify or adjust to suit your own needs.

For purposes of this document, one **phase** is assumed to equal 10 minutes. A phase is further subdivided into one-minute **turns**, which in turn are divided into six-second **rounds**. Rounds are the standard division of time in **Savage Worlds** combat. All distances are given where 1" = 2 yards except where specifically noted.

THE MAGICAL MEDLEY

Arrow of Slaying

This arrow inflicts 4D6 points of damage. It is a one-use item. If recovered after use it reverts to being a normal arrow. As a variant item, an Arrow of Slaying may be tied to a specific creature or group of creatures (e.g., Arrow of Slaying – Trolls, Arrow of Slaying – Giants, etc...). When used against an Extra, the Arrow of Slaying kills the target with a successful attack.

Boots of Speed

These well-made leather boots, increase the wearer's modified Pace values by 2". When running, a character wearing these boots rolls a 2D4 rather than a D6 to determine the distance moved.

Bracelet of Luck

This unassuming silver or gold bracelet is actually a lucky talisman. It must be worn on the user's wrist to be effective. This bracelet will grant the user one additional Bennie at the start of any session in which the character wears it. The item will function for three sessions (they need not be consecutive). Once the third Bennie is granted the bracelet will mysteriously vanish from the wearer's wrist. You may never wear more than a single bracelet at the start of any session.

Bracers of Defense

These mithril bracers, which are engraved with many strange magical sigils, grant the wearer three points of armor protection. This item will function only if no other armor, excepting a helmet and/or shield, is being worn. The rarer version of this item grants the armor bonus regardless of any other armor which is used; however, only one point of protection is granted.

Cloak of the Chameleon

This cloak acts like a normal cloak until the hood is raised. At this point the cloak changes color in order to blend in with the wearer's surroundings thus invoking a -4 penalty to any Notice rolls made to detect the wearer – provided the wearer does not move. The cloak does not mask

sound, so a moving character must make a successful Stealth roll in order to receive the benefit of the cloak – failure means the character is somehow noticed and gains no benefit. Creatures with an acute sense (e.g., vision, smell, or hearing) halve the penalty.

Cloak of Invisibility

This shimmering cloak will make the wearer invisible once the hood is raised. This cloak only affects items that fit entirely beneath it – items not covered by the cloak will still be visible when the cloak is activated. The cloak masks sound. The cloak may be used up to three times per day – each use lasts one phase and invokes a -4 penalty to any Notice rolls made to detect the wearer. Creatures with an acute sense (e.g., vision, smell, or hearing) halve the penalty.

Coronet of Mind Expansion

The coronet is constructed of gold, platinum, or mithril, and is inscribed with strange geometric symbols. On occasion, precious gems are used as decorative features. The coronet does not give off an aura of magic – its nature is entirely mechanical and its powers derive from its internal construction and composition (it functions as a booster for psionic powers). The effect of the Coronet of Mind Expansion is continual – no activation word is needed to invoke its special powers. The device functions only when used by someone with Arcane Background: Psionics and then only if worn on the head. In such cases it reduces the normal power point cost of any power employed by one; however, the user must actually possess enough power points to activate the power in the first place. The device can reduce the actual cost to zero.

Devices of Storing

These devices may be of almost any construction – often taking the form of rods/staves/wands or talismans of some sort. Each must contain a precious stone that acts as a focus. These devices are useable only by someone with an Arcane Background appropriate to the GM's campaign. Each device allows the user to store up to 10 power points for later use. Only one power point may be "loaded" into the device per day. Power points used in this manner require 24 hours to recover. Stored power points are used in the normal manner; however, a result of "snake eyes" (a '1' on any two dice) results in the destruction of the device. The device is utterly destroyed and the user suffers 1D6 points in magical backlash damage for every two power points stored in the device!

Elixir of the Sun

This small crystal vial contains a single drop of an unknown liquid. If kept in its container, this liquid causes the vial to act as a magical lantern that sheds enough light to illuminate an area equal to a medium burst template. If the stopper is removed and the contents poured on the lips of a deceased character then that character will be restored to life, and after a 24-hour recovery period, during which he is considered to be incapacitated, he will be "as good as new".

The Ever Full Goblet

This large silver goblet will fill with wine or water depending on which command word is spoken up to three times per day. The goblet can hold up to ½ gallon of liquid.

Gem of Intellect

Possession of this gem increases the owner's Smarts by one die type – **this affects all linked skills as well**. The gem must be kept on the owner's person in order to derive any benefit from it. Once it leaves its owner's possession their Smarts reverts to its actual die **immediately**.

Girdle of Agility/Strength/Vigor

These leather belts have golden buckles and are reinforced with metal studs. They will magically size to fit the wearer. As long as the belt is worn the user's effective attribute – **as well as any linked skills or derived statistics** – is increased by one die type. Each belt affects only a single attribute and no more than one belt may be worn at any one time.

The Golden Strand

This strand of fine gold is not much thicker or heavier than embroidery floss. Upon command it will bind any single creature (no chance of breaking free) within 1" of the user. The creature bound is then forced to truthfully answer **any three questions** posed by its owner. Any attempt to lie or conceal the truth results in the delivery of an electric shock that causes 1D6 points of damage (**ignore any non-magical protection**). The item may be used up to twice a day **and releases the target on command**.

Helm of Command

A single ruby and a long red horsehair crest adorn this military-style helmet. Whoever wears this helm affects all friendly Wild Cards and Extras within 4" as if he possessed all of the Leadership Edges described in the main rulebook. Donning the helmet activates its special power, which lasts for up to one phase. The helmet may be used once per day, **and provides protection as a pot helm**.

Helm of Control

This unassuming metal helmet allows the wearer to access the Puppet power once per day. Donning the helm activates its power, which is usable for up to one phase once per day. **The helmet provides protection as a pot helm**.

Lucky Coin

This normal looking gold coin allows the bearer access to a single bonus Bennie each session. There is a 10% chance of losing the coin each day. During any session in which the bonus Bennie is used there is an additional 50% chance that the coin will be lost. If the coin is damaged or modified in any way (say by boring a hole through it to fit it on a necklace) it will immediately cease to function.

Necklace of Healing

A single small diamond adorns this silver necklace. Whoever wears it may access the Heal power once per day. A single wound is automatically healed as an action – raises and modifiers do not apply.

Necklace of the Stone Warriors

This necklace consists of a simple piece of rope to which are attached five semi-precious stones of varying type and color. Each stone has a letter inscribed upon it – the letters form the command word for the device. The power of the necklace may be invoked once per week. To activate the necklace, the wearer simply removes one or more of the stones and casts them to the ground while speaking the command word. The stone(s) will be transformed into a stone construct that is completely under the control of the owner of the necklace. Once activated, a stone construct will be active for one turn or until destroyed – in either case, the semi-precious stone from which the warrior sprang is consumed – the command word is altered appropriately. Each stone warrior possesses the following game stats:

All Attributes: D6
Parry: 5; Pace: 3"; Toughness: 8
Fighting and Notice: D6
Construct, Fearless, Stoneskin (+3 Armor)
Short Sword (STR+2)

Potion of Healing

This pale green potion, which smells of mint, will immediately warm the belly and lift the spirits of any who drink it. Each potion will have 1D6 doses (the GM should roll this number and keep it secret) when found. Drinking this potion will immediately restore a wound and/or negate Shaken status.

Potion of Quickness

This light blue potion, which smells of menthol, will improve the reaction speed of any who drink it. Each potion will have 1D6 doses (the GM should roll this number and keep it secret) when found. Drinking this potion will cause the imbiber to be treated as if he possessed the Quick Edge for 3 + D6 rounds (the GM should roll this number and keep it secret).

Ring of Alertness

The wearer of this ring is treated as if he possessed the Alertness Edge. **Its effect is continual as long as the ring is worn**.

Ring of Arcane Resistance

This ring causes the wearer to be affected as if he possessed the Arcane Resistance Edge. **The power of the ring is automatically activated whenever the wearer is the target of an arcane power or attempts to resist an arcane power, effect, or attack**.

Ring of Fear

The wearer of this ring will cause all who can see him to be affected as if he possessed the monstrous ability Fear. This effect can be invoked three times per day by speaking the activation word found on the inner surface of the item. Each invocation lasts one round.

Ring of Flying

This ring allows the wearer access to the Fly power. The wearer **may fly at a rate up to his normal Pace**. It may be used up to three times per day. Each invocation lasts one phase.

Rings of Friendship

These rings appear as a matched set – each inscribed with one-half of a complex design. Possession allows those wearing one or the other of a matched pair access to the Common Bond Edge. Bennies may only be exchanged between ring bearers.

Ring of Spider Climbing

This ring allows the wearer to move as if he possessed the monstrous ability Wall Walker. This effect can be invoked three times per day by speaking the activation word inscribed on the inner surface of the item. Each invocation lasts one turn.

Ring of Undead Summoning

These unassuming rings come in four varieties. Each ring allows a different type of undead to be instantly summoned. The summoned creature(s) will do the wearer's bidding. Each invocation lasts for one turn, after which the undead (whether destroyed or not) will return to the ring ready to be summoned again. Each ring may be used once per week.

Ring Type	Number	Undead Type
Iron	1D4	Skeletons
Copper	1D6/2	Zombies
Silver	1D4/2	Ghouls
Gold	1	Wight

Statistics for skeletons and zombies are given in the Savage Worlds rulebook. Ghouls may use the Zombie stats with the following changes: Strength = D8; Pace = 6"; Claws = STR+2; No Weakness (Head). Wights may use the stats of a Ghost (as given in the rulebook) with the following changes: They are armed with longswords (STR+3).

Spectacles of Magical Sight

There are several variations of these magical spectacles. When discovered, roll D% on the following table to determine the type found:

D% Result	Type of Spectacles
01-15	Spectacles of Night Vision
16-30	Spectacles of Invisibility Detection
31-45	Spectacles of Ethereal Vision
46-60	Spectacles of Magic Sight
61-75	Spectacles of Far Seeing
76-90	Spectacles of Translation
91-00	Spectacles of Illusion Detection

- The Spectacles of Night Vision allow the wearer to see in the dark as if it were full daylight.
- The Spectacles of Invisibility Detection allow the wearer to see anything that is invisible due to natural or magical means.
- The Spectacles of Ethereal Vision allow the wearer to see any ethereal items.
- The Spectacles of Magic Sight cause all magical items to glow a dull blue when viewed.
- The Spectacle of Far Seeing increase the wearer's normal range of vision by a factor of five.

- The Spectacles of Translation allow the wearer to read any language viewed as if it were written in his native tongue.
- The Spectacles of Illusion Detection reveal all illusions for what they truly are.

The items function three times per day for one turn per activation. Simply putting them on activates the items. Except for the Spectacles of Far Seeing, all sight is restricted to the wearer's normal vision limits. **If worn during combat, there is a 50% chance of them being knocked off any time the character suffers a wound.**

Staff Sword

This unassuming ash staff is 6' in length and appears to be a normal quarterstaff in all respects; however, when the command word is spoken, the staff changes into a **longsword**. This sword is magical, although it imparts no special combat bonuses. Speaking the command word a second time will cause the sword to revert to a staff. The item may be used as often as desired – **activation counts as an action (consider it to be the same as drawing a weapon).**

Staff of Undead Control

A gilded human skull tops this 5' obsidian staff. Its bearer is able to control 1D6 undead creatures within the area covered by a **large burst template** centered on the staff. The undead will do exactly as the bearer of the staff commands – excepting self-destruction (although they can destroy one another). The staff can be used three times per day – each use lasting for one **phase**. Sentient undead are allowed a Spirit test to avoid the effects of the staff - Wild Cards are immune.

Sun Stones

This fist-sized stone gives off enough light to illuminate an area **the size of a large burst template**. Roll 2D6 each day, on a result of 2 or 12 the magic that created the stone fades and the sun stone becomes an ordinary stone in all respects. The effect of the sunstone is continual – no activation word is needed to invoke its special effect.

Sword of Cleaving

This two-handed sword imparts a -2 penalty to the user's Parry value; however, each raise on the attack roll allows a +4 bonus on the damage roll.

Sword of Defense

This sword allows a **+3** bonus to the user's Parry value when used. This effect does not come without a downside, however, as an equal penalty is applied when attacking and to any resulting damage.

Talisman of Bravery

Characters wearing this talisman – which consists of a golden circle (3" diameter) with an embossed lion's head in profile attached to a gold chain – are treated as if they possessed the monstrous ability Fearless. Although no activation word is required to invoke the talisman's ability, it will only function three times per day (it activates automatically in the presence of anything requiring a Guts check).

8 REVISION ONLY BONUS ITEMS!

Wand of Fire/Cold/Lightning Bolts

This unassuming 1' wand of wood/metal/stone can be used to cast bolts of fire/cold/electricity. The exact appearance and trapping is up to the individual GM. Each wand is "pre-loaded" with **D10+10** power points and cannot be reloaded once the last power point is used. The user invokes the power of the wand by saying one of the three command words inscribed along the wand's length – the first casts a single bolt that does 2D6 points of damage and expends one power point; the second invokes a variation, which expends two power points and casts a single bolt that does 3D6 points of damage; the final command word activates the wand's most powerful power (and expends four power points) which is a single bolt doing 4D6 points of damage. Up to two bolts may be fired in a single round – this costs double the normal power point expenditure for the type of bolt fired (i.e., firing two 4D6 bolts would require eight power points). For purposes of determining whether an attack hits or not, assume the wand is a missile weapon (with a range of 3/6/12) and use the normal rules governing missile weapons (i.e., the characters Shooting skill).

Weapon +1/+2

Any weapon may be imbued with a magical power that grants it a bonus of +1 or +2 to its normal chances to score a hit. The bonus also applies to damage resulting from a successful attack. Weapons imparting such a bonus should be quite rare indeed, with the +2 variety being considerably more rare than those imparting a +1 bonus. **Such bonuses are applied as any other bonus and count toward determining raises.**



Hope you enjoyed this **Savage Worlds** supplement – stay tuned for more savaged goodies in the near future!

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All modifications since the last release of this document are in red. These modifications are the result of additional playtesting, player and GM comment, forum feedback, and simple editing errors and omissions.



Dissolve Magic Scroll

This parchment scroll contains an incantation written in the Common Tongue. When read aloud (requiring an action and a full round) it will dispel the effects of any power as if the character had used the Dispel power. This is a one-shot item – the scroll crumbles into dust once the words are read. The scroll is treated as an AB: Magic version of the spell cast at a skill level equal to D10.

Nectar of the Deep

This blue and salty liquid grants the user the benefits of the Wave Runner power. For game purposes, treat the character as if he had cast the power himself. The effects last for one hour per dose and each potion will contain D4 doses when found.

Potion of Ethereality

This clear and tasteless liquid grants the user the ability to become ethereal. For game purposes, treat the character as if he possessed the Monstrous Ability (Ethereal). The effects last for D6 turns per dose and each potion will contain D4 doses when found.

Priest's Staff

This 6' long ash staff may be used as a normal quarterstaff; however, in the hands of a priest, it provides an additional 5 power points. These power points may be used and recovered in the normal manner. A version for mages also exists.

Ring of Fire Protection

This iron ring allows the wearer to ignore the effects of fire and heat as if he had cast the Fire Walk (from 50 Fathoms) power. The ring may be used up to three times a day for one turn per use.

Ring of Regeneration

This ring is carved from the knuckle of a troll. Anyone wearing it allows the wearer to regenerate wounds more quickly than normally possible – for game purposes, treat the character as if they possessed the Monstrous Ability (Regeneration, Slow).

Talking Mirrors

These unassuming silvered mirrors (handheld) are usually found as a pair. Those possessing them can communicate with one another over any distance. The mirror allows sight and sound to be transmitted regardless of the actual distance separating the characters.

Weapons of Pain

These weapons – they may be of any form – cause damage equal to their non-magical counterparts; however, any damage they cause heals at ½ the normal rate. Damage that is magically healed is also halved so, for instance, Heal requires a raise to heal a Wild Card of a single wound or return an incapacitated Extra to Shaken status.