

TERRINOTH SETTING
COMPATIBLE

TERRINOTH TREASURES

Volume I



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FANTASY RULES SUPPLEMENT

GENESYS
FOUNDRY

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INTRODUCTION

This product is a supplement for the REALMS OF TERRINOTH setting. Though the supplement explores the world of Mennara, it can be converted for use in your own fantasy world. The GENESYS CORE RULEBOOK (CRB), REALMS OF TERRINOTH setting (RoT), and either GENESYS DICE or the GENESYS DICE APP are required to use this product.

SYNOPSIS

Magical treasures are of course the most coveted and eagerly sought rewards an adventurer can hope to find. This supplement provides fifteen (15) new Terrinoth magic items. Each is derived from previous lore in the Terrinoth setting (such as RNEBOUND and DESCENT), but now with new art and rules adapted for the GENESYS ROLEPLAYING SYSTEM.

In addition, this first volume of the supplement provides optional rules for crafting these magical items (and others), as well as suggested pricing guidelines to help GMs develop and adapt their own magical items for their campaigns.

This is volume 1 of more such volumes to follow, as more items are adapted for the system. Each additional volume will feature 15 additional items and contain the same level of detailed information.

ORGANIZATION

Each item is presented as a different page. Each one has an illustrative image, description, lore, and suggested rules and materials for the item's creation. In addition to this vital information, general crafting rules are presented as an appendix to the item listings. The items are described by one of the most learned practitioners of the Art in Mennara, **Landrec the Wise**.



GENERAL INFORMATION

It is important to note that each of these items' magical properties are given as a standard variety of the listed item. Individual creations may have additional or slightly altered abilities at the whim and success of the individual item creator. All creation rules and suggestions are optional and guidelines only. This is up to the individual GM to adjudicate for his or her own campaign.

The lore of these items comes from their appearance in previous products based in the Terrinoth setting. In all cases, I have strived to maintain the purpose of the item from those games, but with Genesys rules.

CONTENTS

Each creature is presented as a separate page entry. As there are multiple varieties of Saurians, this entry will have numerous stat blocks and pages.

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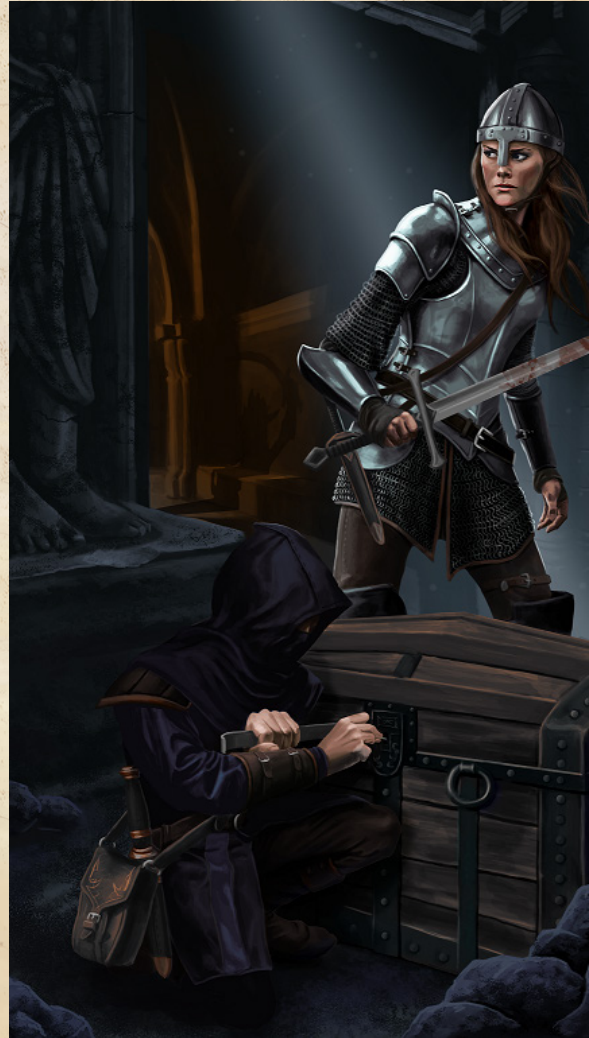
EXPLANATION OF ENTRIES

An entry of an item explains the function of an item and how it fits in with the world of Mennara. Each item also has several different statistics and information regarding how to make and enchant the item.

- **Benefit:** This is what the item does, what bonuses it grants, how it works, and what it takes to use the item.
- **Enchantment Process:** These are the statistics of the item for enchantment purposes.
- **Skills Needed to Enchant:** These are the skills that one would need to make such an item. Some items can only be made using a specific skill. Other items may be made by those with any one of the skills listed.
- **Encumbrance:** This is the same value used in the Realms of Terrinoth sourcebook for how bulky an item is to carry.
- **Price:** The first number listed is the suggested retail price of the item. GMs are of course encouraged to use their own discretion on the price and availability of such items. However, these prices are in line with comparable items in the sourcebook.

The second cost given is the total price to make and enchant the item. This cost is further broken down, as adventurers may obtain some or all of what they need through an adventure, versus trying to track down a seller and spend the coin.

- **Rarity:** This is the same value used in the sourcebook, to determine how common or rare an item is to find in the setting. For the purpose of this tome, it is also the basis for many of the calculations for enchantment, such as time required and costs.
- **Enchantment Time:** This value represents how long the character must devote to enchanting the item. It can take hours or days, depending on the power of the item to be enchanted.
- **Skill Check Difficulty:** This value represents the difficulty of the applicable Magic skill check, whether Arcane, Primal, etc. Enchanting items is rarely simple, so the difficulties can be high.
- **Material Components:** Each item requires specially prepared base items to be enchanted, and rare components of varying expense to craft and enchant. These are broken down as some of the items may serve as Adventure Seeds to gain the needed materials, such as seeking a magical beast, a high priest, or exploring a remote forest.



- **Experience Cost (Optional):** The most powerful items often require the investment of experience points to represent the time and effort going into such a creation. When applicable, the cost is given in the entry according to **Appendix: Table 4**. Note: this is an optional rule to limit creation by PCs. You may also choose to limit it more by making the process harder to discover, so this is up to individual GMs.

BELT OF STRENGTH

Belts of Strength are often sought by those who depend on Brawn for their livelihood. Designs can vary, but most belts are made of giant hide leather fashioned into wide weapons belts and incorporate large gold or silver buckles in the shape of a lion, boar, or other symbol to signify strength.

“Most commonly found in areas plagued by rampaging giants, casters soon learned to use the hide from defeated foes to harness the giants’ strength and turn it back against them. Though not as common to find now, no doubt there are ancient ruins where military leaders have such items, when the threat from the beasts was much more prominent.”

—Landrec the Wise

BENEFIT

When worn, this powerful belt can be activated (as a maneuver) to increase a character’s Brawn score by 1. If the character’s Brawn Score is already 5, they instead add ■ ■ to all checks using Brawn. This effect lasts until the end of the encounter or scene. When the effect wears off, the character suffers 2 strain.

ENCHANTMENT PROCESS

While rare to find as items, the secrets to making such belts can likely be found through tireless research in some of the finer magical libraries in Mennara.

- **Skill needed to enchant:** Arcana. One needs to be trained in this skill to attempt this enchantment.
- **Encumbrance:** 0
- **Price:** 15000 retail (5000 to make in materials). This represents the expense to the caster of purchasing (versus finding) the needed materials. The belt itself (2600), powdered Starstone (1600) and a vial of giant’s blood (800). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 8 (5 Experience Cost)
- **Enchantment Time:** 9 days
- **Skill Check Difficulty:** Daunting (◆◆◆◆)



MATERIAL COMPONENTS

The first step to enchanting a Belt of Strength is to obtain a belt made from the prepared hide of a creature who possessed a Brawn of 5 or higher. This belt must be of exceptional quality and have a buckle made of precious metal. Precious stones are optional, though a common inclusion. The belt component is roughly 2600 of the total component cost of 5000.

An additional material needed for this item (and any other permanent magical item) is a suitable amount of powdered Starstone. This bluish-black stone has innate magical properties and can only be found in the Starfall Forest. For the belt, the cost of this powdered stone is 1600 (200 x the rarity) and it is sprinkled over the item during the enchantment ritual.

A vial’s worth of blood from a creature who possessed a Brawn of 5 or higher is also needed for the ritual. The cost of this component is 800 (100 x the rarity) and is poured over the belt during the ritual.

EXPERIENCE COST

The enchantment of a permanent magical item such as the Belt of Strength requires the character to expend Experience Points per the rarity rating of the item in **Appendix: Table 4** (5 experience points in this case). This cost represents the time and skill dedicated to performing the ritual as well as existing for game balance reasons to limit the ability to mass produce such items.

Of course, the ability for characters to enchant their own items is up to the GM and should be considered as optional, as should the concept of such creations costing Experience Points for more rare items.

BONE BLADE

Bone Blades are enchanted blades made of bone but strengthened by magic to be as strong as any reinforced steel sword.

"A fearsome weapon, as wounds from these swords tend to bleed profusely. Without expert or magical healing, one could bleed out from even a single wound."

—Landrec the Wise

Bone Blades are bone or ivory weapons and often incorporate small skulls and other bones into the design. However, the weight and strength of such weapons make the swords feel much more like fine steel.

BENEFIT

Wounds from a Bone Blade bleed out (reflected as Burn 2) until the victim is healed (via skill or magic). The sword also has a Pierce of 1, and does +6 damage, and is Unwieldy (3).

ENCHANTMENT PROCESS

While rare to find as items, the secrets to making such swords are well established lore. Many tribal shamans know the methodology, and the information can be found in many magical libraries.

- **Skill needed to enchant:** Arcana or Primal. One needs to be trained in either one of these skills to attempt this enchantment.
- **Encumbrance:** 0
- **Price:** 12000 retail (4000 to make in materials). This represents the expense to the caster of purchasing (versus finding) the needed materials. The sword itself (1600), powdered Starstone (1600) and a vial of Ferrox blood (800). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 6 (No Experience Cost)
- **Enchantment Time:** 7 days
- **Skill Check Difficulty:** Hard (◆◆◆)

MATERIAL COMPONENTS

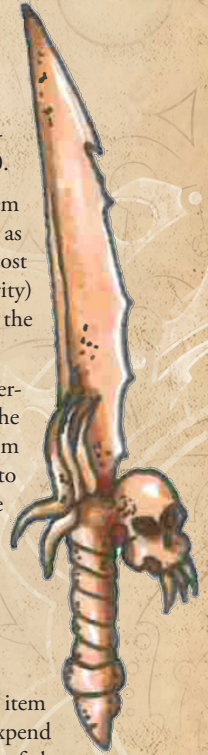
The first step to enchanting a Bone Blade is to obtain the base sword to be enchanted. This sword must be Reinforced and of Superior quality. Such a sword costs roughly 1600.

An additional material needed for this item is a suitable amount of powdered Starstone, as previously mentioned. For the sword, the cost of this powdered stone is 1600 (200 x the rarity) and it is heat infused into the item during the enchantment ritual.

The final component needed is a vial of Ferrox blood. This blood costs 800 (100 x the rarity) and it too is heat infused into the item during the ritual. This fuses all the bones into one seeming piece of steel and gives it the bleeding property.

EXPERIENCE COST

The enchantment of a permanent magical item such as the blade requires the character to expend Experience Points based on the rarity rating of the item in **Appendix: Table 4**. (5 experience points in this case). This cost represents the time and skill dedicated to performing the ritual as well as existing for game balance reasons to limit the ability to mass produce such items.



BONE WAND

Bone Wands are implements with necromantic powers.

“Bone Wands may look like the tool of a primitive caster, but they are potent magical implements. I carry one myself when in the field, as you never know when a healer just may not be available.”

– Landrec the Wise

Bone Wands are carved from ivory or bone and often contain carved reliefs which relate a story or battle. They are often large and thick wands.

BENEFIT

The Bone Wand is a magic implement, as described on page 218 of the GENESYS Core Rules book. While using the Bone Wand as their implement, adding the Doom effect does not increase a spell's difficulty (and this effect can be added regardless of which Magic skill is being used). In addition, if one of your allies has suffered 5 or more wounds during the encounter, you may use the Bone Wand to cast Heal spells with any Magic skill you possess. This effect lasts until the end of the encounter.

ENCHANTMENT PROCESS

While rare to find as items, the secrets to making such wands are well established lore. Many tribal shamans know the methodology, and the information can be found in many magical libraries.

- **Skill needed to enchant:** Arcana or Primal. One needs to be trained in one of these skills to attempt this enchantment.
- **Encumbrance:** 0
- **Price:** 3000 retail (1000 to make in materials). This represents the expense to the caster of purchasing (versus finding) the needed materials. The wand itself (340), powdered Starstone (600) and a few drops of Ogre blood (60). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 6 (No Experience Cost)
- **Enchantment Time:** 7 days
- **Skill Check Difficulty:** Daunting (◆◆◆◆◆)

MATERIAL COMPONENTS

The first step to enchanting a Bone Wand is to obtain the base wand to be enchanted. This wand must be of exceptional quality. Such a wand costs roughly 340.

An additional material needed for this item is a suitable amount of powdered Starstone, as previously mentioned. For the wand (as an implement), the cost of this powdered stone is 600 (100 x the rarity) and it is sprinkled over the item during the enchantment ritual.

The final component needed is a few drops of Ogre blood. This blood costs 60 (10 x the rarity) and it is dropped onto the item during the ritual.

EXPERIENCE COST

There is no Experience cost to make this implement.



CONTEMPLATIONS UPON THE FLAMETAILED

Contemplations upon the Flametail is a well-known book by the Sword Poet, Zaff Darba (as first mentioned on page 230 of the REALMS OF TERRINOTH sourcebook). Non-magical varieties of the book appear all over Terrinoth, but many such tomes have been enchanted to enhance the reader's swordsmanship.

"The magical varieties of this book are highly sought by those who live and die by the sword. Of course, if one simply bothered to study and practice the techniques detailed inside, they wouldn't even need the magic."

—Landrec the Wise

Enchanted versions of the book are always of high quality and often bound in exotic hide leather with gold or silver fittings. These tomes can be in many different languages, both regional and racial, as the original book has been translated by many over the years.

BENEFIT

Enchanted books are an odd blend of permanent and one-shot items. After reading the entire volume, the reader gains the benefit of the tome. However, another reader cannot gain the same benefit until the tome has "recharged" (a process taking one day for each page of the book). *Contemplations upon the Flametail* has 350 pages. A character can only gain the benefit of such a tome one time. Reading it a second time will not have any effect (except for adding to the recharge time). The benefit of this tome is that the reader permanently gains the benefit to add to Melee skill rolls made using a blade, as long as the character is only engaging in a one-on-one combat with another sword wielder. (similar to the Duelist talent)

ENCHANTMENT PROCESS

While rare to find as items, the secrets to making such books can likely be found through tireless research in some of the finer magical libraries in Mennara.

- **Skill needed to enchant:** Arcana. One needs to be trained in this skill to attempt this enchantment.
- **Encumbrance:** 1
- **Price:** 6000 retail (3000 to make in materials). This represents the expense to the caster if purchasing (versus finding) the needed materials. The book itself (2600), Powdered Starstone (1600) and a large amount of Kraken ink (800). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.



- **Rarity:** 7 (5 Experience Cost)
- **Enchantment Time:** 8 days
- **Skill Check Difficulty:** Daunting (◆◆◆◆◆)

MATERIAL COMPONENTS

The first step to enchanting a book is to obtain a physical copy of the book to be enchanted. This book must be of exceptional quality and include exotic materials. A magical version of *Contemplations upon the Flametail* requires the base book to cost roughly 900.

An additional material needed for this item is a suitable amount of powdered Starstone, as previously mentioned. For the book, the cost of this powdered stone is 1400 (200 x the rarity) and it is sprinkled over the item during the enchantment ritual.

An inkwell of ink from a creature who possessed the ability (typically a Kraken) is also needed for the ritual. The cost of this component is 700 (100 x the rarity). During the enchantment period, this ink is used to trace over as much of the book as possible.

EXPERIENCE COST

The enchantment of a permanent magical item such as the book requires the character to expend Experience Points based on the rarity rating of the item in **Appendix: Table 4**. (5 experience points in this case). This cost represents the time and skill dedicated to performing the ritual as well as existing for game balance reasons to limit the ability to mass produce such items.

CORPSE ACID

Made primarily by the Dwarven Alchemists Guild, corpse acid is a dangerous alchemical item.

"Leave it to the Dwarves to come up with this devilry. However, I can't argue against the usefulness of this acid. For adventurers, the prospect of using acid without risking damage to treasure is simply too good to pass up!"

—Landrec the Wise

This thick, viscous green acid is normally stored in metal or ceramic containers as it dissolves anything organic.

BENEFIT

Corpse acid only damages organic material. It causes damage equal to its rating (7) and lasts for 3 rounds. Immersion in water can halt the damage.

ENCHANTMENT PROCESS

This item is typically exclusive to Dwarven Alchemists, though it isn't unreasonable to assume other alchemists have developed something similar.

- **Skill needed to enchant:** Alchemy. One needs to be trained in this skill to attempt this enchantment.
- **Encumbrance:** 0
- **Price:** 500 (250 in materials). This represents the expense to the caster if purchasing (versus finding) the needed materials. The base venom (180), and other herbs and minerals (70). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 7 (No Experience Cost)
- **Enchantment Time:** 8 hours
- **Skill Check Difficulty:** Hard (◆◆◆) though Dwarves get □□ to the check.



MATERIAL COMPONENTS

The base ingredient of corpse acid is the acidic venom of the Bane Spider and a usable amount of this substance costs roughly 180.

Additional items needed are more typical alchemical herbs and minerals (including bone dust, which gives the acid its name) that can be foraged or purchased for 70 (10 x the rarity).

EXPERIENCE COST

There is no Experience cost for this alchemical item.

CURSE DOLL

Curse Dolls may not appear to be powerful magic items, but their unique benefit can often turn the tide of battle.

“An adventurer with a curse doll in the pocket has a much better chance of coming back from an expedition in one piece! While many skilled in the Arcane see these items as primitive magic, the usefulness of a curse doll is something only a fool ignores.”

—Landrec the Wise

Curse dolls are made from the prepared hide of a large creature. They are stitched together with Bane Spider silk and stuffed with dried Mistvine seeds.

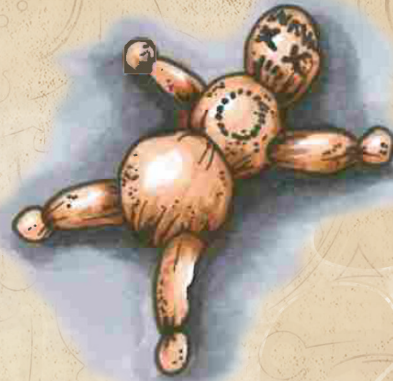
BENEFIT

A curse doll can only be used one time. Activating a curse doll is an out of turn incidental. A curse doll negates one ongoing status effect (such as burned, poisoned, paralyzed, stunned, etc.). The doll itself immediately suffers the effect (if it can be manifested visually on the doll) instead. The doll then becomes non-magical.

ENCHANTMENT PROCESS

These commonly found items are not difficult to make, and many aspiring enchanters cut their teeth in the trade by making these primitive items. Many shamans and spirit speakers can make such items as well.

- **Skill needed to enchant:** Alchemy, Arcana or Primal. One needs to be trained in one of these skills to attempt this enchantment.
- **Encumbrance:** 0
- **Price:** 300 (150 in materials). This represents the expense to the caster if purchasing (versus finding) the needed materials. The doll itself (30), Bane Spider Silk (60) and a half-pound of dried Mistvine seeds (60). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 6 (No Experience Cost)
- **Enchantment Time:** 7 hours
- **Skill Check Difficulty:** Hard (◆◆◆◆)



MATERIAL COMPONENTS

The first step to enchanting a Curse Doll is to obtain the base doll to be enchanted. The doll must be made from the prepared hide of a creature with a silhouette of 3 or higher. The cost for the base doll is around 30.

An additional material needed for the item is enough Bane Spider silk to stitch into the doll. Often, the stitch work service is included in the price to make the doll, but the silk thread itself is 60 (10 x the rarity).

A half-pound of dried, red Mistvine seeds is also needed for the doll. The cost of this component is 60 (10 x the rarity) and is used to stuff the inside of the curse doll.

A curse doll must be *attuned* before it is activated. This is a simple process, where the owner drips a drop of his or her blood on the circle area of the doll to create the link. Once attuned, it can only be attuned to another (if not used) by the same method. The attunement will always be linked to the last person's blood to have dropped into the circle on the doll. GMs are advised to allow only one curse doll to be attuned to an individual at any time.

EXPERIENCE COST

There is no Experience Point cost to make this item, as it is a one-use item.

DAWNBLADE

Dawnblades are magical swords which can be fearsome in combat.

"Beautiful and deadly weapons, only the most valiant of heroes are gifted with such magnificent swords."

—Landrec the Wise

Dawnblades are silvery swords adorned with many precious gems. They are named for their ability to shed light.

BENEFIT

Dawnblades can shed light upon command of the wielder. The sword also has a Pierce of 1, and does +6 damage, and is Unwieldy (3). At a cost of two strain, the wielder can have an attack affect an adjacent foe in Engaged range, in addition to the initial target.

ENCHANTMENT PROCESS

While rare to find as items, the secrets to making such swords are well established if not well-guarded lore. Diligent research in large magical libraries is needed to uncover the secrets of such enchantment.

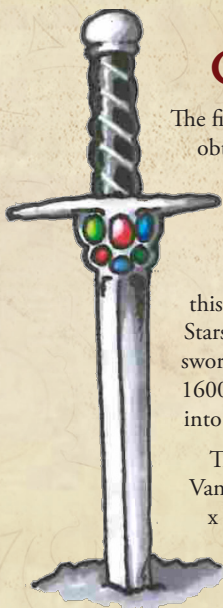
- **Skill needed to enchant:** Arcana. One needs to be trained in this skill to attempt this enchantment.
- **Encumbrance:** 3
- **Price:** 12000 retail (4000 to make in materials). This represents the expense to the caster of purchasing (versus finding) the needed materials. The sword itself (1600), powdered Starstone (1600) and a vial of Vampire blood (800). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 8 (5 Experience Cost)
- **Enchantment Time:** 9 days
- **Skill Check Difficulty:** Daunting (◆◆◆◆)

MATERIAL COMPONENTS

The first step to enchanting a Dawnblade is to obtain the base sword to be enchanted. This sword must be Reinforced and of Superior quality. Such a sword costs roughly 1600.

An additional material needed for this item is a suitable amount of powdered Starstone, as previously mentioned. For the sword, the cost of this powdered stone is 1600 (200 x the rarity) and it is heat infused into the item during the enchantment ritual.

The final component needed is a vial of Vampire blood. This blood costs 800 (100 x the rarity) and it too is heat infused into the item during the ritual.



EXPERIENCE COST

The enchantment of a permanent magical item such as the blade requires the character to expend Experience Points based on the rarity rating of the item in **Appendix: Table 4**. (5 experience points in this case). This cost represents the time and skill dedicated to performing the ritual as well as existing for game balance reasons to limit the ability to mass produce such items.

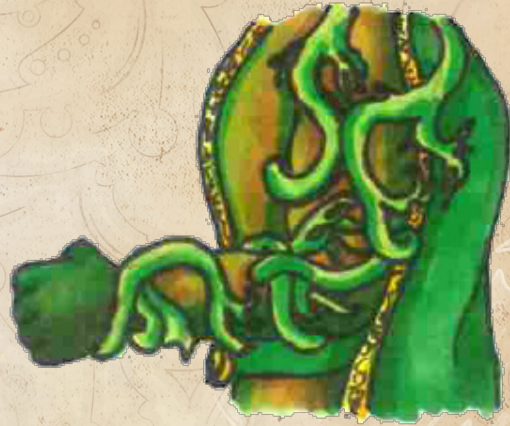
ELVEN WRAPROOT

Elven Wraproot is a form of living armor that can be worn in combination with other armor. The armor is typically fashioned by Elves as the Wraproot is mainly found in the Aymhelin Forest. Nearly all high-ranking Elven soldiers wear it to enhance their skills.

“An interesting symbiote cultivated by the Elves. The Elven Wraproot both enhances combat skill and offers a small bit of protection. Elves guard their secrets closely, so non-elves should keep looking over their shoulders if trying to duplicate the effort.”

—Landrec the Wise

Appearing as a living green vine that wraps around a dominate arm, the symbiotic plant bonds with its host and offers benefits for the privilege.



BENEFIT

The wraproot offers three benefits to its host. Once per scene or encounter, it can be activated as an out of turn incidental to grant ■ ■ to a single Ranged or Melee skill check.

Another benefit is also available once per scene or encounter and also activated as an out of turn incidental. The wraproot adds 1 to the host's Soak value for that scene or encounter.

The final benefit is it grants +1 to both Ranged and Melee Defense while bonded. This effect is constant and does not require activation.

ENCHANTMENT PROCESS

While extremely rare to find as items, the secrets to cultivating wraproot can only be learned from the elves.

- **Skill needed to enchant:** Arcana. One needs to be trained in this skill to attempt this enchantment.
- **Encumbrance:** 0
- **Price:** 21000 retail (7000 to make in materials). This represents the expense to the caster if purchasing (versus finding) the needed materials. The seedling (2000), Powdered Starstone (2000) and a pitcher of water from the Fountain of Purity (3000). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 10 (10 Experience Cost), 8 for Elves (and 5 Experience cost)
- **Enchantment Time:** 11 days (9 for Elves)
- **Skill Check Difficulty:** Formidable (◆◆◆◆◆) for non-elves, Daunting (◆◆◆◆) for an Elf.

MATERIAL COMPONENTS

To cultivate an Elven Wraproot, you must first start with a wraproot seedling. Obviously, the Elves guard these jealously, but they can be obtained on the black market for around 2000.

An additional material needed for this item (and any other permanent magical item) is a suitable amount of powdered Starstone, as previously mentioned. For the wraproot, the cost of this powdered stone is 2000 (200 x the rarity) even for an elf (as this assumes they are making it without sanction) and it is used as the starting soil for the seedling.

A pitcher of water from the Fountain of Purity (a sacred Elven site and one of the Monuments of Mennara) is needed to water the seedling and the cost is 2000 (200 x the rarity), assuming you can find a seller.

EXPERIENCE COST

The enchantment of a permanent magical item such as the Elven Wraproot requires the character to expend Experience Points per the rarity rating of the item in **Appendix: Table 4** (10 experience points in this case or 5 if the host (not the enchanter) is an elf). This cost represents the time and skill dedicated to performing the ritual as well as existing for game balance reasons to limit the ability to mass produce such items.

Of course, non-elves with an Elven Wraproot are going to be widely scrutinized by any elves they encounter. Some elves may assume the wearer performed some service for the race and was rewarded for the effort. Other elves may assume the wearer stole the secrets to make them. Non-elven characters wishing to wear such an item should proceed with caution.

FLARE CRYSTAL

Flare Crystals are primarily used in remote and hostile lands such as Isheim and Al-Kalim. When lost in such inhospitable regions, this item can be the difference between life or death.

“These remarkable crystals come from the ice-locked ruins of the Salishwyrd in Isheim. The potent magic locked within these crystals can transport you to the nearest settlement when you need it most... once. The secrets to cultivating these crystals have been learned over time, but few have the patience (or temperature) required.”

—Landrec the Wise

Flare Crystals resemble a large, bluish piece of quartz crystal. Unspent crystals always feel cold to the touch, so often, a hand-sized area of the crystal is wrapped in leather and cord.

BENEFIT

This potent item can teleport the user to the nearest settlement (defined as a location where 50 or more humanoids are present) within a 50-mile radius. Once used in this manner, the crystal becomes non-magical.

The crystal also gives off light equal to about half torchlight, and this property is what gives the crystal its name.

ENCHANTMENT PROCESS

While extremely rare to find as items, the secrets to cultivating Flare Crystals can be learned with copious research in larger magical libraries.

- **Skill needed to enchant:** Arcana. One needs to be trained in this skill to attempt this enchantment.
- **Encumbrance:** 0
- **Price:** 3000 retail (each) (4800 to make in materials, but you typically end up with multiple crystals). This represents the expense to the caster if purchasing (versus finding) the needed materials. The original flare crystal (3000), Powdered Starstone (1200) and a pitcher of ice-blood (600). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 6 (No Experience Cost)

- **Enchantment Time:** 6 months (It takes this long for the crystals to grow, so this is an exception to the normal time needed)
- **Skill Check Difficulty:** Hard (◆◆◆) with the dice results determining how many crystals are viable after the growth period.

MATERIAL COMPONENTS

To cultivate Flare Crystals, you must first start with a mature, and unspent Flare Crystal. The cost for this item is 3000. This component is consumed in the process as it forms the base of the crystal bed.

An additional material needed is a suitable amount of powdered Starstone, as previously mentioned. For the crystals, the cost of this powdered stone is 1200 (200 x the rarity) and it is used as the starting soil for the crystal formation.

A pitcher of ice-blood is needed to nourish the crystal and the cost is 600 (100 x the rarity), assuming you can find it. This substance is far more common in the north, so may be less expensive closer to the source. Ice-blood is first mentioned in the **REALMS OF TERRINOTH** sourcebook, page 234.

The final hurdle in the process is that the crystal bed must be cultivated in a cold place, near freezing until they are mature. Enchanters are advised that additional amounts of ice-blood can be used to prepare a suitably cold area if you don't have one already. However, this practice would increase the cost as nearly 1200 worth of ice-blood would be needed to surround the crystal for the entire growth period.

EXPERIENCE COST

There is no Experience Point cost to make this item, as it is a one-use item. However, enchanters are advised that there is the risk of only growing one crystal, or perhaps none, so this risk should be considered.



FORTUNA'S DICE

Fortuna's Dice are prized by nearly all beings. After all, who doesn't want Lady Luck's favor?

"Many gamblers have been caught with these enchanted dice in their pockets, often after a bit of good luck that is simply too good to be believed. One is cautioned to use these items with discretion."

—Landrec the Wise

These dice are found in pairs, and carved from ivory or bone, with meticulously carved sigils and stained with rare inks. The dice are the size of typical gaming dice and are sometimes inlaid with precious metals in addition to inks.

BENEFIT

When carried, these dice can be activated (as a maneuver) to add to any one roll. The effect can be used only once per encounter or scene (and can be used any one time after activating).

ENCHANTMENT PROCESS

Common to find as items as items go, the secrets to making such dice can often be found through even cursory research in some of the finer magical libraries in Mennara. Many remote tribal shamans and spirit speakers are also aware of how to enchant these items.

- **Skill needed to enchant:** Arcana or Primal. One needs to be trained in one of these skills to attempt this enchantment.
- **Encumbrance:** 0
- **Price:** 5000 (2000 - 2300 in materials). This represents the expense to the caster if purchasing (versus finding) the needed materials. The dice themselves (200 - 500), Powdered Starstone (1200) and a vial of Kraken ink (600). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 6 (Experience Cost)
- **Enchantment Time:** 7 days
- **Skill Check Difficulty:** Hard (◆◆◆) If ivory is being used instead of bone, this check gains .



MATERIAL COMPONENTS

The first step to enchanting a pair of Fortuna's Dice is to obtain the base pair of dice to be enchanted. The dice must be of exceptional quality and made from the ivory or bone of a creature with a silhouette of 3 or higher. The cost for the base pair of dice is around 200 for bone, or 500 for ivory.

An additional material needed for the item is a suitable amount of powdered Starstone as mentioned previously. For the dice, the cost of this powdered stone is 1200 (200 x the rarity) and it is sprinkled over the dice during the enchantment ritual.

A vial's worth of ink from a creature who possessed the ability (typically a Kraken) is also needed for the ritual. The cost of this component is 600 (100 x the rarity) and is used to stain the inlaid sigils of the dice. Some enchanters add gold or silver inlays in the sigils as well, but it is not necessary.

EXPERIENCE COST

The enchantment of a permanent magical item such as Fortuna's Dice requires the character to expend 1 Experience Point per rarity rating of the item (6 experience points in this case). This cost represents the time and skill dedicated to performing the ritual as well as existing for game balance reasons to limit the ability to mass produce such items.

RAGE BLADE

Rage Blades are magical swords which can focus the rage of the wielder.

"A Rage Blade has the ability to grant the wielder the ferocity of an Orc in battle. If you see one coming against you, and the red crystals are glowing, it's a good idea to be elsewhere..."

—Landrec the Wise

These large swords have red crystals infused into the guard.

BENEFIT

Rage Blades have the ability to allow the wielder to enter a **Battle Rage**, similar to Orcs (as on page 67 of the **REALMS OF TERRINOTH** sourcebook). The exception is the user does not have to add ■ to the check to gain the benefit of adding 2 more damage to attacks. This lasts for the duration of the encounter, but at the expense of two strain afterwards. This activation of the weapon can be done once per day and causes the red crystals to glow when activated. The sword also has a Pierce of 1, and does +6 damage, and is Unwieldy (3).

ENCHANTMENT PROCESS

While rare to find as items, the secrets to making such swords are well established if not well-guarded lore. Diligent research in large magical libraries is needed to uncover the secrets of such enchantment.

- **Skill needed to enchant:** Arcana. One needs to be trained in this skill to attempt this enchantment.
- **Encumbrance:** 3
- **Price:** 12000 retail (4000 to make in materials). This represents the expense to the caster of purchasing (versus finding) the needed materials. The sword itself (1600), powdered Starstone (1600), crystals (720), and a vial of Orc blood (80). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 8 (5 Experience Cost)
- **Enchantment Time:** 9 days
- **Skill Check Difficulty:** Daunting (◆◆◆◆)



MATERIAL COMPONENTS

The first step to enchanting a Rage Blade is to obtain the base sword to be enchanted. This sword must be Reinforced and of Superior quality. Such a sword costs roughly 1600.

An additional material needed for this item is a suitable amount of powdered Starstone, as previously mentioned. For the sword, the cost of this powdered stone is 1600 (200 x the rarity) and it is heat infused into the item during the enchantment ritual.

The quartz crystals for the guard cost 720 and turn red during the ritual.

The final component needed is a vial of Orc blood. This blood costs 80 (10 x the rarity) and it too is heat infused into the item during the ritual.

EXPERIENCE COST

The enchantment of a permanent magical item such as the blade requires the character to expend Experience Points based on the rarity rating of the item in **Appendix: Table 4**. (5 experience points in this case). This cost represents the time and skill dedicated to performing the ritual as well as existing for game balance reasons to limit the ability to mass produce such items.

REAPER'S STAFF

The Reaper Staff is a necromantic staff designed to heal the wielder.

"A Reaper Staff is aptly named, for it grants its ability based on the death it deals to others. While such an implement would appear to be inherently evil in the baronies, it is not viewed as such in Zanaga where it originated."

—Landrec the Wise

A rather gruesome implement, made of a skull, bones, and often a skeletal hand. Reaper staves are rarely seen in the baronies.

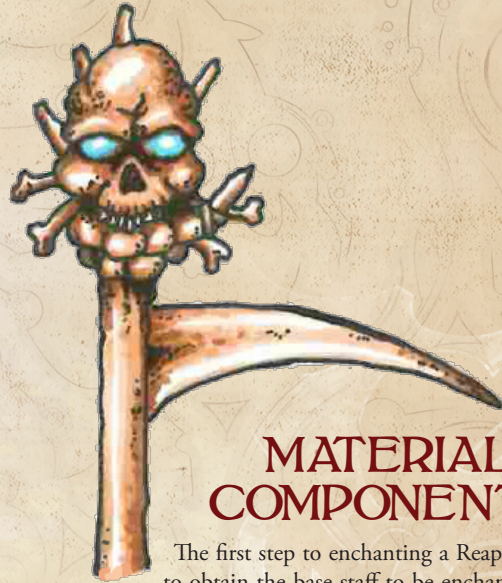
BENEFIT

The Reaper Staff is a magic implement, as described on page 218 of the GENESYS Core Rules book. While using the Reaper Staff as their implement, adding the Doom effect does not increase a spell's difficulty (and this effect can be added regardless of which Magic skill is being used). In addition, if you slay an enemy, you immediately heal 2 wounds (if injured).

ENCHANTMENT PROCESS

While rare to find as items, the secrets to making such a staff are well established lore. Many tribal shamans know the methodology, and the information can be found in many magical libraries.

- **Skill needed to enchant:** Arcana or Primal. One needs to be trained in one of these skills to attempt this enchantment.
- **Encumbrance:** 2
- **Price:** 12000 retail (4000 to make in materials). This represents the expense to the caster of purchasing (versus finding) the needed materials. The staff itself (1600), powdered Starstone (1600), and a vial of Orc blood (800). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 8 (5 Experience Cost)
- **Enchantment Time:** 9 days
- **Skill Check Difficulty:** Daunting (◆◆◆◆)



MATERIAL COMPONENTS

The first step to enchanting a Reaper Staff is to obtain the base staff to be enchanted. This staff must be Reinforced and of Superior quality. Such a staff costs roughly 1600.

An additional material needed for this item is a suitable amount of powdered Starstone, as previously mentioned. For the staff, the cost of this powdered stone is 1600 (200 x the rarity) and it is heat infused into the item during the enchantment ritual.

The final component needed is a vial of Ogre blood. This blood costs 800 (100 x the rarity) and it too is heat infused into the item during the ritual.

EXPERIENCE COST

The enchantment of a permanent magical item such as the staff requires the character to expend Experience Points based on the rarity rating of the item in **Appendix: Table 4**. (5 experience points in this case). This cost represents the time and skill dedicated to performing the ritual as well as existing for game balance reasons to limit the ability to mass produce such items.

TOTEM STAFF

The Totem Staff is a powerful implement that increases the wielder's attacks.

"Some of the most powerful Hexicar shamans in Zanaga carry such staves. Any shaman seen with one should be regarded as extremely dangerous and skilled in combat as well as magic."

—Landrec the Wise

Totem staves are made of bone and ivory and often animal teeth as charms.

BENEFIT

The Totem Staff is a magic implement, as described on page 218 of the GENESYS Core Rules book. While using the Totem Staff as their implement, adding the Impact effect does not increase a spell's difficulty. In addition, the wielder may suffer 2 strain and make an additional attack.

ENCHANTMENT PROCESS

While rare to find as items, the secrets to making such a staff are well established lore. Many tribal shamans know the methodology, and the information can be found in many magical libraries.

- **Skill needed to enchant:** Arcana or Primal. One needs to be trained in one of these skills to attempt this enchantment.
- **Encumbrance:** 2
- **Price:** 12000 retail (4000 to make in materials). This represents the expense to the caster of purchasing (versus finding) the needed materials. The staff itself (1600), powdered Starstone (1600), and a vial of Sabrecat blood (800). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 8 (5 Experience Cost)
- **Enchantment Time:** 9 days
- **Skill Check Difficulty:** Daunting (◆◆◆◆)



MATERIAL COMPONENTS

The first step to enchanting a Totem Staff is to obtain the base staff to be enchanted. This staff must be Reinforced and of Superior quality. Such a staff costs roughly 1600.

An additional material needed for this item is a suitable amount of powdered Starstone, as previously mentioned. For the staff, the cost of this powdered stone is 1600 (200 x the rarity) and it is heat infused into the item during the enchantment ritual.

The final component needed is a vial of Sabrecat blood. This blood costs 800 (100 x the rarity) and it too is heat infused into the item during the ritual.

EXPERIENCE COST

The enchantment of a permanent magical item such as the blade requires the character to expend Experience Points based on the rarity rating of the item in **Appendix: Table 4**. (5 experience points in this case). This cost represents the time and skill dedicated to performing the ritual as well as existing for game balance reasons to limit the ability to mass produce such items.

VESTMENTS OF KELLOS

Vestments of Kellos (or any other god) are made by the highest-ranking clergy of the faith and are given only to great heroes of the faith.

“Magical vestments of faith help to protect powerful clergy during field work. Anyone wearing such a vestment is highly respected within the faith.”

—Landrec the Wise

Vestments of Kellos are made from rare silks and brocades as well as fine furs and golden thread.

BENEFIT

The primary benefit of the vestment is that it adds 2 Wounds to the wearer's total Wound value. In addition, the vestment provides +1 to Ranged and Melee Defense, and can be worn over other armor. The vestment adds +1 to the Soak value as well. Finally, the wearer can suffer 1 strain to reduce a successful attack upon the wearer by one Wound.

ENCHANTMENT PROCESS

While rare to find as items, the secrets to making such vestments are well established if not well-guarded lore by the clergy. Diligent research in large clerical libraries is needed to uncover the secrets of such enchantment.

- **Skill needed to enchant:** Divine. One needs to be trained in this skill to attempt this enchantment.
- **Encumbrance:** 0
- **Price:** 18000 retail (6000 to make in materials). This represents the expense to the caster of purchasing (versus finding) the needed materials. The vestment itself (3300), powdered Starstone (1800), and a vial of Holy Water (900). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 8 (5 Experience Cost)
- **Enchantment Time:** 9 days
- **Skill Check Difficulty:** Formidable (◆◆◆◆◆)



MATERIAL COMPONENTS

The first step to enchanting a Vestment of Kellos is to obtain the base vestment to be enchanted. The vestment must be of exceptional quality, made with the finest materials and gold brocades. Such an article of clothing costs roughly 3300.

An additional material needed for this item is a suitable amount of powdered Starstone, as previously mentioned. For the sword, the cost of this powdered stone is 1800 (200 x the rarity) and it is heat infused into the item during the enchantment ritual.

The final component needed is a vial of Holy Water blessed by the reigning highest-ranking priest of Kellos. This substance costs 900 (100 x the rarity) though often it is donated to the enchanter (assuming the vestment is being made for a warrior of the faith). Other gods' vestments have the same requirement regarding the blessing.

EXPERIENCE COST

The enchantment of a permanent magical item such as the vestment requires the character to expend Experience Points based on the rarity rating of the item in **Appendix: Table 4**. (10 experience points in this case). This cost represents the time and skill dedicated to performing the ritual as well as existing for game balance reasons to limit the ability to mass produce such items.

WINGED BLADE

Winged Blades are powerful swords that can also be used as Ranged weapons.

“These amazing swords can be quite surprising on the battlefield, allowing the wielder to attack at short range instead of closing in melee. It can truly be a terrifying sight.”

—Landrec the Wise

Winged Blades are often gilded in gold in a feathery motif. They are extremely well-balanced and often curved to enhance the throwing ability.

BENEFIT

Winged Blades have one benefit, but it is a powerful one. The wielder can use the blade to make melee attacks at Short range as well as Engaged. When thrown (using the character's normal Melee skill), the weapon quickly returns to the wielder to be used again.

ENCHANTMENT PROCESS

While rare to find as items, the secrets to making such swords are well established if not well-guarded lore. Diligent research in large magical libraries is needed to uncover the secrets of such enchantment.

- **Skill needed to enchant:** Arcana. One needs to be trained in this skill to attempt this enchantment.
- **Encumbrance:** 3
- **Price:** 12000 retail (4000 to make in materials). This represents the expense to the caster of purchasing (versus finding) the needed materials. The sword itself (1600), powdered Starstone (1600), and a vial of Roc blood (800). The price of each item is broken down, as characters may only need to purchase one or more of the required components, while acquiring others in their adventures.
- **Rarity:** 8 (5 Experience Cost)
- **Enchantment Time:** 9 days
- **Skill Check Difficulty:** Daunting (◆◆◆◆)



MATERIAL COMPONENTS

The first step to enchanting a Winged Blade is to obtain the base sword to be enchanted. This sword must be Reinforced and of Superior quality. Such a sword costs roughly 1600.

An additional material needed for this item is a suitable amount of powdered Starstone, as previously mentioned. For the sword, the cost of this powdered stone is 1600 (200 x the rarity) and it is heat infused into the item during the enchantment ritual.

The final component needed is a vial of Roc blood. This blood costs 800 (100 x the rarity) and it too is heat infused into the item during the ritual.

EXPERIENCE COST

The enchantment of a permanent magical item such as the blade requires the character to expend Experience Points based on the rarity rating of the item in **Appendix: Table 4**. (5 experience points in this case). This cost represents the time and skill dedicated to performing the ritual as well as existing for game balance reasons to limit the ability to mass produce such items.

APPENDIX: CRAFTING MAGICAL ITEMS

The enchantment of magical items can be done by characters with various magic skills. As on page 113 of the ROT sourcebook, characters with the **Alchemy** skill can already prepare elixirs, poisons, salves, unguents, and other concoctions. This tome adds the ability to prepare some select additional one-use items using the Alchemy skill. Many one-use items can also be enchanted using the **Primal** skill as well, with these new crafting rules. Those with the **Arcana** skill can also enchant most one-shot items.

To enchant more permanent items, a character needs the appropriate skill for the item. Depending on the item, it may be either the **Arcana** skill, the **Divine** skill, or in some rare cases, the **Primal** skill. Additional volumes in this series will also include items that can be enchanted with the **Runes** skill or **Verse** skill as it befits the particular item. Regardless of the skill used to enchant the item, the base rules for item creation are the same.

GMs are advised to treat the secrets of enchanting items as mysterious lore, the kind of information that can be a quest in and of itself. Likewise, the materials needed to enchant items can also be the seeds for adventures. Even if a character has the coin, just finding a source to purchase the materials can be daunting.

ENCHANTING ONE- USE ITEMS

One-use magic items follow the same crafting rules as the **Alchemy** skill referenced above. The process takes one hour plus a number of hours equal to the rarity of the item. If the check is successful, the character enchants the one-use item. The player and the GM may spend dice symbols for additional effects, as per the examples in **Table 2-17** on page 114 of the ROT Sourcebook, or **Table IV.1-1** on page 107 of the **Skills Guide** supplement on DTRPG.

If the check is not successful, the materials are wasted, except the base item to be enchanted. For results giving another dose, this represents the otherwise one-use item having “charges” or a limited number of uses equal to the additional doses on the table mentioned previously. The materials needed to enchant a one-use item (as well as the relevant skill and difficulty) are given in each item’s entry. In general, these materials should cost half the price of the finished item.

ENCHANTING PERMANENT ITEMS

The relevant skill (and difficulty of the skill check) to enchant a permanent item (including Weapon and Armor attachments) is given in each item entry. The process takes one day plus a

number of days equal to the rarity of the item. If the check is successful, the character enchants the item. The player and the GM may spend dice symbols for additional effects, as per the examples in **Table 2-17** mentioned previously.

Any item to receive such an enchantment must have the Superior quality. Weapons or armor (or attachments for them) require both the Superior and Reinforced qualities. While there are only a couple of examples of these attachments in the **REALMS OF TERRINOTH** sourcebook (that aren’t related to runes), future volumes will include some of these kinds of items.

In addition to the base item to be enchanted, the materials needed are given in each item’s entry. In general, these materials should cost a third of the price of the finished item.

Finally, a character must spend an amount of **Experience Points** depending on the rarity of the item to enchant it (permanent items only, see **Table 4**). This requirement is both to preserve game balance, and to reflect the amount of dedication put into the enchantment process (which is surely as much as training in a skill, etc.). If the skill check is not successful, the materials are wasted, except the base item to be enchanted. **Reminder:** This cost is optional for GMs to implement. It is a suggestion only.

PRICING GUIDELINES

Of course, the law of supply and demand applies in Terrinoth just as it does elsewhere. As a general rule, pricing tiers for items are relative to the item’s rarity. However, many factors can be applied to the price of magical items in a given location: number of items, power level of items, demand for certain items, state of war or peace, or even whether or not the shopkeeper likes you. Of course, the rates below are suggestions only, based on being consistent with the pricing already established in the ROT sourcebook. More common items (lower rarity rating) are of course much more affordable, while the rarest items can garner a king’s ransom in gold! Prices represent retail prices.

**TABLE 1. PRICING FOR ONE-USE ITEMS
AND ALCHEMICAL ITEMS**

RARITY	MIN PR.	MAX PR.	DIFFICULTY
3, 4, 5	25	200	AV, AV, HD
6, 7	200	500	HD, DNT
8	500	1000	Daunting
9	1000	2000	Formidable
10	2000	5000	Formidable

TABLE 2. PRICING FOR MAGICAL WEAPON ATTACHMENTS

RARITY	MIN PR.	MAX PR.	DIFFICULTY
6, 7	200	500	HD, DNT
8	500	1000	Daunting
9	1000	2000	Formidable
10	2000	5000	Formidable

TABLE 3. PRICING FOR MAGICAL ARMOR ATTACHMENTS

RARITY	MIN PR.	MAX PR.	DIFFICULTY
6, 7	5000	10000	HD, DNT
8	10000	15000	Daunting
9	15000	20000	Formidable
10	20000	NZ	Formidable

TABLE 4. PRICING FOR PERMANENT MAGICAL ITEMS

RARITY	MIN PR.	MAX PR.	DIFFICULTY	XP
6	2000	5000	Hard	0
7	5000	10000	Daunting	5
8	10000	15000	Daunting	5
9	15000	20000	Formidable	10
10	25000	NA	Formidable	10

TABLE 5. MAGIC ITEMS IN TERRINOTH TREASURES

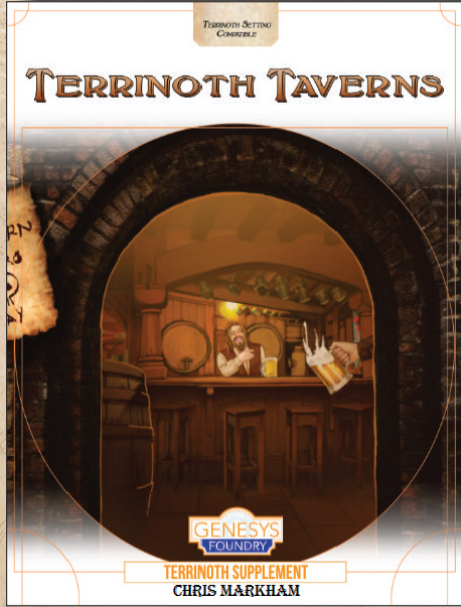
NAME	SKILL	DAM	CRIT	RANGE	ENCUM	PRICE	RARITY	SPECIAL
Belt of Strength	–	–	–	–	0	1500	8	+1 to Brawn*
Bone of Blade	Melee (Hvy)	+6	2	Engaged	3	12000	8	Reinforced, Superior, Pierce 1, Burn 2, Unwieldy 3
Bone Wand	–	+3	–	–	1	3000	6	–
<i>Contemplation upon the Flametail</i>	–	–	–	–	1	6000	7	Bonus to Melee skill
Corpse Acid**	–	7	–	Short***	0	500	7	Rating 7
Curse Doll**	–	–	–	–	0	300	6	Cancel a condition*
Dawnblade	Melee (Hvy)	+6	2	Engaged	3	12000	8	Reinforced, Superior, Pierce 1, Unwieldy 3, Attack Added Foe
Elven Wraproot	–	–	–	–	0	21000	10	Bonus to Ranged or Melee skill*
Flare Crystal**	–	–	–	–	0	3000	6	Transport to nearest settlement
Fortuna's Dice	–	–	–	–	0	5000	6	Bonus to one roll*
Rage Blade	Melee (Hvy)	+6	2	Engaged	3	12000	8	Reinforced, Superior, Battle Rage*
Reaper's Staff	Melee (Hvy)	+2	4	Engaged	2	12000	8	Reinforced, Superior, Healing
Totem Staff	Melee (Hvy)	+2	4	Engaged	2	12000	8	Reinforced, Superior, Added Attack
Vestments of Kellos	–	–	–	–	0	15000	9	Armor
Winged Blade	Melee (Hvy)	+4	2	Engaged, Short	3	12000	8	Reinforced, Superior

*Upon activation **One-use item ***Must be in a ceramic container to use for Ranged attack

The previous information assumes the enchanter has access to an appropriate space, laboratory or altar to perform the necessary enchantment steps. If this is not the case, a setback die/dice should be added to the skill check. Likewise, if a character has access to tomes, scrolls, or additional information to aid in the creation, the GM should consider adding bonus die/dice to the skill check to reflect the increased chances of success using tried and true methods. Additional enchanting general information can be found in the **Skills Guide**, on Drive-Thru RPG - <https://www.drivethrurpg.com/product/299740>

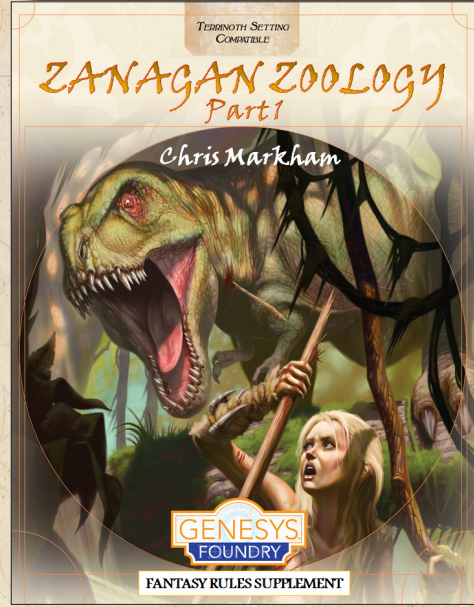
Thank you for purchasing this product, and I sincerely hope you enjoy using it in your games!

Please check out previous products (below) I've released for the Terrinoth setting, a setting I am most passionate about!



TERRINOTH TAVERNS

<https://www.drivethrurpg.com/product/296597>



ZANAGAN ZOOLOGY: PART 1

<https://www.drivethrurpg.com/product/302994>

Thank you,

Chris Markham