

THE FUNCTION AND CREATION OF MAGIC ITEMS

HISTORICAL CONTEXT

With the changing of times, the flows of energies through the plane of Verden were massively impacted, the first to notice these changes, after the gods had returned, was those responsible for making potions and magic items. Rituals and recipes that used to work as tried and tested methods for the creations if items started failing, and what was worse items that were once permanent ceased to function as expected...

This left the ritualists and artificers of Verden to discover alternative methods of ensuring the items they created were sufficiently powered.

- The energy released in the destruction of an item serves for simple spell effects.
- It was found that gemstones stored energies linked to the different domains and could be used to temporarily power items, effectively using the prepared item to focus the energies from the gem stones, doing so destroys the gem stone however.
- Permanently imbuing an item was found to be truly challenging. Binding an item to the living energy of its user was the first and most direct way; as long as these items are bound to their owner, their powers can manifest continually.

GENERAL MAGIC ITEM RULES

To use a magic item, at least one of its abilities must be known by the user. As long as the user can use a mundane version of a particular item, they can use a magical version; for instance, a paladin could use a magical suit of metal armour, but they could not use a magical crossbow.

All magic items (weapon, shield, piece of armour etc.) cannot be shattered. However, they can be affected by the more potent disintegrate spell.

A character can only use a limited amount of magic items at any one time. The limit is irrespective of the type of magic item (discussed in the next section) and is as follows:

- 1 weapon
- 1 shield
- 1 piece of chest armour
- 2 pieces of limb armour (arms and legs)
- 1 helmet or hat
- 1 pair of boots or shoes
- 2 rings
- 1 amulet
- 1 wondrous item (an item not mentioned above)

TYPES OF MAGIC ITEM

Single-Use

Single-use items can take a variety of forms, from spell scrolls to simple items. Despite this, all single-use items are activated through the destruction either of the scroll or of a tear-on-use card attached to the item.

The release of magical energies from a single-use item causes significant damage to the item; whilst this will destroy most items, weapons and armour are damaged sufficiently to causes them to become crude equivalent items.

Charged

Like single-use items, charged items can take a variety of forms. However unlike single-use items, the effects of these items can only be used if they have been infused with an appropriate charge. Even when uncharged, these items count as permanently magical in terms of item quality; you would always be able to make weapon calls with a charged weapon, even when its charges are exhausted.

Each charged item will have a maximum number of charges it can hold, but the only limit to how often it can be charged is access to the resources that are needed to charge it. Recharging an item requires the use of the relevant spell from a caster class, or the performing of a minor ritual including the sacrifice of gems.

Permanent Bound

Permanent items are considered as master-crafted items that cannot be shattered. Their powers only manifest after the items become bound to their owner, and then they will only manifest for the character the item is bound to. The bond to an item becomes broken only if the user dies or if a ritual of unbinding is completed.

Bound items do not need to be recharged with gems after use, but may have limits on their activation.

Each character can have a maximum of six bound items total, obeying the rule for the limit of different item types. It should be noted that a when a character becomes bound to a weapon, they cannot use any other magical weapon until the bound weapon is unbound.

Cursed items temporarily break the bond to an item, replacing the bound item with the cursed item, until such a time as the curse is removed.

Permanent Unbound

These items do not require either bonding or charging in order to manifest their abilities. Any wielder can use a permanent item as long as they have not exceeded the limit of items of that type.