

# Calgary 2018 LCO Magic Item Picks for Donation Drive.

**Recharge Prowess (Item [Any])** - This Ritual creates an item which can restore the usage of a spent skill once per day. A character may only benefit from this Ritual once per Logistics Period for each category of skill. The skill being renewed must be in one of the following categories: Fighting Skills, Rogue Skills, Battle Magic spell, Racial skill. Note that the Recharge Prowess Ritual itself is not specific to a single category, but will only renew skills in a limited fashion as described below. This item may not be used to renew Production skills. The chosen skill must have been used earlier in the same Logistics Period and be one they normally have on their base character card, not from any additional abilities or Rituals. To activate the Ritual, the character must Focus for at least sixty seconds without interruption. They may then mark the skill on their battleboard with a 'P' over the used circle, to denote that they have used a Recharge Prowess to renew the skill. *For example: Boris has two Recharge Prowess Rituals in his possession. He has used a Critical Attack, a Parry, and a 3rd level Battle Magic spell. He uses the first Recharge Prowess to renew his Parry skill by focusing on fighting practice with his man-at-arms for sixty seconds. He can use the other Recharge Prowess to renew his Battle Magic spell, but he may not use it on the Critical Attack as he's already used a Recharge Prowess Ritual on a Fighting Skill (the Parry) that same day.*

**Sorcerous Triage (Spirit, Body, Item [Any])** - Sorcerous Triage allows the user to be instantly affected by a successfully completed First Aid when they would otherwise go from "Bleeding Out" to "Dead." At 59 seconds into their bleed out count, the Player may make the OOG choice to activate this Ritual by stating "First Aid complete." The user is restored to 0 body and must wait 1 minute to be restored to consciousness, per the First Aid skill.

**Spell Swap (Item [Spellbook])** - Once per day per charge of this Ritual a character may expend a memorized spell to regain use of a previously expended spell of an equal or lower level. The use of the Ritual must be accompanied by at least 10 seconds of Focus roleplay and the character must be in possession of a spellbook containing both spells. Once the character has completed their Focus, the player must recite the incantation of the spell to be expended and will then regain the use of the target spell. They must mark the expended spell off of their battle board and mark the regained spell with an "S"

**Trap Avoidance (Spirit, Body, Item [Any])** - Once per day per charge of this Ritual a character may expend a Ritual charge to avoid the effects of an Area Trap. The use of the Ritual does not protect a character against Voice delivery or any other area of effect attacks or abilities.

## Assassin's Blade:

**Assassin's Edge (Item [Any])** - Assassin's Edge allows the user to, once per day per charge, swing a melee strike with the "Body" carrier when striking from behind. This may be combined with any applicable skill, Ritual, or other effect that would alter a melee swing with a carrier.

**Poison Cache (Item [Melee Weapon])** - A weapon with a Poison Cache Ritual may have an additional Contact Poison applied. The wielder may choose in which order any applied Contact Poisons will be used. Multiples of

this ritual may exist on a weapon at the same time, allowing for larger numbers of Contact Poisons on the weapon at the same time.

**Poison Strike** - This Ritual allows the owner to, once per day, swing a weapon with the Poison Qualifier instead of any other Qualifier. You may use this to augment normal swings, weapon skills, and even combine with other Rituals as appropriate.

**Poison Trigger (Item [Melee Weapon])** - When a weapon with Poison Trigger has a Contact Poison applied, the wielder may choose on which weapon swing to release the Poison (instead of it automatically invoking on the next weapon swing). Once a character activates a Contact Poison, it is considered used even if the character stops swinging for its effect before it lands or resolves. This affects any Contact Poisons applied to the weapon.

## Wizard's Wand:

**Counterspell (Body, Item [Any])** - Counterspell allows the user to, once per day per charge, protect herself from an incoming spell effect. Upon being struck with an effect (which must be delivered via the Spell *qualifier*) that matches a spell in the user's memory, the user may expend the Counterspell charge to Guard against the effect. Counterspell may be used on any effect that replicates a spell in the user's memory, regardless of its means of delivery, so long as it matches the Spell *qualifier* and numeric amount. Aspect of the effect is irrelevant. For example, a caster with a 3<sup>rd</sup> level Evocation Bolt in memory could Counterspell an attack of "15 Spell Flame" or a spell cast with the incant for a 3<sup>rd</sup> level Evocation Bolt, but could not Counterspell a packet for "15 Elemental Flame". They must call "Counterspell" when this Ritual is used.

**Empowered Relic / Wand (Item [Wand, Staff, or Relic])** - This Ritual empowers a Wand or Relic so that a caster may enhance its power at the cost of daily charges. If used to enhance Wand charges it is a Celestial ritual; if used to enhance Relic charges it is an Earth ritual. While using an Empowered Wand, a Celestial Caster may double the damage of any Wand packets they throw. For each packet that they choose to add damage to in this way, they must expend three Wand Charges instead of the normal one. While using an Empowered Relic, an Earth Caster may utilize the Relic for 30 seconds instead of 60 to apply a curative effect at the cost of three Relic Charges instead of the normal one. In either case, if the character has less than three charges available, they may not utilize this Ritual. The item may still be used normally at any time as a Relic or Wand without invoking this Ritual.

Enhanced Wand: This wand may cast all elements from it. These are picked as the caster throws the packet.

**Magic Evocation (Spirit, Body, Item [Any])** - The possessor of a Magic Evocation Ritual may choose Magic as the delivered effect in addition to their standard choices when casting an Evocation Bolt from memory.

**Potency (Body, Item [Any])** - The Potency Ritual pulls elemental forces into the wielder's body to empower all spells of a specific type to deal increased damage for a limited time. This Ritual allows the wielder to, once per day, add 5 points of damage to any numeric call they make from casting a spell in memory or from a Battle Magic scroll for ten minutes. The damage will only be added to the specific Elemental force which is bound into the Ritual by the Ritual Caster at the time it is cast. The Elemental force may only be chosen from the following: Chaos, Healing, Flame, Ice, Stone, Lightning. When this Ritual is cast for the Healing element, it is

considered an Earth Ritual; when cast for the Chaos element, it is considered a Necromantic Ritual; and when cast for Flame, Ice, Stone, or Lightning, it is considered a Celestial Ritual. Note that this does not affect Wand damage or weapon damage.

## Warrior's Armour

**Empowered Armor (Item [Armor])** - The Empowered Armor Ritual will create a seed of magical force within the targeted suit of armor. Once per day, after performing an Armor Refit, the wearer gains temporary Armor Points equal to the current Armor Points granted by the suit of armor. These Armor Points will go away within 10 minutes, until expended, or if the Armor is removed and put on by someone else. The temporary Armor Points will go away first and cannot be refit or repaired in any way (such as by the Mend Armor spell). The Empowered Armor Ritual will fail to activate if the character has any temporary Armor Points (such as from a previous usage of Empowered Armor) at the time it is used.

**Enhance Armor** - This Ritual protects its wearer from carrier attacks of less than or equal to  $1/3$  (rounding up) the value of the enchanted suit's maximum Armor Points. This protection is effective against carrier attacks that normally bypass armor (Body, Chaos, Healing, and others as dictated by local Plot teams). **The Ritual does not add any protection while the suit is at 0 current Armor Points.** *For Example: Grognak has a 30 point suit of armor. A Chaos Elemental attacks him, swinging '5 Chaos'. Since the attack is less than  $1/3$  the value (10) of Grognaks 30 point suit, the carrier is ignored until his armor is breached.*

**Mystic Smith (Item [Armor])** - This Ritual will imbue a suit of armor with mystical power. Once per day, the wearer of the suit, when refitting this suit of armor, will require only 3 seconds to refit the armor. They must still perform appropriate roleplay (taking a knee, representing readjusting the armor, etc.) and the Ritual charge will be used up even if they are interrupted during the required 3 seconds. This may not be utilized in conjunction with any other rituals to reduce the time to less than 3 seconds.

**Sturdy Armor (Item [Armor])** - This Ritual will create a suit of armor that takes 5 seconds less to refit. The Sturdy Armor Ritual grants a passive effect to the suit of armor it is cast upon that does not require an activation phrase to use as the refit time will be decreased by 5 seconds for the entire duration of the Ritual. This Ritual may only be cast once per suit of armor and must be cast on a physical suit of armor. When combined with the Fast Refit skill this effect reduces the refit time after the fast refit effect has been applied. When someone else begins a refit on your suit of armor that has the sturdy armor Ritual cast on it, you must inform the person that your armor takes 5 seconds less to refit.

## Healer's Relic:

**Counterspell (Body, Item [Any])** - Counterspell allows the user to, once per day per charge, protect herself from an incoming spell effect. Upon being struck with an effect (which must be delivered via the Spell *qualifier*) that matches a spell in the user's memory, the user may expend the Counterspell charge to Guard against the effect. Counterspell may be used on any effect that replicates a spell in the user's memory, regardless of its means of delivery, so long as it matches the Spell *qualifier* and numeric amount. Aspect of the effect is irrelevant. For example, a caster with a 3<sup>rd</sup> level Evocation Bolt in memory could Counterspell an

attack of "15 Spell Flame" or a spell cast with the incant for a 3<sup>rd</sup> level Evocation Bolt, but could not Counterspell a packet for "15 Elemental Flame". They must call "Counterspell" when this Ritual is used.

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**Enhanced Relic:** This Relic may cast use all curatives from it (as per the Relic rules in PTP .10). These are chosen by the caster each time.

**Quicken Aid (Item [Any])** - Once per day per charge of this Ritual a character may shorten the time to perform the First Aid skill to 3 seconds. The player must make every attempt to perform the required role play for the duration of the ability. If interrupted during the three second activation time, the Ritual charge is expended. This Ritual confers no other benefits to the First Aid skill.

**Spell Store** - This Ritual will create a rechargeable Battle Magic spell slot. To charge the item, a spell must be touch-cast into it. The possessor of the item must then incant "Absorb." A Spell Store item or person may not intercept a thrown spell and absorb it in any circumstances. Once charged, anyone in possession of the item may activate the spells stored within as if they were activating a magic item. The spells stored can be of any combination of levels up to the maximum spell levels allowed by the Ritual performed. Thus a fifth level Spell Store item or person could hold one fifth level spell or five first level spells. Note that the spells stored in the item must be of the same aspect as the Spell Store itself. Thus you cannot store earth Battle Magic spells in a celestial Spell Store item or vice versa. Unused spells will be lost at the end of the event; a Spell Store is always brought into a game empty.

## Archer's Accoutrements

**Elemental Strike (Item [Weapon])** - This Ritual (which must be cast on a weapon) grants its owner the ability to channel a Foundation Element carrier through that weapon when activated. The wielder may choose one of Flame, Ice, Stone, or Lightning when activated. Once activated, this carrier may be used for any number of weapon swings from that character within the next ten minutes. Once the ten minute duration passes, another charge must be spent to reactivate it. Multiple charges may be active during the same time period for multiple choices on what to swing.

**Enhanced Quiver (Item [Quiver])** - A Quiver with this Ritual gains the ability to hold increased quantities of arrows. While the quiver stays the same shape on the outside, its interior expands outside the normal laws of Fortannis physics to fit a larger quantity of arrows or bolts (and only arrows or bolts, not other items). The Item Tag for an Enhanced Quiver must be marked with how many arrow/bolt tags it allows the owner to carry (instead of the normal 20). If the Enhanced Quiver Ritual is destroyed, any arrow/bolt tags in excess of 20

which were allocated to that quiver are immediately destroyed. Based on difficulty at which the Ritual is cast, the Quiver can be expanded to hold 40, 60, 80, or unlimited quantities of Arrow Tags.

**Magic Strike (Item [Weapon])** - This Ritual (which must be cast on a weapon) grants its owner the ability to channel the Magic carrier through that weapon when activated. Once activated, this carrier may be used for any number of weapon swings from that character within the next ten minutes. Once the ten minute duration passes, another charge must be spent to reactivate it.

**Memory Strike (Item [Weapon])** - Memory Strike allows a weapon to be charged, once per day, with a spell from memory of the same Aspect as the Ritual. This will expire at the next logistics. In order to do this the Caster will need touch cast the spell to be charged onto the weapon in a Circle of Power of the Aspect of the spell to be charged. This can also be done at logistics even if you do not have access to a Circle of Power. When the spell is channeled through the weapon as a spellstrike, the wielder does not need to fully incant the spell or use magical aura. The Qualifier for spellstrike delivered spells is 'Spell'.

**Warrior's Incantation (Item [Weapon])** - This Ritual allows the wielder of the weapon the Ritual is cast upon to use a spell of the item's Aspect from memory to spellstrike that spell (once per charge) through their weapon. When the spell is channeled through the weapon as a spellstrike, the wielder does not need to fully incant the spell or use magical aura. The *qualifier* for spellstrike delivered spells is 'Spell'.

## Hunter's Edge

**Elemental Strike (Item [Weapon])** - This Ritual (which must be cast on a weapon) grants its owner the ability to channel a Foundation Element carrier through that weapon when activated. The wielder may choose one of Flame, Ice, Stone, or Lightning when activated. Once activated, this carrier may be used for any number of weapon swings from that character within the next ten minutes. Once the ten minute duration passes, another charge must be spent to reactivate it. Multiple charges may be active during the same time period for multiple choices on what to swing.

**OR**

**Healing/Chaos Strike (Item [Weapon])** - This Ritual (which must be cast on a weapon) grants its owner the ability to channel either the Healing or Chaos carrier (chosen by the Ritual caster when the Ritual is cast) through that weapon when activated. Once activated, this carrier may be used for any number of weapon swings from that character within the next ten minutes. This Ritual may be cast as either Earth (for Healing) or Necromancy (for Chaos) though the effect does not change. Once the ten minute duration passes, another charge must be spent to reactivate it. Keep in mind that Weapon Qualifier attacks may never be used to heal.

**Magic Strike (Item [Weapon])** - This Ritual (which must be cast on a weapon) grants its owner the ability to channel the Magic carrier through that weapon when activated. Once activated, this carrier may be used for any number of weapon swings from that character within the next ten minutes. Once the ten minute duration passes, another charge must be spent to reactivate it.

**Monster Slayer** - This Ritual creates a weapon that grants its owner the ability to channel the Body carrier through that weapon against any single Monster Race (determined at time of casting; list is on the Ritual scroll

and generally mirrors what is currently available). Only one Monster Slayer Ritual may be active on any character at any one time. Activating a new Monster Slayer Ritual on your character will cause the first activated Monster Slayer to end.

**Race Reaver** - This Ritual creates a weapon that grants its owner the ability to channel the Body carrier through that weapon against any single Player Race (determined at time of casting). Only one Race Reaver Ritual may be active on any character at any one time. Activating a new Race Reaver Ritual on your character will cause the first activated Race Reaver to end.