



Phelantar's Guide
to
Items of Legend
for
The 13th Age Roleplaying Game



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Introduction

I have been a fan of The Legend of Zelda series of games for a very long time. When the original game came out in the US in 1987, I was there to play it. I've beaten it many times, along with subsequent games in the series. My interest in the series long predates my time as a tabletop RPG player, so it's not really a surprise that when I did get into tabletop games that I'd do things to try to emulate The Legend of Zelda staples, like the dungeon puzzles and monsters. Here, I'm getting a chance to write about some of the iconic Zelda items and make them into True Magical Items for 13th Age. It's an exciting prospect and one that I've offered up to my patrons since the very first month of my Patreon campaign.

For this project, I picked thirteen of my favorite and most iconic Zelda items and worked on making them suitable for the different genre and style of play that a tabletop RPG has over a single player video game like the Zelda games. Not everything will work exactly as it did in the game, nor are the names always going to be the same as the game, but everything should be recognizable and invoke the spirit of the original if not the exact effects.

Titan's Mitts

Item Type: Glove/Gauntlet

Property: None

Quirk: Hit first. Talk later.

Powers

Clobberin' Time (Free Action, Recharge 16+)

Once per day, you deal an additional 1d8 damage with 2-handed weapons until the end of battle. This increases to 2d8 at Champion Tier and 4d10 at Epic Tier.

Heave Ho (Free Action, Recharge 11+)

Once per day, you may add +2 to any Background roll used to lift, push, climb, pull, throw, or any other Strength-related non-combat task. This increases to +4 at Champion Tier and +6 at Epic Tier.

Description

These armored gloves look oversized, almost comically so, when not being worn. Yet they fit as well as any fine deerskin glove and allow the wearer just as much manual dexterity as they had before. More importantly, they allow the wearer to perform tremendous feats of strength. The gloves were created at the behest of a long ago king whose forces were fighting several clans of giants. His soldiers were more skilled and better trained, but could not stand up to the staggering strength of the huge monsters. With these gloves, his knights could and did hew through the giants and stand up to them on a more even basis. The tide was turned, the king eventually victorious, and knowledge of the creation of the gloves was spread wide and fire by veterans of the conflict. They have been popular ever since, with soldiers, mercenaries, adventurers, even the odd assassin or laborer.

Titan's Mitts are almost universally of the same design, though some are fingerless and others are not. They are made of heavy leather gloves, usually a either thick cowhide or some monstrous creature's skin, covered with articulated copper plates that are inscribed with magical sigils to promote strength. A cut ruby or red garnet is placed on the back of the glove, near the knuckles. No enchanter or arcane smith is precisely sure why the gem is there or why it must be red, but the gloves do not retain their power for more than a few weeks without it.

Master's Blade

Item Type: Weapon (Sword)

Property: +1 to attack rolls and damage (Champion: +2. Epic: +3)

Quirk: Constantly twirls and does acrobatic maneuvers with the sword

Power

Note. This item is designed to grow as a character does. Therefore, an Epic level character will have all 3 of these powers, but Adventurer level characters will have only one.

Adventurer Tier - Parry Flash (Immediate Interrupt, Recharge 11+)

When being attacked by a ranged attack, roll a saving throw. On an 11+, you completely avoid the attack. If you roll a 16+, make a melee basic attack. If successful, the original attack hits the enemy who used it. This works on any sort of ranged attack.

Champion Tier - Wind Blade (Standard Action, Recharge 11+)

Make a melee basic attack to attack 1 enemy at range. On a natural 16+ hit, in addition to any other effects, you may make another attack at a -2 penalty. Continue until missing or a hit with less than a 16+.

Epic Tier - Evil's Bane (Quick Action)

One battle per full rest-up, you may activate this power as a quick action. For the duration of battle, all enemies are Vulnerable to attacks with this weapon and critical hits do 3x damage. This effect does stack with others.

Description

The Master's Blade is a unique item, created by divine hands for a chosen few to fight evil in the name of the gods. Throughout time, many legendary heroes have taken up the sword to fight darkness, corruption, and the forces of destruction. Not all of these heroes have survived their fight and some have failed to emerge victorious from their battle, but the sword always finds a way to the hands of another person chosen to fight evil.

No mortal hand has ever created a copy of the Master's Blade. Those who try often create fine blades which contain only a fraction of the powers of the original. Worse, those who try too hard to craft a Master's Blade are often seen to be cursed by the gods. Ill fates befall those who attempt to recreate the words of the gods too earnestly.

Universally, the Master's Blade is crafted of a bright shining metal similar to steel, but much sharper and more difficult to wear. The color of the shining metal is sometimes different, with red, white, and blue all being seen. The crossguard is usually, though not always, crafted of a blue wood engraved with the symbol of the god or gods who have crafted the weapon.

Boomerang of Storms

Item Type: Ranged Weapon (Thrown)

Property: +1 to attacks and damage per tier. Switch between normal damage, lightning damage, and sonic damage as a free action.

Quirk: Never lets a topic of conversation or joke go and always comes back to it.

Powers

Howling Gale (Standard Action, Recharge 11+)

With the Boomerang of Storms, you may unleash a staggering gust of shrieking wind at 1d3 enemies. Make the following attack. Str/Con/Dex+Level vs PD. Deal 1d4 sonic damage per level and the target is moved to a nearby location of the user's choice. This movement can move the target into a dangerous zone (off a cliff, into an arrow trap, through acid). The target may make a saving throw (11+) to avoid the movement, but if they succeed they become Stuck until the end of their turn as they are knocked prone.

Description

Boomerangs were originally not weapons of war, but used for hunting. Frequently used by halflings, gnomes, and elves, they weren't seen as really practical weapons for combat until magic began to enter their construction. Boomerangs that returned after they had struck were a much more realistic weapon for fighting, at least on a small scale. Adventurers, scouts, and skirmishers found boomerangs to be a compact and useful weapon that was as good for foraging as it was for killing opponents.

The Boomerang of Storms was a natural outgrowth of the technique of applying enhancements to magical weapons. Flaming boomerangs, boomerangs that rained down ice shards, and boomerangs that burst into blinding light were all known. The Boomerang of Storm was an attempt to do something more than just apply an elemental effect to the weapon. Enemies expecting the normal throwing attack would be quickly surprised by the howling blast of air which could rupture eardrums and throw bodies across the landscape and into rocks or trees. More than one opponent has found themselves thrown through the air as they closed to melee combat with what they thought was a defenseless boomerang thrower.

Boomerangs of Storm have no one definitive design, though there are a couple of famous designs. The first is made of wood that has been struck by lightning or blown down by heavy winds, then banded on the arms with gold. The second is an asymmetric and stylized design in the form of a feather on one arm and a leather wrapped handle on the other. Gold is used as a decoration in the second boomerang as well and there are a number of superstitions regarding the use of gold in the Boomerang of Storm. Some claim that the gold is critical for attracting lightning and enhances the boom of the thunder, but few people actually believe that.

Leaf Chain Bracer

Item Type: Bracers

Property: None

Quirk: Always seeking the highest point in any location to sit or stand.

Power

Swing Through The Air (Free Action)

Add +5 to checks involving climbing. Gain the ability to traverse heavily forested areas or city streets as though flying (but only while not in combat, as it takes concentration).

Reel 'Em In (Move Action, recharge 16+)

Once per battle, this power can allow the user to move to any nearby location without a disengage check. This move cannot be intercepted.

Alternatively, make the following attack against a nearby enemy. Str/Con/Dex+Level vs PD. Do not add the Escalation Die. On hit, this attack does no damage, but instead drags the enemy towards the user so that the two are engaged. When used against a Large or Huge enemy, instead the user is dragged to the enemy.

Description

These leather and metal armbands contain spools of very fine adamantine chains. With a little concentration on the part of the attuned wearer the chains animate, allowing the wearer to latch on to branches or rooftops and swing about. At the end of the chain is a quartet of metal hooks that can penetrate wood or some stone and allow the user to also climb or swing from those materials. The chains can also be reeled in, dragging the user with them. Most Leaf Chain Bracers are decorated with nature motifs, such as vines inscribed on the chain, tree branches embossed on the leather, or sometimes even actual leaves made a part of the bracer.

Originally, the bracer was developed by elven scouts and rangers, allowing them a level of quick mobility that would otherwise be difficult to achieve. Being able to quickly reach the top of cliffs, swing through trees, rescue comrades, or even deal with sneaky enemies like kobolds. For a long time, the bracer remained a secret of the elven forest dwellers, but eventually word of their existence reached the outside world and after many years the design was stolen and replicated. For obvious reasons, the bracer was of great interest to thieves and assassins, but many others found a use beyond the nefarious. Sailing ships in particular were lucky to have one aboard as it was tremendously useful for rescues, boarding actions, and even docking.

Adventurers, of course, find that the Leaf Chain Bracer is a tremendous benefit in their unpredictable lives. Some veterans claim that venturing into decrepit ruin or underground cavern without one is suicide.

Shield of the Heavens

Item Type: Shield

Property: Increase your HP by +4 (Champion: +10 HP. Epic: +25 HP)

Quirk: Constantly whistling and humming

Power

Note. This item is designed to grow as a character does. Therefore, an Epic level character will have all 3 of these powers, but Adventurer level characters will have only one.

Adventurer Tier - Divine Reflection (Immediate Interrupt, Recharge 11+)

As an immediate interrupt after being hit with an attack, take half damage and roll a saving throw. On an 11+, half of the damage is taken by the attacker.

Champion Tier - Swift Parry (Immediate Interrupt, Recharge 16+)

After an enemy misses a melee attack with a natural 1-5 roll, make a melee basic attack against the enemy with a +2 bonus to the roll.

Epic Tier - Holy Light (Standard Action, Recharge 16+)

Make the following attack against 1d3 nearby enemies. Ability Score of the Player's Choice + Level vs MD. Enemies are Dazed (save ends). On a 16+ hit, enemies are instead Stunned. Enemies who are Vulnerable to Holy or Force damage take 25 Holy/Force damage as well.

Description

The Shield of the Heavens was originally created for an order of knights whose name has long been lost to the dust of history. These knights were holy guardians of divinely appointed royalty and protected the bloodline and the kingdom for more than two hundred years and were, by all accounts, a courageous and caring group of people. The kingdom fell when a thief awoke three artifacts of power in a bid to seize control. He failed and was killed, but at the cost of every knight and every member of the royal bloodline. The surviving shields and other relics of the knights were valued by well-to-do families and adventurers and passed down for generations.

The method of creating the Shield of The Heavens with the full range of powers available was thought lost until recently. Men believed to be descendents of the original sages that created the shield gathered with their collected journals and sought out the finest smiths and wizards who specialized in magical enchantments. The new shields were not exactly the same as the old, but were close enough in their abilities that few besides the experts could tell any real difference. The most notable thing about the shields, old or new, is that they are still made with the ancient crest of the lost knights on the facing. It was the sole concession that the sage's descendants made with the craftsmen, that every shield would still bear that heraldry. In that very small way, the lost knights still exist. Still fighting to protect those in need and fulfil their holy mission.

Azure Flute

Item Type: Wondrous Item

Property: None

Quirk: Constantly whistling and humming

Power

Note: Each power is non-combat action taking roughly 30 seconds, recharge 11+ after a short rest.

Serenade of Wings - Summons a small bird which can be used to carry a message or very small item to someone within around 5 miles.

Lock's Lullaby - When played, it will open one non-magical lock of the user's choice.

Sun's Call - When played, the flute glows like a lantern for up to 1 hour.

Song of the Stream - When played, fresh, clean, and cold water flows out of the flute for about 30 seconds.

Requiem of the Spirit - When played within 24 hours of a creature dying, that creature can not be raised from the dead or animated through necromancy. Usable on only one creature at a time.

Additional Powers - Each flute has 1-3 additional powers as defined by the GM and/or players. They should be no more powerful than a Wizard's Cantrip and nothing should have a combat effect.

Description

The azure flute is a magical item that's always been something of a mystery. Every flute, even if made by the same person, seems to manifest different powers and abilities. However, every flute has at least five songs that are never changing, even if the creator attempts to omit them. Some people say that the flute was originally made by divine hands and by their divine mandate, those songs must be in every copy made by mortal hands. Whatever the case is, most songs have between 6 and 8 songs that are useful, but rarely seen as more than a novelty. Nevertheless, the utility is welcomed by those who travel or venture into dangerous areas. Few would doubt that having access to light and clean water at least once a day can be of great benefit.

The flute is usually made of treant or dryad wood that is given willingly, before carving. For an unknown reason, the flute is almost always painted blue, but some claim that flutes painted other colors or stripped of the blue are much more erratic and potentially dangerous.

Bomblings

Item Type: Consumable (Attack Item)

Property: None

Quirk: None

Power

Crawling Bomb

As a standard action, the user winds up a key and sets the bombling down. It then scurries to a nearby enemy or location (about 25 feet) before detonating. This attack does provoke an attack of opportunity and the bombling itself can be intercepted. If intercepted, make a single attack against the user as well as 2 attacks against the enemy intercepting. Use the following to make the attack.

Dex/Int/Wis + Level vs PD against 1d3 enemies - 10 fire and sonic damage (champion: 25 damage. Epic: 40 damage).

Natural 16+ Hit: The target is Dazed

Natural 1-5 Miss: Make an attack against a nearby ally instead.

Description

Bomblings are a recent invention, made through a collaboration of dwarves and gnomes, and intended for mining. Bomblings are clockwork creature typically shaped like an insect with beetles the most favored shape among crafters. Attached to the creature is a small quantity of alchemical explosive that goes off when the clockwork stops. Different winds with the clockwork key on the bombling set different distances to travel. Miners would drill out small tunnels into rock, send the bombling down the tunnel, and separate the valuable ore from the now shatter the rock afterwards.

Naturally, the use of bomblings quickly spread beyond usage for mining. Using bomblings for sieges is popular, though the explosive packed isn't typically big enough to be a danger to much more than wooden palisades and or packed dirt. Used in combination with other techniques like tunneling and trebuchets, however, they can be reasonably effective and easy to use.

Bomblings are also popular with certain kinds of thieves who use them to blow their way into houses for smash and grab operations as well as breaking open vaults or safes. Adventurers also find them very handy in case of cave-ins, locked doors, or particularly unpleasant enemies. Some creative sorts have even used bomblings to collapse and bury kobold and goblin lairs without ever stepping foot inside.

Baelfire Rod

Item Type: Wand

Property: +1 to attack and damage rolls per tier (adventurer and champion only). Fire attacks gain an additional +1 to attack rolls.

Quirk: A non-stop font of energy and enthusiasm.

Power

Baelfire Blast (Standard Action, Recharge 11+)

Make the following attack against one nearby or far enemy. Wis/Int/Cha + Level vs PD. Deal 1d4 fire damage and 1d4 ongoing fire damage per level. If the ongoing fire damage kills an enemy or finishes off a mook mob, the roll to recharge this power gains a +2.

Description

Fire has a key part in many cultures, as it brings light and warmth to individuals and communities. There are few civilizations which could have sprung up without fire at some level. It also happens that fire is an excellent way of fending off enemies or killing them outright, so with the development of arcane traditions, magical enhancements, and alchemical research many practitioners and researchers went immediately for new ways to light things, including people, on fire.

The baelfire rod is an old refinement of an even older design. The rod is typically made of a heavy brass or copper tube, filled with a symbolic material, and then topped with red glass inscribed with runes, sigils, or geometric designs. The symbolic material varies from things like the essence of a fire elemental, phoenix feathers, salamander blood, or the ground of scales of a red dragon. However, even the ashes from a really hot fire such as from a forge can be used for this. More expensive variations on the rod will use gold instead of brass or copper as well as switching out the red glass for a ruby. These changes are purely decorative and do not have any real effect on the potency of the rod, despite what entrepreneurial artificers might say.

Regardless of the construction, the baelfire rod is well regarded both as a weapon and a tool, albeit a rather specialized and expensive tool. The construction enhances the channeling of fire-based spells, making them especially potent. By pointing the rod and speaking a command word chosen at the time of creation, the rod can send a stream of white hot flames from the end. The flames magically linger, which makes the rod popular for starting fires in inclement weather or burning materials which are otherwise resistant to flame. It is also, rather unsurprisingly, rather popular with arsonists, pyromaniacs, and troll-hunters. Even those who can't otherwise use magic find the command-activated power to be useful.

Faerie Potion

Item Type: Consumable (Potion)

Property: None

Quirk: None

Power

The Faerie Potion functions as a healing potion of the appropriate tier with three possible effects chosen at the time of creation. The GM or player can determine these randomly by rolling a 1d6 and checking the chart.

- 1-2 - Essence of Courage: Roll a 1d6 per character level. Gain that many temporary HP until the end of battle.
- 3-4 - Essence of Power: The users crit range increases by 2. This does not stack with any other item effect that increases crit range.
- 5-6 - Essence of Wisdom: For the rest of battle, the user gains a +1 to MD, saving throws, and skill checks.

Description

The faerie potion originally came from a horrific practice used by early alchemists and magicians long ago. Healing potions existed in earlier ages, but their creation was a more difficult, expensive, and time consuming practice. As part of the effort to make them better as well as easier to make, alchemists experimented with many different chemicals, liquids, and techniques. One of the most effective was one of the most barbaric, in which fae creatures such as faeries, pixies, and sprites were captured and drained of their blood. Their blood was a potent healing agent as well as a catalyst that created different beneficial effects for the person drinking the completed potion. The additional effects were wildly unpredictable, but nevertheless eagerly sought after.

The fae eventually took vengeance for the enslavement and draining of their kin, murdering many of those who created the potions with the help of their elven cousins and other more dangerous fae creatures. Although some of the survivors resumed their use of fae creatures, others looked for alternatives that would not eventually result in their horrible murder. Over time, other items were found that duplicated some of the potency and effects of the fae blood. Discarded sprite wings, pixie dust, and faerie toadstools provided similar effects that were much more predictable and controllable. Some fae even began to cooperate with the more persuasive alchemists to help provide the materials, though other alchemists still relied on more direct and confrontational methods of acquiring the needed resources.

Faerie potions, as a result of their original makeup, are a bright red color which almost seems to glow when in direct light. They smell and taste strongly of cinnamon, clove, and some indescribable fruit.

Roc's Cape

Item Type: Cloak/Cape

Property: +1 to PD per tier

Quirk: Loves to bounce up and down as well as showing a bouncy personality

Power

Free Fall (Immediate Action, recharge 6+)

When falling to the ground, activating the Roc's Cape reduces damage taken from the fall by half. If the fall is short enough (roughly 25-30 feet), no damage is taken at all.

Great Leap (Move Action, recharge 11+)

Once per battle, the user of the cape can leap into the air with great force, jumping 25-30 feet in the air. They can then float to any nearby or far area. This movement can not be intercepted and no disengage check is necessary. The user may make a ranged attack at any point along this movement before finishing the movement. Alternatively, the user may slam back down to the ground with great force and make a melee basic attack. The user takes 1d4 damage per level, but adds 1d6 per level to a melee attack made at the end of that movement.

Description

The first known Roc's Cape was owned, and perhaps even created, by a notorious thief and assassin who went by the name Blind. The cape was a tremendously useful in both reaching targets and escaping guards afterwards. Others took note of the ability, or heard about it through the widely spread tavern tales and songs, and sought to recreate the magical cloak. From the tales of Blind's cloak, the new creations were but pale imitations of the original, but nevertheless turned out to be a tremendously useful item for those who could afford them. Adventurers, thieves, and assassins were the biggest buyers of the capes, but they were by no means the only ones interested in them.

Despite the name, the Roc's Cape is not necessarily made from roc's feathers. Any large feathers are suitable, which means that gryphons, pegasi, lamassu, and manticores feathers have been used as well. These feathers are then attached to leather or hide that has been treated with essence of soarwood to allow the wearer to float like a feather in the wind. In theory, the leather is all that is necessary for the cape, but the feathers have been seen as being integral for so long that few capes are made without them. The leather is often made of the same hide as the feathers, but that's not a necessity; as many capes are made with regular cow hide as those made with something more exotic. A few disturbing capes are made from harpy or winged elf feathers... and the accompanying skin of the creature. Unfortunately for the squeamish, there is no real way to distinguish these grisly creations from the others.

Moon Silver Arrows

Item Type: Ammunition (Arrow/Bolt)

Property: +1 to Crit Range

Quirk: Can't stand darkness or shadows. Quirk intensity varies based on number of Moon Silver Arrows carried. 1 means that darkness is a mild irritation. Carrying 10 or more means a compulsive need to light an area as completely as possible.

Power

Bolt of Holy Light

Moon Silver Arrows count as Holy and Silver attacks for purposes of Vulnerability. Enemies critically hit with these arrows take 3x damage.

Hitting any enemy vulnerable to these attacks deals an additional 1d10 damage (2d10 at Champion Tier, 4d10 at Epic Tier). This damage is not multiplied on a hit.

Description

Moon Silver Arrows are a very ancient design, created in the earliest days of alchemy and arcane artifice to allow "creatures of the night" to be hunted and killed. The original design is claimed by the elves, dwarves, and even the gnomes, but the truth is that nobody has any real proof to support any of the different claims. What is known is that silver has long been seen as a "pure" metal and as such anathema to creatures of evil such as demons, witches, vampires, and werewolves. The actual knowledge of these creatures, and many others, has evolved over time and silver is no longer seen as a universal weapon to be used against them, but the superstition regarding silver still remains in many places and Moon Silver Arrows are one of the reasons why.

Moon Silver Arrows are rare because their creation is slow, expensive, and can easily be fouled up through tiny mistakes or even weather. The ingredient requirements are very strict and few substitutions can be made. The most common design requires owl feathers for the fletching, a rare wood called dawnwood for the shaft, and silver that is specially cast under a full moon. The preparations can only be done by moonlight and the final assembly can only be done on the night of a full moon.

However, despite the rarity and the expense, Moon Silver Arrows are very popular. Although they are most effective against certain types of creatures like demons or werewolves, they are still devastating against almost any opponent and have been known to punch entirely through even armored enemies like wyverns or knights. The very touch of the arrows has been known to make evil creatures uncomfortable and in some areas is used as an initial test as to whether a stranger can be trusted. They are also popular because enemies killed by these arrows dissolve into silvery ash and blue flame, keeping the bodies from being easily raised by necromancers or otherwise regenerating later.

Dragon Turtle Fins

Item Type: Boots

Property: None

Quirk: Loves being in water. Baths, rain, streams, oceans, it doesn't matter.

Power

Water's Breath

The wearer receives the ability to breathe water and move around through water as though they were flying through the air. This ability applies to either fresh or salt water, but does not apply to other water-like liquids (ale, behemoth urine, poisonous swamp) nor does it apply to other hazards in the water (like extreme temperatures or diseases).

Capsize (Free Action, Recharge 11+)

When the wearer moves and then makes a melee attack on the same turn, an enemy hit with the attack becomes Dazed (save ends) as they are thrown violently to the ground. At adventurer tier, this save is Easy (6+). At Champion it is Normal (11+) and at Epic it is Hard (16+).

Description

Dragon Turtles are staggeringly dangerous creatures. They are a hazard to every ship or swimmer that comes across them as they are very aggressive, very territorial, very large, and very tough. The first Dragon Turtle Fin boots no doubt came about as survivors of a dragon turtle attack or hunt wanted to create a trophy to celebrate their kill. Armor and shields made of the scales and hide were a natural expectation, but boots were likely an afterthought, made with the smaller bits of skin and scale that couldn't be used for anything larger. Even without enchantments, these boots are lightweight and float in water. No doubt some arcanist or canny sailor eventually figured out that with the right enchantment, they could be even better.

Dragon Turtle Fins are made by binding minor spirits of water and air into the boots, which is an easy task but also one that is time consuming and expensive. It requires specially made ink for the leather, engraving tools, and a semi-precious stone such as garnet or turquoise that is ground up and etched into the scales. The same method can be applied to other boots, but the enchantment doesn't "set" nearly as well as it does with boots made of dragon turtles or other aquatic creatures and such boots rarely keep their magic for more than a year or two.

Other creatures popular for creating these boots include kraken, dire sharks, and bronze dragons. It goes without saying that these creatures are incredibly dangerous and so the Dragon Turtle Fins remain uncommon and expensive.

Pendant of Virtue

Item Type: Boots

Property: +1 to saves when you have 10 hp or fewer (adventurer); 25 hp or fewer (champion); 50 hp or fewer (epic).

Quirk: Corrects people that don't live up to the ideals embodied in the pendant

Powers

Note: Choose only one of these powers.

Pendant of Courage - While staggered, you gain a +1 to all attack rolls (Champion: +2. Epic: +3)

Pendant of Wisdom - Once per day, add a +2 to any skill check with Int/Wis/Cha as the primary attribute. (Champion: +4. Epic: +6)

Pendant of Strength - When you are not staggered, you deal an additional 1d6 damage on a successful attack. (Champion: 1d10. Epic: 2d8)

Description

In ages past, there was a widespread religion devoted to three goddesses. The goddesses embodied courage, wisdom, and strength respectively and the pendants were created to honor those followers who were felt to represent the qualities of the goddesses best. It's said that the first pendants were made by the goddesses themselves and passed down to priests and sages for generations, but only those which have been made by mortal hands still exist. The worship of the three goddesses slowly diminished, but has never entirely died out. Those few followers remaining still create the pendants for those who they feel honor the goddesses with their actions, if not their actual worship or devotion. The pendants, new or ancient, remain very rare but are still occasionally uncovered in an old ruin or passed down through the generations as a family heirloom.

A Pendant of Virtue aspected towards strength is typically created out of a single large ruby, set into an angular gold backing. This pendant feels almost hot to the touch, but in a way that typically makes the holder feel as though they are in the warm embrace of a loved one. The pendant aspected towards courage is an emerald set into branch or leaf-like pattern of silver. Holding a pendant of courage is often described as the sensation someone gets when they've helped a friend or family in an important or meaningful way. The pendant of wisdom is usually made with two or three sapphires that are set into copper arranged to look like leaves or petals of a flower. The feeling from holding this pendant is that of a cool breeze or a refreshing swim in a stream. Each of the pendants is inscribed with ancient sigils of the goddesses, though few beyond the faithful understand what they mean anymore. Some whisper that a true believer gains more power from a Pendant of Virtue than those who don't, but if anybody knows that to be true, they're keeping it secret.

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