

A TakeOnRules.com Endeavor

TAKE ON MAGIC ITEMS



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Welcome to TakeOnRules.com's first published supplement – “Take On Magic Items” is a collection of magic items for Dungeon World.

A clever GM could easily translate the items in this supplement into their fantasy system of choice, especially systems that encourage rulings not rules.

MY GUIDING PRINCIPLE FOR MAGIC ITEMS...

- ❖ *...should be interesting*
- ❖ *...should have a cost*
- ❖ *...should be useful in mundane ways*



Bearded Shield

+1 armor, 2 weight

Often given by a dwarf thane as a gift to honor a worthy individual, a Bearded Shield is adorned with fine steel carefully worked to depict an immaculate dwarf beard.

When wielding a Bearded Shield, take +1 ongoing to *Defend*.

It is rumored that there once was a human paladin who drank himself into unconsciousness with a Bearded Shield strapped to his back. In the morning the paladin awoke transformed into a dwarf and his Bearded Shield was gone. But we all know bards stretch the truth.



Bell of Freedom

1 use

When you ring this cracked handbell any creature within earshot immediately may escape any and all of their physical and/or magical bondage. The prison doors open, the manacles spring loose, and the spell of holding ends; They are free.

After one ringing, the crack in the handbell spreads and the bell shatters.

Belt of the Brawler

A wide leather belt with numerous notches and an outlandishly large belt buckle.

When wearing the Belt of the Brawler, you gain the tag Booming Voice.

When wearing the Belt of the Brawler and you *Hack and Slash*, add the following to the move: *On 10+, you may also push your enemy several feet and knock them prone.

Boots of the Trailblazer

These waterproof, weatherworn, hardened leather boots always fit perfectly and comfortably.

When wearing these boots, you take +1 ongoing to *Trailblazing*.

In a pinch these boots can be used as a day's worth of rations for a small band of travelers. Sadly they are consumed.

Bladed Gloves

A pair of black leather gloves each adorned with a silver dagger charm.

When wearing these gloves and you whisper the word "Blade" while touching one of the silver dagger charms, a spirit dagger materializes in your hand.

The spirit dagger behaves like a normal dagger but can also affect creatures that are insubstantial.

Any daggers created by the gloves fade from existence within a minute or two after leaving your grasp.

Chains of the Drowned

Clumsy, 4 weight

These rusting chains smell of the brine and kelp. They are rumored to be created by wrapping a mutinous sailor in newly crafted chains then drowning the sailor at high tide. The still bound sailor's remains are cast to the sea and exhumed a year and a day later. A vile ritual, since long forgotten, is then performed with the chains, imbuing it with magic.

When you wear the Chains of the Drowned and speak the name of a departed loved one, roll+CON. *On a hit you gain the special quality Insubstantial and the tag Loud. *On a 10+ choose two. *On a 7-9 choose three:

- The sea claims a secret from you. The GM will ask you a question. Answer truthfully.
- You can only wear the chains for a moment before you must take them off
- The GM will ask you a question about the departed loved one. Answer truthfully. As the sea claims their soul, your memory of your loved one fades into oblivion.

Chalice of Fealty

A silver chalice etched with a pattern of entwined snakes and fantastical creatures.

When you pour red wine into the Chalice of Fealty and you give a command to another creature drinking from the chalice, roll+CHA.

When commanding an NPC, *On a 10+ that creature will do what you command. *On a 7-9 that creature will do what you command but will most certainly twist your words.

When commanding a PC, *On a 10+ choose two. *On a 7-9 choose one. *On a 6- your treachery is immediately revealed.

- If the PC does it, the PC marks XP.
- If the PC refuses, the PC takes -1 ongoing until they next dine with you.

Crimson Scimitar

Near, +1 damage, 1 weight

Forged from blood steel and adorned with bloodstones, this finely crafted scimitar will never rust, corrode nor require sharpening so long as each day a few drops of

fresh blood are smeared on the scimitar's blade.

When you *Hack and Slash* with this scimitar, add the following to your move: *On a 12+, resolve as the 10+ result and if the enemy bleeds, you also heal 3 HP.

Gloves of the Pickpocket

A pair fingerless fine wool gloves dyed grey.

When you are wearing a pair of Gloves of the Pickpocket and have a small trinket in your hands – a coin, shiv, ring, or some such item – and gently rub your hands to-



gether, the trinket transforms into a small patch sewn onto the glove. The small patch vaguely resembles the original.

When you spend a minute or so carefully removing one of the sewn patches, the patch reverts to the original trinket.

Each glove has room for three patches.

A clever seamstress or seamster may be able to create and sew a patch onto the glove...who knows what might happen when that patch is removed.

Hairbrush of Fallen Locks

This ornate boar bristles hair brush has a bejeweled handle – upon further inspection those jewels are actually well crafted ornate glass.

When you brush your own shoulder length hair, or longer, one hundred times and cut off all your hair, the shorn hair is imbued with mischievous magic.

When all of the imbued shorn hair is placed on a lock, that lock springs open and the hair loses its enchantment.

Jellied Eyes

2 uses

This small sealed glass jar contains the boiled and preserved eyes of some unfortunate person. Upon opening the jar, a whispered gasp can be heard, and the sweet smell of sugary decay is immediately evident.

If one were to eat a jellied eye, so they say, one is able to view any singular moment, perhaps even a minute or so, that the eyes – when they were in their rightful owner's skull – once saw.

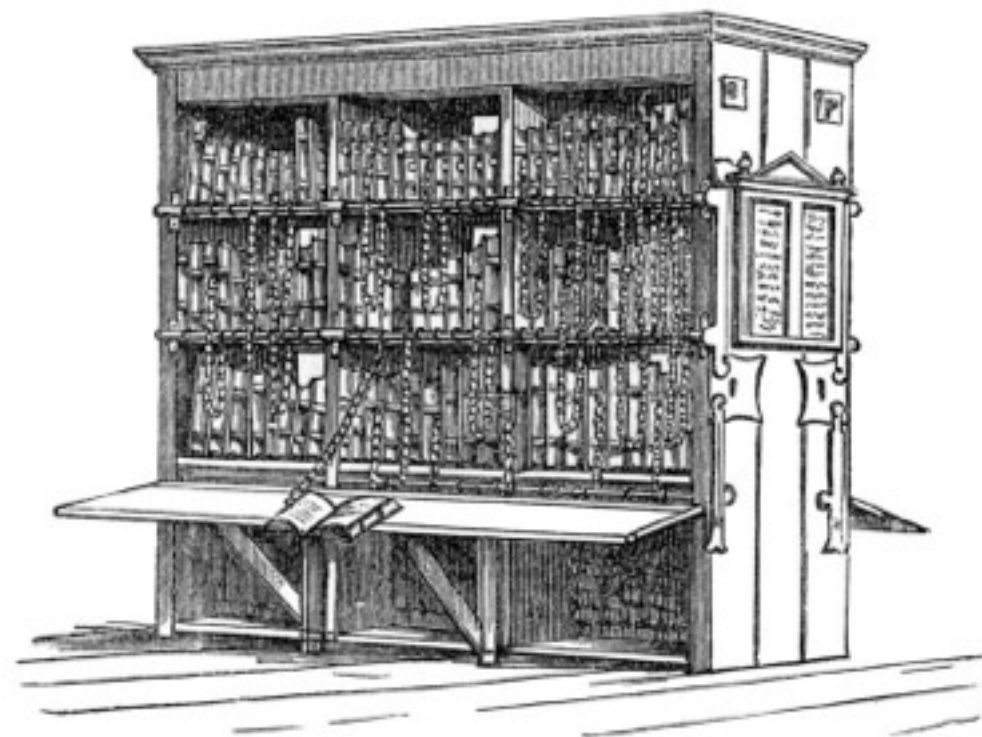
Jug of Liquid Metal

2 weight, 5 uses

This plain earthen jug contains about a half gallon of cool silvery liquid.

When the liquid is exposed to air it begins to harden. After a couple of minutes the liquid fully transforms into steel.

When you pour out the liquid, explain what you are doing, and the GM will tell you the number of uses consumed.



Miser's Amulet

This simple silver amulet is of seemingly shoddy craftsmanship, yet never requires repairs.

When you are wearing the Miser's Amulet and you give someone one or more coins, a few minutes later one of those coins reappears in a coin pouch on your person.

When a coin reappears in your coin pouch, the amulet grows cold and slowly warms over the next few minutes.

If you have a Miser's amulet you probably should have a coin pouch.

Occum's Razor

With a straight edge that seems to never dull, Occum's Razor is perfect for a clean shave. But its true value lies in its ability to discern truth.

When you spill blood with the razor onto a written question (in paper, stone, or anything else) the spilled blood will spell out an answer to the question.

After the razor has been used in this way, the blade rusts and must be sharpened. Occum's Razor refuses to be sharpened except on the bones of philosopher who has been dead for no more than an hour.



Phylactery of Remembrance

This small leather box, adorned with a simple sigil, contains an ancient vellum scroll with indecipherable writing. It is rumored to have been created by an ancient cult devoted to the collection of knowledge.

When you possess the Phylactery of Remembrance add the following option to your *Cast a Spell* move's 7-9 options:

- Time freezes for a moment for everyone but you. An ancient forgotten entity appears in a vision demanding an answer to its question. The GM will ask you a question. Answer truthfully. The phylactery vanishes, and time immediately thaws.

Porcelain Pig of Prosperity

This poorly painted porcelain pig figurine appears to be the work of an artistically disinclined student.

When you place a single coin in the pigs small slotted mouth and leave it there until the next sunrise, two coins exactly like the original can be found in the pigs slotted rump. The coin in the pigs mouth is gone.

When you gently polish the pig and gleefully mutter the phrase "Give me, give me! Pork, pork! Now! Now! Now!" the porcelain pig grows and permanently transforms into a succulent, aromatic, roasted hog large enough to feed 30 people. Inside the roasted hogs intestine can always be found a new Porcelain Pig of Prosperity.

Men have went mad searching for enchanted coins to feed to their pig...but the wise realize that this can't possibly work...can it?

Ring of Regeneration

A tattered bronze ring with etchings worn beyond recognition.

When wearing the Ring of Regeneration, and you gain a physical debility (e.g. Weak, Shaky, Sick), the debility fades within an hour or two.

When wearing the Ring of Regeneration, and you make a Last Breath move, instead of rolling the dice, set the dice to 12. Death begrudgingly spares you this time but reclaims its stolen ring.

Ring of Spell Turning

A shiny platinum band inlaid with a golden ring. The only hint of its magical nature is that the ring never tarnishes and always remains unmarred.

When you would be directly affected by a spell that only affects you, roll+INT. *On a 10+ the spell rebounds on the caster. *On a 7-9 the spell affects both you and the caster, but only at half potency. *On a 6- the spell affects you at full potency.

Rosary of Contemplation

A cord of six simple wooden beads, each hand crafted from a different type of tree.

When you hold the Rosary of Contemplation and quietly introspect at a location sacred to your patron deity, the GM will ask you a question.

If you answer truthfully, gain 2 hold. You may spend hold 1 for 1 to gain a +1 to any roll.

If you fail to answer truthfully, until you atone you lose favor from patron god and take -1 ongoing to *Last Breath* moves.

Sanguine Mask

This partial black mask with crimson red cheeks would cover your eyebrows down to your cheekbones. When touched, the color transforms to your skin tone.

When you don the mask, it seamlessly fuses to your face; the only indication that it isn't gone entirely is that your cheeks gain a ruddy complexion.

So long as you have not had an alcoholic drink within the past day, you may remove this mask.

When wearing the Sanguine Mask and you are uninjured, take +1 ongoing to Carousing and -1 ongoing to Hack and Slash.

When you first become injured and are wearing the Sanguine Mask, roll+CON. *On a 10+, hold 3. *On a 7-9, hold 1. When you attack an enemy in melee, you may spend hold 1 for 1, to choose an option:

- Take +1 forward to your *Hack and Slash* roll.
- Take +2 forward to your *Hack and Slash* damage.
- On your *Hack and Slash* hit you

deal +1d6 damage but also take +1d6 damage.

When you fall asleep before you have spent all of your hold, upon waking the Sanguine Mask is gone, and there are dozens of minor cuts on your face, you gain the tag Somewhat Frightening until these cuts heal.



Spear of Spiritbinding

Reach, Thrown, Near, 1 weight

This spear, with its wide leaf-shaped obsidian spearhead, is adorned with two raven feathers tied to the bindings.

When you write with this spear upon the ground the name of the creature last slain by the spear and forever release the slain creature's spirit, roll+CHA. *On a 10+, you may ask the departing creature's spirit three questions and it will answer to the best of its knowledge. *On a 7-9, you may ask the departing creature's spirit one question and it will answer to the best of its knowledge.

Tattered Dice Pouch

This tattered leather dice pouch is coveted by those who make their living in inns, taverns, and gambling dens.

When you put a pair of dice in the pouch and spend a day gambling and carousing, then at the end of that day the dice are attuned to the dice pouch. You may only ever have one pair of attuned dice.

When you attune to a pair of dice all other attuned dice are no longer attuned.

When you lose possession of the Tattered Dice Pouch, even for a moment, all dice lose their attunement.

Traveller's Fork

The Traveller's Fork is a simple two tined wooden fork.

When the fork is burnt at an intersection on a road and you point down one of the paths and speak a creature's name, that creature is compelled to avoid going down that path.

If the named creature is an NPC, to the best of that creature's ability, it will avoid going down that path. This compulsion lasts until the next sunset.

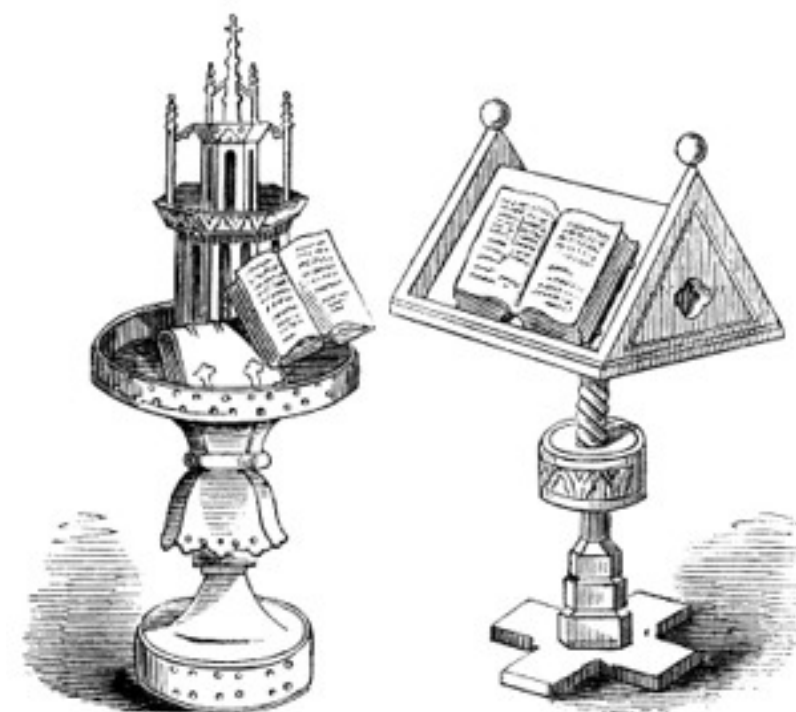
If the named creature is a PC, and they avoid taking the path until the next sunset, the PC marks XP. If the PC takes the forbidden path, they take -1 ongoing until the next sunset.

Writ of Demeter

This vellum scroll's exterior is often decorated with ancient and abstract symbols.

When reading the scroll, and incanting a person's name, until the next sunrise, the named person's voice may only be heard by you and/or the people with whom he or she has a bond.

Once read aloud, the Writ of Demeter turns to ash.



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Written by Jeremy Friesen

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