

Item Set One (DSS 0001)

36 card set.

This was the first set that we published. Experience has moved us to do 9 and 18 card sets. It contains Item cards from 001 to 036. These were initially printed as Deluxe Laminated cards and sold individually. You can still special order these cards as Deluxe Laminated cards.

This PDF has samples of the cards. It gives everyone a chance to try them and then you can decide what you want to purchase.

We have no specific errata for any of these cards. The main questions we face are ones like “Can I put my Greatsword in my Shoulder Sack?” Fortunately we have GM’s with a sense of humor. The answer is “Yes, go for it. Ooops, the blade cut open the bottom...”.

ITM-001 Greatsword
ITM-004 Large Shield
ITM-007 Wineskin

ITM-002 Hunting Knife
ITM-005 Greatbow
ITM-008 Cestus

ITM-003 Channel Dagger
ITM-006 Peasant Garb
ITM-009 Greaves

ITM-010 Griffit
ITM-013 Witches Athame
ITM-016 Throwing Axe

ITM-011 Fire Arrow
ITM-014 Backpack
ITM-017 Hand Crossbow

ITM-012 Shoulder Sack
ITM-015 Great Axe
ITM-018 Manilac Pony

ITM-019 Winter Clothes
ITM-022 Saddle Bags
ITM-025 Weathered Robes

ITM-020 Barrel
ITM-023 Manilac Saddle
ITM-026 Light Globes

ITM-021 Bed Roll
ITM-024 MyDythan Gem
ITM-027 Shape Shifter Cloak

ITM-028 Chocolate
ITM-031 Breast Plate
ITM-034 War Horse

ITM-029 Harp
ITM-032 Full Helm
ITM-035 Horse Barding

ITM-030 Manilac Cat
ITM-033 Lance
ITM-036 Flail

Greatsword



ITEM

350 gp
 STR +4
 COR 0
 DEF 0
 +2*
 SPD +1
 WIS 0
 HP 0
 CAP -3

Greatsword

Add +4 to melee attacks. The greatsword is a two-handed weapon that requires a STR of 1 or more to use. A wielder with a STR of 5 or greater may use the greatsword one-handed. When the wielder of the greatsword actively defends with it they gain an additional +2 DEF.

ITM-001 ILLUSTRATION © 1999 SUSAN VAN CAMP

Hunting Knife



ITEM

15 gp
 STR +1
 COR 0
 DEF 0
 SPD -1*
 WIS 0
 HP 0
 CAP -1/2

Hunting Knife

User adds +1 STR to melee attacks made with the knife. When attacking with a knife, the user subtracts -1 from SPD. This lowered SPD applies only to the knife melee attack. When used in melee, if a natural "2" is rolled, the hunting knife breaks.

ITM-002 ILLUSTRATION © 1999 SUSAN VAN CAMP

Channel Dagger



ITEM Magic 1/*

1900 gp
 STR +1
 COR 0
 DEF 0
 SPD 0
 WIS 0
 HP 0
 CAP -1/2

Channel Dagger

Melee attacks made with this weapon ignore the non-magical DEF of necromancers, warpspawn and plaguebeasts. The holder of a channel dagger gains a +2 bonus when making rolls to resist the Tox and adds WARP DEF +2 and OD DEF +2, so long as this item is on her person. When used in melee, if a natural "2" is rolled, the channel dagger breaks.

ITM-003 ILLUSTRATION © 1999 SUSAN VAN CAMP

Large Shield



ITEM

90 gp
 STR 0
 COR 0
 DEF +3
 SPD -1
 WIS 0
 HP 0
 CAP -3

Large Shield

A combatant using a large shield gains +3 DEF and loses -1 SPD.

ITM-004 ILLUSTRATION © 1999 SUSAN VAN CAMP

Greatbow



ITEM

325 gp
 STR 0
 COR +4
 DEF 0
 SPD 0
 WIS 0
 HP 0
 CAP -3

Greatbow

The user adds +4 COR to ranged attacks. A greatbow has a range of 320 feet +10 feet for every point of the user's COR. The user of a greatbow must have a natural STR of 1 or greater.

ITM-005 ILLUSTRATION © 1999 SUSAN VAN CAMP

Peasant Garb



ITEM

5 gp
 STR 0
 COR 0
 DEF 0
 SPD 0
 WIS 0
 HP 0
 CAP -1/2

Peasant Garb

Prosperous peasants who want to show off their wealth wear clothes that are a cut above the normal farmer's tunic. These clothes are held together with brooches and pins. A shape shifter changing form can remove this garb as a 0 / F independent action.

ITM-006 ILLUSTRATION © 1999 SUSAN VAN CAMP

Wineskin



ITEM

22 gp
 STR 0
 COR 0
 DEF 0
 SPD 0
 WIS 0
 HP 0
 CAP -1

Wineskin

A wineskin holds 10 rations of liquid without increasing its CAP. Filling the skin with wine usually costs 2 gp per ration.

"Water? In a wineskin? Are you trying to poison me?" Ashmed the Unsteady

ITM-007 ILLUSTRATION © 1999 SUSAN VAN CAMP

Cestus



ITEM

25 gp
 STR +1
 COR 0
 DEF 0
 SPD 0
 WIS 0
 HP 0
 CAP -1/4

Cestus

The cestus is a small, easily concealed weapon favored by rogues and village thugs.

ITM-008 ILLUSTRATION © 1999 SUSAN VAN CAMP

Greaves



ITEM

40 gp
 STR 0
 COR 0
 DEF +1
 SPD 0
 WIS 0
 HP 0
 CAP -1/2

Greaves

A shape shifter must use one action to remove greaves before changing form or they will be shredded. The gamemaster may allow those with Way of the Smith and access to a forge a chance to repair damaged greaves.

ITM-009 ILLUSTRATION © 1999 SUSAN VAN CAMP

Griffit



150 gp

STR -1
COR 0
DEF 4
SPD 3
WIS 0
HP 8
CAP 1

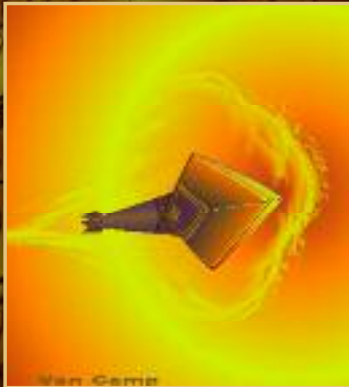
ITEM Animal, Odkin

These cat sized, mischievous odkin may be trained as pets. They're associated with shapeshifters and pristine lands, so anyone who keeps one will be marked as an enemy of necromancers. A griffit adds +2 to all contest rolls involving thievery, perception and stealth. Unless the owner makes a successful persuasion or training roll, a griffit may steal small shiny items every chance it gets.
Taint DEF: 9 Od

ITM-010 ILLUSTRATION © 1999 SUSAN VAN CAMP

Griffit

Fire Arrow



50 gp

STR 0
COR 0
DEF +2
SPD 0
WIS 0
HP 0
CAP -1/4

ITEM Magic

This arrow holds 2 Fire Fingers spells which are "cast" when the missile hits its target. In addition to an arrow's normal damage, a Fire Arrow inflicts 2D6 magic damage. Fire Arrows are hard to find for sale, even at 50 gp each. This card is permanently drained when the arrow is used.

ITM-011 ILLUSTRATION © 1999 SUSAN VAN CAMP

Fire Arrow

Shoulder Sack



4 gp

STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1/+7

ITEM

A shoulder sack has a CAP of -1. The user may put up to 7 CAP of items in a shoulder sack without increasing its CAP. How large of an item may fit in the shoulder sack is up to the gamemaster.

ITM-012 ILLUSTRATION © 1999 SUSAN VAN CAMP

Shoulder Sack

Witches Athame



40 gp

STR +1
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1/2

ITEM Magic 0/F

Add +1 to all witchcraft spells cast while the user holds the Athame. An athame is a personal item, which cannot be bought or used by anyone else; the witch spends 40 gp for materials and spends one month in rituals to create this item. If the athame is used as a weapon it ignores the DEF of the target once and then loses all of its magical powers becoming an ordinary dagger. A witch may only have one athame at a time.

ITM-013 ILLUSTRATION © 1997 ROBIN WOOD

Witches Athame

Backpack



25 gp

STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1/+10

ITEM

A backpack weighs 1 CAP and holds 10 CAP of items. The gamemaster decides what items will fit in the pack. Shrugging off a back pack is a 0/F action that a shifter can perform while changing shape.

ITM 014 ILLUSTRATION © 1997 GLEN COOLEY

Backpack

Great Axe



300 gp

STR +5
COR 0
DEF 0
SPD -1
WIS 0
HP 0
CAP -3

ITEM

Add +5 STR to melee attacks. The user subtracts -1 SPD from the initiative number of great axe attacks. The great axe is a two handed weapon that requires a STR of 2 or greater to use. A wielder with a STR of 6 or greater may use the great axe one-handed.

ITM 015 ILLUSTRATION © 2000 SUSAN VAN CAMP

Great Axe

Throwing Axe



20 gp

STR +1
COR 0
DEF +3
SPD -1
WIS 0
HP 0
CAP -1/2

ITEM

The user adds +1 STR to melee attacks made with a throwing axe. The throwing axe may be thrown 30 +STR*5 Feet.

"This is my axe, that is your face. Do you want them to meet?" Ogara, Orc Barbarian

ITM-016 ILLUSTRATION © 2000 SUSAN VAN CAMP

Throwing Axe

Hand Crossbow



30 gp

STR 0
COR 0
DEF +3
SPD 0
WIS 0
HP 0
CAP -1/2

ITEM

Hand crossbows are small crossbows used for hunting. These weapons require one action to load and fire. They have a range of 100 feet. Dual Shot or Dual Action may not be played on a Hand Crossbow.

ITM-017 ILLUSTRATION © 2000 SUSAN VAN CAMP

Hand Crossbow

Manilac Pony



200 gp

STR 4
COR 1
DEF 4
SPD 1
WIS 0
HP 40
CAP 12

ITEM Animal

If the rider of a Manilac Pony has a Ride anchor, the horse will follow its rider's commands. This mount will carry its rider into combat, but it will not fight. A rider attacking from the back of a Manilac Pony gains +2 STR to all melee attacks. The GM determines difficulties faced by a rider who doesn't have the Ride anchor card.

ITM 018 ILLUSTRATION © SUSAN VAN CAMP 2000

Manilac Pony

Winter Clothes

12 gp



STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -2

ITEM

Winter Clothes prevent 4 HP of freezing damage when the user is outdoors. The winter clothes are treated with special saps to make them water tight under normal conditions. It takes one action to remove winter clothing before shifting or the garments are ripped to shreds.

ITM 019 ILLUSTRATION © SUSAN VAN CAMP 2000

Winter Clothes

Barrel

30 gp



STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -6

ITEM

A barrel holds up to 100 rations of water or other liquids. Each 10 rations of liquid adds one CAP to the barrel. The barrel itself costs 30 GP. Any liquids filling it cost extra.

ITM 020 ILLUSTRATION © SUSAN VAN CAMP 2000

Barrel

Bed Roll

15 gp



STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1

ITEM

A bed roll prevents 5 HP of freezing damage when the user is sleeping outdoors. The bed roll is treated with special saps to make it water tight under normal conditions.

ITM 021 ILLUSTRATION © SUSAN VAN CAMP 2000

Bed Roll

Saddle Bags

10 gp



STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -3

ITEM

The user may put up to 3 CAP of items in each saddle bag without increasing its CAP. Together, both saddle bags hold 6 CAP. How large of an item fits in a saddle bag is up to the gamemaster.

ITM 022 ILLUSTRATION © SUSAN VAN CAMP 2000

Saddle Bags

Manilac Saddle

40 gp



STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -2

ITEM

A mounted rider using a Manilac Saddle gains a +1 bonus to all riding rolls.

"I recall learning to ride as a child, soon after I learned to walk. I prefer riding."
Astragar, Manilac Warrior

ITM 023 ILLUSTRATION © SUSAN VAN CAMP 2000

Manilac Saddle

Mydythan Gem

150 gp



STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1/5

ITEM

This gem allows a user to carry a lot of wealth without hauling extra weight. Rich merchants often use these gems.

"I love the look a village priestess gives me when I drop one of these in her offering bowl."
Kassandra

ITM 024 ILLUSTRATION © DIANA STEIN 2000

Thatian Maul

Weathered Robes

4 gp



STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1

ITEM

Good clothes always seem to find someone less fortunate to wear them as they move from fine garments to dirty rags.

"I toy with fools who pretend to be someone just to show the locals what real power is."
Haddock Nor

ITM 025 ILLUSTRATION © 2000 SUSAN VAN CAMP

Weathered Robes

Light Globes

55 gp



STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1

ITEM

Activating a light globe drain 2 points of Wizardry spells. The Globe glows for 12 hours, lighting a 150 foot circle.

"In the good old days I had a hundred wizard slaves to keep my lights burning."
Heliot Greatflame

ITM-026 ILLUSTRATION © SUSAN VAN CAMP 2000

Light Globes

Shape Shifter Cloak

2200 gp



STR +2
COR +2
DEF +4
SPD +2
WIS 0
HP 0
CAP 0

NECROMANCY ITEM

This loathsome item is made from a drained shape shifter's hide. A wearer gains a +4 bonus to defensive magic rolls, and a +4 defense against magic damage. Channel Strikes inflict half damage against a cloak wearer. Anyone with less than two warp features must roll against Tox every time they touch a Shape Shifter Cloak.

"It's my favorite fashion statement." Black Bane

ITM 027 ILLUSTRATION © SUSAN VAN CAMOP2000

Shape Shifter Cloak

Chocolate



25 gp

STR 0
COR 0
DEF 0
SPD +1
WIS +1
HP 0
CAP -1/4

ITEM

Consume to gain +1 SPD and +1 WIS for five minutes. Additional rations of chocolate consumed within five minutes give no further bonuses, however, they are quite tasty.

ITM-028 ILLUSTRATION © 1998 ROBIN WOOD

Chocolate

Harp



65 gp

STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1

ITEM 1 / *

If the user makes a successful contest roll when playing a harp, she may add +1 to Persuasion rolls against anyone within earshot. A bard adds +2 to her contest rolls when attempting to play a harp, and she gets a +2 Persuasion bonus if successful. The gamemaster determines when the Persuasion bonus expires.

ITM-029 ILLUSTRATION © 1998 ROBIN WOOD

Harp

Manilac Cat



15 gp

STR 0
COR 4
DEF 3
SPD 4
WIS 1
HP 8
CAP 2

ITEM Animal

These small feral cats were trained by Manilac nomads to hunt pests that plague their taura. People all over the Stormlands prize Manilac Cats as mousers, pets and familiars.

ITM-030 ILLUSTRATION © 1999 SUSAN VAN CAMP

Manilac Cat

Breast Plate



400 gp

STR 0
COR 0
DEF +3
SPD 0
WIS 0
HP 0
CAP -1

ITEM

A shape shifter must use one action to remove a breast plate before changing form, or the breast plate will be broken. The GM may allow characters with Way of the Smith and access to a forge to repair a breast plate.

ITM-031 ILLUSTRATION © 2001 SUSAN VAN CAMP

Breast Plate

Full Helm



200 gp

STR 0
COR 0
DEF +2
SPD 0
WIS 0
HP 0
CAP -1

ITEM

A shape shifter must use one action to remove a full helm before changing form, or the full helm will be split. The GM may allow those with Way of the Smith and access to a forge to repair a full helm. *Wearers of a full helm suffer a -2 penalty to all perception rolls.

ITM-032 ILLUSTRATION © 2001 SUSAN VAN CAMP

Full Helm

Lance



150 gp

STR +4*
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -2

ITEM

A Lance adds +4 STR to Melee attacks when used from the back of a mount. An unmounted user gains only +1 STR when wielding a lance. When charging into combat the initial attack damage is rider's STR + mount's STR + lance's STR. If the user rolls a "2" when charging with this lance it does its damage, breaks in pieces and becomes useless.

ITM-033 ILLUSTRATION © 2001 SUSAN VAN CAMP

Lance

War Horse



1000 gp

STR 6
COR 1
DEF 4
SPD 1
WIS 0
HP 42
CAP 16

ITEM Animal

If the rider of a War Horse has a Riding Anchor card, the Horse will follow the rider's commands and attack once per round. A Rider attacking from the back of a War Horse gains +2 STR bonus to all melee attacks. GM determines a non-rider's difficulties.

ITM-034 ILLUSTRATION © 2001 SUSAN VAN CAMP

War Horse

Horse Barding



750 gp

STR 0
COR 0
DEF +3
SPD -1
WIS 0
HP 0
CAP -3

ITEM

Horse Barding is very heavy and restrictive. While wearing Horse Barding, a Horse may only run for five minutes before resting.

ITM-035 ILLUSTRATION © 2001 SUSAN VAN CAMP

Horse Barding

Flail



250 gp

STR +4
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -2

ITEM

User adds +4 to melee attacks. When used versus undead the attacker gains an additional +3 STR for a total of +7. A user must have an STR of 1 or greater to wield a flail one handed. When carrying a flail the carrier suffers a -3 to all Stealth rolls.

ITM-036 ILLUSTRATION © 2001 SUSAN VAN CAMP

Flail