

Item Set Two (DSS 0002)

36 card set.

This was the second set that we published. Experience has moved us to do 9 and 18 card sets. It contains Item cards from 037 to 072. 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. However, there are types of clothing etc. that have limited numbers that may be worn or carried:

Tattoos: 4	Rings: 8	Earrings: 2 (1 set)
Headband: 1	Necklace: 2	Anklet: 2
Wrist Band: 2	Brooch: 4 (pendant, pin, or other names are included here)	
Belt: 1	Belt Buckle: 1	

ITM-037 Mark of the Taur	ITM-038 Mark of the Ghost	ITM-039 Mark of the Rat
ITM-040 Mark of the Spider	ITM-041 Mark of the Shadow	ITM-042 Mark of the Muddle
ITM-043 Mark of the Hammer	ITM-044 Mark of the Turtle	ITM-045 Ring of Prosperity

ITM-046 Ring of Wealth	ITM-047 Ring of Great Wealth	ITM-048 Ring of Shifting
ITM-049 Ring of Mystic Shield	ITM-050 Ring of Night Eyes	ITM-052 Ring Of Lightning Bolt
ITM-052 Ring of Quick Heal	ITM-053 Ring of Wizard Wings	ITM-054 Ring of Teleport

ITM-055 Ring of Arcane Knowledge	ITM-056 Charm of Healing	ITM-057 Charm of Tracking
ITM-058 Charm of Prosperity	ITM-059 Charm of Regeneration	ITM-060 Charm of Restoration
ITM-061 Charm of Nature	ITM-062 Fire Dragonet	ITM-063 Floppy Hat

ITM-064 Frying Pan	ITM-065 Stormhammer Ale	ITM-066 Ale Mug
ITM-067 Warrior Leggings	ITM-068 Ferret	ITM-069 Blow Gun
ITM-070 Azuremane's Bow	ITM-071 Manilac Falcon	ITM-072 Throwing Dart

Mark of the Taur

25 gp



STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 15*
CAP 0

ITEM Spectral Tattoo

The Mark of the Taur takes one day to apply. It provides the tattoo wearer with 15 HP temporarily. When the tattoo absorbs 15 points of physical melee damage it disappears off of the body and is gone. A person may have up to four spectral tattoos.
"For me it is the difference between staying here and moving on to the spirit realm."

ITM-037 ILLUSTRATION © 2002 SUSAN VAN CAMP

Mark of the Taur

Mark of the Ghost

25 gp



ITEM Spectral Tattoo

The Mark of the Ghost takes one day to apply. The tattoo of Spirit sight allows a chance to see spirits within 50 feet of the user. Once per hour the user may roll 2D6. On a roll of 7 or greater spirits within 100 feet are visible and may be spoken to. The Tattoo takes 1/2 day to create and lasts for 1 week. A person may have up to four spectral tattoos.

ITM-038 ILLUSTRATION © 2002 SUSAN VAN CAMP

Mark of the Ghost

Mark of the Rat

25 gp



ITEM Spectral Tattoo

The tattoo of the rat takes one day to apply. It provides the tattoo immunity to one infection of the tox. When the user fails a tox roll, she drains this card: The tattoo absorbs the Tox and disappears off of her body. A person may have up to four spectral tattoos.

ITM-039 ILLUSTRATION © 2002 SUSAN VAN CAMP

Mark of the Rat

Mark of the Spider

25 gp



STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 15*
CAP 0

ITEM Spectral Tattoo

The Mark of the Spider takes one day to apply. It provides the tattoo wearer with 15 HP temporarily. When the tattoo absorbs 15 points of magic damage from spells cast at her it disappears off of the body and is gone. A person may have up to four spectral tattoos.

ITM-040 ILLUSTRATION © 2002 SUSAN VAN CAMP

Mark of the Spider

Mark of the Shadow

100 gp



ITEM Spectral Tattoo

The Mark of the Shadow takes four days to apply. When the wearer activates this tattoo she has Shadow Walk cast on her. Afterwards it disappears off of the body and is gone. A person may have up to four spectral tattoos.

ITM-041 ILLUSTRATION © 2002 SUSAN VAN CAMP

Mark of the Shadow

Mark of the Muddle

15 gp



ITEM Spectral Tattoo

The Mark of the Muddle takes one-half day to apply. The wearer activates the tattoo to cast a +4 Muddle the Dead against a target of their choice. Afterwards it disappears off of the body and is gone. A person may have up to four spectral tattoos.
"Give them a reminder of what they are missing"
Shelly

ITM-042 ILLUSTRATION © 2002 SUSAN VAN CAMP

Mark of the Muddle

Mark of the Hammer

50 gp



ITEM Spectral Tattoo

The Mark of the Hammer takes Two days to apply. When the wearer activates the tattoo she casts a +4 Spirit Hammer at the target of her choice. Afterwards the Spectral Tattoo fades away. A person may have up to four spectral tattoos.

ITM-043 ILLUSTRATION © 2002 SUSAN VAN CAMP

Mark of the Soul Hammer

Mark of the Turtle

25 gp



ITEM Spectral Tattoo 0 / C

The Mark of the Turtle takes one day to apply. When activated it provides the tattoo wearer with +4 DEF for one combat, then it disappears off of the body and is gone. A person may have up to four spectral tattoos.

ITM-044 ILLUSTRATION © 2002 SUSAN VAN CAMP

Mark of the Turtle

Ring of Prosperity

500 gp



ITEM

Rings of prosperity are used to carry large amounts of money on a finger. A character may wear up to 8 rings. Rings are designed to resize to the wearer and shift with characters. Worn rings have no CAP.

ITM-045 ILLUSTRATION © 2002 SUSAN VAN CAMP

Ring of Prosperity

STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1/8

Ring of Wealth



1000 gp

STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1/8

ITEM

Rings of Wealth are used to carry large amounts of money on a finger. A character may wear up to 8 rings. Rings are designed to resize to the wearer and shift with characters. Worn rings have no CAP.

ITM-046 ILLUSTRATION © 2002 SUSAN VAN CAMP

Ring of Wealth

Ring of Great Wealth



1500 gp

STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1/8

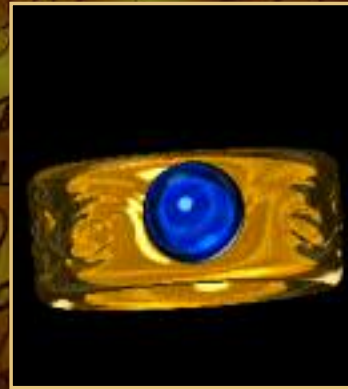
ITEM

Rings of Great Wealth are used to carry large amounts of money on a finger. A character may wear up to 8 rings. Rings are designed to resize to the wearer and shift with characters. Worn rings have no CAP.

ITM-047 ILLUSTRATION © 2002 SUSAN VAN CAMP

Ring of Great Wealth

Ring of Shifting



25 gp

STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1/8

Magic ITEM 0/V Independent

Rings Shifting hold a one card point form that is useable by the wearer.

A character may wear up to 8 rings. Rings are designed to resize to the wearer and shift with characters. Worn rings have no CAP. Once the ring is used it crumbles to dust

ITM-048 ILLUSTRATION © 2002 SUSAN VAN CAMP

Ring of Shifting

Ring of Mystic Shield



75 gp

STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1/8

Magic ITEM 0/V Independent

Rings of Mystic Shield hold one Mystic Shield charge that is useable by the wearer. A character may wear up to 8 rings. Rings are designed to resize to the wearer and shift with characters. Worn rings have no CAP. Once the ring is used it crumbles to dust

ITM-049 ILLUSTRATION © 2002 SUSAN VAN CAMP

Ring of Mystic Shield

Ring of Night Eyes



25 gp

STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1/8

Magic ITEM 0/V Independent

Rings of Night Eyes hold one Night Eyes charge that is useable by the wearer.

A character may wear up to 8 rings. Rings are designed to resize to the wearer and shift with characters. Worn rings have no CAP. Once the ring is used it crumbles to dust

ITM-050 ILLUSTRATION © 2002 SUSAN VAN CAMP

Ring of Night Eyes

Ring of Lightning Bolt



75 gp

STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1/8

Magic ITEM 0/V Independent

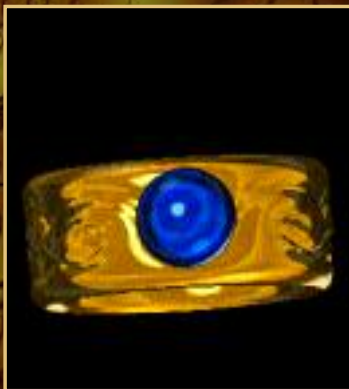
Rings of Lightning Bolt hold one Lightning Bolt charge that is useable by the wearer.

A character may wear up to 8 rings. Rings are designed to resize to the wearer and shift with characters. Worn rings have no CAP. Once the ring is used it crumbles to dust

ITM-051 ILLUSTRATION © 2002 SUSAN VAN CAMP

Ring of Lightning Bolt

Ring of Quick Heal



25 gp

STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1/8

Magic ITEM 0/V Independent

Rings of Quick Heal hold one Quick Heal charge that is useable by the wearer. A character may wear up to 8 rings. Rings are designed to resize to the wearer and shift with characters. Worn rings have no CAP. Once the ring is used it crumbles to dust

ITM-052 ILLUSTRATION © 2002 SUSAN VAN CAMP

Ring of Quick Heal

Ring of Wizard Wings



50 gp

STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1/8

Magic ITEM 0/V Independent

Rings of Wizard Wings hold one Wizard Wings charge that is useable by the wearer.

A character may wear up to 8 rings. Rings are designed to resize to the wearer and shift with characters. Worn rings have no CAP. Once the ring is used it crumbles to dust

ITM-053 ILLUSTRATION © 2002 SUSAN VAN CAMP

Ring of Wizard Wings

Ring of Teleport



25 gp

STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1/8

Magic ITEM 0/V Independent

Rings of Teleport hold one Teleport charge that is useable by the wearer.

A character may wear up to 8 rings. Rings are designed to resize to the wearer and shift with characters. Worn rings have no CAP. Once the ring is used it crumbles to dust

ITM-054 ILLUSTRATION © 2002 SUSAN VAN CAMP

Ring of Teleport

Ring of Arcane Knowledge

25 gp



STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP 0
CAP -1/8

Magic ITEM 0/V Independent

Rings of Arcane Knowledge hold one Arcane Knowledge that is useable by the wearer. A character may wear up to 8 rings. Rings are designed to resize to the wearer and shift with characters. Worn rings have no CAP. Once the ring is used it crumbles to dust.

ITM-055 ILLUSTRATION © 2002 SUSAN VAN CAMP

Ring of Arcane Knowledge

Charm of Healing

100 gp



ITEM 1/F

The charm is small and must be eaten by the user. It tastes very bad and is difficult to swallow. On the round it is consumed the user loses all actions, movement and independent actions. It heals 4d6+15 HP. It does heal poison damage, but does not cure the poisoning. Only four charms may be carried by a person, more and they are all destroyed.

ITM-056 ILLUSTRATION © SUSAN VAN CAMP 2003

Charm of Health

Charm of Tracking

100 gp



ITEM 1/V

The charm is set upon the track of someone you want to follow. The user then picks up the charm, as long as they keep the charm in their hand the tracks of the person being followed will show up to them. If the tracked person teleports a rainbow trail is revealed to the tracker, leading them onward. Once used this charm is a pretty doll only. Only four charms may be carried by a person, more and they are all destroyed.

ITM-057 ILLUSTRATION © SUSAN VAN CAMP 2003

Charm of Tracking

Charm of Prosperity

200 gp



ITEM 1/V

This charm is planted in a field. Crops within 500 feet of the charm will double normal yield for one planting season. This charm is usually used by elthyay priestesses and acolytes to reward people for service, donations or bribery. Only four charms may be carried by a person, more and they are all destroyed.

ITM-058 ILLUSTRATION © SUSAN VAN CAMP 2003

Charm of Prosperity

Charm of Regeneration

100 gp



ITEM 1/V

The charm is placed in the center of a marked 100 foot diameter circle. For the next six hours all Valarians, Bloodkin, Elthyay worshippers and Shape Shifters heal one point of damage per five minutes of being on the ground here. Only four charms may be carried by a person, more and they are all destroyed.

ITM-059 ILLUSTRATION © SUSAN VAN CAMP 2003

Charm of Protection

Charm of Restoration

200 gp



ITEM 1/V

The charm is placed in the center of a marked 100 foot diameter circle. For the next six hours all Valarians, Bloodkin, Elthyay worshippers and Shape Shifters gain one additional card per half hour of being on the ground here. Only four charms may be carried by a person, more and they are all destroyed.

ITM-060 ILLUSTRATION © SUSAN VAN CAMP 2003

Charm of Regeneration

Charm of Nature

100 gp



ITEM 1/V

The charm is placed on the shoulder of the user. For the next 24 hours it will sit on your shoulder and add +4 to all perception rolls. Only four charms may be carried by a person, more and they are all destroyed.

ITM-061 ILLUSTRATION © SUSAN VAN CAMP 2003

Charm of Nature

Fire Dragonet

720 gp



ITEM/CAST Animal

Fire Dragonets are tiny animals that can be trained as pets. To train them you must first subdue them and then persuade them, with no bonuses. These animals may use their action to breath fire doing D6 magical damage. Raptors find these pets both amusing and useful.
Taint DEF: 8 Od, 4 Warp.

ITM-062 ILLUSTRATION © 2003 SUSAN VAN CAMP

Fire Dragonet

Floppy Hat

5 gp



ITEM

A hat deflects 2 points of heat damage in desert terrain. In waste terrains it protects the user from 2 waste damage. Wearing a hat adds +1 to disguise and attempts at being inconspicuous.

ITM-063 ILLUSTRATION © SUSAN VAN CAMP 2000

Floppy Hat

Frying Pan



ITEM

Frying Pan adds +1 to cooking rolls. If used in melee subtract 1 from the initiative of the melee attack.

"... and I can cook with it too!" *Ogara*

ITM-064 ILLUSTRATION © SUSAN VAN CAMP 2004

10 gp

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

Frying Pan

Stormhammer Ale



ITEM 1/C

Consume to gain +1 STR, +1 DEF, -1 COR, and -1 SPD for five minutes. Additional rations of ale consumed within five minutes give no further bonus, but the penalties do stack. Dwarfen Stamina will negate the penalties for one ration of Stormhammer Ale.

"Ye haven't had ale until ye've tried mum's special brew!" *Stormhammer Brothers*

ITM-065 ILLUSTRATION © NEAL MORRISSEY
SPONSORED BY THE STORMHAMMER BROTHERS

5 gp

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

Stormhammer Ale

Ale Mug



ITEM

Ale Mugs are commonly used in bars and taverns all across the world. Some people even carry their own just to be sure they are clean.

"Ye want me ta drink outa yer mug? I don't think so!" *Stormhammer Brothers*

ITM-066 ILLUSTRATION © NEAL MORRISSEY
SPONSORED BY THE STORMHAMMER BROTHERS

5 gp

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

Ale Mug

Warrior Leggings



ITEM

These knee high Warrior Leggings are worn to protect against poison grasses and other warp residue found on Grandillar. They also add +1 DEF when worn. The leggings are designed to be removed quickly using an independent action to do so.

ITM-067 ILLUSTRATION © 2005 NEAL MORRISSEY

75 gp

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

Warrior Leggings

Ferret



ITEM Animal

These small mischevious creatures make good familiars, but it is said that they can be a bit head strong and willful. A ferret gains +2 to perception and stealth rolls. Ferrets have developed nightvision and see well even in the dark.

ITM-068 ILLUSTRATION © 2005 SUSAN VAN CAMP
IN LOVING MEMORY SPONSORED BY TONYA FOUST

170 gp

STR -1
COR 1
DEF 4
SPD 4
WIS 0
HP 10
CAP 1

Ferret

Blow Gun



ITEM Weapon

The blow gun was developed in the Plaguelands Jungle and the loads reflect that history. The Blow Gun has a 9' (90 foot) range. The weapon itself adds no COR, the loads carry different damages and effects. May not use with Dual Action or Dual Shot.

ITM-069 ILLUSTRATION © SUSAN VAN CAMP 2008

90 gp

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

Blow Gun

Azuremane's Bow



ITEM Magic Ind

Azuremane's Bow has a range of 320 feet +10 feet for every point of the user's COR. This bow may hold up to 12 card points of Unicorn Agility, Griffon Sight, Duel Shot, One Good Shot, and Parry Missiles that may be used by the bow's wielder. It will recharge naturally in Pristine areas, and the card selection may be changed when recharging. If a natural "2" is rolled when using the bow, roll D6, on a 1 the bow has broken.

ITM-070 ILLUSTRATION © 2006 SUSAN VAN CAMP
SPONSORED BY MATHEW MOSHER

1350 gp

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

Azuremane's Bow

Manilac Falcon



ITEM

These small, elegant flyers are trained by Manilac nomads to hunt pests and act as sentries. The falcons are prized as pets and familiars all over the Stormlands. These Falcons gain a +4 to visual perception rolls.

"Seeing them before they see you, I like it."
Tasha Diaz

ITM-071 ILLUSTRATION © 2006 SUSAN VAN CAMP

75 gp

STR 1
COR 2
DEF 3
SPD 4
WIS 0
HP 10
CAP 1

Manilac Falcon

Throwing Dart



ITEM

Throwing Darts have a range of 30 feet. A player may throw one dart as an independent action each round, but at -1 COR. One Good Shot may not be added to an independent throw. Roll 2d6 after using a dart and on a roll of 2 the dart is destroyed or lost.

ITM-072 ILLUSTRATION © 2006 SUSAN VAN CAMP
SPONSORED BY JEFF GRIESEL

7 gp

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

Throwing Dart