

## **Item Set Three (DSS 0003)**

### **18 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 073 to 090. 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	

The Shifter Brooch's may only be used by the represented race. Initially these Brooch's come empty. The character will need to spend some time in a Pristine area, or place, to put cards into the Brooch. Only one Shifter Brooch may be worn or used at one time. The wording on the cards is less clear.

ITM-073 Hooked Staff	ITM-074 Dragon Brooch	ITM-075 Giffon Brooch
ITM-076 Unicorn Brooch	ITM-077 Pegasus Brooch	ITM-078 Gargoyle Brooch
ITM-079 Werecat Brooch	ITM-080 Werewolf Brooch	ITM-081 Draft Horse

ITM-082 Wererat Brooch	ITM-083 Living Forest Bow	ITM-084 Stone Hammer
ITM-085 Great Stone Hammer	ITM-086 Throwing Hammer	ITM-087 Two Handed Spear
ITM-088 Blow Gun Dart	ITM-089 Blow Gun Dart Belt	ITM-090 Astral Pouch

The Astral Pouch leaves several entertaining features to the GM. What happens to items in the pouch if it is destroyed? What happens to items inside other items when placed in the Pouch? (Putting a Backpack in a pouch only puts in the backpack, everything else falls on the floor or float off in the Astral World. It is magic, after all.) What happens when a pouch is overstuffed? Suffice it to say, found items on the Astral Plane now have an explanation... Check with your GM for where your "stuff" may have gone.

### Hooked Staff



175 gp

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

ITEM Weapon

Staff Masters who use this weapon receive the \*Bonuses listed and may react to one melee attack per round, per Mastery, by attempting to disarm their opponent. Success at +COR vs +COR will immediately disarm the opponent before damage is done.  
*When death is not called for I disarm with one end and subdue with the other. Then we can talk...." Ishkaben*

ITM-073 ILLUSTRATION © 2006 NEAL MORRISEY

Hooked Staff

### Dragon Brooch



750 gp

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

ITEM, Magic

This item holds up to 20 CP of Dragon Aces. Stored cards may be used by the wearer, without adding to the character's CP. The brooch only recharges in pristine locations, at a rate of one per two hours. Only one brooch may be used or worn at a time. Any time the brooch is used roll 2d6: on a roll of 2, the brooch crumbles to dust. May only be used by Dragons.

ITM-074 ILLUSTRATION © 2006 SUSAN VAN CAMP

Dragon Brooch

### Griffon Brooch



750 gp

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

ITEM Magic

This item holds up to 20 CP of Griffon Aces. Stored cards may be used by the wearer, without adding to the character's CP. The brooch only recharges in pristine locations, at a rate of one per two hours. Only one brooch may be used or worn at a time. Any time the brooch is used roll 2d6: on a roll of 2, the brooch crumbles to dust. May only be used by Griffons.

ITM-075 ILLUSTRATION © 2006 SUSAN VAN CAMP

Griffon Brooch

### Unicorn Brooch



750 gp

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

ITEM Magic

This item holds up to 20 CP of Unicorn Aces. Stored cards may be used by the wearer, without adding to the character's CP. The brooch only recharges in pristine locations, at a rate of one per two hours. Only one brooch may be used or worn at a time. Any time the brooch is used roll 2d6: on a roll of 2, the brooch crumbles to dust. May only be used by Unicorns.

ITM-076 ILLUSTRATION © 2006 SUSAN VAN CAMP

Unicorn Brooch

### Pegasus Brooch



750 gp

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

ITEM Magic

This item holds up to 20 CP of Pegasus Aces. Stored cards may be used by the wearer, without adding to the character's CP. The brooch only recharges in pristine locations, at a rate of one per two hours. Only one brooch may be used or worn at a time. Any time the brooch is used roll 2d6: on a roll of 2, the brooch crumbles to dust. May only be used by a Pegasus.

ITM-077 ILLUSTRATION © 2006 SUSAN VAN CAMP

Pegasus Brooch

### Gargoyle Brooch



750 gp

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

ITEM Magic

This item holds up to 20 CP of Gargoyle Aces. Stored cards may be used by the wearer, without adding to the character's CP. The brooch only recharges in pristine locations, at a rate of one per two hours. Only one brooch may be used or worn at a time. Any time the brooch is used roll 2d6: on a roll of 2, the brooch crumbles to dust. May only be used by Gargoyles.

ITM-078 ILLUSTRATION © 2006 SUSAN VAN CAMP

Gargoyle Brooch

### Werecat Brooch



750 gp

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

ITEM Magic

This item holds up to 20 CP of Werecat Aces. Stored cards may be used by the wearer, without adding to the character's CP. The brooch only recharges in pristine locations, at a rate of one per two hours. Only one brooch may be used or worn at a time. Any time the brooch is used roll 2d6: on a roll of 2, the brooch crumbles to dust. May only be used by Werecat.

ITM-079 ILLUSTRATION © 2006 SUSAN VAN CAMP

Werecat Brooch

### Werewolf Brooch



750 gp

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

ITEM Magic

This item holds up to 20 CP of Werewolf Aces. Stored cards may be used by the wearer, without adding to the character's CP. The brooch only recharges in pristine locations, at a rate of one per two hours. Only one brooch may be used or worn at a time. Any time the brooch is used roll 2d6: on a roll of 2, the brooch crumbles to dust. May only be used by Werewolves.

ITM-080 ILLUSTRATION © 2006 SUSAN VAN CAMP

Werewolf Brooch

### Draft Horse



125 gp

STR 15  
COR 0  
DEF 7  
SPD 0  
WIS 0  
HP 48  
CAP 22

ITEM Animal

If the rider of a Draft Horse 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 Draft Horse gains +2 STR to all melee attacks. The GM determines difficulties faced by a rider who doesn't have the Ride anchor card. A Draft Horse does not gain four legged move bonus.

ITM-081 ILLUSTRATION © 2007 SUSAN VAN CAMP

Draft Horse

### Wererat Brooch



750 gp

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

ITEM Magic

This item holds up to 20 CP of Wererat Aces. Stored cards may be used by the wearer, without adding to the character's CP. The brooch only recharges in pristine locations, at a rate of one per two hours. Only one brooch may be used or worn at a time. Any time the brooch is used roll 2d6: on a roll of 2, the brooch crumbles to dust. May only be used by Wererats.

ITM-082 ILLUSTRATION © 2007 SUSAN VAN CAMP

Wererat Brooch

### Living Forest Bow



375 gp

STR 0  
COR +3  
DEF 0  
SPD 0  
WIS 0  
HP (8)  
CAP -2

ITEM Magic

Living Forest bows must be immersed in water for eight hours each week, which heals all damage. These bows are truly alive and take 1 hp damage per day when out of water, if they reach "0" hp, they die. They take no Od or Warp damage. These bows have an affinity for elves. In an elves hand they have an additional +1 COR and a CAP of only -1. The HP listed are for the bow only. 250 foot range.

ITM-083 ILLUSTRATION © 2007 SUSAN VAN CAMP

Living Forest Bow

### Stone Hammer



135 gp

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

ITEM Weapon

Stone hammers are a traditional weapon for stone workers and carries special meaning for love of the earth and its bounties. Dwarves have an affinity for these and they are only -1 CAP for them. The Stone Hammer has an additional +2 STR when used for Subdual Melee attacks.

ITM-084 ILLUSTRATION © SUSAN VAN CAMP 2007

Stone Hammer

### Great Stone Hammer



300 gp

STR +7  
COR 0  
DEF 0  
SPD -1  
WIS 0  
HP 0  
CAP -4

ITEM Weapon

Great Stone hammers are two handed weapons that are slow to swing (-1 SPD). Dwarves have an affinity for these and they are only -2 CAP for them. To swing these as a one handed weapon requires a STR of 10 or greater. The Great Stone Hammer has an additional +4 STR when used for Subdual Melee attacks.

ITM-085 ILLUSTRATION © SUSAN VAN CAMP 2007

Great Stone Hammer

### Throwing Hammer



25 gp

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

ITEM Weapon

The user adds +1 STR to melee attacks made with a throwing hammer. The Throwing hammer may be thrown 40 feet. The Throwing Hammer has an additional +1 STR when used for Subdual Melee attacks.

ITM-086 ILLUSTRATION © SUSAN VAN CAMP 2007

Throwing Hammer

### Two Handed Spear



80 gp

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

ITEM Weapon

Requires Two hands to use. User adds +4 STR to melee attacks. Special Ability: When first engaged in melee the spear user gets to attack first, no matter the involved Initiatives.

ITM-087 ILLUSTRATION © SUSAN VAN CAMP 2008

Two Handed Spear

### Blow Gun Dart



1 gp

STR 0  
COR 0  
DEF +1  
SPD 0  
WIS 0  
HP 0  
CAP -1/20

ITEM Weapon Blow Gun Load

This is the standard hunting load for the Blow Gun. It does your normal physical damage. Recovering darts is handled by GM's and the situation. Keep track of your dart quantity on a separate sheet.

ITM-088 ILLUSTRATION © SUSAN VAN CAMP 2008

Blow Gun Dart

### Blow Gun Dart Belt



40 gp

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

ITEM Gear Dart Belt

The pouch can hold one Blowgun and 20 nicely separated darts. It requires an independent action to get a dart out and load it into the Blow Gun.

ITM-089 ILLUSTRATION © SUSAN VAN CAMP 2008

Blow Gun Dart Belt

### Astral Pouch



400 gp

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

ITEM Magic Gear

This leather pouch hangs from its drawstring from neck or shoulder and shifts with the wearer. It magically holds 4 cap items of any size or shape while remaining a small pouch. Items can be moved or Levitated in or out with movement, or as an immediate action on success with Quick Fingers.

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Astral Pouch