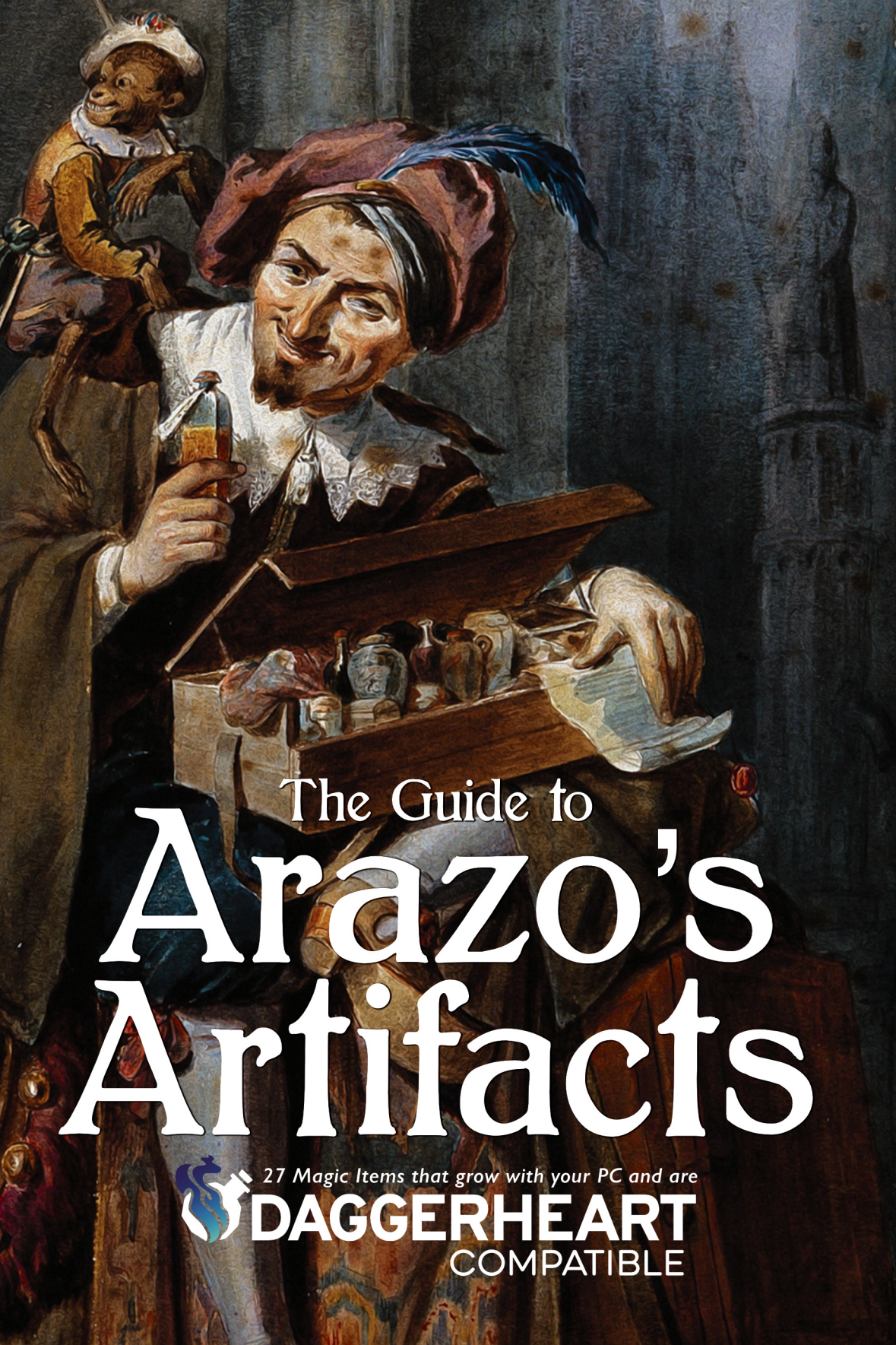


The Guide to Arazo's Artifacts

27 Magic Items that grow with your PC and are

DAGGERHEART COMPATIBLE

Arazo's Artifacts

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INTRODUCTION

Magic items are a new type of permanent loot, designed to grow with your character. This list was compiled by the great sage Arazo, and contains 27 magic items for your campaigns. Some are weapons, a few are armor, and the others are permanent items that allow a PC a special feature or downtime move. Unlike ordinary items, they can have more than one property.

Terminology

For those magic items that serve as weapons, some will specify a particular trait, such as Agility or Strength. Even if a weapon does magic damage, as long as it specifies a specific trait it can be used by any character. Some instead say "Spellcast" meaning that a PC must have a Spellcast trait to use the item. However, any Spellcast trait will work, so one PC might pick up the item, use Knowledge with it and then gift it to a friend that then uses Agility with the item instead.

Sections

An entry for a magic item in this book begins with a bit of narrative that presents something about the item, often a bit of its origin story, how it functions, or a famous user. You are encouraged to adapt and modify these narratives to fit your campaign. For example, if you have established that Marzeila was the most famous general of the realm, you might say "Urzo was her middle name" or "Urzo was what the people of the steppes called Marzeila" if you wanted to present *Urzo's Halberd* as an item in your campaign. Or you might decide that Urzo was once the most famous, until Marzeila supplanted that title.

The next section presents the rules for the magic item. For armor or weapons, this is a series of condensed entries similar to what you would see in the core rules. For other items, they are given one or more features, or they unlock a downtime move that is only available to the bearer of the item.

The third section consists of three Discovery questions, which you might want to use when the characters discover, purchase, or steal the magic item. They are designed to convey a person's first impressions of the item and are often structured as leading questions – the question establishes a general fact about the item and then asks the player to expand upon it.

The last section are two Bearer questions, designed for follow-up scenes once the character has owned the magic item for some time. These should reflect time spent using the item and are best asked after the player has had several sessions to discover what they like best about the item.

After these sections, notes for the Game Master appear, often notating things to consider when using the item in a game, or the design challenges for the item.

DESTINY

You will want to ensure that the magic items a character discovers in ancient ruins or purchases from a strange curio shop in the capital city will bring your players a sense of wonder and excitement. The Destiny system allows both the Game Master and players to collaborate on what items appear in the campaign.

The Spread

As part of session zero, allow your players to see all of the magic item cards. Ask each player to select four cards that interest them. If there are any magic items that absolutely do not work for your game, feel free to remove them from the spread beforehand. Once chosen, you can then sort the magic items of each player into four categories reflecting how they will appear in your campaign.

The Rumor

A magic item selected as a Rumor will not directly appear in the game. It is possible that it was used in the inciting incident and has since been lost or destroyed, or perhaps it appears in the ancient legends of your setting but is not currently available. Try to select magic items for the Rumor that fall into the category of "that's neat, but I'm not sure how I'd use it" – those that help in world-building but whose current unavailability will not overly frustrate your players.

The Nemesis

Select one of the magic items that will be borne by a major enemy or rival of the character. If the magic item is a weapon, you could consider reworking their standard attack or one of their features to make it fit with the magic item better. For other items, you might add a feature to their stat block or simply narrate them making use of the item. Be prepared that the PC might acquire the item through conquest of the enemy, but it's also okay for the item to be lost in the action when that occurs.

The Prize

A magic item selected as the Prize might become available to the PC, but will require great effort or wealth to acquire it. The Prize might be held by a powerful quest-giver who implies it might be granted as a gift for completing a particularly onerous task, or it might be held in a locked and gilded case amid other luxury goods in the appropriate sort of shop. Explore with the player what will be needed to win it.

The Fated

The final magic item will become available to the character, but only at the right time. As the campaign develops, look for an opportunity to insert the item in a way that makes narrative sense. For example, if a player expressed interest in the Dirk of the Dead, then discovering it in the tombs haunted by the servants of a necromancer might be more appropriate than in the detritus of an ogre cave.

Bracers of the Sun and Moon

Made by an arcanist to protect his love on the battlefield, these twinned armor pieces work together to ensure a warrior comes home to those they hold dear.



Each bracer has a feature:

Bracer of the Moon: Once per long rest, when you would mark your last Hit Point, you may **spend a Hope** instead.

Bracer of the Sun: Once per long rest, when you mark your first Hit Point you gain a Hope.

DISCOVERY QUESTIONS

Other than the obvious imagery, something else distinguishes between the two bracers. What is it?

The creation of the bracers was long ago, but not so ancient that you might have heard tales related by those who knew the arcanist and warrior. What did they tell you that few know?

The buckles of the straps for the bracers are tricky. What is the secret of making sure that the armor is securely on your person?

BEARER QUESTIONS

When you activate the power of the Bracer of the Sun, how does it feel?

If you use the Bracer of the Moon, how do you think it will change you?

GM Notes

Be cautious with this with a player who likes to take chances but is not always fond of the consequences.

The Bracer of the Sun encourages players to take on danger, relying on the Bracer of the Moon to save them, but it can only be used once per long rest, meaning that another attack after using it will result in a Death Move for sure.

Chalice of Commitment



Commissioned by a ruler who desired loyalty from their subjects, those who drink from this vessel are reinvigorated but also bound to it.

Once per long rest, you gain an additional downtime move: Drink from the Chalice.

Drink from the Chalice: you gain a number of Hope equal to 2 plus your tier. Until you take a long rest, if you mark your last Hit Point you must select either Blaze of Glory or Risk It All as your death move.

DISCOVERY QUESTIONS

What famous betrayal motivated the ruler to create the Chalice?

There is writing on the Chalice that enumerates the vows the drinker takes – what are they?

The Chalice is ancient and has passed through many hands – which previous bearer was the most ill-suited and why?

BEARER QUESTIONS

What changes occur to whatever liquid is placed in the Chalice to make it more refreshing and enjoyable?

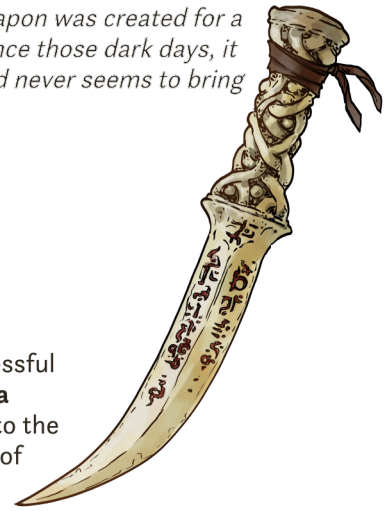
Is there a certain ritual to using the Chalice or a particular habit you've developed that seems to aid it in its effectiveness?

GM Notes

The Chalice of Commitment is more effective than preparing with other characters, but also comes with the risk of dying if you are facing danger. If a player makes regular use of the Chalice, make sure they remember to embrace risk – the magic should not reward those who always play it safe.

Dirk of the Dead

Carved from a bone of their slain parent, this weapon was created for a legendary warrior to fulfill an oath of revenge. Since those dark days, it has passed from one unfortunate to the next and never seems to bring peace to those who hold it.



This dirk has the following statistics:

Trait: Finesse

Range: Melee

Damage: d6 phy

Burden: One-handed

Power of the Grave: once per rest, after a successful attack that marks at least one Hit Point, **spend a Hope** to gain a bonus to your Proficiency equal to the number of marked Hit Points for the remainder of the scene.

DISCOVERY QUESTIONS

The writing on the blade is ancient, but you can decipher at least a part of it. What does it say?

The Dirk of the Dead has at least one unusual physical quality. What unusual characteristic does it possess?

Did you find a sheath with the blade? Any other accessories?

BEARER QUESTIONS

How have the physical characteristics of the blade changed since it came into your possession?

It seems that the symbols on the Dirk of the Dead change from time to time. What have learned about this process?

GM Notes

The text on the *Power of the Grave* feature can be interpreted in different ways – one reading would be to increase your Proficiency by the number of Hit Points that the attack caused the target to mark.

Another, more generous, interpretation is that you instead increase Proficiency by ALL of the creature's marked Hit Points. Whichever way you intepret it, be consistent with the way it works.

Twenty-seven new magic items that grow with your character!

Everyone knows the frustration of the ‘magic item upgrade treadmill’ where an item that your were excited to acquire on one of your first adventures won’t be of any help to you at al on your tenth. These magic items are designed to stay relevant over the course of your hero’s career and always provide powerful options to you, regardless of your level.