

## Magic Items

HackMaster basic has magic items that parallel their 4th edition contemporaries. One novel feature is that wands utilize the point feature of the magic system. By expending spell points, you can economize on the number of charges a particular effect drains from the wand. Wands typically have many related features but the most powerful options require a fully charged wand to employ and are no longer accessible once many charges have been drained out of it. A sample wand follows:

**Fire and Flame [Mage]:** The potent Wand of Fire and Flame has several effects:

The wand's most rudimentary power, one that does not require charges and functions as long as any charges remain, is to produce a small tongue of flame at its tip. If used in conjunction with the Fire-Building skill, it provides a +50 bonus to Fire-Building skill checks.

The following list of increasingly potent effects requires the expenditure of charges.

- *Fire Finger* (1 charge and 5 SP): effect as Fire Finger spell inflicting d3p+6 points of damage with a range of 25 feet

- *Scorch* (2 charges or 20 SP plus one charge; 21+ charges remaining required): effect as a Scorch spell inflicting d3p+15 points of damage.

- *Flaming Orb* (3 charges or 30 SP plus two charges; 41+ charges remaining required): Creates a 10 foot diameter ball of flame at a range of up to 100 feet that can roll in any direction commanded by the Mage (this concentration precludes other actions) at a rate of 5 feet per second. Further, it can roll up and over any barrier, even along ceilings and ignites all combustibles in its path.

The flaming orb only persists for 10 seconds. However, the Mage invoking it may expend 1 Spell Point per second to maintain its existence.

Those coming in contact with the flaming orb suffer 2d6p damage (save for half) while those within a 5 foot radius of the fiery ball sustain 1d6p points of damage per 10 full seconds of exposure. The damage suffered cannot be reduced by armor or natural hides, etc.

A successful save by an individual in contact with the orb immediately causes it to wink out of existence.

- *Fireball* (4 charges or 60 SP plus two charges; 61+ charges remaining required): A small (3 inch diameter) ball of flame shoots forth from the end of the wand up to a range of 200 feet. At maximum range or anywhere along the path chosen by the Mage, or on contact with any obstacle, the tiny fireball bursts into a 20 foot diameter ball of flames. Whilst the fireball has no concussive effects, anyone within the area of effect suffers 6d6p damage (save for half damage). The damage suffered cannot be reduced by armor or natural hides, etc. Any combustibles engulfed in the flames are also ignited.

- *Wall of Flames* (5 charges or 100 SP plus three charges; 81+ charges remaining required): The wand creates a wall of flames up to 60 feet wide and 20 feet tall (at the discretion of the wielder). Any creature that comes within 10 feet of any side of the wall is roasted for 6d6p damage immediately and another  $\frac{1}{10}$  of that rolled sum per second that he remains within this vicinity. Further, any creature actually attempting to pass through the wall suffers an additional 6d12p damage. In both cases, the victim may attempt to save for half damage, but the damage suffered cannot be reduced by armor or natural hides, etc. Any combustibles touched by the flames are also ignited.

Once invoked, the Mage must concentrate exclusively on maintaining the wall and expend 2 Spell Points per second doing so.

