

WOE TO THE WICKED / ALPHA v44

Magical Items

Complete entries and section rules. Summary: [05 Magical-Items.pdf](#). Collected source: [01 All-Options.pdf](#).

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Magical items and properties

Magical items, properties, and curses

CURVE tier establishes the maximum Property capacity an item can structurally sustain. Property costs are variable: an ordinary Property may cost 1 slot, while stronger effects may cost 2 or more. Every item entry should display its CURVE tier and Property-capacity threshold directly below Name - Category as Tier (Capacity) and Price. This keeps rarity and available Property space visible without requiring players or GMs to reverse-engineer the tier from other mechanics.

Equipped accessories do not spend Carry. Item-side Properties, tags and families describe their actual benefits and requirements; there is no wearer Property Tolerance or overload calculation.

Blessings, Curses, Piety, and Corruption

Blessings and Curses are item-side magical structures. Blessings reinforce an item and provide the stability needed to sustain magical Properties. Curses are harmful Properties or magical burdens carried by the item.

Curses are harmful item-side Properties. They do not create CURVE capacity or a wearer-load discount. A mundane Common item with no Property capacity cannot sustain magical Properties merely because it is cursed. Forced magic that an item cannot sustain follows its stated corruption, warping or destruction effect.

If Blessings exceed the item's currently required Property load, the excess may be expressed as Reinforcement. Reinforcement may support greater durability or specialized states such as Imperishable, Immovable, or Atemporal when a rule, spell, ritual, or Property specifically creates that effect.

Blessed and Cursed items are not automatically distinguishable by ordinary sight. A Curse may manifest with purple, purple-black, or greenish-yellow magical coloration when revealed or discharged, but color is descriptive rather than a universal rules code.

Attuning to Hidden Curses

Any character may deliberately use Attune to examine an item's magical or spiritual nature. The ordinary baseline is TN 4. The GM may reveal only that an aura is present without disclosing exact Properties.

A hidden Curse is detected when the Attune result meets or exceeds TN 4 + Curse Tier. On a lower result, the GM may say the item appears normal with respect to a detectable Curse; the GM does not have to certify that the item is safe. On success, the GM reveals that a Curse is present and communicates its apparent strength as the Curse Tier. Exact Curse Properties may still require further examination, tools, abilities, or circumstances.

Destroying Blessed and Cursed Items

When a magical item is destroyed, its stored item-side energy resolves instead of silently disappearing.

Blessings and Curses first oppose one another one-for-one. A Curse used to break the final balance that destroys the item is consumed by that destruction. Remaining Blessings may discharge into the nearest character as an equal number of Piety stacks. Remaining Curses may discharge into the nearest character as an equal number of Corruption stacks. If no item-side energy remains, the item simply breaks and the discharge dissipates.

Ordinary destruction of a reinforced Blessed item may therefore release Piety. Destroying a heavily Cursed item can be dangerous when Curse tiers remain after the item's Blessings and the destructive Curse have been resolved.

Remove Curse - Ritual

Requires: consume either one Blessed item of equal Tier to the Curse, or a combination of two resources of the appropriate Curse Tier and one resource of the appropriate Blessing Tier.

Use: Dedicated ritual · One Cursed item · Rank equal to Curse Tier · Invoke Test at TN 4 + Curse Tier

Effect: Success: remove the Curse. Existing Blessings, Properties, Reinforcement, and remaining capacity are recalculated normally. Removing a Curse does not automatically consume an additional Blessing from the target item. Failure: the Curse remains and the sacrificed Blessed item or ritual resources are still consumed. Particularly dangerous Curses may specify additional backlash; generic failure does not automatically create Corruption.

Purchased accessory examples

Optional purchased accessories are Uncommon (1), target roughly 200 G retail, and carry exactly one cost-1 Property. They are supporting items rather than primary weapons, armor, shields, or defining Spell Foci. The following are baseline examples; equivalent custom accessories are allowed with GM approval. No new character receives one free; these are purchase examples, not additional starting gifts.

Wayfinder's Compass - Magical Item

Tier / Capacity / Price: Uncommon (1) · 200 G

Effect: Property: True Bearing (1). After establishing a known landmark, route, or destination, the compass reliably preserves the direction back toward it while ordinary orientation is possible. It does not reveal an unknown route or bypass magical concealment.

Field Medic's Brooch - Magical Item

Tier / Capacity / Price: Uncommon (1) · 200 G

Use: Same treatment Action · Nearby creature · Once per scene

Effect: Property: Ready Aid (1). Once per scene, draw or ready an appropriate carried medical item as part of the same Action used to treat a nearby creature.

Climber's Ring - Magical Item

Tier / Capacity / Price: Uncommon (1) · 200 G

Use: First ordinary anchor failure; properly secured line or anchor · Once per scene

Effect: Property: Sure Anchor (1). Once per scene when a properly secured line or anchor would prevent an uncontrolled fall, treat the first ordinary anchor failure as holding long enough for the endangered character to respond.

Surveyor's Lens - Magical Item

Tier / Capacity / Price: Uncommon (1) · 200 G

Effect: Property: Measure at a Glance (1). With a clear view, quickly estimate ordinary distance, scale, angle, or relative elevation closely enough for practical planning without a separate measurement Test.

Courier's Satchel - Magical Item

Tier / Capacity / Price: Uncommon (1) · 200 G

Effect: Property: Protected Contents (1). Ordinary rain, mud, falls, and rough travel do not damage properly stored papers, maps, small tools, or similar fragile contents unless the satchel itself is specifically threatened.

Diplomat's Signet - Magical Item

Tier / Capacity / Price: Uncommon (1) · 200 G

Effect: Property: Formal Introduction (1). When the bearer can credibly identify a relevant institution, patron, Guild, or Contact, the signet can establish enough legitimacy to request an audience or formal hearing. It does not compel cooperation or create authority the bearer lacks.

Warding Thread - Magical Item

Tier / Capacity / Price: Uncommon (1) · 200 G

Use: Before resolution; unseen magical effect first directly targets or crosses wearer's immediate position · Once per scene

Effect: Property: Warning Pulse (1). Once per scene when an unseen magical effect first directly targets or crosses the wearer's immediate position, the thread gives a perceptible warning before resolution when warning is physically meaningful. It reveals danger, not its exact nature.

Utility Charm - Magical Item

Tier / Capacity / Price: Uncommon (1) · 200 G

Use: Narrow mundane task family chosen when acquired · Once per scene

Effect: Property: Prepared Tool (1). Choose one narrow family of mundane field tasks when acquired. Once per scene, the charm may provide a small appropriate mundane implement needed for that task if the missing implement would otherwise be the only obstacle. It cannot produce consumable valuables, weapons, specialized kits, or rare materials.