

Magic Arsenal

Examples of Magical Weapons from Haven

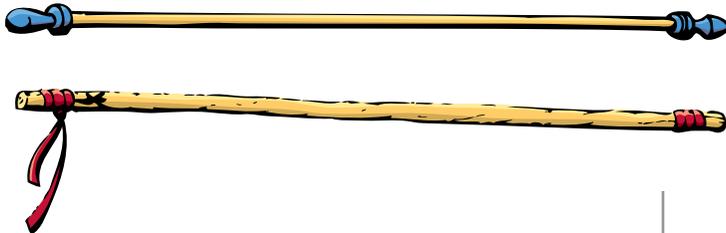


Most present-day military technology on Haven consists of little more than improvements on the pointy stick and heavy stone: swords and spears, slings and arrows, and such. However, each of Haven's six native sentient species —the Sidhe, Korobokuru, Rakshasas, Wakyambi, Lutins, and Humans— has found its own way to make a rare few pieces of advanced weaponry. For example:

Human MageStaff

Price: **Fa(+6)(60)**

- **Material: **Ou(+3)(20)****, enchanted *malus* (apple-wood)
This weapon appears as nothing more than a colorful carved stick the size of a pencil, but in the hands of anyone with the Magic power, can grow into a thick staff up to 2 m (6 ft) long. This change takes an action.
- **Mage Hand: **Ou(+3)(20)****, telekinetic push-pull
Anything the Mage points to with this weapon can be pulled closer or pushed farther away from her with **Outstanding** Strength. Further, for the purposes of spells, touching something with the end of this staff is considered the same as if the Mage had touched it with her own hand, effectively extending the range of her touch-range spells to 2 meters.
- **Spell Boost: **Ex(-4)(30)****, spells of one magical path only
Different versions of this weapon are dedicated to one of six different Magical Paths from the world of Haven:
 - **Fo Wu Jen (Red Wizardry)**: fire / electricity / light
 - **Muk Wu Jen (Orange Wizardry)**: organic matter
 - **Bhum Wu Jen (Yellow Wizardry)**: inorganic matter
 - **Feng Wu Jen (Green Wizardry)**: water / liquids
 - **Shui Wu Jen (Blue Wizardry)**: wind / motion
 - **Kung Wu Jen (Violet Wizardry)**: void / shadow
 When cast through this staff, any spell associated with one of these paths is enhanced by four levels, up to **Extraordinary** level.
- **Protection from the Mundane: **Ph(+5)(40)****
In the hands of anyone who does not have the Magic power, this weapon reverts to the size of a pencil, and none of its other powers can be used.



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Rakshasa Symbiote

Price: **Fa(+6)(60)**

- **Brawling: **Dr(-3)(1)****
- **Agility: **Dr(-3)(1)****
- **Strength: **Dr(-3)(1)****
- **Endurance: **Ou(+3)(20)****
- **Health Points: **23****
This weapon is a living creature that grafts itself onto its host's arm and grants her the use of its powers. It can stay dormant for centuries while awaiting a host. A host cannot support more than two symbiotes.
- **Vampirism: **Gd(+1)(10)****
A healthy symbiote's needs are minimal; It simply makes its host eat 50% more food. An injured symbiote will drain 10 of its host's Health Points per turn until it is completely healed. A dead or forcibly removed one will drain its host of a number of Health Points equal to those of the symbiote.

Colonies of dormant symbiotes are sometimes found in the ruins of ancient Rakshasa complexes. Different breeds of symbiotes have different sets of powers, such as:

- **Electric Touch: **Ex(+4)(30)**** project electricity, touch only
- **Electric Arc: **Ou(+3)(20)**** project electricity

— or —

- **Poison Touch: **Ex(+4)(30)**** poison attack, touch only
- **Webs: **Ou(+3)(20)**** entangling attack



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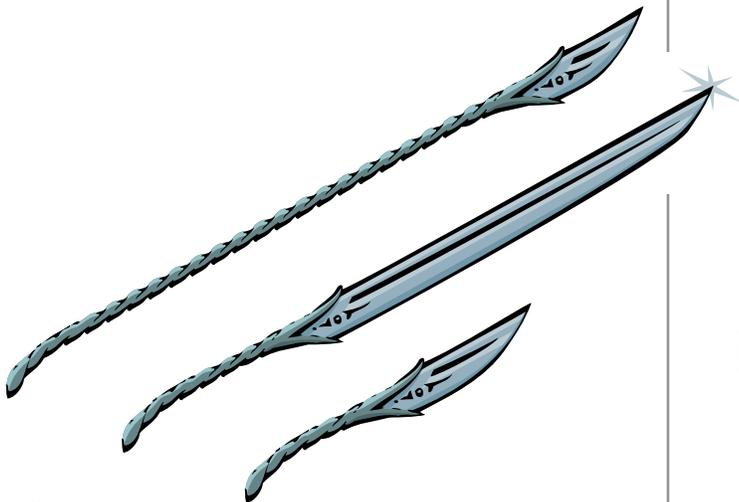
Sidhe Blade

Price: **Wo(+7)(100)**

- **Material: Wo(+7)(100)**, enchanted crystal, sharp
On mental command, both the blade and handle will change length to make this weapon the equal of a long knife, swords of various sizes, or a 3 m (10 ft) pole arm, all the while remaining nearly weightless and perfectly balanced. Each change takes one action.
- **Regenerate: Ou(+3)(20)**
Should the weapon get damaged in any way, it will self-repair 20 points of damage every 10 turns.
- **Protection from the Unworthy: Ph(+5)(40)**
This weapon will revert to knife form, and stay that way, when wielded by any non-Sidhe who did not receive it as a willing gift from a Sidhe. Further, if this weapon possesses any other powers beyond Regenerate and Protection from the Unworthy, they will only work for the weapon's rightful owner —until she willingly gives it away, or she dies and a new owner claims it.

Some Sidhe blades are enchanted with even more powers. These weapons are given names that are etched into the blades themselves. Some example enchantments include:

- **Sense Fiends: Ou(+3)(20)**
The entire weapon glows silver when any creature from beyond Haven with an Evil Reputation trait gets within 400 m (1,200 ft) of it. The weapon glows brighter the more, and the closer, such creatures get near.
- **Extra Attacks**
The weapon gives its wielder the ability to make an extra set of attacks every turn.
- **Silver Bolt: Ou(+3)(20)** project heat or project light
A number of times per day equal to the modifier for this power, the weapon can emit a bolt of silvery energy that inflicts damage equal to this power's value. Depending on the weapon, this energy will be equal to either heat or concentrated light.



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Korobokuru Flying Fist

Price: **Ph(+5)(40)**

- **Material: Ou(+3)(20)**, enchanted iron, blunt and/or sharp
- **Range: Wk(-2)(2)**, 40 m (120 ft)
- **Damage: Ou(+3)(20)** blunt and/or sharp
- **Shots: 1**
- **Entangling Attack: Ou(+3)(20)**
There are several varieties of this weapon —mallets, clubs, war hammers, and axes— but all are weighted for throwing, and all have a hollow handle capped with an iron ball. On mental command, the ball detaches, trailing out a 1 m (3 ft) chain from within the hollow handle. With the chain extended, this weapon can be used for all manner of martial arts maneuvers, and can even be used as a bola.
- **Retrieval: Ou(+3)(20)**
When this weapon is thrown, it will attempt to fly back to its owner on the next turn, at **Outstanding** speed. If someone is stuck to the weapon, it will try to drag them along, as if it had **Outstanding** Strength.
- **Protection from the Unworthy: Ph(+5)(40)**
This weapon will retract its chain, and stay that way, when wielded by any non-Korobokuru who did not receive it as a willing gift from a Korobokuru. Further, this weapon's Retrieval power, and any other powers it might possess, will only work for the weapon's rightful owner —until he willingly gives it away, or he dies and a new owner claims it.

Some Flying Fists, made for warriors of particular Koro guilds, are marked with guild symbols and the stamp of their forge, and are enchanted with even more powers, such as:

- **Tremor: Ex(+4)(30)** project sound
A number of times per day equal to the modifier for this power, this weapon can emit sonic vibrations of a level equal to this power's value. These vibrations can either travel through the air to inflict damage to one target, or travel through the ground as a type of miniature quake, knocking over everyone in its path who fails an Agility check.



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Wakyambi MindMark

Price: — (557 Character Points)

- Mental Push: **Ou(+3)(20)** blunt distance attack

This weapon, like all the best Wakyambi weapons, is built inside the wielder's own body and mind. The only outward sign of its existence is a raised silver mark somewhere on his body.

This weapon can be "installed" by a Wakyambi *Mzee* (dignified one) on someone that she considers to be a good person, and who already has one other Mental Power besides Illusions, Magic, or Protection from Magic.



Lutin Pistol

Price: **Gr(+2)(15)**

- Material: **Gd(+1)(10)**, iron and wood
- Range: **Pr(-1)(4)** 80 m (240 ft)
- Damage: **Cm(0)(6)** sharp
- Shots: 6
- Requires a full turn to reload.

Lutin Rifle

Price: **Ou(+3)(20)**

- Material: **Gd(+1)(10)**, iron and wood
- Range: **Ou(+3)(20)** 400 m (1,200 ft)
- Damage: **Gd(+1)(10)** sharp
- Shots: 6
- Requires a full turn to reload.
- Requires the use of both hands to fire.

With the right tools, most Lutin guns can be adjusted to fit different sized hands with differing numbers of fingers. Lutin firearms require metal bullets plus disks of tightly packed gunpowder —sometimes a bullet and disk can be obtained as a single bound-together unit. These weapons can accept either type of shot. Keeping supplied with shot requires you to stay friendly with the local Lutin kin-group, since they have a world-wide monopoly on gunpowder. Also, being seen openly using Lutin weapons gives you a (-2) penalty in all social situations with non-Lutins. This is why some of their guns come disguised as —or are built inside of— other, more conventional weapons.

Lutin weapons are not made with magic, but on Haven, they are as difficult to make or to obtain as any magical gear.

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This should go without saying, but this work is a supplement to a *game*, **Ten Thousand Worlds**, and is meant to make a rainy afternoon more enjoyable for you and a few friends. This game requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is not for you.