

# Arsenal

## Advanced Arms & Armor on Haven

While most weapon technology on Haven is little more than an improvement on the pointy stick and the sharpened stone, each of Haven's native sentient species has found its own unique way to make small amounts of advanced arms and armor.

### Wakyambi MindMark

This psychic weapon can only be "installed" by a Dignified One (*Mzee*) into the body and mind of someone who already possesses at least one mental power besides Illusions, Magic, or Protection from Magic. It most often manifests physically as a raised silvery tattoo around one eye, but can appear anywhere on the body, even on the scalp, under hair. A Wakyambi can bear a number of MindMarks equal to the modifier of her Willpower trait. The pattern of each mark is unique to its creator, and its function is not always obvious by its design. Some examples include:

### Facsimile Mark

Price: — (557 Character Points)

- Duplicates: **Ou(+3)(20)**

Create duplicate selves that are part mental illusion, part telekinetic force, and part psychic conduit. The wearer of this mark can keep up to three duplicates active at the same time. Each one can make the same number of attacks per turn as the wearer and shares all his mental powers, but despite appearances, does not have any of his gear. If a duplicate is destroyed or forced more than 400 m (1,200 ft) away from the wearer, it disappears, only to reappear after one turn's absence. If the wearer is knocked out or stunned, all duplicates disappear at once. This mark can be used for up to 20 turns at a time, after which it must "recharge" for an equal number of turns.

### FrostFire Mark

Price: — (557 Character Points)

- Control Temperature: **Ou(+3)(20)**

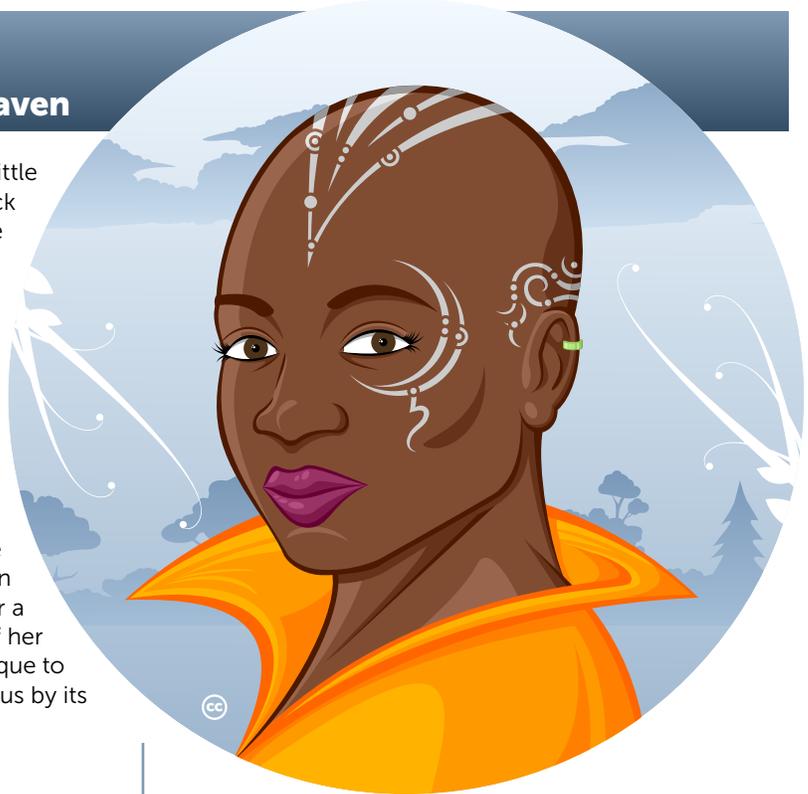
With a touch, the wearer of this mark can raise or lower the temperature of an object by one level per turn, up to six levels, to a maximum of **Outstanding** hot (200°C / 392°F) or cold (-200°C / -328°F). She can also inflict up to **Ou** damage on contact. This mark can be used up to 20 turns at a time, after which it must "recharge" an equal number of turns.

### MindWeb Mark

Price: — (557 Character Points)

- Entangling Attack: **Ou(+3)(20)**

Fill up to 40 m<sup>3</sup> (1,400 ft<sup>3</sup>) with a silvery lattice maze, trapping anyone inside it who fails an **Outstanding** Willpower check, for 20 turns. Mindless beings are unaffected. A new lattice can be created every 3 turns.



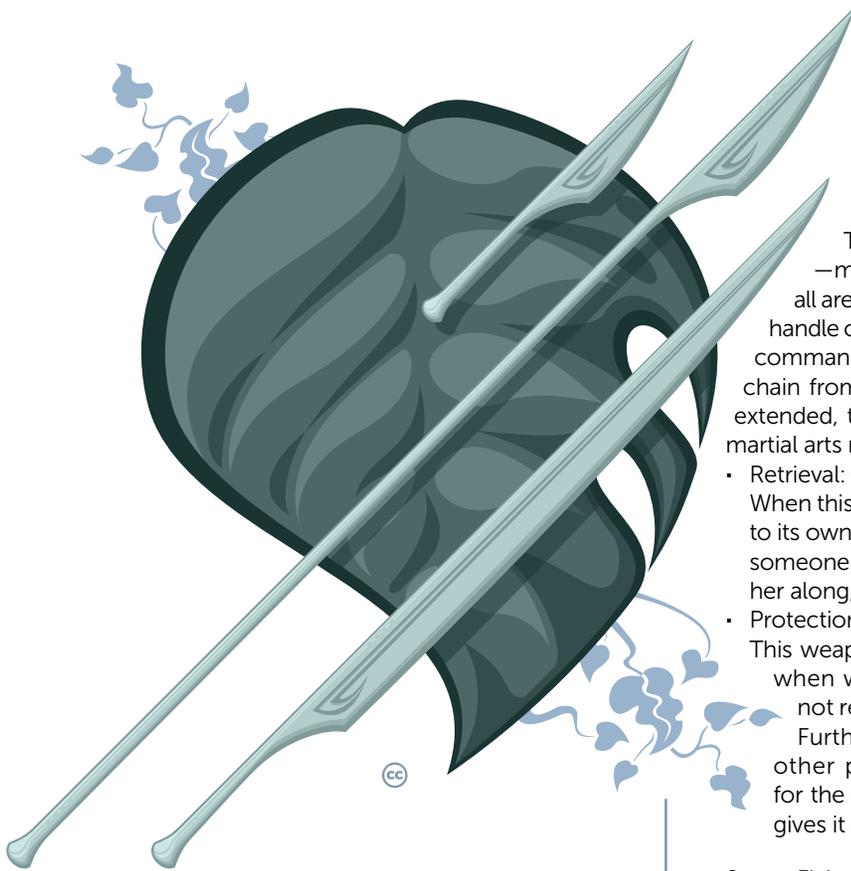
### Sidhe Blade

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 he willingly gives it away, or he dies and a new owner claims it.

Some blades have additional enchantments, such as:

- Sense Fiends: **Ph(+5)(40)**  
The entire weapon glows silver when any creature from beyond Haven with an Evil Reputation trait gets within 400 m (1,200 ft). The weapon glows brighter the more —and the closer— such creatures get near.
- Silver Bolt: **Ou(+3)(20)**, 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.



### Korobokuru Flying Fist

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

- Material: **Ou(+3)(20)**, enchanted iron
- Range: **Wk(-2)(2)**, 40 m (120 ft)
- Damage: **Ou(+3)(20)** blunt or sharp
- Shots: **1**
- Entangling Attack: **Ou(+3)(20)**

This weapon comes in several forms —mallets, clubs, war hammers, and axes— but all are weighted for throwing, and all have a hollow handle capped with an iron spindle or ball. On mental command, the cap detaches, trailing out a 2 m (6 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 her 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 are stamped with the mark of their forge and enchanted with 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 at 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.

### Sidhe Shield

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

- Material: **Wo(+7)(100)**, enchanted crystal
- Regenerate: **Ou(+3)(20)**

Should the shield itself get damaged in any way, it will self-repair 20 points of damage every 10 turns.

Some Sidhe shields are enchanted with additional protective powers, such as:

- Protection from Magical Attacks: **Ou(+3)(20)**  
Reduces any magical attack that causes physical damage by 20 points. For example, an **Outstanding** bolt of electricity that was shot out of a magic wand would inflict no damage, but an **Ou** mind control spell would be unaffected.
- Return Magical Attacks: **Ou(+3)(20)**  
As an action, the shield can be angled to "catch" any magical attack that causes up to **Outstanding** physical damage. Any damage beyond that is inflicted upon the shield's wielder. On the very next turn, the magical attack that was "caught" on the shield can be tossed back in the direction of the wielder's choosing.
- Expanded Protection: **Ou(+3)(20)**  
Three times a day, can protect a 40 m<sup>3</sup> (1,400 ft<sup>3</sup>) area for up to twenty turns.



## Human MageStaff

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

- **Material: **Ou(+3)(20)****, enchanted apple wood (*malus*)  
This weapon appears as little 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 in a single action.
- **Mage's Reach: **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 anything 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)****, only one magical path  
Different versions of this weapon are attuned to one of Haven's six different Magical Paths:
  - *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.



## Rakshasa "Weapon Servant" Symbiote

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

- **Brawling: **Dr(-3)(1)****
- **Agility: **Dr(-3)(1)****
- **Strength: **Dr(-3)(1)****
- **Endurance: **Ou(+3)(20)****
- **Health Points: 23**

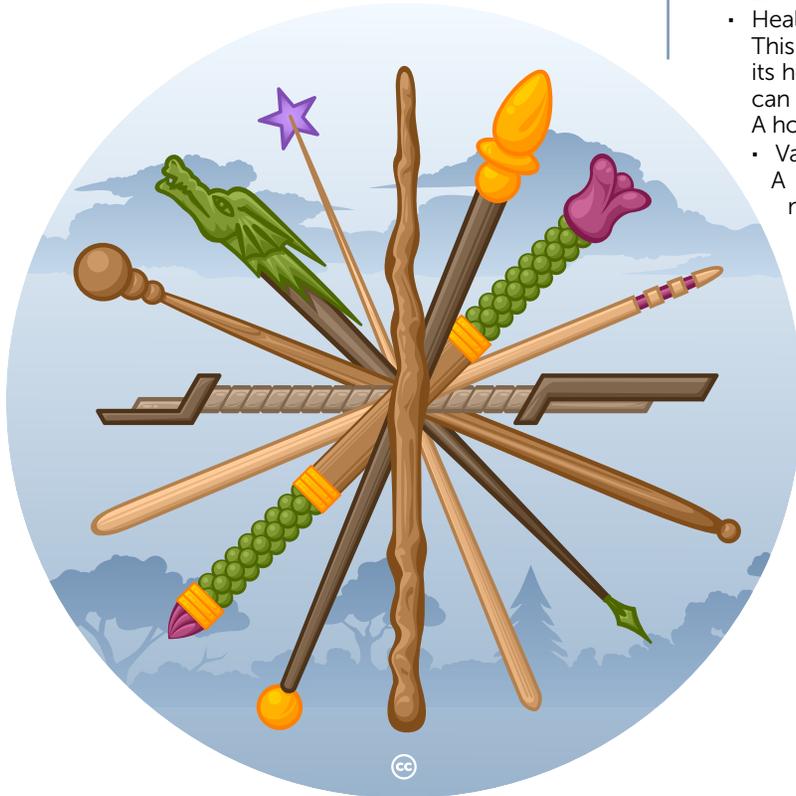
This weapon is a living creature that grafts itself onto its host's arm and grants him the use of its powers. It can stay dormant for centuries while awaiting a host. A host cannot support more than two symbiotes.

- **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 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 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



## Lutin Tank

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

### Structural Subsystem

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

- Material: **Ex(+4)(30)**, *Mousse d'Ombre*
- Armor: **Ex(+4)(30)**
- Strength: **Ex(+4)(30)**
- Endurance: **Ex(+4)(30)**
- Seats: 4, cover
- Capacity: **Cm(0)(6)**, 1,200 kg (2,400 lbs)

### Weapons Subsystem - Guns

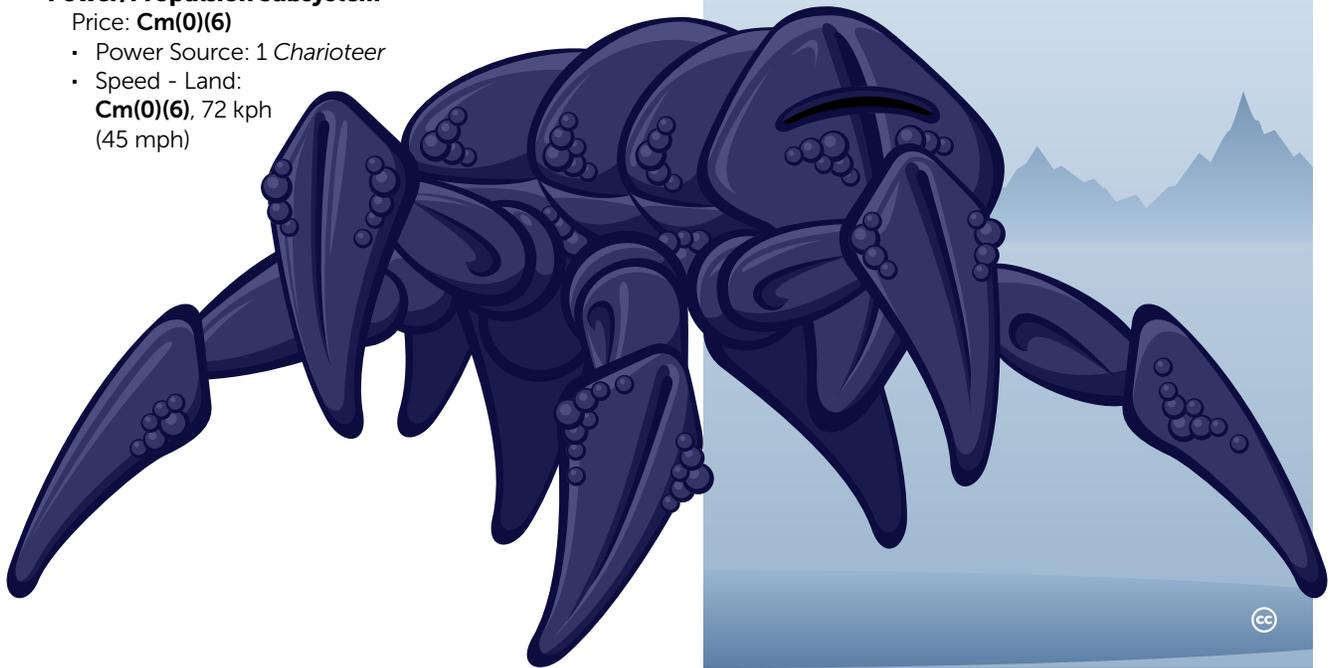
Price: **Ex(+4)(30)**

- Range: **Ex(+4)(30)**, 600 m (1,800 ft)
- Damage: **Gr(+2)(15)**, sharp
- Shots: **30**, carries extra ammo; takes a turn to reload
- Extra Attacks: **+3**

### Power/Propulsion Subsystem

Price: **Cm(0)(6)**

- Power Source: 1 *Charioteer*
- Speed - Land: **Cm(0)(6)**, 72 kph (45 mph)



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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 probably not for you.