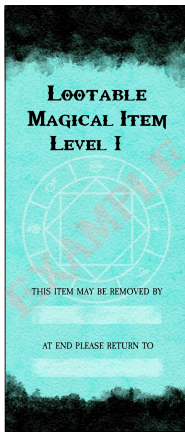# Magical Items at Swordcraft

At Swordcraft it is possible for players to create magical items to add to the immersion of the world or for the items to be part of player driven quests.

Approved Magical items will be clearly identifiable with the Swordcraft Magical Item Tag. All Magical items are lootable by those participating in the relevant quests.

What should you do if you encounter a magical item at Swordcraft?

It is very important that all players involved open and read the magical items QR tag. Reading the core mechanic will allow you to accurately portray how to interact with this item.

Casters are capable of performing a spell called Legend Lore which will allow them to see glimpses of an item's past. This information will also be available by scanning the QR code on the tag, but should only be read once the spell has been performed by the mage.

It is very important that you do not make assumptions on what a magical item will do, based on its title alone.

> **For example:** A "ring of teleportation" may not be what you first assume.
>
> This ring may instead simply make the wearer forget a portion of their journey, and make them feel as though they have teleported, while having no memories of that time. NOT the actual ability to teleport.

If you have any further concerns regarding a magical item, speak with a Magic Marshal during the event they will have a copy of all magical items at the event. Outside of an event, please contact the Swordcraft Lootable Items Page on Facebook.

Magical Item Level System

Items with Cursed, Magical or Divine properties will fall into one of five categories that best suit its storyline and abilities. These categories can be described as the following:

Level 1	A fun little trinket that has a minor ability affecting only 1 person at a time. Eg. A cursed scroll that whoever is holding it can not speak.	Identification (Legend Lore/ decipher): 1 minute Destruction /cleansing : 5 minutes
Level 2	An item for a player driven quest that is expected to involve only a handful of people at a time. Eg. Finding a family heirloom that gives someone visions of the past	Identification (Legend Lore/ decipher): 2 minutes Destruction/cleansing:10 minutes
Level 3	This item is powerful enough that many may become involved and invested in seeking this item. Will take a combined effort of at least **two casters** to overcome its trials through ritual magic to lead to a successful cleansing or destruction.	Identification (Legend Lore/ decipher): 5 minutes Destruction/cleansing: 30 minutes Must be carried out at a place of power.
Level 4 - Guild	Uncovering this item may involve multiple players from many different warbands and would involve a quest large enough to span a number of days Will take a combined effort of at least **three casters** to overcome its trials through ritual magic to lead to a successful cleansing or destruction.	Identification (Legend Lore/ decipher): 10 minutes Destruction/cleansing: 45 minutes Must be carried out at a place of power.
Level 5 - SC Story	Major props brought in by SC Relevant to the plot. (This includes warp stone) Detailed mechanics will be written by the story team, however as a guide this involvement is likely to involve a minimum of **five casters** participating in a hour long ritual if the item needs to be cleansed.	Identification (Legend Lore/ decipher): 15 minutes Destruction/cleansing : 1 hour Must be carried out at a place of power.

The levels displayed on the tags will assist casters with roleplay. At a quick glance, a mage can see the category number assigned to the item and can react appropriately.

For example, a level 1 item the mage may describe feeling a small tingle of magic, before they perform Legend Lore to identify it.

However if a mage saw the level number 4 at a glance, they could writhe back in fear clutching their eyes as the power from the item is almost blinding to mage sight. They may be hesitant to touch it or cast Legend Lore for fear of repercussions.

A clear category number listed on the tag will allow for people to roleplay without having to read a blurb or quietly ask the person who brought the item in and how they should behave when interacting with the item.

Additional Mechanics and things of note:

For level 1 and 2 items, Legend Lore may be cast as a stored spell scroll and carried out at any location.
For any item above category 2, the item itself must be taken to a place of power and the identification ritual conducted around the item.

Players can not bestow upon any item brought to a Quest event any unique abilities without Swordcraft's approval. This includes foods (biscuits/candies) for sale for coppers. Herbalists and Alchemists are able to create minor failed potions that have small effects, these can be added into food or drinks to create these abilities. If the item does not have an appropriate Swordcraft tag, it does not have any roleplay mechanics.

Applying for magical Items

To bring a **New Magical Item** into a Swordcraft event, please fill in the below form.
https://forms.gle/QMuwq1BVpNnxzv1Z6

For **Existing Magical Items** that are carrying over to other events, we ask that you keep Swordcraft updated on any changes. These changes may include a request to change its abilities, if the item has changed appearance, if the item has been destroyed or cleansed and removed from the game.

https://forms.gle/ZFQar4TkV7MBURxU6

Magical items that have been created through roleplay at an event with the guidance of a Magic Marshal should also be submitted to the "New Magical Item" form, as this is the first time they are being registered.

Designing a Magical Item

- A magical item should not impact on an existing Swordcraft Mechanic (WP, rune stones, spell cast times etc) as these mechanics are already balanced for a fair experience to all players.
- A magical item should add value to the event in the form of a quest
- A magical item must be accessible to the wider player base (lootable or achievable to obtain)
- Magical item props should be appropriately immersive

Guide to create immersive Magical Items

The below series of examples serve as a guide for items that would be either rejected or accepted by the magical item review team based on a standard of Swordcraft immersive aesthetics.

Not Acceptable	Acceptable
Visibly plastic, too modern. This item would need to be primed, painted and weathered before being approved.	Intriguing design, real metal, will feel genuine and immersive when held in the game.

Plastic wand. One colour, no detail.	Detailed design, realistic wooden textures, enchanting aesthetics
3D printed items that have not been finished (primed and painted)	Artefacts should be in a finished painted and weathered state.
Material is too modern, flimsy, and not authentic.	Realistic and sturdy materials have been used