

Treasure items, Blessed and cursed

When treasure items of a magical property have been found there is a 01% chance (roll 00) of each item being blessed with some form of extra powers, or cursed with some form of mishap, sickness, or spell. This either makes an item more desirable or deadly to the one who claims it. Each item found must be rolled for to see if it is either blessed or cursed. If it is, a second roll must be checked for to see if it is blessed or cursed. Roll on the following chart to see:

%Roll: Result:

01-60: Blessed

61-00: Cursed

The blessing and cursing of an item will be left completely up to the discretion of the G.M.

G.M.: If you bless or curse an item make sure you write it down next to the item and don't change it unless it is a constantly changing curse/bless. Those are very rare. A character must claim the item before blessed, or cursed, effects will happen. Sometimes the item will not show its special ability until handled in some manner, used a certain way, a word is spoken to set off the effect on the user which has claimed it, the item is left somewhere, a specific creature is fought with the item, etc., etc. Use your imagination on how to bless, or curse, an item. The enchanted properties of this kind of item is limitless. Don't make the item so powerful that it defeats the finder, or his or her opponents easily. Be sensible on the matter. If it is an item to destroy an encounter completely, give it only a small number of uses.