

# PotLuck

## Miscellaneous Gear

### Wind Cloak

Resource Cost: **Ex(+4)(30)**

- Material: **Ou(+3)(20)**, enchanted leather  
The cloak automatically resizes itself to fit its current wearer, retaining the size of that wearer until someone new puts it on.
- Fly / Speed Boost - Air: **Ph(+5)(40)**, 480 kph (300 mph)  
The cloak grants its wearer the power to fly by mental command, including hovering in place and moving backwards. Unlike a typical Speed Boost, the cloak's airspeed is based is based on the wearer's Willpower; the stronger the mind, the faster it goes.

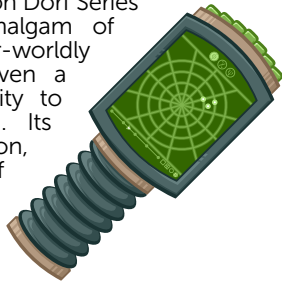


### Dorf Box

Resource Cost: **Ph(+5)(40)**

- Material: **Gd(+1)(10)**, alien and terrestrial non-magnetic compounds
- Chi (χ) Detector: **Ou(+3)(20)**, Sense Alien  
Detects anyone or anything from beyond Earth.
- Phi (φ) Detector: **Ou(+3)(20)**, Sense Magic
- Psi (ψ) Detector: **Ou(+3)(20)**, Sense Psi  
Works just like Sense Magic, but for anyone or anything with any of the other Mental powers besides Magic and Protection from Magic.

This is the less sensitive, less fragile, portable version of the room-sized "Von Dorf Series Anomaly Detector", an amalgam of terrestrial and other-worldly technologies which has given a handful of people the ability to detect Outsiders on Earth. Its screen displays the direction, location, and movement of every type of creature and gear that this device is capable of detecting, within 400 m (1,200 ft).



### Gel Pistol

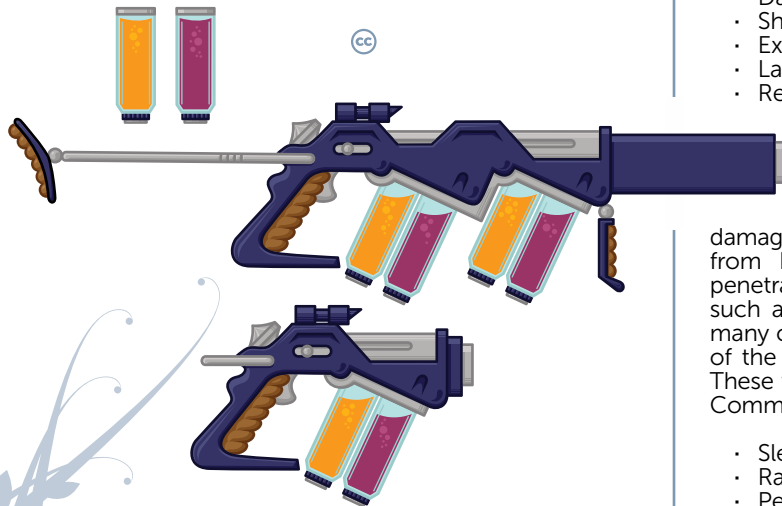
Resource Cost: **Ou(+3)(20)**

- Material: **Gr(+2)(15)**, high-impact plastics
- Range: **Gr(+2)(15)**, 300 m (900 ft)
- Damage: **Dr(-3)(1)**, blunt; Dimethyl sulfoxide gel mix
- Shots: **40**, two cartridges
- Extra Attacks: **+1**
- Laser Sight: **Gd(+1)(10)**; Ignore all range penalties
- Requires one turn to reload

### Gel Rifle

Resource Cost: **Ex(+4)(30)**

- Material: **Gr(+2)(15)**, high-impact plastics
- Range: **Ex(+4)(30)**, 600 m (1,800 ft)
- Damage: **Dr(-3)(1)**, blunt; Dimethyl sulfoxide gel mix
- Shots: **80**, four cartridges
- Extra Attacks: **+3**
- Laser Sight: **Gd(+1)(10)**; Ignore all range penalties
- Requires two turns to reload; one turn per 40 shots



These weapons use paired cartridges of dimethyl sulfoxide (DMSO), a secondary chemical, and compressed air to form and fire stable gel bullets. The gel bullets do very little damage, dissolving on impact, but since they're made from DMSO, they have the **Extraordinary** ability to penetrate human skin and porous or woven materials such as latex and kevlar. In addition, the DMSO allows many chemicals that are normally blocked by the surface of the skin to go right through it into the bloodstream. These weapons accept a variety of secondary chemicals. Common bullet effects include:

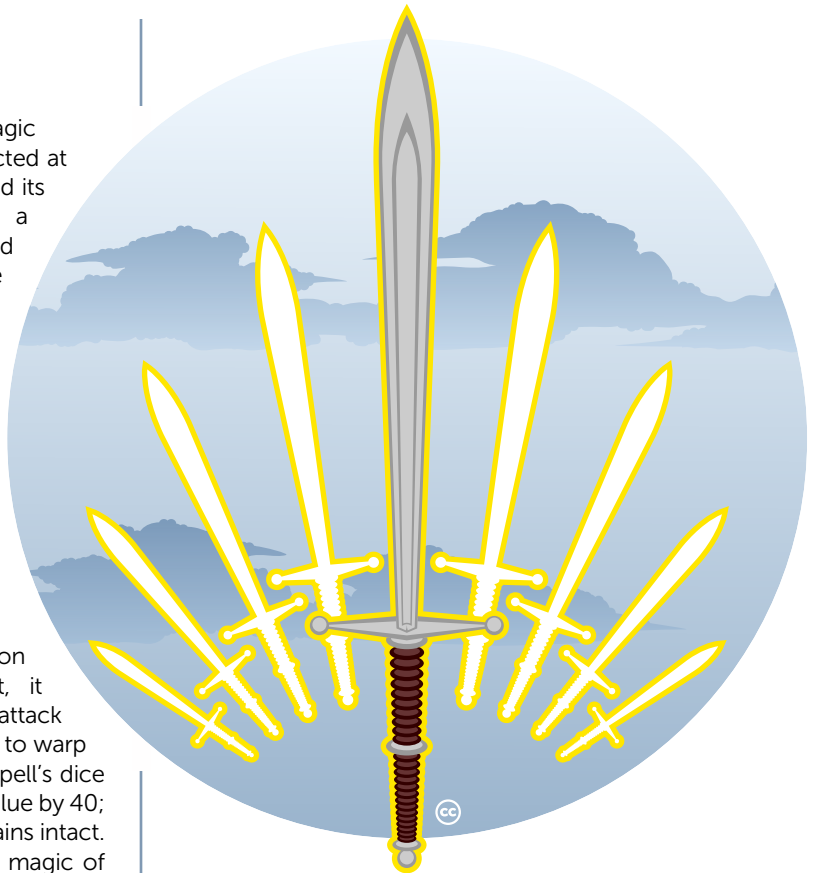
- Sleepy Time: **Ou(+3)(20)** knock out
- Rag Doll: **Ou(+3)(20)** loss of motor control
- Pea Soup: **Ou(+3)(20)** reduction of all senses

## SpellBane (Longsword)

Resource Cost: **Fa(+6)(60)**

- Material: **Fa(+6)(60)**, enchanted steel, sharp
- Warp Spells: **Ph(+5)(40)** Protection from Magic  
The sword warps any magical attacks directed at its wielder, attempting to wrap them around its blade. This reduces such attacks by a **Phenomenal** amount. If an attack is reduced to nothing, its magical energies will orbit the blade for 40 turns, after which they dissipate. Any time before then, the wielder can point the tip of the sword at a target and mentally command it to unleash that stored magical attack at the target. Up to five such magical attacks can be stored at a time, and when the sword has the energies of five attacks orbiting its blade, it can't warp any other incoming magical attacks until it unleashes at least one of the attacks that it's been storing.
- Unravel Spells: **Ph(+5)(40)**  
When any part of the sword touches a person or object on which a spell was cast, it automatically makes a **Phenomenal** attack against the level of the spell itself, as it tries to warp and unravel its magic. If it succeeds, that spell's dice roll modifier is reduced by 5, and its point value by 40; If not, the spell resists the warping and remains intact. The sword cannot unravel the permanent magic of magical gear, nor any character's magical powers.
- Hunt Spells: **Gr(+2)(15)** Sense Magic  
On mental command, the sword's grip will send a rhythmic pulse into the hand of its wielder any time it's held within 300 m (900 ft) of other magics. The closer and more powerful the magic, the faster and stronger the pulse.

Spellbane is thought to be just one of a set of nine sister swords, each with a different set of powers.



### Where'd You Find That?

Outsiders visiting Earth will sometimes accidentally leave behind the odd piece of gear; Few such items can be triggered by mere humans, and even less can be activated without harm, but a small number can be used just well enough to cause trouble.

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I chose to release this work in this manner so you could adjust it to suit your needs, and so you could create your own characters and stories based on this work and still own them yourself —which is as it should be. I do ask that you give me credit for this work by linking to **www.TenThousandWorlds.org**.

It should go without saying, but this work is part of a game, **Ten Thousand Worlds**, meant to make a rainy afternoon more enjoyable for you and a few friends. This is a game that 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.