

## Thanks for downloading the instructions for the “Shauns\_card\_psd\_template.psd” file!

This file was made in Adobe Photoshop CS4, so be aware that your Photoshop may not be compatible if it’s older. That said, I’ve tried to make it as “reverse friendly” as possible so you shouldn’t have any problems.

When you open the file, you should see something along the lines of this:



This is the basic layout I use for any cards I create in the “Magic Set Editor” (MSE) which you can download for free at: <http://magicseteditor.sourceforge.net/>. I also use the optional add on template from Tintagel at <http://4e.educatedgamer.net/powercards> (note: this template costs \$9.99 but is totally worth the coin). If you just want to make location cards similar to the above example though, the Tintagel is not necessary. See below for more examples

The MSE is a pretty intuitive program where you can select the card type and text to use. The above cards are Location Cards, which I give to my players when they reach a new Location and

need to get the quick 411 without me telling them time and time again. For these I generate two cards, a location “front” and “back”. Both of these cards use template designs that come with the MSE for free under the “Magic The Gathering” setting. The Front of the Cards which showcase an image of the location use the “Futureshift Textless” card template. The Back of the Cards use the “Extended Art” card template.

Please note, that these templates cannot be used at the same time in the MSE so you have to make two files containing each: front and back. Once I’ve designed the cards I export them from the MSE and open the individual jpeg files in Photoshop. Once the files are in Photoshop, I quickly take a black brush tool to the corner of each card to make a nice square so I don’t have to cut any corners off. You’ll notice I export at a resolution of 150dpi as it creates a cleaner image. I suggest you create a similar setting when exporting.

Once the files are in Photoshop – I simply drag them into my template. You’ll notice that inside the templates “layers” area are two folders: MSE Images and Back of Card Text. For these cards I find Photoshop creates cleaner text for the background data than MSE. I make sure all of my card images are in the MSE Images folder and begin to arrange them using the guidelines laid out on the template. You’ll notice that the guidelines have a gap on adjoining sides. I do this so I can cleanly score the paper once I’ve printed it:

*Notice the white Line, right down the middle, that’s on purpose.*



In order to print the same size, all you need to do is when printing, make sure the preferences are set to **“do not scale”** and you’ll get perfectly sized cards. I typically print on 110 lb card stock paper which can be found in any home office supply store because it has a nice weight and will hold up to frequent wear and tear. Anything less and the paper is too thin and flimsy for the next process.

The final step of the process is taking an exacto knife and “scoring” the white line I talked about previously. Scoring is where you drag the blade across a line (use a ruler, don’t do this without it) in order to very lightly cut the paper but not completely cut through it. When this is finished, I cut out the Art and fold the cards across the “score line”. Because it’s pre-scored, the card lines up clean and looks fantastic. I use some basic scrap booking glue to glue the two sides together and voila – a sweet custom card with all the image/data and clean lines you could want. It takes a little bit of time at first but the end result is completely worth the time and effort.

I also use this technique to create loot cards for my D&D 4<sup>th</sup> Edition game using the Tintagel template. These are much faster to make as I can put the entire card together in the MSE and then simply print, color the corners in black, align and print instead of typing any more info. I do this because location cards don’t have a format but the Tintagel formatting is so great I love using it. Check out Below for some more examples!





**Farslayer Dagger +4**



Magic Item

**FARSLAYER DAGGER**

Level 18 Rare

*As you swing this weapon through the air, wounds magically appear on enemies beyond your normal reach.*



Damage: 1d4  
 Proficient: +3  
 Range: 5 ft. +4 attack rolls and damage rolls  
 Critical: +4d6 damage

Properties: An alchemical treatment causes the blade to "remember" its current shape. It can then be bent and rolled as if cloth around the hilt. However, it immediately morphs to its original shape if ever struck sharply against a solid surface.

Power (At-Will): Standard Action. Make a melee basic attack with this weapon against a target up to 5 squares away from you.

Price: 85,000 gp  
 Weapon: Dagger

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**Cloaked Scimitar +4**

Level 18 Rare

*This naturally invisible weapon becomes visible when it hits.*



Damage: 1d8  
 Proficient: +2

Properties: High Crit. A high crit weapon deals extra dmg on a crit. 1[W] at 1st-30th levels, 2[W] at 11th-20th, and 3[W] at 21-30th.

Enhancement: +4 attack rolls  
 Critical: +4d6 damage per plus

Property: This weapon is invisible to everyone but the creature possessing it. As the wielder of the weapon, you gain combat advantage against any creature that successfully hits, at which point it becomes visible. The weapon resets after being sheathed for 5 minutes.

Price: 85,000 gp  
 Weapon: Scimitar

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**Cloaked Scimitar +4**



Magic Item

**Sun Disc of Pelor +4**



Magic Item

**SUN DISC OF PELO**

Level 18 Rare

*This holy symbol flashes with light as your faith unleashes radiant energy that sears your enemies.*



Prerequisite: To use this symbol, you must worship Pelor.

Enhancement: +4 attack rolls and damage rolls  
 Critical: +4d10 radiant damage

Power (At-Will) • Radiant: Free Action. All damage dealt by powers using this holy symbol is radiant damage. Another free action returns the damage to normal.

Price: 85,000 gp  
 Implement (Holy Symbol)

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**Rod of Seven Parts**

Artifact — (5 parts)

*This ancient rod pulses with arcane energies from the Dawn War — enlisting those who wish to enforce Order.*



Enhancement: +5 attack rolls and damage rolls.  
 Critical: +5d6 damage or +5d10 damage against elemental creatures.

Property: Whenever you use a healing power, one target of the power can make a saving throw.

You gain a +5 item bonus to Diplomacy, Intimidate, and Religion checks.

Check Power Card for Concordance Powers

Price: 85,000 gp  
 Implement (Holy Symbol)

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**Rod of Seven Parts**

Artifact — Rod Implement — (5 Parts)





## CONCORDANCE RULES



Current Concordance Score  
Max Concordance Score: 14

### Satisfied! (Concordance 12-15)

"Fear me, spawn of Chaos — and fear the Rod! I wield!" With at least 5 segments assembled, the Rod of Seven Parts manifests potent powers in pursuit of it's goals. It's owner knows the Rod seeks to destroy primordial and punishes lawless behavior.

If Concordance drops below 12, the Rod's powers no longer work.

### Concordance

Starting Score: 5  
Owner gains a level: +1d10  
Each segment of the rod joined to the first: +2  
Owner defeats an immortal (max/day): +1  
Owner or ally attacks an immortal (max 1/encounter): -1  
Owner flouts laws or codes of conduct: -2

- Rod of Seven Parts (5 parts) © Rivera 09

## "SATHIFED" CONCORDANCE



Power (Encounter): Move Action. You fly your speed.

Power (Daily): Standard Action. You create a gust of wind.

Close Blast 5: Targets all creatures in blast

Int or Wis vs. Fortitude

On a hit, the attack deals 2d10 + 5 damage and pushes the target 3 squares.

- Rod of Seven Parts (5 parts) © Rivera 09



## BOOTS OF BLOOD



Level 16 Rare

*These red leather boots come alive when your blood is spilled.*



Property: You gain a +1 item bonus to Reflex.

Power (Daily): Immediate Reaction.  
Trigger: An enemy bloodies you. Effect: You shift your speed.

Price: 45,000 gp  
Item Slot: Feet

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## Boots of Blood

Magic Item — Feet



## ANGELSTEEL SHIELD



Level 19 Rare

*This fine, steel shield flickers with light that flows out at times to help defend your allies.*



AC Bonus: +1

Light Shield: you can hold an item in your shield hand, but can't make attacks with that hand or anything with it.

Power (Daily): Immediate Reaction. Use this power when an ally adjacent to you is hit by an attack. That ally gains a +2 power bonus to the defense that the attack targeted until the end of the encounter.

Price: 105,000 gp  
Item Slot: Arms

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## FORGEMASTER'S GLOVES



Level 16 Rare

*These blacksmith's gloves are studded with diamonds and emblazoned with a hammer and anvil.*



Property: Gain resist 10 fire.

Power (Daily) • Fire: Minor Action. The next attack power you use deals 2d6 extra fire damage.

Special: If you have the Mark of Making, increase the resistance by 5.

Price: 45,000 gp  
Item Slot: Hands

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## Forgemaster's Gloves

Magic Item — Hands

