



To print your Objects of Power deck, set your double-sided printer to **short-edge binding** and print on a cardstock material. Then, with a sharp utility knife and straight edge, use the crop marks as guides to trim the cards apart.

If you don't have a double-sided printer, print the pages individually and then glue them back-to-back with a thin, even coat of adhesive. Before glueing, hold the back-to-back sheets up to a light source to ensure they are lining up correctly.

The gutters between the cards give you a little bit of leeway if the two sides do not line up exactly.

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AETHYR LINK

Level: 1

Form: Small bundle of copper wires and crystals worn as an amulet

This, one of the most common objects of power, allows the wearer to access the Noösphere for simple information, like the current time, the weather forecast, and the daily news. The wearer can also leave brief messages for others who have access to the Noösphere (such as someone else with an Aethyr Link), but a message takes at least 24 hours to be discovered.

Object Depletion: —

Color: Indigo

THE PATH
Noösphere, page 14

ASCRIBING SPIKE

Level: 6

Form: Metal spike with an enruned head
If pounded into the ground or an immobile object, the spike creates a magical anchor to the location. When you choose, you can return to the activated spike from any distance, or you can send an object or willing being you touch to the location of the spike.

If someone casts a spell requiring the **Designated Place** enchantment, it can be tied to an activated Ascribing Spike instead. Doing so does not require a depletion roll for the spike. Such spells include Communal Location, Consignment, Dissociative Presence, and Dismissed Distance.

Object Depletion: 0

(check each teleportation)

Color: Gold

THE WAY
Designated Place, 34

KINDLED BLOOD BOOTS

Level: 2

Form: Dark red boots with an aura of murder

The wearer gains 3 bene in Accuracy and 1 vex in Interaction when wearing these dangerous-looking boots.

Color: Red

Conventional Price: 3 gem orbs and 25 bloodsilver

ANGUISH BLADE

Level: 4 (+1 die)

Form: Long, thin knife

This knife never cuts anything. However, should it strike a living creature, it inflicts 1 Anguish.

Object Depletion: 0

(check each use)

Color: Blue

ANXIOUS GARGOYLE

Level: 3

Form: Small stone gargoyle with a stressful expression

Placed near a doorway, gate, passage, or similar means of ingress or egress, the gargoyle animates and shrieks should anyone cross the designated threshold. It can be heard up to a quarter mile (400 m) away. It continues to perform this task until it is removed by the owner (or destroyed).

Object Depletion: 0

(check each activation)

Color: Indigo

ARMORING VEST

Level: 12

Form: Silken vest

This vest can change color and style to fit the wearer's tastes from moment to moment. More significantly, however, when activated, it calls upon the wearer's own mental energy to provide protection.

The wearer must take a successful Resist action (challenge 12) or suffer 1 Anguish and gain no benefit. If successful, the wearer gains 6 points of Armor.

Effect Depletion: 0–4 (check at the end of each combat encounter)

Object Depletion: 0

(check each use)

Color: Blue

BINDING ROD

Level: 7 (+1 die)

Form: Rod of wood, bound in silver

If two people grasp the rod together and concentrate on the same being whose name they both know and whom they both have been near, they place a binding on the being, who is then restricted in their actions. If they know the being's secret name, the effect is enhanced by an additional +1 die. Distance is not a factor.

A being bound by the rod cannot take hostile actions or move more than a short distance in a round.

Effect Depletion: 0 (check each round)

Object Depletion: 0–1 (check each use)

Color: Blue

BUILDER'S BUNDLE

Level: 4

Form: Small bundle of bamboo rods

The bundle of rods expands upon command to take the form of a wall, a bridge, or a staircase. In any case, it is 8 feet (2 m) high or wide, and up to 50 feet (15 m) long. If destroyed or the effect depletes, it transforms back into a bundle.

Effect Depletion: 0–2 (check each hour)

Object Depletion: 0 (check each use)

Color: Silver

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A BLIND EYE

Level: 5

Form: Blindfold with a crude eye painted on it
The wearer cannot see; however, they can sense objects around them out to a long distance as if they were using an effect like echolocation. Thus, they can't tell the difference between normal objects and those that are otherwise invisible. However, they do not sense immaterial things, color, and so on. Further, they can determine the flaws of a creature or object they sense, gaining a +2 bonus to damage should they make an attack.

Effect Depletion: 0 (check each round)

Object Depletion: 0–1/0–1 (check each use)

Color: Indigo

THE BLUE EIDOLON

Level: 6

Form: Very large, dark turquoise
This gem can transform into a ghostly apparition that the user controls. The apparition is insubstantial and thus cannot affect or be affected by matter, and it can pass through barriers as if they were not there. The user can see through the apparition's eyes and speak through its mouth. The user can cast blue magic through the apparition as well.

Effect Depletion: 0 (check each round)

Object Depletion: 0–1 (check each use)

Color: Blue

BLUE SECONDHEART

Level: 6

Form: Blue stone heart

When activated, the heart fuses with the character touching it, literally becoming a second heart in their chest. This adds 1 bene to Physicality permanently. Thereafter, the character adds +1 to the level of any blue spell or other magical effect, and the range of any such effect is increased by one category (touch becomes close, close becomes near, and so on).

A character cannot have more than one secondheart.

Object Depletion: —

Color: Blue

CHIUN

Level: 1

Form: Usually a brass sphere about 3 inches (8 cm) across

Chiun always come in pairs. Usually spheres, they come in other shapes as well and sometimes are quite stylized—skulls, glyphs, and the like. They float near the owner, usually at about shoulder height, about 12 to 18 inches (30 to 46 cm) away, but this can be adjusted as long as they are not more than 4 feet (1 m) away from the owner or apart from each other. They have clips built in to hold something and can support a pound or two of weight. Most people use Chiun to hold the edges of their cape or cloak up behind them, hold the train of a long dress, and so on.

Object Depletion: —

Color: Green

RELIC CHRYSALIS ARMOR

Level: 10

Form: Armor plates made from the chrysalis of the durrantix
Found in the deepest jungles of the Green, durrantix chrysalides disappear rapidly if left alone. If one can be found, however, it can be fashioned into a panoply of incredibly powerful armor. This armor absorbs 1 Wound that would be sustained by the wearer.

Object Depletion: —

Color: Invisible

THE PATH

Durrantix, page 128

ARTIFACT CIRCLET OF TRUE MIGHT

Level: 6

Form: Golden circlet

If anyone attempts to use magic to learn the identity of the wearer, divine any information about them at all, or control their actions, thoughts, or emotions, the wearer gains an enhancement of +1 die to resist. Further, if they successfully resist, they learn the identity of the one using magic against them.

The circlet stays with the wearer even in death if they become a ghost, becoming a golden halo. Do not mistake this for devotion, however. The circlet never remains with the same owner for more than a year and a day, always managing to get itself stolen or lost.

Color: Invisible

THE PATH

Ghost, page 18

CLAIRVOYANT'S CRYSTAL

Level: 5 (+1 die)

Form: Clear, multifaceted crystal the size of a human fist

The possessor can look into the facets of the crystal and see an object or person they specifically name aloud if it is within 100 miles (160 km). The viewer gains no knowledge of the location of the object or person other than what can be discerned by catching a quick but detailed glimpse of it in the crystal.

Object Depletion: 0

Color: Indigo

COMMUNION ROD

Level: 6

Form: Thin wooden rod about 6 inches (15 cm) long

A vislae gripping one end of the rod can grant another being touching the other end the ability to cast a spell that the vislae knows. The vislae retains their spell as well. The second being must use their own Sorcery to cast the spell.

Effect Depletion: Ends automatically when the sun next rises or sets

Object Depletion: 0–1 (check each use)

Color: Blue

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THE COMPLAINT OF THE LOST

Level: 2

Form: Silver bracelet

This object allows the wearer to conjure a single random nonmagical item that they can hold in one hand. The item summoned is one that was in the midst of being used by its prior owner.

Object Depletion: 0
(check each use)

Color: Pale

CONCEPTUAL FORGE

Level: 7

Form: Large metalworking forge
Spending a week working full time in this forge, one can create up to 3 leaves of emotions or concepts based on feelings or ideas felt during the forging process.

Object Depletion: —

Color: Silver

Rolling the very idea over and over carefully in her mind and in her heart while she worked, Yailla crafted a concept in the forge that she would use to get her revenge. Yailla crafted nothing less than murder.

CROWN OF BONE

Level: 5 (+1 die)

Form: Circlet of bone

The wearer gains +1 connection with the Dead, and has the ability to inflict 1 Wound on a living creature by touch, creating a cold, rotting patch of flesh.

Object Depletion: 0–1
(check each Wound use)

Color: Pale

THE PATH
Dead, page 112

DANCING ANGELS

Level: 3

Form: Set of four white and blue stones, each about the size of an egg

These stones float into the air and move gracefully about the user in a complex choreography. As they do, all close creatures are nourished as if they'd eaten a good meal, and all their Injuries (not Wounds or Anguish) are healed.

Object Depletion: 0
(check each use)

Color: Green

DARKLING NECKLACE

Level: 5

Form: Long necklace of black pearls

The wearer gains sustenance and power from negative emotions. When someone nearby gains Despair, the wearer gains an enhancement of +1 die to Accuracy, Movement, and Sortilege.

Object Depletion: 0
(check each activation)

Color: Blue

DAVRUIN

Level: 5 (+1 die)

Form: Floating orb or skull, connected to the user by a chain

Similar to Chiun, Davruin float alongside the user. Their skill at following is not as honed as that of Chiun, and thus they need to be tethered to the user with chains. They also don't always come in pairs (although sometimes they do). When the user takes an action to command it, a Davruin launches a gout of violet energy that drains health from a nearby target and transfers it to the user. The target takes 3 damage, and the user is healed the same number of points that actually affect the target (if the target has 1 Armor, for example, they suffer 2 points and the user is healed for 2 points). If the user is uninjured, they instead gain 1 bene in a Certes pool of their choosing for each point of damage. If a user has two Davruin, they can activate both at the same time if desired (but no more than two).

Object Depletion: 0 (check each use)
Color: Red

DEMONIFUGE

Level: 5

Form: Large silver pendant

Demons of level 5 or lower cannot come closer than short range to the wearer. If the wearer forces them to be closer than that (by moving, using a spell, and so on), the effect is forever broken for that demon.

Object Depletion: —

Color: Invisible

THE DEVIL'S RING

Level: 14

Form: Gold ring bearing a devil's face with ruby eyes

To use, the wearer must take a successful Resist action (challenge 14) or suffer 2 Anguish and gain no benefit. If successful, the ring summons a brutish level 10 demon of enormous size with a massive axe (with it, the demon gains +3 to attack and defend). The demon obeys the ring wearer, reacting to them as if they were a powerful devil.

Effect Depletion: 0 (check each round)
Object Depletion: 0–1 (check each use)
Effect: Pale

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DIAMOND NET

Level: 4 (+1 die)

Form: Glistening net that appears to be made of thousands of diamonds

A successful attack with this net traps a creature no bigger than a human and no smaller than a rat. The net is unbreakable by any force lower than level 10. Escape is possible (the challenge is based on the level of the net), but regardless of success or failure, the trapped character suffers 4 damage from the sharp diamond edges.

Object Depletion: —

Color: Gold

DIPLOPIA RING

Level: 3

Form: Silver ring

The wearer can create a mirror-image duplicate of themselves. It appears anywhere close to the wearer and does whatever the wearer does.

Effect Depletion: 0
(check each round)

Object Depletion: 0
(check each use)

Color: Grey

DISCERNING CAMERA

Level: 5

Form: Large black camera with enruned brass plates

If an object of power, ephemera object, or ongoing magical effect is photographed with this camera, the resulting photograph shows the magical object or effect brighter and in sharper focus, clearly marking it as magical. If someone touches the image of the magical object or effect in the photo, they learn who created it and where that person can be found (if they are in the same sun).

Object Depletion: 0 (check each use)

Color: Indigo

DREAM OF A MILLION DREAMS

Level: 1

Form: Gold pocketwatch

If the possessor stares at the watch before drifting to sleep, they can choose the nature of their dreams.

Object Depletion: 0
(check each use)

Color: Blue

DUOCORSET

Level: 3

Form: A corset-like garment that fits not one but two people at once

The two people wearing the duocorset share information at a fantastic rate. It is an intimate experience, and not one for those who have secrets they do not wish the other to learn.

Effect Depletion: Ends automatically when the interaction encounter ends

Object Depletion: 0 (check each use)

Color: Indigo

The two of them danced in their duocorset, fused together by fabrics like conjoined twins. The desaldium wires in the device allowed them to exchange personal intrafactions instantaneously. They laughed at jokes no one told. They reveled in lies each believed, just a little bit, about themselves. The garment itself stretched and strained from their undulations, each move fluttering the long lacy cords woven with the bones of a caterwaen, a swamp beast known for having two brains but one body. Vral found himself ever so slightly envious of their union, and yet he was terrified of it.

ECTOPLASMIC GLOVES

Level: 7

Form: Thin green gloves

Once activated, these gloves can be worn by a living being to touch a ghost, spirit, or ghostly intangible object as if it were solid. Conversely, a ghost can wear these gloves to be able to touch and manipulate objects as though it were solid.

Effect Depletion: 0–3
(check each hour)

Object Depletion: 0
(check each activation)

Color: Pale

EFFULGENT BAUBLE

Level: 6

Form: Crystal fitted with a leather strap so that it can wrap around one's hand, with the crystal in the palm

The bauble can emit a brilliant flash of light. All close beings (that can see) are dazzled for one round, suffering a –1 penalty on all actions. More significantly, the flash extends as a fiery blast at a foe a very long distance away, inflicting 5 points of damage.

Object Depletion: 0 (check each use)

Color: Red

EMOTIONAL COMPASS

Level: 4 (+1 die)

Form: Brass compass

When the owner whispers an emotion over this compass, the needle points toward the nearest person experiencing that emotion.

Object Depletion: 0/0
(check each use)

Color: Indigo

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EMPTY BOX

Level: 4 (+1 die)

Form: Small metal box with a hinged lid
The Empty Box is sometimes called the Hunger Box. Its emptiness is its power. When it is opened, it immediately draws in one faraway object no heavier than 25 pounds (11 kg) that the opener selects, even if that object is in the possession of someone else. The box traps the item, although the owner can choose whether the item is destroyed or stored for later removal. If the box isn't empty, however, it has no power.

Object Depletion: 0-1 (check each use)
Color: Green

ENCUMBROUS PIN

Level: 4

Form: Brass lapel pin

The wearer of this pin can create an **Encumbrous Triangle** as a single action, with no need for blood. The only drawback is that the pin must be fashioned very securely, as it weighs 20 pounds (9 kg).

Object Depletion: 0
(check each use)
Color: Pale

THE WAY

Encumbrous Triangle, page 34

ENDLESS COIL

Level: 1

Form: Small coil of rope

This small coil of strong but thin rope almost lives up to its name. It looks like it's only a few feet long, but it has up to 1,000 feet (300 m) of rope. If a portion is spooled out and cut, that portion vanishes, and the remaining rope is still 1,000 feet long.

Object Depletion: —
Color: Silver

EPHEMERA BAG

Level: 2

Form: Leather satchel

Four ephemera objects, regardless of size, fit into the bag. Nothing else will fit into it. The objects within the bag do not count toward the owner's ephemera limit. Retrieving an object from the bag is always an action.

Object Depletion: —
Color: Invisible

THE ETERNAL LOCK

Level: 8

Form: Large iron padlock inscribed with sigils
Placed upon a door or similar portal (a box lid, gate, and so on), the lock magically reinforces the door and locks it. The door is now the level of the lock, or +2 higher than its normal level, whichever is higher.

The Eternal Lock requires three successes to open, and the lock itself cannot be damaged by any effect or weapon lower than level 10.

Object Depletion: —
Color: Invisible

EXSANGUINATING DART

Level: 5 (+1 die)

Form: Black and red iron dart

If this dart inflicts even 1 point of damage on a living creature that has blood, the puncture begins spurting out copious amounts of blood. The creature suffers 1 Wound.

Object Depletion: 0
(check each use)
Color: Red

THE FACE OF NOTHING

Level: 10 (+2 dice)

Form: Featureless, mirrored mask

The wearer gains +1 to Dodge actions because looking at this mask is unnerving, and it is difficult to focus on it. Further, if the wearer uses their action to focus their gaze on a nearby target, the target is drawn into the mask and trapped in the nihilistic void. They are unable to escape until the effect depletes, at which point they appear suddenly next to the wearer.

Blind characters are immune to both effects of this mask.

The mask stays with the wearer even in death if they become a ghost, becoming their face. If the item depletes, the wearer also loses the protective effect.

Effect Depletion: 0-1 (check each round)
Object Depletion: 0 (check each use of the entrapping gaze)

Color: Blue

THE PATH

Ghost, page 18

FATIDICAL CROWN

Level: 7

Form: Sleek silver circlet set with sapphires

The wearer can ask one question about a potential future event and get a short answer. It comes in the form of the crown possessing the wearer for a moment and answering the question, in a voice not theirs.

Object Depletion: 0-1
(check each use)
Color: Indigo

THE WAY

Divinations and Information-Gathering Magic, page 17

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THE FIRMAMENT'S GIFT

Level: 11

Form: Leather glove with a large blue crystal sewn into the back of the hand. The wearer, standing outside, uses an action to hold their gloved hand to the sky and is struck by blue lightning (regardless of weather conditions). The wearer must then take a successful Resist action (challenge 11) or suffer 1 Wound and gain no benefit. If they succeed, the lightning bolt does not harm them, but instead grants them the power to loose similar bolts from the glove as an action at targets very far away. The bolts inflict 14 points of damage.

Effect Depletion: 0-2 (check each bolt)

Object Depletion: 0-1 (check each use)

Color: Red

ARTIFACT

THE FESTERING SOUL OF THE CLOCK

Level: 10

Form: Baroque and twisted mantelpiece clock with too many hands

This clock stops and even reverses time. Based on the different means of manipulating the hands on the clock face, the user can do one of the following:

1. Stop time for everyone but themselves. This gives them an extra action every "round" until the effect depletes.
2. Turn back time one round. Everything that happened in the last round is undone and new actions can be taken. Everyone within long range remembers the round that was undone.

Regardless of which function is selected, using the clock is taxing and inflicts 1 Anguish on the user. Rumors say that the clock disappears when the owner has a child (or if they already have children, when they have a grandchild).

Effect Depletion: 0-4 (check each round; applies only to the stop time function)

Color: Gold

FISSILINGUAL STONE

Level: 3

Form: Small black stone

This stone floats invisibly next to one's head, whispering suggestions for lies to tell whenever the user interacts with someone. If the character uses a suggestion, they gain a +1 bonus to any lie or deception they attempt in an interaction.

Object Depletion: —

Color: Grey

FLOWERING SUIT

Level: 5 (+1 die)

Form: Elegant suit woven with living, flowering plants. This suit offers 2 bene to Interaction for the wearer. Moreover, the wearer can unleash a cloud of pollen and spores from the plants that cause one close creature to lose their next action due to coughing and choking.

Object Depletion: 0/0

(check each use)

Color: Green

GHOST DOOR SORTIR

Level: 4

Form: Curved glass wand with a leather handle, engraved with ghostly images

The wielder of this *sortir* can conjure a swirling miasma of dead spirits from the surrounding area. These spirits spin and swirl, forming a doorway of ghosts that one person can pass through each round. The other side of the door can appear anywhere within very long range.

Effect Depletion: 0 (check each round)

Object Depletion: 0 (check each use)

Color: Pale



THE KEY
Sortir, page 190

GOD'S PUNISHING FIST

Level: 15

Form: Plain white gold ring

To use, the wearer must take a successful Resist action (challenge 15) or they are flung with great force against a nearby surface, suffering 3 Wounds and gaining no benefit. If they succeed, the ring grants the power to pick up an object that weighs up to 200 tons and move it with great speed and great force. It can be slammed into a single target for 30 points of damage or thrown up to short range, inflicting 12 damage on everything in a medium area around where it lands. Doing either very likely destroys the object as well.

Effect Depletion: 0 (check each new object moved)

Object Depletion: 0-1 (check each use)

Effect: Green

GOETIC'S MAT

Level: 3

Form: Woven cloth mat with a protective circle stitched into it

This functions as a protective circle, but takes only an action to unroll and put into place.

Object Depletion: —

Color: Invisible



THE KEY
Protective circle, page 54

GOLD SECONDHEART

Level: 6

Form: Golden heart

When activated, the heart fuses with the character touching it, literally becoming a second heart in their chest. This adds 1 bene to Physicality permanently. Thereafter, the character adds +1 to the level of any gold spell or other magical effect, and any such effect that affects the character depletes less often (two depletion rolls are required). A character cannot have more than one secondheart.

Object Depletion: —

Color: Gold

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GRASPING CAULDRON

Level: 4
Form: White iron cauldron about 2 feet (60 cm) across
Dozens of arms, tendrils, and claws reach out from the cauldron when activated. Any object (about 25 pounds [11 kg] or less) tossed into the grasp of these eager appendages gets pulled down into the cauldron, never to be seen again.
Object Depletion: 0 (check each use)
Color: Pale

GRATITUDE

Level: 2
Form: Intricate ceramic vase filled with flowers
The vase produces an endless amount of simple but beautiful long-stem flowers. Pulling one from the vase and handing it to another shows sincere gratitude (hence the vase's name). The recipient gains 1 bene in a pool of their choice. If the gratitude is not sincere, the flower blackens and dies immediately, conveying no bene. No one can receive more than one flower from the vase between sunrises.
Object Depletion: 0 (check each use, but never more than once a day)
Color: Blue

Callahan handed each of the Paresaad agents a flower from the vase. Without the agents, the spellbinding plague would have spread throughout Fartown, and there was no other way he could express his sincere thanks to each of them so quickly.

GREEN SECONDHEART

Level: 6
Form: Green wooden heart
When activated, the heart fuses with the character touching it, literally becoming a second heart in their chest. This adds 1 bene to Physicality permanently. Thereafter, the character adds +1 to the level of any green spell or other magical effect, and any such effect that affects the character depletes less often (two depletion rolls are required).
A character cannot have more than one secondheart.
Object Depletion: —
Color: Green

THE GREY NEEDLE

Level: 5
Form: Long needle topped with a grey orb
When used to pierce the flesh (1 point of damage), the needle allows a creature to assume the appearance of another creature of approximately the same size. This is more of an illusion and disguise than an actual change of shape, but it is potent and adds +2 to any disguise or impersonation action. The disguise can be altered, but each time is a new use (and a new Injury).
Object Depletion: 0–1 (check each use)
Color: Grey

GREY SECONDHEART

Level: 6
Form: Grey stone heart
When activated, the heart fuses with the character touching it, literally becoming a second heart in their chest. This adds 1 bene to Physicality permanently. Thereafter, the character adds +1 to the level of any grey spell or other magical effect, and the range of any such effect is increased by one category (touch becomes close, close becomes near, and so on).
A character cannot have more than one secondheart.
Object Depletion: —
Color: Grey

HOVERING UMBRELLA

Level: 4
Form: Black umbrella
Once opened, the hovering umbrella resists the pull of gravity. It floats in the air, remaining in its position, holding up to 500 pounds (230 kg) of weight. It remains there until closed, even indefinitely.
Object Depletion: 0 (check each activation)
Color: Green

IDOLUM

Level: 4
Form: Small idol that changes from moment to moment
The user can create an **illusion** of their own devising that will fit in a small area. The illusion has sight, sound, and smell.
Effect Depletion: 0 (check each hour)
Object Depletion: 0 (check each use)
Color: Grey

INDIGO SECONDHEART

Level: 6
Form: Indigo crystal heart
When activated, the heart fuses with the character touching it, literally becoming a second heart in their chest. This adds 1 bene to Physicality permanently. Thereafter, the character adds +1 to the level of any indigo spell or other magical effect, and the range of any such effect is increased by one category (touch becomes close, close becomes near, and so on).
A character cannot have more than one secondheart.
Object Depletion: —
Color: Indigo

THE WAY
Illusions, page 19

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INSANITY PISTOL

Level: 8 (+2 dice)

Form: A large pistol with 3-inch (8 cm) writhing tendrils and blinking eyes all around it. This gun never needs to be loaded, apparently creating its own ammunition. The end of its barrel forms a large mouth that screams when fired. When the user targets someone within long range and pulls the trigger, the target suffers 2 Anguish and lose their next action.

Object Depletion: 0 (check each round)

Color: Blue

INSCIENT TOUCH

Level: 5 (+1 die)

Form: Black leather glove. The wearer can touch a living creature and erase one bit of knowledge from their brain. This can't be something as big as a language or a skill, but a memory of a five-minute period, a name, directions to a location, and so on could all be erased. The glove stays with the wearer even in death if they become a ghost, becoming an actual part of their hand.

Object Depletion: 0 (check each use)

Color: Blue

THE PATH
Ghost, page 18

INVISIBLE SECONDHEART

Level: 6

Form: Clear glass heart

When activated, the heart fuses with the character touching it, literally becoming a second heart in their chest. This adds 1 bene to Physicality permanently. Thereafter, the character adds +1 to the level of any invisible spell or other magical effect, and any such effect that affects the character depletes less often (two depletion rolls are required).

A character cannot have more than one secondheart.

Object Depletion: —

Color: Invisible

RELIC

THE KEY OF ELASTICITY

Level: 5

Form: Strangely rubbery key

Similar to a *wicked key*, this item appears in keyfalls, albeit with extraordinary rarity. Unlike a wicked key, it does not always have just one use. Like a wicked key, it can cause something to form a keyhole—specifically, a creature or object no larger than a very large person. Inserting the key and turning it transforms the creature or object into an elastic version of itself. Creatures can stretch any portion of their body or their entire body up to three times its normal length. Similarly, an object can be stretched to three times its length.

Elastic creatures or objects also resist damage more effectively, gaining +1 Armor.

Effect Depletion: 0 (check each round)

Object Depletion: 0 (check each use)

Color: Gold



THE KEY

Wicked key, page 207

THE KEY OF FACES

Level: 8

Form: Key with an ever-changing face on the bow

Similar to a *wicked key*, this item appears in keyfalls, albeit with extraordinary rarity. Unlike a wicked key, it does not always have just one use. Like a wicked key, it can cause something to form a keyhole—specifically, someone's face. (That someone is often the keyholder.) When the key is inserted into the keyhole, the person's face changes to fit the desire of the keyholder. Any disguise can be achieved by this, although the person always looks like another person, not like an animal or something else. The person affected gains a +2 bonus and an enhancement of +1 die to fool others with this disguise.

Effect Depletion: 0 (check every day)

Object Depletion: 0/0 (check each use)

Color: Grey



THE KEY

Wicked key, page 207

ARTIFACT

THE KRAJIT

Level: 7

Form: Mechanical cockroach 8 inches (20 cm) long

The Krajit is active only if it's on the owner's body. Normally, it sits atop a shoulder. The Krajit is independently intelligent and can speak. It always offers its owner advice (solicited or not), which is not always good. Most important, however, the Krajit warns its owner of danger. While the Krajit is active, the owner gains +2 to Dodge actions.

It might be weeks, or it might be decades, but at some point, the Krajit decides to leave. Some owners attempt to imprison their Krajit or chain it to themselves. These attempts never work forever, and the Krajit disappears on its own.

Color: Invisible

LETHIFEROUS BRAND

Level: 5 (+1 die)

Form: Branding iron

Anyone marked with this branding iron suffers 1 point of damage and becomes a "deathbringer." A deathbringer inflicts a Wound with the slightest touch. When the effect ends, the brand fades.

Effect Depletion: 0 (check each touch)

Object Depletion: 0–1 (check each use)

Color: Red

THE LIVING FIRE

Level: 4

Form: Small red and black hooded lantern

The fire in this lantern never goes out. It can be used to provide light at any time. The fire is, in fact, a fiery spirit with its own intelligence. If asked, it can be convinced to launch a gout of flame at a close target that inflicts 4 damage.

Object Depletion: 0 (check each use of the attack)

Color: Red

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THE LIVING MONOLITH

Level: 15

Form: Short iron wand

To use this object, the owner must take a successful Resist action (challenge 15) or suffer 3 Anguish and gain no benefit. If successful, the owner can touch the wand to an object or structure up to the size of something that can fit into a large area, and the object or structure gains life and intelligence. It becomes a level 10 creature with a personality and the ability to speak. The effect grants it limbs, eyes, a mouth, and anything else it might require, but otherwise it operates based on its shape and nature. So a colossal statue might use its existing limbs, but a building or the peak of a mountain would gain such things, composed of its own materials. At any time, the living object can choose to revert to its original form.

The new creature is well disposed toward the object's owner for giving it life.

Object Depletion: 0–4 (check each use)

Color: Green

THE LOCK'S NEMESIS

Level: 3 (+1 die)

Form: Silver lockpick

Using this lockpick adds +1 to the venture of anyone attempting to pick a lock, and if the lock is magical, it automatically adds an enhancement of +1 die. (If the lock is mundane, the enhancement does not take effect.)

Object Depletion: 0 (check each successful use)

Color: Green

LOOM OF THE SOUL

Level: 7

Form: Miniature loom about 3 inches (8 cm) across

In the hands of a Weaver, this loom grants access to an aggregate or thread that they normally don't possess. When they first use the loom, they choose the aggregate they wish to gain and thereafter they cannot change it (a different Weaver can make a different choice).

Object Depletion: 0 (check each use)

Color: Silver

LUMINESCENT BRUSH

Level: 1

Form: Enruned silver paintbrush

This paintbrush can be used to paint the air with light.

The light paintings persist until the next sunrise.

Object Depletion: 0 (check each use, but never more than once each day)

Color: Silver

LUPINE STAFF

Level: 3 (+1 die)

Form: Expandable 8-foot (2 m) pole with a living wolf's head on one end

This can be used as a weapon, with the wolf's head biting for 5 points of damage. Further, the wolf's head can be made to howl, which can be heard clearly a mile distant.

Object Depletion: —

Color: Red

LYCHNOBITE'S CLOAK

Level: 6

Form: Midnight-black cloak with a hood

The wearer of this cloak can turn invisible in shadows or darkness. Further, the wearer gains a +1 bonus to all actions taken at night, and suffers a –1 penalty for any action taken during the day.

Effect Depletion: 0 (check each round of invisibility)

Object Depletion: 0–1 (check each use of invisibility)

Color: Grey

MASK OF EYES

Level: 6

Form: Fleшы leather mask covered with eyes of all kinds—animal, human, and stranger

Made from actual flesh, this mask pulls over the top of the wearer's head and appears to not be a mask. The wearer appears to be a bald person with about a dozen eyes of all shapes and sizes. Once the mask is on, the wearer gains 5 bene to Perception and 1 vex to Interaction. The wearer can see spirits and invisible things, but only at the expense of not seeing normally visible things.

The mask stays with the wearer even in death if they become a ghost, becoming their face.

Object Depletion: —

Color: Indigo

ARTIFACT THE MASTER

Level: 17 (+3 dice)

Form: Golden pin bearing the image of a stylized M

The wearer is the undisputed ruler of wherever they go. Creatures of level 5 and below automatically obey any command the wearer makes. To command other beings, the wearer must perform an action that does not use the Master's level as a part of the venture (but the pin's +3 dice enhancement, as well as other factors such as Interaction bene, persuasion or intimidation skill, and so on can be used).

No one has ever hung on to the Master for more than approximately three weeks before it is stolen or otherwise disappears. It seems to surface only every twenty years or so.

Color: Blue

**OBJECTS
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THE MIND PALACE

Level: 7

Form: Small bronze icon of a palace

The possessor can retreat into a purely mental space, disappearing entirely from the physical world. Technically, the Mind Palace exists within the Noosphere, but it has no direct access to any other places or people there.

The Mind Palace starts small, but each time the possessor visits, if they spend at least an hour filling the place with people, objects, and places from memory, the palace grows. The “people” are just projections, of course—holographic illusions. Over the course of a year or more, with many such visits, the Mind Palace can become vast.

Within the palace, the character can rest, contemplate, or relax, but because the Mind Palace only contains things from the possessor’s memory, they can’t read a book they haven’t already read or experience anything new. Physical Wounds don’t heal and Certes pools can’t be refreshed, but mental Wounds do heal and Qualia pools can be refreshed. The possessor can invite anyone willing to join them, but the person must reveal their secret soul and secret name. They also disappear from the physical world.

When the effect depletes, everyone in the Mind Palace returns to where they were in the physical world.

Effect Depletion: Ends automatically when the sun next rises

Object Depletion: —

Color: Blue

THE PATH
Noosphere, page 14

RELIC MINDSEYE

Level: 4 (+1 die)

Form: Pink crystal

Deep in the Blue there are pools floating in midair. Within these pools are crystals that vislae call Mindseye.

A character with one of these crystals can send forth stabbing rays of psychic energy that harm minds, inflicting 4 points of mental damage on a faraway target.

Object Depletion: 0
(check each use)

Color: Blue

MISOLOGIST’S KNIFE

Level: 3

Form: Knife with a silver, enruned blade

The wielder whispers a subject, area of knowledge, or bit of lore to this knife. When next it strikes someone knowledgeable in that topic (someone who has levels of skill in that area), the knife flares with yellow power and delivers additional damage equal to the level of skill the target possesses.

Object Depletion: —

Color: Blue

As NPCs often don’t have ratings for levels of skill, the GM will have to use their best judgment and choose a level between 0 and 4 as appropriate for an NPC when the Misologist’s Knife is used against them.

MOMENTARY DYNAMO

Level: 6 (+1 die)

Form: Large revolver pistol with an inset clock that ticks loudly

This gun shoots bullets made of moments—moments of despair, worry, happiness, and so on. Basically, the leaf of an emotion can be rolled and folded to fit into the chamber and then fired like a bullet. Alternatively, the owner can use 3 Sorcery to turn the current moment (and its prevailing mood or emotion) into a bullet.

Generally, if the emotion is negative, the gun inflicts 6 damage and the target loses their next action. If the emotion is positive, the target is healed of all Wounds and Anguish. Different emotions might have different effects.

Object Depletion: —

Color: Blue

ARTIFACT MULTIPHASIC COMPASS

Level: 9

Form: Elaborate, oversized brass compass

This compass shows six directions, not four. In addition to north, south, east, and west, it has “toward” and “along.” Following the compass in either of these new directions brings a character to locations impossible to reach without the compass.

The GM determines what these locations are.

The compass has an uncanny way of getting lost after a few weeks.

Color: Indigo

Some people in the know refer to toward and along as stam and renn, respectively.

ARTIFACT THE NAMELESS SHIP

Level: 8

Form: Double-masted schooner of blue wood

The Nameless Ship sails in memory rather than in the sea. Thus, it can travel to anywhere the captain remembers (regardless of whether it is on land or sea).

The ship requires a crew of at least four, although no sailing knowledge or even actions are required of them. Instead, they use the force of their will and resolve to move the ship toward its goal.

No one’s sailed on the Nameless Ship more than six times before it’s gone down in a mysterious storm, only to resurface somewhere else, for someone else’s memories.

Color: Blue

NATURE’S CROWN

Level: 6

Form: Crown fashioned from antlers

The wearer can create a level 3 stag of glowing magical power that obeys their every command.

Effect Depletion: 0
(check each round)

Object Depletion: 0
(check each use)

Color: Silver

There’s a cult that forces you to wear Nature’s Crown in a hallucinogenic stupor for weeks before they sacrifice you.

RELIC NEVERENDING BOTTLE

Level: 2

Form: Red bottle containing wine

This is a good example of a relic that isn’t particularly potent. The story goes that this bottle sat in the wine cellar of Ogrhu Zhema, god of angles, for so long that it became a powerful object unto itself. Now, it pours out good quality wine forever, never emptying. However, if the wine is stored in another container after it is poured out, it turns to water when the sun next rises.

Color: Silver

**OBJECTS
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OFFERING KNIFE

Level: 4 (+1 die)

Form: Curved, black-handled knife

When used to slay a person, the knife stores the soul of its victim, allowing it to be offered to a spiritual being (such as a devil) who might value it. The knife stores only one soul at a time, and an action is required to release the stored soul.

Object Depletion: 0 (check each time it is used to kill)

Color: Pale

ARTIFACT/RELIC

THE OMEGA CURSE STONE

Level: 13

Form: Grey lump of rock

There are said to be many curse stones, but of them, this is the greatest—or rather, the worst.

The stone is placed somewhere it will not be moved or disturbed (doing so can disrupt the effect). Then the user must take a successful Resist action (challenge 13—three successes needed) or suffer 2 Anguish and gain no benefit. If they succeed, the curse is in place, and a wise user leaves the area immediately.

The curse of the stone is extraordinarily powerful. Creatures within a mile grow ill within a week—gaunt, listless, and eventually even transparent as they literally fade away. Plants wither. Likewise, buildings and even terrain features begin to crumble to dust, and they too slowly become transparent and fade away.

All of this happens slowly over the course of about five or six weeks. By the end of six weeks, all creatures and plants are gone. By the end of eight weeks, the entire area is nothing but a flat, empty plain.

Anyone who finds the stone can attempt to disrupt it and end the curse, but they must succeed at the same Resist action required to activate it or suffer the same consequences. When disrupted, the stone fades away, reappearing somewhere else in seven years and seven days.

Color: Red

ORB OF PESTILENCE

Level: 8 (+2 dice)

Form: Eight-inch (20 cm) glass sphere that appears to be filled with insects

The orb calls forth a swarm of locusts that carry an aura of rot and disease. The swarm appears anywhere within very long range and fills a small area. Those in the area suffer 8 points of damage from the biting, the choking, the rotting, and the illness within it. The swarm moves at least a short distance every round, but its movements are controlled by the wielder of the orb.

Effect Depletion: 0–1 (check each round)

Object Depletion: 0 (check each use)

Color: Silver

PANOPLY OF PAIN

Level: 7 (+1 die)

Form: Ring

The wearer is surrounded in a sheath of ghostly armor like a classic knight, granting +2 Armor. Further, the wearer can make a fist and stare at a nearby being, sending waves of pain at them that inflict 3 points of damage and render them unable to take their next action. Each time this power is used, the wearer also feels pain, suffering 1 point of damage.

The ring stays with the wearer even in death if they become a ghost, and the armor becomes Armor effective against mental damage.

Effect Depletion: 0 (check at the end of each combat encounter)

Object Depletion: 0 (check each use)

Color: Red

THE PATH
Ghost, page 18

PALE SECONDHEART

Level: 6

Form: Pale bone heart

When activated, the heart fuses with the character touching it, literally becoming a second heart in their chest. This adds 1 bene to Physicality permanently. Thereafter, the character adds +1 to the level of any pale spell or other magical effect, and any interactions with beings from other realms or the Dead gain a +1 bonus.

A character cannot have more than one secondheart.

Object Depletion: —

Color: Pale

PATIENT PRISM

Level: 3

Form: Small crystal prism

In Action Mode, if the possessor does not take an action in a given round, they gain +2 to whatever their next action might be.

Object Depletion: 0

Color: Blue

In the blue there is a small pool filled with magical prisms rather than water.

PEN OF FACES

Level: 5

Form: Ink pen

When this pen is used to draw a face (even a very simple one) on an object, the object can use the face to look around and speak in a language known to the owner of the pen. Having a face and the ability to communicate does not compel the object to speak, give it more insight and intelligence than it would normally have, or favorably dispose it toward the one who drew it (or anyone else).

Effect Depletion: Ends automatically at the end of the interaction encounter (which, depending on the reticence of the object, might be very quick)

Object Depletion: 0 (check each use)

Color: Gold

Objects really don't look at the world, pay attention to time, or in any way think like creatures. Interacting with them is always challenging.

PENDULUM HELM

Level: 6

Form: Steel helmet with a broad crest like an inverted pendulum

This helm offers +1 Armor and +1 to all defenses. The number of ephemera the wearer can handle at once also increases by 1.

Color: Invisible

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PRICKING FINGER

Level: 5 (+1 die)

Form: Glistening steel finger claw

This claw is always magically poisoned when the wearer wishes it. The poison causes the victim to suffer -1 to all actions. If poisoned again before the first dose depletes, the victim falls asleep.

Effect Depletion: 0-1
(check each round)

Object Depletion: 0
(check each use)

Color: Red

PROCELLUS

Level: 9 (+2 dice)

Form: Carved wooden walking cane with a gold tip

This walking cane conjures storms. A storm builds and rages three rounds after one holds the cane aloft and recites the words carved into its side:

Come to me now, breaker of the sky

Lightning slash and thunder smash

Winds tear and rains dance

Come to me storm, or I shall know why

The storm that arrives is so strong that normal activity is impossible for miles. High winds, rain, and hail tear at all but the sturdiest of structures and capsize all but the mightiest of ships on the sea. Lightning strikes an object or creature on the ground six times an hour, inflicting 9 damage per strike.

Effect Depletion: 0-3 (check each hour)

Object Depletion: 0-2 (check each use)

Color: Silver

RAZOR HALO

Level: 6 (+1 die)

Form: Steel ring 8 inches (20 cm) across with a bladed outer edge

This ring hovers above the user's head. If anyone close makes a physical attack on the user, it lashes out, attacks the offender, and immediately returns to its place above the user's head.

It can even make multiple attacks in a single round. It inflicts 6 points of damage.

Object Depletion: 0-1/0-1
(check each attack)

Color: Red

RED MONOCLE

Level: 6 (+1 die)

Form: Red-tinted, gold-rimmed monocle

The wearer of this monocle can launch deadly blasts of energy at whatever very faraway target they look at, inflicting 6 points of damage.

Object Depletion: 0-1

Color: Red

RED SECONDHEART

Level: 6

Form: Red iron heart

When activated, the heart fuses with the character touching it, literally becoming a second heart in their chest. This adds 1 bene to Physicality permanently. Thereafter, the character adds +1 to the level of any red spell or other magical effect, and the range of any such effect is increased by one category (touch becomes close, close becomes near, and so on).

A character cannot have more than one secondheart.

Object Depletion: —

Color: Red

RED VIZARD

Level: 5

Form: Gold and red mask that covers the wearer's upper face

The wearer can see magical auras, allowing them to recognize objects of power, vislae, active spells, and so on.

Object Depletion: 0-1
(check each use, but never more than once per day)

Color: Indigo

ARTIFACT THE RELUCTANT BLADE

Level: 8 (see below)

Form: Sword with an almost impossibly thin blade

This sword can cut through anything, but the wielder has to convince it to do so. Before attacking a new target (a being or an object), the wielder must take a persuasion action with a challenge of 8. If they succeed, the sword is a level 8 weapon, adds an enhancement of +2 dice, and inflicts 10 points of damage against that target from then on. If they fail, the sword is normal—a level 2 weapon that inflicts 4 damage.

Reports say that the Reluctant Blade always breaks eventually, losing all power. Somewhere in the Actuality, however, a new sword transforms into the Reluctant Blade.

Color: Red

RETRIBUTIVE GLASS

Level: 5 (+1 die)

Form: Three-inch (8 cm) glass sphere

This small sphere magically affixes to one's shoulder. When the owner is struck or otherwise intentionally harmed by another, the glass sphere falls and breaks. At the sound of the shattering glass, the attacker suffers 5 points of damage. The sphere then reforms and appears back on the owner's shoulder. It functions, at most, once per round.

Object Depletion: 0 (check each use)

Color: Red

**OBJECTS
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ROBES OF THE NINE SUNS

Level: 3

Form: Elaborate, brightly colored robes with nine sun emblems

Worn during a **long-form magical practice**, these robes enhance the wearer's abilities, adding +1 to the level of the working.

Object Depletion: —

Color: Gold

THE WAY

Long-form magical practice, page 29

SCEPTER OF CONDEMNATION AND EXCULPATION

Level: 4 (+1 die)

Form: Scepter of iron and glass
The wielder touches the scepter to a person who has wronged them, and that person is marked as condemned. This places a -1 penalty on all interactions for that person. If the condemned is touched by the tip of the scepter again, they gain formal absolution for the wrong, and the mark is removed.

Object Depletion: 0 (check each use)

Color: Gold

THE SILENT JAR

Level: 3

Form: Clear glass jar filled with fluttering moths
When the jar is opened, the moths fly out and fill the small area around it, moving if the jar also moves. The moths cancel all sound within this area. They return to the jar when the effect depletes (if the moths are somehow destroyed or prevented from returning, the jar produces more).

Effect Depletion: 0
(check each round)

Object Depletion: 0–1
(check each use)

Color: Gold

SILVER SECONDHEART

Level: 6

Form: Silver heart

When activated, the heart fuses with the character touching it, literally becoming a second heart in their chest. This adds 1 bene to Physicality permanently. Thereafter, the character adds +1 to the level of any silver spell or other magical effect, and any such effect that affects the character depletes less often (two depletion rolls are required).

A character cannot have more than one secondheart.

Object Depletion: —

Color: Silver

SINSUIT

Level: 7

Form: Form-fitting black bodysuit

One must weave leaves of negative concepts into the bodysuit. Once accomplished, the effects of the leaves last until the sun next rises. Up to three leaves can be used at once. The effects granted are based on which of the seven sacred sins are used:

Revenge: If anyone attacks the wearer, the attacker automatically suffers 1 point of damage per leaf of revenge.

Lying: For each leaf of dishonesty, the wearer gains +1 to all deception or stealth actions.

Self-Aggrandizement: The wearer gains +1 to all persuasion actions per leaf of vanity.

Betrayal: If the wearer takes an action based in surprise or betrayal, they gain +1 per leaf of betrayal.

Selfishness: The wearer gains 2 Physicality bene per leaf of selfishness if they eat at least a pound of food per leaf.

Thievery: The wearer gains +1 per leaf of greed on any action used to trick, steal, or take things from another.

Murder: The wearer gains +1 damage per leaf of murder when making any kind of attack.

Color: Blue

SLAUGHTERSWORD

Level: 6

Form: One-handed sword with a blade of red glass

The wielder gains 1 scourge in Accuracy when they first pick up this sword. After they use it to kill a living creature of at least level 2, the scourge is removed and the wielder instead gains +2 to all attacks and damage with the sword. When the sun next rises, the scourge returns and the bonuses fade away—until the wielder uses the sword to kill again. Only by discarding the sword while the bonuses are in effect can a character break out of the cycle.

Object Depletion: —

Color: Red

SOARING RING

Level: 5

Form: Gold ring with a feather motif

The wearer can fly as fast as a bird.

Effect Depletion: 0–2
(check each hour)

Object Depletion: 0

Color: Green

The vislae Jace Claston wore a soaring ring when he disappeared into the Green. Some say he fully transformed into a bird.

RELIC

A STONE CALLED MURDER

Level: 10

Form: Slightly bloodstained chunk of granite the size of a human fist

Rumored to have been the first murder weapon at the very beginning of time, A Stone Called Murder retains the essence of this history. All attacks made close to the stone inflict +4 damage. If someone has the stone in their possession, they gain 1 Sorcery every time someone within long range is murdered. Last, anyone who spends more than a day or so in the presence of the stone must resist its power or be compelled to plan the murder of someone who has wronged them or who they otherwise dislike. After being in the presence of the stone for a week, they are compelled to carry out that plan. Exposure time to the stone does not need to be consecutive.

Color: Red

Infamous schemer Rymar Sturm is said to have hidden the stone under the bed of Helena Tomas, and three weeks later she had murdered her husband, Dietrich.

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THE SOUND OF DEATH

Level: 6 (+1 die)

Form: Black violin

When the violin is played for at least three consecutive rounds by someone with at least 1 level of skill, the musician can choose a nearby creature of level 6 or lower, which then dies.

If the owner has at least 3 levels of skill with the violin, it stays with them even in death if they become a ghost, becoming a part of their essence.

Object Depletion: 0 (check each use)

Color: Pale

THE PATH
Ghost, page 18

ARTIFACT

THE SOURCE OF GOODNESS

Level: 5

Form: Small oven

Created using the specifications of the vislae baker extraordinaire, Schaelee, this oven not only adds +2 to all actions made to bake or cook with it, but also allows the baker to infuse concepts and emotions into the food. If the owner uses a leaf of emotion, the resulting baked good or cooked food tastes like a specific idea or feeling. Cupcakes can taste like the feeling of leaping into a void, and roasted potatoes can taste like success.

Unlike many artifacts, the Source of Goodness does not disappear over time. However, no one's ever owned it for more than a few years at most. The owners achieve fantastic success (and no longer need it), find utter failure (and must sell it), die, or disappear mysteriously.

Color: Blue

SPEAKING STONE

Level: 1

Form: Smooth stone a few inches across

Whatever someone touching the stone speaks into the stone is stored, and can be reproduced by the stone later as if they'd said it. The stone can hold one bit of dialog of twenty-five words or less at a time.

Object Depletion: —

Color: Grey

SPIRIT RADIO

Level: 4

Form: Large wooden radio

By carefully tuning the radio, the owner can contact a spiritual entity, requiring an Intellect-based action with a challenge equal to the level of the spirit. This can be a dead spirit or a nonhuman spirit. The owner can ask one question, and if the spirit knows the answer, it will reveal it through the radio in a distant, staccato voice.

Object Depletion: 0–1

(check each use)

Color: Pale

SPIDERSKIN

Level: 4 (+1 die)

Form: Thin leather bodysuit that fits any human or humanoid form

This full bodysuit, once donned, becomes a swarming mass of spiders. While they remain on the wearer's body, they provide +1 Armor. However, at any time the wearer can use an action to command the spiders to swarm off their body and swarm instead on any close target. If the target is a being (rather than an object), they suffer 1 damage each round. Once a target is affected, the spiders continue to inflict damage automatically unless they are destroyed, the wearer commands them to return, or the target is doused in liquid. The swarm is otherwise a level 1 creature.

If the swarm is destroyed, the spiders regenerate on the wearer's body at the next sunrise. If the item depletes, the wearer also loses the armoring effect.

Object Depletion: 0–1 (check each new target assigned to the spiders)

Color: Red

STABBING STONE

Level: 6 (+1 die)

Form: Small red stone

This smooth stone clings to its possessor's forehead. Once active, it can transform the possessor's entire face into a massive spike that can suddenly grow up to 12 feet (4 m) long and back again, allowing a rapid stabbing strike on a close target that inflicts 6 points of damage.

Effect Depletion: 0 (check each use)

Object Depletion: 0 (check each use)

Color: Gold

STONE ORACLE

Level: 5

Form: Stylized stone statue of a seated figure about 6 inches (15 cm) high

When asked a yes or no question, the statue answers.

Object Depletion: 0 (check each question)

Color: Indigo

THE WAY

Divinations and Information-
Gathering Magic, page 17

SUMMONER'S BOX

Level: 17

Form: Small cardboard box

The owner of the box can name a thing—an item, a creature, an object of power—of level 10 or below. The box grows to whatever size is appropriate for the thing named, and then opens, revealing the thing inside.

Specific things ("an elderbrin named Tomauris" as opposed to "an elderbrin") can appear in the box only if the thing's secret name is known and used. It's important to note, though, that the box doesn't summon things—it creates them. So if a specific thing is named, it is a duplicate of the original, not the original. The thing is permanent. If it's a being that can take actions, it will do as the box's owner commands, but only until the sun next rises.

Object Depletion: 0–1 (check each use)

Color: Silver

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SUNCATCHER

Level: 4

Form: Short, jewel-tipped rod
This device channels the power of the sun and allows that power to be used for different purposes, depending on what sun it lies under.

Silver: You can create a single permanent mundane object that you can hold in one hand.

Green: You can create enough food to feed three people for one day.

Blue: You gain +1 to all Resist rolls.

Indigo: You can speak telepathically to someone close.

Grey: You can create an illusion of yourself close to you.

Pale: You can summon a level 1 spirit that does as you command.

Red: You can create an energy bomb that explodes when you desire, inflicting 1 point of damage in a small area.

Gold: You add 3 bene to one of your Certes pools.

Invisible: You gain +1 to all Dodge rolls.

Effect Depletion (if applicable): 0–7 (check each hour)

Object Depletion: 0 (check each use)

Color: Varies

THE SUSPENDED CROWN

Level: 4 (+1 die)

Form: Small golden crown that floats a few inches above the owner's head

When activated, the crown absorbs the emotional state of the nearest being (other than the owner) and grants an ability to the owner based on the emotion or the closest equivalent.

Anger: The owner can launch a red bolt of energy at a faraway target that inflicts 4 points of damage.

Sadness: The owner gains +2 to all actions involving hiding.

Happiness/Relaxation: The owner can refresh one of their stat pools.

Worry/Fear: The owner erects a magical shield around themselves that offers +1 Armor.

Love/Confidence: The owner gains an enhancement of +1 die on their next action.

Effect Depletion (if applicable): 0 (check each round)

Object Depletion: 0 (check each use)

Color: Blue

TAMING CHAIN

Level: 8 (+1 die)

Form: Ten-foot (3 m) length of enrured bronze chain with a collar or manacle

Placed on a subdued creature, this chain slowly allows the chain's master to gain control. Each day the chain restrains a creature, that creature's effective level for resisting control lowers by 1. This means that the creature is easier to influence with persuasion or intimidation as well as mind-influencing magic. If the creature's effective level is reduced to 0, the chain's owner can control the mind of the creature without the chain for as long as the effect lasts. To reestablish such control, the creature must be restrained by the chain until the sun next rises.

Effect Depletion: 0–3 (check each hour)

Object Depletion: 0–1 (check each new creature)

Color: Blue

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TENDRIL TEETH

Level: 5 (+1 die)

Form: Pair of human teeth inscribed with runes

If a person replaces two of their normal teeth with these teeth, they can will the teeth to extend pale white tendrils 5 feet (1.5 m) long from their mouth. These tendrils are dangerous to touch, as they disintegrate any organic material they come into contact with other than bone. This means they inflict 4 points of damage to flesh, organic objects, and so on.

Object Depletion: —

Color: Red

TENTACLE RINGS

Level: 5 (+1 die)

Form: Pair of violet ceramic rings

If the wearer wears one of these rings on each hand, the rings can transform the hands into tentacles 10 feet (3 m) long. These tentacles can be used together as a level 5 weapon that inflicts 5 damage, or they can be used to grasp objects or foes. A being grabbed by a tentacle can escape if they are higher level than the rings, but the wearer can increase the effective level by spending Accuracy bene.

Effect Depletion: 0–2 (check at the end of each combat encounter)

Object Depletion: 0 (check each use)

Color: Gold

ARTIFACT

THAT SWORD

Level: 17 (+3 dice)

Form: Beautifully made, double-edged, straight sword
Infamous is too mild a term for this blade, perhaps the most powerful and coveted weapon in the Actuality. Its original name is long lost.

That Sword adds +2 to the attack, or enough that it is possible for the wielder to strike their target if they roll a 9 on the die, whichever is higher. In other words, if the wielder has a venture of +3, but faces a level 9 foe with a defense of 6 (total challenge of 15), the sword adds +3 rather than +2, making it possible for the wielder, on a roll of a 9, to successfully strike. It's this feature alone that bid the poet Hirthas to call it "the blade that finally makes God fear the feeblest child."

Further, That Sword doesn't inflict Injuries. It inflicts Wounds. The amount of damage is based on the level of the foe: foes of level 1 to 7 suffer 1 Wound when struck by That Sword, foes of level 8 to 11 suffer 2 Wounds, and foes of level 12 or higher suffer 3 Wounds with each strike.

That Sword is rumored to be intelligent. One thing is certain—it does not enjoy being wielded by the same person for very long. At some point starting a week or so after acquiring it and no longer than two months after that, the wielder wakes one morning to find That Sword simply gone. No force can prevent this from happening.

Color: Red

TIME'S THIEF

Level: 8 (+2 dice)

Form: Large pistol with a clock on the side

This gun never needs to be loaded, apparently creating its own ammunition. It also makes no noise when fired. There is, in fact, little evidence that it's a real weapon. However, when the user targets someone within long range and pulls the trigger, it is as though the target ages significantly. They suffer 2 Wounds.

Object Depletion: 0–1/0–1

(check each round)

Color: Red

TOOTH OF THE MONARCH

Level: 7

Form: Human tooth

This tooth must permanently replace one of the user's actual teeth to function. Once in place, on command the tooth leaps from their mouth and turns into a being known only as the Toothy Monarch, a leonine creature draped in dozens of cords, each threaded through hundreds of teeth of all kinds. The Monarch is level 6 and begins to attack creatures other than the user indiscriminately, acting of its own volition, but starting with those closest to the user. It remains until the effect depletes, it is slain, or there are no targets within a long distance.

Effect Depletion: 0 (check each round)

Object Depletion: — (although once used, it cannot be used again until after the sun next rises)

Color: Silver

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TRANSLATION DOLL

Level: 5
Form: Small ventriloquist's dummy
Sitting on its owner's shoulder, the doll serves as a vocal translator, translating the owner's words into the language of the nearest being (if it's different from the language the owner is using).
Object Depletion: 0 (check each use, but don't check more than once between sunrises)
Color: Indigo

TRANSPORT RING

Level: 5
Form: Silver ring with a diamond
The wearer can teleport up to 10 miles (16 km) as long as they have physically been to the location before.
Object Depletion: 0
Color: Green

RELIC ULLAGONE CRYSTAL

Level: 5 (+1 die)
Form: Blue crystal shard
Found in caverns deep beneath the Pale, this crystal emits a horrific cry of sorrow anytime the possessor suffers an Injury or Wound. All those close to the possessor are frightened and dismayed, and suffer -1 on their next action.
The crystal stays with the wearer even in death if they become a ghost, changing so that it takes effect if they suffer mental damage.
Object Depletion: 0 (check each use)
Color: Blue

UMBRA

Level: 5
Form: Dark grey ring made of stone
The wearer can become a shadow. As a shadow, they cannot affect or be affected by solid matter or energy, nor can they cast spells or use other magical abilities. However, if exposed to direct bright light, the shadow suffers 1 point of damage per round. The shadow cannot pass through matter, but it can slip through cracks as narrow as the seal around a door.
In even moderately shadowy conditions, the shadow gains +2 to all stealth actions.
Effect Depletion: 0-5 (check each hour)
Object Depletion: 0 (check each use)
Color: Grey

VANISHING CLOAK

Level: 6
Form: Silken black cloak
The wearer can vanish from sight. Either they turn invisible until they take an action or move more than a short distance in a round, or they disappear and reappear up to 1 mile (1.5 km) away in a location they have been to before. The wearer chooses the effect.
Object Depletion: 0 (check each use)
Color: Grey

VIROSE GUN

Level: 5 (+1 die)
Form: Small bronze pistol
This gun produces and fires poison bullets. The gun inflicts only 2 points of damage, but the level 5 poison causes disorientation and hallucinations. Targets suffer a -2 penalty on all actions.
Effect Depletion: 0-1 (check each round)
Object Depletion: 0-2/0-2 (check each use)
Color: Blue

VISITOR'S KNIFE

Level: 4 (+1 die)
Form: Crude stone knife
If the knife stabs a creature possessed by a demon (or another possessing spirit), the wound—or even death—caused by the knife vanishes when the demon leaves the host. However, if the demon possesses a new victim, the new host suffers the wound.
Depletion: —
Color: Pale

WAR SHADE

Level: 8
Form: Amulet of ebony and gold
Grasping this amulet, the wearer can conjure a level 6 spirit of destruction that possesses the wearer's shadow and gives it physical form. The spirit does whatever the wearer commands, and it has +2 to all combat (attack and defense) actions and +2 to damage as well.
With the loss of their shadow, the wearer feels metaphysical trauma and suffers 1 Anguish.
Effect Depletion: 0 (check each round)
Object Depletion: 0-1 (check each use)
Color: Red

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RELIC

WHISPERING BOOK

Level: 6

Form: Thick, leather-bound tome
This book covers useful but standard magical topics. It was once in the possession of a powerful and knowledgeable vislae, whose thoughts were imprinted upon the book. Today, anyone reading it will hear it whispering to them. Most of what the book says is disturbing but incongruous and useless. However, once each night that someone reads it, the book whispers something useful. The reader learns how to cast a random spell of level 4 or below. Knowledge of the spell fades by the time the sun next sets.

Color: Indigo

WINGS OF THE GRAIL MOTH

Level: 5

Form: Black-and-white silk cloak
The cloak transforms into beautiful black-and-white moth wings of enormous size, strong enough to carry the wearer aloft at a speed as fast as they could normally run.

Effect Depletion: 0–2
(check each hour)

Object Depletion: 0–1/0–1
(check each use)

Color: Gold

WOODEN KNIFE

Level: 4 (+1 die)

Form: Knife made of light balsa wood

This knife is a poor weapon.

However, when it is used to make a slicing motion in the direction of a close being, that being's thoughts are cut in half, effectively breaking their concentration so they lose their next action.

Object Depletion: 0
(check each use)

Color: Blue

RELIC

WRAITHSTONE

Level: 6

Form: Pale yellow stone

Found only in deep recesses of the Pale, wraithstone ties a ghost from the owner's past to the owner's dreams, so that the dead person appears from time to time to give advice or, more often, warnings. The owner has no control over when these dreams occur.

Object Depletion: —

Color: Pale

RELIC

YNOST

Level: 4

Form: Multicolored stone
Found only in isolated locales in the Blue, ynost is sometimes called "dreamstone." If the owner sleeps and dreams while physically touching ynost, the next day it will be in the shape of an object from their dream.

Effect Depletion: 0
(check each hour)

Object Depletion: —

Color: Blue

KINDLED

KLEUM MAIL SHIRT

Level: 2

Form: Mail shirt made from kleum links
The wearer gains +1 Armor and 1 vex in Movement.

Color: Invisible

Conventional Price:
125 crystal orbs

Kleum is a particularly tough metal found in Indigo.

KINDLED

FIGHTING BOOTS

Level: 1

Form: Tough, armored boots
The wearer gains 2 bene in Accuracy and 1 vex in Movement. These tough, armored boots have space to store a small weapon, like a knife.

Color: Red

Conventional Price: 1 gem orb and 10 bloodsilver

KINDLED

RITTERSKIN BOOTS

Level: 2

Form: Stiff, scaled boots
The wearer gains 3 bene in Accuracy and 1 vex in Movement.

Color: Red

Conventional Price: 3 gem orbs and 25 bloodsilver

Ritters are nasty, vicious creatures found only in the Green.

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KINDLED
MONTRENESS SHOES

Level: 3
Form: Attractive shoes
The wearer gains 3 bene in Interaction when wearing these shoes, which subtly change to match the other items they're wearing.
Color: Gold
Conventional Price: 12 gem orbs

KINDLED
SILENT BOOTS

Level: 2
Form: Sleek black boots
The wearer gains 3 bene in Movement and 1 vex in Interaction when wearing these quiet but suspicious-looking boots.
Color: Grey
Conventional Price: 4 gem orbs

KINDLED
SLICKSLIPS

Level: 2
Form: Light, form-fitting shoes
The wearer gains 2 bene in Movement when wearing these lightweight shoes.
Color: Green
Conventional Price: 10 gem orbs

Slickslip wearers don't really walk so much as glide.

KINDLED
CODOS FEATHERED HAT

Level: 1
Form: Hat made mostly of long, floppy feathers
The wearer gains 1 bene in Interaction, 1 vex in Accuracy, and 1 vex in Movement.
Color: Blue
Conventional Price: 80 crystal orbs

KINDLED
TENTACLE HAT

Level: 2
Form: Hat covered in long tentacles
The wearer gains 1 bene in Accuracy and 1 bene in Movement when wearing this hat. The tentacles aid in fighting and are long enough to reach the ground to help with movement and balance.
Color: Green
Conventional Price: 8 gem orbs

KINDLED
EYESTALK HAT

Level: 1
Form: Hat covered with eyes on stalks
The wearer gains 2 bene in Perception and 1 vex in Interaction when wearing this odd hat.
Color: Indigo
Conventional Price: 120 crystal orbs

KINDLED
DRAVAN HAT

Level: 2
Form: Dapper hat
The wearer gains 2 bene in Interaction from this hat, as it not only looks sharp but also conveys information on social cues through instinct.
Color: Blue
Conventional Price: 10 gem orbs

KINDLED
WHISPERING HAT

Level: 2
Form: Tall hat with a mouth
The wearer gains 3 bene in Intellect and 1 vex in Interaction when wearing this hat, which whispers information almost continually. Those nearby can hear the whispers but can't understand them.
Color: Indigo
Conventional Price: 3 gem orbs

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KINDLED

MILK SILK GLOVES

Level: 1

Form: Gorgeous soft gloves made from the silk of milk spiders

The wearer gains 2 bene in Interaction and 1 vex in Accuracy.

Color: Blue

Conventional Price:
120 crystal orbs

KINDLED

MURDERER'S GLOVES

Level: 2

Form: Dark black and red gloves
The wearer gains 2 bene in Accuracy and 2 vex in Interaction as well as +1 melee damage. The gloves look and smell of murder.

Color: Red

Conventional Price:
4 gem orbs + 10 bloodsilver

KINDLED

SPIDERWEB GLOVES

Level: 3

Form: Silk gloves with a disturbing pattern
The wearer gains 2 bene in Accuracy, 2 bene in Movement, and 1 vex in Interaction.

Color: Green

Conventional Price: 10 gem orbs

KINDLED

EYE GLOVES

Level: 1

Form: Gloves with an eyeball peeking from the leather
The wearer gains 2 bene in Perception and 1 vex in Interaction.

Color: Indigo

Conventional Price: 1 gem orb

KINDLED

NIMBLE GLOVES

Level: 1

Form: Green gloves made of ylli hide

The wearer gains 1 bene in Movement and 2 vex in Accuracy.

Color: Green

Conventional Price:
55 crystal orbs

KINDLED

MELISONIS COAT

Level: 1

Form: Coat made of woven sound
The coat is transparent, but the beautiful sounds it makes compensate for that.

The wielder gains 1 bene in Interaction and 1 vex in Accuracy.

Color: Blue

Conventional Price:
80 crystal orbs

KINDLED

UNIKSKIN COAT

Level: 2

Form: Cumbersome but protective lizardskin coat
The wearer gains +1 Armor and 2 vex in Movement.

Color: Invisible

Conventional Price:
130 crystal orbs

KINDLED

MAGMA CLOAK

Level: 3

Form: Roiling red cloak
The wearer gains +1 Armor, 2 bene in Accuracy, and 2 vex in Movement. Coated with flowing magma, this cloak is insulated so that the wearer is merely toasty warm.

Color: Invisible

Conventional Price: 8 gem orbs

Ylli are gentle but graceful mountain creatures in Silver.

An unik is an armored reptile in the Green.

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KINDLED
SPLINTERGOLD SHIRT

Level: 2
Form: Shirt of woven, sparkling splinters
The wearer gains 3 bene in Interaction and 1 vex in Movement.
Color: Blue
Conventional Price: 2 gem orbs

KINDLED
IOLETTA GOWN

Level: 1
Form: Gown woven with silver ioletta fibers
The wearer gains 1 bene in Interaction.
Color: Blue
Conventional Price: 2 gem orbs

Ioletta is a rare material found in insect wings.

KINDLED
RESONANCE GOWN

Level: 2
Form: Gown sewn with metal plates that reflect sound and light in interesting ways
The wearer gains 2 bene in Interaction, 1 bene in Perception, and 1 vex in Movement.
Color: Indigo
Conventional Price: 2 gem orbs

KINDLED
ARMORED GOWN

Level: 3
Form: Gorgeous gown with hidden armor plates
The wearer gains 1 bene in Interaction, 1 vex in Movement, and +1 Armor.
Color: Blue
Conventional Price: 4 gem orbs

KINDLED
INDERGLASS DRESS

Level: 2
Form: Dress made of entwined glass plates
The wearer gains 3 bene in Interaction and 1 vex in Movement.
Color: Blue
Conventional Price: 3 gem orbs

KINDLED
BRAWLER'S JACKET

Level: 3
Form: Dark brown jacket
Although this looks like a simple jacket, it has lightweight armor mesh weave hidden within its lining. The wearer gains +1 Armor.
Color: Invisible
Conventional Price: 4 gem orbs

KINDLED
SEENTH JACKET

Level: 1
Form: Beautiful jacket in red, green, or blue
The wearer gains 1 bene in Interaction.
Color: Blue
Conventional Price: 1 gem orb

Seenth is a material woven from the reflections of precious gems in mirrors.

KINDLED
SPIDERSILK SUIT

Level: 2
Form: Flattering but flexible suit
The wearer gains 2 bene in Movement.
Color: Green
Conventional Price: 3 gem orbs

Only the most skilled crafters can make clothing from spidersilk. Some are friends of the spiders—but some are absolutely not.

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KINDLED
SLICKSUIT

Level: 1
Form: Form-fitting bodysuit
The wearer gains 2 bene in
Movement and 1 vex in
Interaction.
Color: Green
Conventional Price:
150 crystal orbs

*In some places, even wearing a slicksuit is a crime, as
it is used mostly by thieves.*

KINDLED
STEALTHSUIT

Level: 1
Form: Dark black bodysuit
The wearer gains 1 bene in
Movement.
Color: Green
Conventional Price: 2 gem orbs

*Stealthsuits are made in soundproof rooms of
absolute darkness.*

KINDLED
**KALEIDOSCOPE
EYEGLASSES**

Level: 2
Form: Multicolored, swirling
eyeglasses
The wearer gains 3 bene in
Interaction and 1 vex in
Perception.
Color: Blue
Conventional Price: 4 gem orbs

KINDLED
VLINIAN CAPE

Level: 1
Form: Outlandishly elaborate
cape
The wearer gains 2 bene in
Interaction and 1 vex in
Movement.
Color: Blue
Conventional Price: 4 gem orbs

*Vlinian was an infamous Satyrine
aristocrat known for his capes.*

KINDLED
FIGHTING CAPE

Level: 2
Form: Cape with woven
armoring plates
This tough cape helps deflect
attacks while fighting. The
wearer gains +1 Armor and
2 vex in Movement.
Color: Invisible
Conventional Price:
150 crystal orbs

KINDLED
BATTLE SCARF

Level: 2
Form: Long scarf with sharp
metal plates hidden within it
This long, stretching scarf
lashes out in combat. The
wearer gains +1 damage, 1
bene in Accuracy, and 1 vex
in Interaction.
Color: Red
Conventional Price: 3 gem orbs

KINDLED
**TENTACLE
UMBRELLA**

Level: 3
Form: Black umbrella with
tentacles drooping from
the edges
The tentacles of the umbrella
reach out to hold targets
that the owner attempts to
strike, or move to otherwise
guide the owner's aim, so
the owner gains 3 bene in
Accuracy.
Color: Green
Conventional Price: 10 gem orbs

KINDLED
TRASNIAN RING

Level: 1
Form: Ring set with a
trasnian emerald
All trasnian emeralds cause
people to be subconsciously
pleased. The wearer gains
1 bene in Interaction. Two
or more trasnian emeralds
close to each other cancel
each other out.
Color: Blue
Conventional Price: 5 gem orbs

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KINDLED

TRASNIAN NECKLACE

Level: 1

Form: Necklace set with a trasnian emerald

All trasnian emeralds cause people to be subconsciously pleased. The wearer gains 1 bene in Interaction. Two or more trasnian emeralds close to each other cancel each other out.

Color: Blue

Conventional Price: 5 gem orbs

KINDLED

TRASNIAN EARRING

Level: 1

Form: Earring set with a trasnian emerald

All trasnian emeralds cause people to be subconsciously pleased. The wearer gains 1 bene in Interaction. Two or more trasnian emeralds close to each other cancel each other out.

Color: Blue

Conventional Price: 5 gem orbs

KINDLED

TRASNIAN CUFFLINK

Level: 1

Form: Cufflink set with a trasnian emerald

All trasnian emeralds cause people to be subconsciously pleased. The wearer gains 1 bene in Interaction. Two or more trasnian emeralds close to each other cancel each other out.

Color: Blue

Conventional Price: 5 gem orbs

KINDLED

TRASNIAN TIEPIN

Level: 1

Form: Necklace set with a trasnian emerald

All trasnian emeralds cause people to be subconsciously pleased. The wearer gains 1 bene in Interaction. Two or more trasnian emeralds close to each other cancel each other out.

Color: Blue

Conventional Price: 5 gem orbs

KINDLED

GLASS SORTIR

Level: 1

Form: Curved glass wand with a leather handle

The wielder gains 1 bene in Sorcery and 1 vex in Physicality.

Color: Gold

Price: 1 magecoin

KINDLED

BRONZE SORTIR

Level: 1

Form: Curved bronze wand with a leather handle

The wielder gains 1 bene in Sorcery.

Color: Gold

Price: 2 magecoins

KINDLED

GOLD SORTIR

Level: 2

Form: Curved gold wand with a leather handle

The wielder gains 3 bene in Sorcery and 2 vex in Physicality.

Color: Gold

Price: 2 magecoins

KINDLED

BLADED SORTIR

Level: 3

Form: Curved, bladed steel wand with a leather handle

This sortir can be used as a melee weapon that inflicts 2 points of damage. The wielder gains 2 bene in Sorcery and 1 bene in Accuracy.

Color: Gold

Price: 3 magecoins

Wands long fell out of favor in Satyrine, but sortir are all the rage.

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KINDLED

EBONY SORTIR

Level: 3
Form: Curved ebony wand with a leather handle
The wielder gains 4 bene in Sorcery and 1 vex in Physicality.
Color: Gold
Price: 4 magecoins

KINDLED

DIAMOND SORTIR

Level: 4
Form: Curved diamond wand with a leather handle
The wielder gains 4 bene in Sorcery.
Color: Gold
Price: 6 magecoins

KINDLED

TREFOIL

Level: 4
Form: Three-part amulet
The wearer gains 1 enhancement in Sortilege.
Color: Gold
Price: 5 magecoins

A trefoil is almost as valuable for the prestige it brings as for the power it contains.

KINDLED

RETICULATED SWORD

Level: 4
Form: Sword with a series of shifting and sliding blades
The wielder gains 1 bene in Accuracy and 1 vex in Movement.
Color: Red
Conventional Price: 150 crystal orbs

"Surely no sane person would try to wield such a thing."

KINDLED

POISON PISTOL

Level: 4
Form: Pistol made from solidified poison
This pistol inflicts 4 points of damage at long range.
The wielder gains 1 bene in Accuracy and 1 vex in Physicality.
Color: Red
Conventional Price: 180 crystal orbs

KINDLED

DAETHA SWORD

Level: 3
Form: Huge sword that reeks of death
This incredibly huge but lightweight sword inflicts 6 points of damage. The wielder gains 1 bene in Accuracy and 1 vex in Interaction.
Color: Red
Conventional Price: 160 crystal orbs

KINDLED

MONTRENESS SHOES

Level: 3
Form: Attractive shoes
The wearer gains 3 bene in Interaction when wearing these shoes, which subtly change to match the other items they're wearing.
Color: Gold
Conventional Price: 12 gem orbs

KINDLED

SLICKSLIPS

Level: 2
Form: Light, form-fitting shoes
The wearer gains 2 bene in Movement when wearing these lightweight shoes.
Color: Green
Conventional Price: 10 gem orbs

Slickslip wearers don't really walk so much as glide.

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KINDLED

DRAVAN HAT

Level: 2

Form: Dapper hat

The wearer gains 2 bene in Interaction from this hat, as it not only looks sharp but also conveys information on social cues through instinct.

Color: Blue

Conventional Price: 10 gem orbs

KINDLED

BRAWLER'S JACKET

Level: 3

Form: Dark brown jacket

Although this looks like a simple jacket, it has lightweight armor mesh weave hidden within its lining. The wearer gains +1 Armor.

Color: Invisible

Conventional Price: 4 gem orbs

KINDLED

SEENTH JACKET

Level: 1

Form: Beautiful jacket in red, green, or blue

The wearer gains 1 bene in Interaction.

Color: Blue

Conventional Price: 1 gem orb

Seenth is a material woven from the reflections of precious gems in mirrors.

KINDLED

SPIDERSILK SUIT

Level: 2

Form: Flattering but flexible suit
The wearer gains 2 bene in Movement.

Color: Green

Conventional Price: 3 gem orbs

Only the most skilled crafters can make clothing from spidersilk. Some are friends of the spiders—but some are absolutely not.

KINDLED

STEALTHSUIT

Level: 1

Form: Dark black bodysuit

The wearer gains 1 bene in Movement.

Color: Green

Conventional Price: 2 gem orbs

Stealthsuits are made in soundproof rooms of absolute darkness.

KINDLED

FIGHTING CAPE

Level: 2

Form: Cape with woven armoring plates

This tough cape helps deflect attacks while fighting. The wearer gains +1 Armor and 2 vex in Movement.

Color: Invisible

Conventional Price:
150 crystal orbs

KINDLED

GLASS SORTIR

Level: 1

Form: Curved glass wand with a leather handle

The wielder gains 1 bene in Sorcery and 1 vex in Physicality.

Color: Gold

Price: 1 magecoin

KINDLED

BRONZE SORTIR

Level: 1

Form: Curved bronze wand with a leather handle

The wielder gains 1 bene in Sorcery.

Color: Gold

Price: 2 magecoins

Wands long fell out of favor in Satyrine, but sortir are all the rage.

**OBJECTS
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KINDLED
GOLD SORTIR

Level: 2
Form: Curved gold wand with a leather handle
The wielder gains 3 bene in Sorcery and 2 vex in Physicality.
Color: Gold
Price: 2 magecoins

KINDLED
BLADED SORTIR

Level: 3
Form: Curved, bladed steel wand with a leather handle
This sortir can be used as a melee weapon that inflicts 2 points of damage. The wielder gains 2 bene in Sorcery and 1 bene in Accuracy.
Color: Gold
Price: 3 magecoins

KINDLED
EBONY SORTIR

Level: 3
Form: Curved ebony wand with a leather handle
The wielder gains 4 bene in Sorcery and 1 vex in Physicality.
Color: Gold
Price: 4 magecoins

KINDLED
DIAMOND SORTIR

Level: 4
Form: Curved diamond wand with a leather handle
The wielder gains 4 bene in Sorcery.
Color: Gold
Price: 6 magecoins

KINDLED
TREFOIL

Level: 4
Form: Three-part amulet
The wearer gains 1 enhancement in Sortilege.
Color: Gold
Price: 5 magecoins

A trefoil is almost as valuable for the prestige it brings as for the power it contains.

AETHYR LINK

Level: 1
Form: Small bundle of copper wires and crystals worn as an amulet
This, one of the most common objects of power, allows the wearer to access the Noösphere for simple information, like the current time, the weather forecast, and the daily news. The wearer can also leave brief messages for others who have access to the Noösphere (such as someone else with an Aethyr Link), but a message takes at least 24 hours to be discovered.

Object Depletion: —
Color: Indigo

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Object Depletion: —
Color: Indigo

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KINDLED
IOLETTA GOWN

Level: 1
Form: Gown woven with silver ioletta fibers
The wearer gains 1 bene in Interaction.
Color: Blue
Conventional Price: 2 gem orbs

Ioletta is a rare material found in insect wings.

**OBJECTS
OF POWER**



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KINDLED

KLEUM MAIL SHIRT

Level: 2

Form: Mail shirt made from kleum links

The wearer gains +1 Armor and 1 vex in Movement.

Color: Invisible

Conventional Price:
125 crystal orbs

Kleum is a particularly tough metal found in Indigo.

KINDLED

KINDLED

KINDLED