

GAMBLING POUCH [TRN DIS] ARTIFACT T0 value ♦ <p>A battered leather bag with several pockets.</p> <p>When you reach inside, it generates one of the following:</p> <ul style="list-style-type: none"> •A handful of marbles, dice, or jacks •A stack of round wooden coins •A deck of shuffled playing cards •A pen and pad of paper •A tiny sculpture of a person <p>The bag can be fed with dirt, sand, or gravel as raw material.</p>	Transmuter Clay [TRN] ARTIFACT T0 value ♦ <p>A small lump of clay, capable of reading its holder's intentions.</p> <p>The clay can be quickly modeled into any shape the holder imagines.</p> <p>It can then be Hardened, transforming into a substance similar to Tin, Wood, Wool, or Ceramic.</p> <p>It ceases to be magical after hardening.</p>	GRIFTER'S CHALK [SCR] ARTIFACT T0 value ♦ <p>A stick of magic white chalk.</p> <p>When applied, the user can see the chalk marks up to 20m away (including through solid objects).</p> <p>The marks appear as normal chalk to anyone else.</p>	STICKING SPIKE [TRN] ARTIFACT T0 value ♦♦ <p>A 6" iron spike.</p> <p>It can be attached to any surface, where it can't be removed with less than 300lb of force [T2 ♣Athletics]</p> <p>◆ Affix to a solid surface</p>
SCRUB SOAP [TRN ENC] ARTIFACT T0 value ♦ <p>A bar of lightly enchanted soap that smells faintly of honey.</p> <p>It cleans thoroughly, without needing water and leaving no residue.</p> <p>It applies a T0 Disenchant when it cleans, removing minor enchantments.</p>	HELPFUL PEN [ANI] ARTIFACT T0 value ♦ <p>A helpful steel pen which springs to life on command.</p> <p>It can take dictation, write letters, and if asked can demonstrate modest artistic skill.</p>	HELPFUL ROPE [ANI] ARTIFACT T0 value ♦ <p>A seemingly ordinary 5m coil of rope that springs to life when given instructions.</p> <p>It can be told to wrap, bind, tie, untie, climb, etc.</p> <p>It can only remain animated for up to one minute at a time, and has trouble with complex or layered instructions.</p>	INSTANT FLINT [FIR] ARTIFACT T0 value ♦♦ <p>A small, enchanted piece of flint that sends sparks with remarkable ease and accuracy.</p> <p>◇ Ignite a flammable material up to 3m away</p>
SIGNAL WHISTLE [ILL] ARTIFACT T1 value ♦♦ <p>A white ceramic whistle</p> <p>When blown, it can only be heard by targets of your choice.</p> <p>Audible up to 100m away while outdoors.</p>	BOUND MIRRORS [ILL] ARTIFACT T1 value ♦♦♦ <p>A paired set of silver hand mirrors.</p> <p>Each mirror shows the reflection from the other mirror.</p> <p>The reflection becomes cloudy if the mirrors are more than 2 miles apart.</p>	FIRST AID KIT [TRN DIS BEN] ARTIFACT T1 value ♦♦ <p>A small, lightweight pouch that is always filled with basic medical supplies.</p> <p>Includes bandages, tape, splints, disinfectant, needle and thread, antihistamines, eyedrops, and a small vial of laquer.</p> <p>The bag is enchanted keep the supplies dry and sterile. It restocks its contents if filled with any plantlife and closed.</p>	SPELL GEM [ENC] ARTIFACT T1+ value ♦♦+ <p>A 1-3" carefully cut gemstone designed to store magic.</p> <p>Anyone can cast a spell into the gemstone. Later, anyone may hold the gem and release the spell. After the spell is released, the gem is empty and can be filled again.</p> <p>○ [T1] Stores a T1 or lower spell ○ [T2] Stores a T2 or lower spell ○ [T3] Stores a T3 or lower spell</p>
MASS Canteen [DIS WAT] ARTIFACT T1+ value ♦♦+ <p>A canteen which holds a great deal of liquid, but only weighs up to 5lb.</p> <p>○ [T1] Holds up to 20 liters (equivalent to a large sink) ○ [T2] Holds up to 200 liters (equivalent to a bathtub) ○ [T3] Holds up to 2k liters (equivalent to a small pool)</p>	UTILITY SHOVEL [ERT DIS] GADG/ARTI T1+ value ♦♦+ <p>A unique shovel, inlaid with glyphs and hinges. It may have any of the following properties:</p> <p>○ Melee Weapon: [♣x • ✕3(♣) • ♣1-1 • Shield(1)]</p> <p>○ Can be folded compactly</p> <p>○ "Absorbs" up to 4m³ of dirt while digging</p> <p>○ [T2] ♦♦ Rapidly dig a 1m³ Hole</p> <p>○ [T2] ◇ Drop a neat 1m³ cube of stored dirt in front of you</p>	Dramatic ROPE [ANI] ARTIFACT T1+ value ♦♦+ <p>An ordinary-looking coil of rope.</p> <p>STUNT: When falling 5m or more, the rope will automatically attempt to lash itself to something up to 6m away.</p> <p>○ [T2] ♦♦♦ Re-coil the rope, Recharge Stunt</p> <p>○ [T3] ◇ Command the rope to Re-Coil itself, or tell it to affix itself to a surface of your choice</p>	Mana Gem [ENC] ARTIFACT T1+ value ♦♦+ <p>A 1-3" carefully cut gemstone, inlaid in woven silver wire. It can store Mana for later use.</p> <p>◆ Store or Retrieve Mana</p> <p>○ [T1] Stores up to 2 Mana from one school ○ [T2] Stores up to 3 Mana. Converts mana from one type to another. ○ [T3] Stores up to 4 Mana</p>

HASHBAG™ [DIS ENC] ARTIFACT T1+ value ♦♦♦+ A small pack that can hold robust contents by shrinking down objects placed inside or growing the interior. Comes with many possible features and settings. Generally unsafe for living beings to inhabit for more than a few minutes. An extremely popular Enterprise product.	HASHBAG™ ☐ Small: Holds a 1m ³ chest ☐ Classic: Holds a 1x2x3m ³ closet ☐ Deluxe: Holds a 3x5x3m ³ walk-in closet with foldable door. ☐ Lite: Weighs nearly nothing ☐ Stasis: Slows time inside to 1/10 ☐ Portal: Rentable external storage with portal access ☐ Intuit: Summons the object the user is thinking of to the front ☐ Secure: Set a Memory. Only opens if you have that memory.	commstone™ [SCR ILL] ARTIFACT T1+ value ♦♦♦+ A handheld stone which allows the user to communicate with others who also have a CommStone. The recipient hears audio in their head, but may choose to have the sound play aloud To call another CommStone, you must first "Sync" them together (holding in contact for 1 second) Works up to 500m away, unless in a Pivotal City.	commstone™ ☐ CityStone: In Cities, you can contact anyone in the same city if you know their name. ☐ AethrStone: In Cities, you can access public records, libraries, radio, media, and other features. ☐ MindStone: Call without speaking aloud. Sometimes considered a security risk. ☐ CartaStone: Syncs your location with public maps ☐ VibrantEye Visual Display ☐ TactEye +Tactile Display ☐ ScentEye +Smell/Taste Display ☐ ArcaneEye +Magic Display
RAMSHACKLE BOMBS GADGET T1+ value ♦♦+ Tier: 0000 0000 A batch of questionable bombs, sold in batches of 3d6+3. Bombs detonate in a number of rounds based on the Fuse Length (minimum 1). After that many rounds, they draw an Initiative Card, and detonate on that count. Bombs deal [1d6/Tier Crush/Fire] damage in a 3m Sphere. Quantity: _____	RAMSHACKLE BOMBS ♦ Light Fuses of 1-3 Bombs ♦ Drop any number of Bombs ♦ Toss or roll 1-3 Bombs up to [2+Aim] meters away ♦ Throw a Bomb as a Ranged Attack: [♠♠ • ✖2(1) • ♠0-3] . On hit, bomb lands 1m away. If, while carrying bombs, you take 3 or more Fire Damage, 1d6 Bombs on your person detonate next round.	WIRESHOT GADGET T1+ value ♦♦♦+ A complex wrist-mounted device that launches a metal spike at the end of a sturdy cable, then retracts the cable at high speeds. ☐ T1: WireShot has Backfire(3) and a Max Range of 5m. It can't latch to Stone or Metal surfaces. ☐ T2: WireShot has Backfire(1) and a Max Range of 10m. ☐ T3: ♦ Hook a surface above you, swing to a place within 5m of that point [T2 ♠Aim/Ingenuity]	WIRESHOT When hooking a target: • If the target is Larger, you immediately fly to it • If the target is smaller, it immediately flies to you • If you are of equal size, the character with more ♠Body is considered larger ♦ Hook a target as a Ranged Attack: [♠♠ • ✖2(1) • ♠1-4] ♦ Hook a large, solid surface up to 5m away [T1 ♠♠ Aim/Ingenuity] ☐ Hook a wall when falling [T2 ♠Aim/Ingenuity]
CALTROPS GADGET T0 value ♦ A small pouch full of metal spiked barbs. Creates a Tier 0 Hazardous Terrain which interrupts movement (T2 ♠Ath/♠End Save) ♦ Scatter a 2m area of caltrops, up to 2 meters away ♦ Scatter a 3m area of caltrops, up to [2+Aim] meters away	CLIMBING CLAWS GADGET T0 value ♦♦ A set of hooks and spikes that can be strapped to the hands and feet. Allows easy climbing of many surfaces when worn. Has little effect on sheer stone or metal.	SMOKE BOMB GADGET T0 value ♦ A set of small pellets that create a thick, opaque smoke when thrown. Grants Cover. ♦ Create a 2m cloud of smoke within 4m of yourself ♦ Create a 4m cloud of smoke within 4m of yourself	GRAPPLING HOOK GADGET T0 value ♦ A hook at the end of 15m of strong rope. Roll ♠Aim to throw. Latches onto a ledge or overhang a number of meters away equal to your roll.
VIOLENT canteen GADGET T1 value ♦♦ A canteen which stores up to 10 Liters of liquid under high pressure. A nozzle can be set to dispense liquid or to spray it violently. ♦ Spray 2 Liters of liquid in a 2x5m Burst ♦ Spray 1 Liter of liquid in a high pressure stream as a Ranged Attack: [x♠ • ✖2(1) • ♠0-3]	ALL-TOOL [TRN] GADGET T1 value ♦♦ A handheld tool with dozens of folding sections, moving parts, and hidden compartments. ♦ Transform into any basic handheld tool It can be used as a Melee Weapon [♠♠ • ✖2(Ingenuity) • ♠0-1 • Pierce(2)]	TINKER'S crowbar [TRN] GADGET T1 value ♦♦ A crowbar especially well suited for opening and disassembling things. Stunt: Attempt to force open a door or lock using ♠Ingenuity or ♠Security. If successful, the door will react as though it was unlocked with a key. Stunt: Pry loose one specific part of a Medium or larger device (♠Ingenuity). If successful, the rest of the device is undamaged.	Instant cart [TRN DIS] GADGET T1 value ♦♦ A small package that, when unfolded, turns into a wheeled cart capable of carrying two Medium Creatures or 500lb of weight. If undamaged, it can later be re-folded back into a small package.

<p>DELIGHT</p> <p>[BEN] POTION T0 value ♦</p> <p>A set of small, colorful, chewable candies. Sold in batches of 2+2d6. Popping them may cause you to appear unprofessional.</p> <p>When chewed, you gain Fortune (re-roll a 1) on a ♥♦ Check in the next 5 Minutes.</p> <p>Gives Disadvantage on Presence.</p> <p>♦ Chew</p> <p>Quantity: _____</p>	<p>MAGIC DYE</p> <p>[TRN ILL] POTION T0 value ♦</p> <p>A bottle of glittery pink gel.</p> <p>Can be applied to temporarily or permanently:</p> <ul style="list-style-type: none"> •Dye hair, fur, fabric, or nails •Stain wood or metal •Apply tatoos or stamp surfaces <p>♦ Temporary Dye ✱ Permanent Dye</p> <p>Arcane/Illusion 2: Can disguise one spell as another spell, or one school of magic as another</p>	<p>GLOWSIGHT</p> <p>[CHN SCR] POTION T1 value ♦</p> <p>A flask of transparent pale yellow liquid.</p> <p>For four hours you percieve a bright spotlight in the direction you look, allowing you to see up to 12m away in darkness.</p> <p>♦ Drink</p>	<p>GYROSoul</p> <p>[CHN DIS] POTION T1 value ♦♦</p> <p>A bottle of intense-looking cyan liquid.</p> <p>For one hour, you become nearly impossible to push over.</p> <ul style="list-style-type: none"> •You Get Up for free •You are not Knocked Down when Pushed •You have Advantage to resist being Knocked Down • You can not volunterarily bend over or lie down <p>♦ Drink</p>
<p>Intervention</p> <p>[BEN SPR] POTION T2 value ♦♦♦</p> <p>A small bottle of flourescent red liquid.</p> <p>On drinking, you recover 2 Vitasl, 1 Strain, and restore all Health.</p> <p>If you drink more than one dose in week, take two ♦Strain and roll 1d6. On a 1-2, you develop an addiction to the substance.</p> <p>Highly regulated in most places.</p> <p>♦ Drink</p>	<p>HYDROPHOBIA</p> <p>[WAT DIS] POTION T2 value ♦♦</p> <p>A bottle of blue pastel liquid.</p> <p>For 4 hours, all liquids are repelled away from your skin.</p> <p>You are unaffected by liquids, including heavy tides or acids.</p> <p>You can not drink or sweat while under the effects of this potion.</p> <p>♦ Drink</p>	<p>RELATIVISM</p> <p>[CHN DIS] POTION T2 value ♦♦♦</p> <p>A pungent, opaque blue liquid that floats to the top of its bottle.</p> <p>For 4 hours, whenever your feet make contact with a surface, that surface becomes "Down" to you.</p> <p>You fall towards that surface, and all objects on your person follow suit.</p> <p>May cause severe nausea for the first 10 minutes. [♦♥Endure T1]</p> <p>♦ Drink.</p>	<p>Dreamwalk</p> <p>[SPR] POTION T2 value ♦♦♦</p> <p>A bottle of milky amber liquid.</p> <p>After drinking, you enter a deep sleep for up to 4 hours, in which your spirit can leave your body and walk around the world.</p> <p>As a spirit, you are invisible except to Scry senses. You can travel through most solid objects, and can't be hurt by physical damage.</p> <p>You can percieve and enter into the dreams of others in this state.</p> <p>♦ Drink.</p>
<p>TRANSCEND</p> <p>[ENC] POTION T3 value ♦♦♦♦</p> <p>A tiny vial of glittering clear liquid.</p> <p>On drinking, you begin to emit a visible glow. For one hour, when you use magic, draw a card.</p> <p>If you go more than 5 minutes without using magic, you unconsciously cast a spell.</p> <p>After the effects wear off, roll 1d6. On a 1, you develop an addiction.</p> <p>Highly illegal in most places.</p> <p>♦ Drink.</p>	<p>TRANSCEND</p> <p>♦Clubs: Take 1d6+Tier Mental + Buffeting damage</p> <p>♦Spade: If your spell deals damage, it becomes Keen. You can re-roll any Damage Dice once.</p> <p>♥Heart: Gain 2 Mana</p> <p>♦Diamond: Roll your spell with Advantage and +2</p> <p>Face (JQKA): Your spell counts as 1 Tier stronger</p> <p>Joker: Take 1d6 Damage. Gain that much Mana. Your spell does not take up an Action.</p>	<p>Vibrance</p> <p>[SCR ILL] POTION T3 value ♦♦♦♦</p> <p>A bottle of faintly glowing pearlescent liquid.</p> <p>For 1 hour, you can see all magic. You can immediately discern the schools and power of any magic in a 6m radius around you, including through walls. You can detect Elementals, Spirits, and Animates clearly.</p> <p>Every 10 minutes near magic, roll [♦Arcane/Will T2] or take 1 Strain</p> <p>♦ Drink.</p>	<p>BLACKMIND</p> <p>[VOI] POTION T3 value ♦♦♦♦♦</p> <p>A bottle inky black liquid.</p> <p>For 6 Hours, your mind and emotions can't be altered by magic.</p> <p>Anyone reading your mind takes 3d6 Mental Damage.</p> <p>Your demeanor becomes unsettling but inscrutable. Empathy checks against you fail, and you are made aware of any T3 or lower Manipulate checks.</p> <p>♦ Drink. Take 2d6 Mental damage.</p>
<p>ACID</p> <p>[TRN] CHEMICAL T1+ value ♦+ Tier: 0000 0000</p> <p>A powerful solvent colloquially called "Acid". Lightly magical.</p> <p>Deals [1+1d6/Tier Acid] damage, or twice as much against anything fully submerged.</p> <p>♦ Splash 1 Liter in a 2x2m Burst</p> <p>Quantity: _____</p>	<p>OIL</p> <p>CHEMICAL T0 value ♦</p> <p>A flammable and slippery liquid.</p> <p>♦ Spill 1 Liter to create 1m Difficult Terrain.</p> <p>Quantity: _____</p>	<p>EXTINGUISH FOAM</p> <p>CHEMICAL T1 value ♦♦</p> <p>An expanding semi-liquid foam capable of rapidly quenching flames.</p> <p>♦ Spray 1 Liter in a 2x2m Burst to douse flames, and make the affected area non-flammable for a few minutes.</p> <p>Quantity: _____</p>	<p>THERMAL GEL</p> <p>CHEMICAL T2 value ♦♦</p> <p>A thick viscous gel that protects from extreme heat and cold. Evaporates after 10 minutes.</p> <p>If applied to the whole body, reduce all Fire/Ice damage taken by 3. All ground is Difficult Terrain</p> <p>If applied to a single body part, resist up to 6 Fire/Ice damage each round on that limb (such as for reaching into a furnace, walking on coals, etc.)</p> <p>Quantity: _____</p>

<p>Anaesthetic</p> <p>Medicine T1+ value ♦♦+ Tier: 0000 0000</p> <p>A numbing and sedating agent for treating pain.</p> <p>For one hour:</p> <ul style="list-style-type: none"> • Recover [Tier] Health per round • +[Tier] to Endure rolls to recover from Injury or Strain • If [Tier] is greater than ♠ or ♦, gain Disadvantage on all ♠ or ♦ Checks. 	<p>Antiseptic</p> <p>Medicine T1+ value ♦+ Tier: 0000 0000</p> <p>A sterile substance that fights fungal or microbial growth.</p> <p>For one hour:</p> <ul style="list-style-type: none"> • On any Medicine rolls to help you, the medic may re-roll results of [Tier] or less on either die. 	<p>Antitoxin</p> <p>Medicine T1+ value ♦+ Tier: 0000 0000</p> <p>A general purpose cocktail designed to block or fight most common poisons and toxins</p> <p>For one hour:</p> <ul style="list-style-type: none"> • Gain Advantage and +[Tier] to any Saves against Poisons. 	<p>Laudanum</p> <p>Medicine T1+ value ♦♦+ Tier: 0000 0000</p> <p>A grim concoction of alcohol, painkillers, and narcotics, Favored by the Wierd.</p> <p>For one hour:</p> <ul style="list-style-type: none"> • Reduce Mental Damage taken by [Tier] • Ignore ♥♦Strain penalties up to [Tier] <p>After the effects wear off, roll 2d6. If both results are below [Tier], you develop an Addiction.</p>
<p>Poultice</p> <p>Medicine T1+ value ♦+ Tier: 0000 0000</p> <p>A warmed mass of medicine wrapped in fabric to treat aching and inflammation.</p> <p>For one hour:</p> <ul style="list-style-type: none"> • Ignore ♠♦Strain penalties up to [Tier] 	<p>Stimulant</p> <p>Medicine T1+ value ♦♦+ Tier: 0000 0000</p> <p>A medicine designed to excite and energise physical and mental activity.</p> <p>For [Tier] hours:</p> <ul style="list-style-type: none"> • Ignore the first [Tier] Strain you would take <p>After the effect wears off, take [Tier-1] Strain</p>	<p>Steroid</p> <p>Medicine T2+ value ♦♦♦+ Tier: 0000 0000</p> <p>A series of drugs designed to temporarily enhance muscle activity.</p> <p>For [Tier] hours:</p> <ul style="list-style-type: none"> • Grant Fortune on ♠ Rolls • Increase ♠ by [Tier] (to a max of Skill Cap+1) • Disadvantage on Charm, Empathy, and Will rolls. <p>After the effect wears off, take [Tier-1] Strain</p>	
<p>Tranquilizer</p> <p>Poison T1+ value ♦♦♦♦+ Tier: 0000 0000</p> <p>Inflicts Stun (lose Action & Reaction each turn). After failing 3 Saves in a row, target falls asleep..</p> <p>Save vs Tier. Save again each round (Tier-1 after every roll)</p> <p><i>Characters afflicted with Poison roll ♠♥Endure against the Tier of poison. Large (s4) or larger characters reduce Tier by 1.</i></p>	<p>Paralytic</p> <p>Poison T1+ value ♦♦♦+ Tier: 0000 0000</p> <p>Inflicts Paralyzed (Incapacitated) for one round</p> <p>Save vs Tier.</p> <p><i>Characters afflicted with Poison roll ♠♥Endure against the Tier of poison. Large (s4) or larger characters reduce Tier by 1.</i></p>	<p>Toxin</p> <p>Poison T1+ value ♦♦+ Tier: 0000 0000</p> <p>Causes 1+1d6 damage per Tier.</p> <p>Save reduces damage by 3/Tier.</p> <p><i>Characters afflicted with Poison roll ♠♥Endure against the Tier of poison. Large (s4) or larger characters reduce Tier by 1.</i></p>	<p>Hypnotic</p> <p>Poison T1+ value ♦♦♦+ Tier: 0000 0000</p> <p>Gives Disadvantage on Perception, Empathy, Presence, Will, and Manipulation rolls.</p> <p>Lasts 15 Minutes.</p> <p>Save vs Tier. Save again every 15 minutes.</p> <p><i>Characters afflicted with Poison roll ♠♥Endure against the Tier of poison. Large (s4) or larger characters reduce Tier by 1.</i></p>
<p>Narcoleptic</p> <p>Poison T1+ value ♦♦+ Tier: 0000 0000</p> <p>If on alert, target is Slowed (Lose Reaction and one Minor each round). Save each round vs Tier.</p> <p>If not under threat, target falls asleep for 30 Minutes per Tier.</p> <p>Save every 15 minutes.</p> <p><i>Characters afflicted with Poison roll ♠♥Endure against the Tier of poison. Large (s4) or larger characters reduce Tier by 1.</i></p>	<p>Psychotic</p> <p>Poison T1+ value ♦♦+ Tier: 0000 0000</p> <p>Gives Disadvantage on Will and Perception checks.</p> <p>Target takes +[Tier] extra damage when taking Mental Damage.</p> <p>Save each round under duress,, or every 15 minutes of peace.</p> <p><i>Characters afflicted with Poison roll ♠♥Endure against the Tier of poison. Large (s4) or larger characters reduce Tier by 1.</i></p>		