

# REWARDS

**V**irtue is its own reward ... but wouldn't a magic sword also be kind of nice? As heroes adventure, they find and craft treasures even as they are awarded titles, earn renown, attract followers, and amass wealth. This chapter presents all the various rewards a hero can earn during their career! As you read over the rewards within, make note of the treasures and titles your hero would like to earn. Then you can start pursuing them during your adventures.

## TREASURES

You've helped save the world! Or at least a corner of that world important to you. Now you deserve the treasures that can help you do so even more efficiently next time. So claim your magic sword, psionic shield, and Catapult Dust, and ride to your next adventure!

Treasures are the supernatural items that heroes find on their adventures, or that they craft themselves to help with their heroics. You might claim a magic whip from a bandit captain or create a psionic necklace that will help you take down a dread cult.

Treasures come in all shapes and sizes, and are broken down into four types.

**Consumables** are the most numerous treasures. These include potions, dusts, and other items that are consumed by you when you activate them. Most consumables can be used only once!

**Trinkets** are treasures with supernatural properties that never fade. These include magic bags, boots, cloaks, gloves, jewelry, and other oddities.

**Leveled treasures** are treasures that become even more powerful in the hands of a higher-level hero. They connect with their user, building a bond that fuels the item's supernatural power. Armor, implements, and weapons are the most common types of leveled treasure.

**Artifacts** are treasures of legendary power that can change or shape an adventure—or even an entire campaign. Each of these game-breaking items is unique, highly coveted, and well guarded.

### Found, Earned, or Crafted

The rules of the game account for worlds where the average person—sometimes even the average noble—doesn't have regular access to treasures. There might be an apothecary in the capital city of a region, but they're selling herbal remedies, not supernatural potions. In Vasloria, a town blacksmith isn't selling magic maces, and the local tailor doesn't make psionic capes. There simply aren't enough treasures readily available to create a good trade economy. Word sometimes gets around of mysterious clubs where heroes and treasure seekers can meet up to swap items, but the constant threat of thieves makes such markets difficult to find.

Most treasures are found as part of adventures. Many people concoct dastardly schemes, but only those with the will and power to enact that vision become villains—and acquiring treasures of great power is often part of a villain's plans. As such, the heroes who vanquish

those evildoers often get to claim those treasures for themselves. At other times, generous and well-off individuals such as monarchs and powerful mages can reward treasures as thanks for heroic deeds.

Heroes can also craft their own treasures, forging the tools they need to get the job done using the rules in [Chapter 12: Downtime Projects](#). Items that can be crafted have their item prerequisite, project source, project roll characteristic, and project goal (the number of project points needed to complete the project) noted in their descriptions.

### What Does This Treasure Do?

When a hero finds a treasure, they learn its properties if they examine it for 5 uninterrupted minutes, unless the item's description says otherwise.

#### Treasure Item Prerequisite

Each treasure has an item prerequisite necessary for crafting it. The exact nature of many of the materials used as an item's prerequisite is left nebulous so that the Director can more easily work those materials into a campaign. What's a mindspider, and how rare is their silk? That's for the Director to decide, whether they want to drop prerequisite items into their planned adventures or craft an entire side quest around finding them.

### Wearing Treasures

Many treasures, such as cloaks, jewelry, hats, and boots, must be worn. Unless the Director deems otherwise, these items supernaturally resize themselves to fit the creature using them.

Wearable treasures have keywords that indicate which part of the body they are meant to adorn—Arms, Feet, Hands, Head, Neck, or Waist. The Ring keyword marks treasures typically worn on the finger. You can wear any number of treasures that have the same body keyword as long as the Director deems it reasonable. For example, it might be fine for a four-armed time raider to wear two pairs of bracers, but the Director might decide that the same hero can't benefit from wearing two magic cloaks at once. If the Director decides you're wearing too many treasures with the same body keyword, none of those treasures function.

Though body keywords indicate where a treasure is meant to be worn, treasures can still function if worn on other parts of the body. For example, a hero without ears or who just wants to have a different look might wear an earring as a piercing anywhere else they desire.

If a wearable treasure comes as a set, such as a pair of bracers, boots, or earrings, all items in the set must be worn to gain the treasure's benefits.

## Wielding Treasures

Some treasures are wielded in the form of weapons or implements. A weapon might have the Light Weapon, Medium Weapon, or Heavy Weapon keywords, or might have a keyword denoting a specific category of weapon (Bow, Polearm, and so forth). An implement might have the Implement keyword or a keyword denoting the type of implement (Orb, Wand, and so forth). Armor is also considered a wielded treasure, with the Light Armor, Medium Armor, or Heavy Armor keywords, or the Shield keyword.

A hero can wield as many weapons, implements, suits of armor, or shields as they can feasibly hold or wear. However, an ability can benefit only from one weapon or implement at a time.

### TREASURES AND KITS

To gain the benefits of a weapon or armor treasure, the treasure must have keywords that match the equipment of your kit. For instance, a hero using the Warrior Priest kit can benefit from wearing a heavy armor treasure and wielding light weapon treasures, since those are part of that kit.

If your hero doesn't use a kit, they can't gain benefits from using armor or weapon treasures unless they have a feature that says otherwise, such as the conduit's Prayer of Soldier's Skill.

A weapon's damage bonus only adds to melee abilities if your kit has a melee damage bonus. A weapon's damage bonus only adds to ranged abilities if your kit has a ranged damage bonus.

## Magic and Psionic Treasures

The Magic and Psionic keywords for treasures refer to how those treasures are created, not how they are used. Just as magic potions and swords aren't limited only to characters who wield magic themselves, the Magic and Psionic keywords don't restrict the use of treasures to only certain types of characters, so that an implement with the Magic keyword can be used to enhance abilities with the Psionic keyword, and vice versa. Treasures that have the Magic or Psionic keyword and are used to enhance an ability don't add those keywords to the ability.

## Stamina Bonuses and Damage Bonuses

If two treasures give a creature a bonus to their Stamina or a bonus to the rolled damage of their abilities, only the higher bonus applies unless the treasure's description notes otherwise. Stamina bonuses and damage bonuses from consumables ignore this rule, and can be stacked with other Stamina bonuses and damage bonuses granted by treasures.

## Consumables

Consumables are treasures that can be used a limited number of times before they expire, losing whatever makes them supernatural. You can drink a potion once, and when you do so, that's it. It's consumed. Other consumables might have a specific number of charges that can be spent. Once those charges are gone, the treasure is useless.

Consumables are organized by echelon to make life easy for the Director handing them out (see [Echelons of Play](#) in [Chapter 1: The Basics](#)). As a guideline, a hero should always be able to find consumable treasures or the materials required to craft consumables of their echelon and lower. For example, heroes who are 5th level should be able to find consumables of 1st and 2nd echelon. In some cases, the Director might decide to award consumables of an echelon higher than the heroes' echelon, but such a choice means giving the heroes more power than the encounter-building guidelines in [Draw Steel: Monsters](#) accounts for.

Your character can carry any number of consumables at a time.

### Other Sections

The rules for using treasures refer to lots of other parts of the game. You can find information on specific topics as follows:

Recoveries, respites, Victories: [Chapter 1: The Basics](#)

Languages: [Chapter 4: Background](#)

Abilities, conditions, potencies, surges: [Chapter 5: Classes](#)

Skills, tests: [Chapter 9: Tests](#)

Item creation rules, crafting and research projects:

[Chapter 12: Downtime Projects](#)

Main actions and maneuvers, creature size, damage and Stamina, dying and death, movement and forced movement, winded:

[Chapter 10: Combat](#)

Negotiation rules, motivations, pitfalls, interest, and patience:

[Chapter 11: Negotiation](#).

## 1st-Echelon Consumables

This section presents 1st-echelon consumable treasures in alphabetical order.

### BLACK ASH DART

*A diamond-shaped dart holds a shimmering black vial at its core.*

**Keywords:** Magic

**Item Prerequisite:** Three vials of black ash from the College of Black Ash

**Project Source:** Texts or lore in Szetch

**Project Roll Characteristic:** Agility or Intuition

**Project Goal:** 45 (yields 1d3 darts, or three darts if crafted by a shadow)

**Effect:** As a maneuver, you make a ranged free strike using a black ash dart. The strike deals an extra 1 damage and adds the following effects to the tier outcomes of the power roll:

**≤11** You can teleport the target up to 2 squares.

**12-16** You can teleport the target up to 4 squares.

**17+** You can teleport the target up to 6 squares.

### BLOOD ESSENCE VIAL

*A brittle glass tube has a ruby set atop it, attached by a hinge.*

**Keywords:** Potion, Psionic

**Item Prerequisite:** A ruby purloined from a vampire

**Project Source:** Texts or lore in Proto-Ctholl

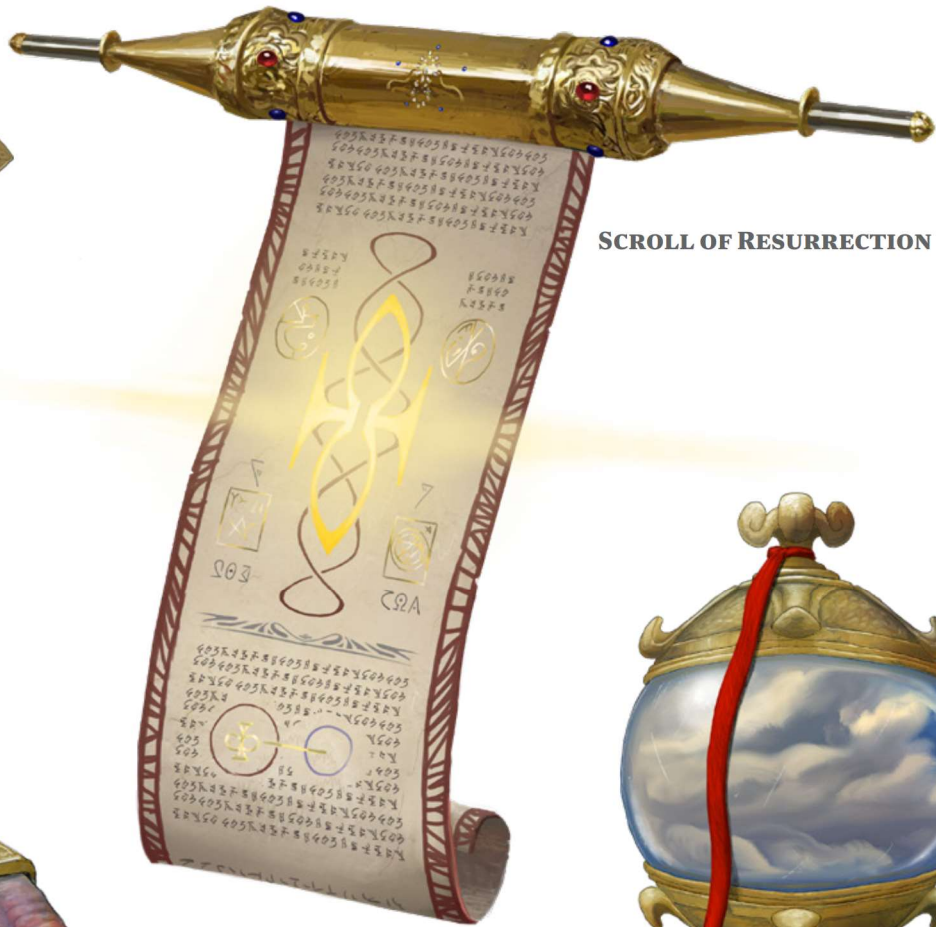
**Project Roll Characteristic:** Agility or Reason

**Project Goal:** 45

**Effect:** When you damage an adjacent creature who has blood, you can capture the target's life essence in this vial (no action required). Record the damage you dealt. You can capture life essence in the vial only once. As a maneuver, you drink the contents of the vial to regain Stamina equal to half the damage dealt. If you spend 1 Heroic Resource while you drink, you regain Stamina equal to the damage dealt. Once you drink from the vial, it crumbles to dust.



**PURIFIED JELLY**



**SCROLL OF RESURRECTION**



**PORTABLE CLOUD**



**IMP'S TONGUE**



**BLACK ASH DART**



**BREATH OF DAWN**

## BUZZ BALM

*This cooling orange salve crackles and pops when exposed to the air.*

**Keywords:** Magic, Oil

**Item Prerequisite:** An ounce of demon honey

**Project Source:** Texts or lore in Kalliak

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 45

**Effect:** As a maneuver, you rub the balm on your body and feel it tingle across your skin. You immediately end the bleeding and weakened conditions on yourself, and you gain a +2 bonus to speed until the start of your next turn.

## CATAPULT DUST

*A small leather pouch is filled with this fine blue powder.*

**Keywords:** Magic

**Item Prerequisite:** An ounce of witherite crystal

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 45

**Effect:** Catapult Dust was developed as a cost-effective magic siege weapon. As a main action, you pour the dust out in an adjacent unoccupied space to fill an area as large as a 2 cube. At the start of your next turn, the ground at the bottom of the area erupts violently upwards and in a direction of your choice. Any unattended objects in the area, or creatures who have entered the area since the dust was poured, are launched in an arc that is 6 + 1d6 squares long and 3 + 1d6 squares high.

## GIANT'S-BLOOD FLAME

*A small pot is filled with a viscous, ochre oil that smells of sulfur and burnt hair.*

**Keywords:** Magic, Oil

**Item Prerequisite:** One vial of fire giant blood

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 45

**Effect:** As a maneuver, you coat a weapon in this oil and ignite it. The weapon burns persistently and without harming itself until it is extinguished as a maneuver. Whenever you use a weapon ability that deals rolled damage using a weapon that is ignited this way, the ability deals an extra 2 fire damage.

Alternatively, you can use a maneuver to throw the pot up to 5 squares, coating the square where it lands and any creatures or objects in that square with a sticky flammable oil. If the oil takes any fire damage, it burns persistently and deals 5 fire damage at the end of each of your turns to anything it has coated. A creature covered in the oil or who can reach it can use a main action to extinguish the flames and end the effect.

Any fire caused by the oil is extinguished after burning for 1 hour.

## GROWTH POTION

*This thick green liquid tastes of licorice and potatoes.*

**Keywords:** Magic, Potion

**Item Prerequisite:** A half-pound of seagrass

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 45

**Effect:** As a maneuver, you can drink this potion or pour it over an object of size 2 or smaller, causing the target's size to increase by 1 (to a minimum size of 2). If you are the target, your Stamina maximum and Stability are doubled, you gain an edge on Might tests, and your weapon abilities that deal rolled damage gain a damage bonus equal to your highest characteristic score. You shrink back to your original size after 3 rounds, halving your current Stamina maximum and Stability, and losing the potion's other benefits. Objects maintain their new size permanently.

## HEALING POTION

*Thick and red, this liquid tastes of sour beer.*

**Keywords:** Magic, Potion

**Item Prerequisite:** An ounce of costmary leaves

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 45

**Effect:** When you drink this potion as a maneuver, you regain Stamina equal to your recovery value without spending a Recovery.

## IMP'S TONGUE

*The tongue of an imp has been dried and preserved. Yuck.*

**Keywords:** Magic

**Item Prerequisite:** One imp's tongue

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 45

**Effect:** As a maneuver, you place the imp's tongue on your own tongue, causing it to reconstitute and attach itself to your tongue. While attached, the Imp's Tongue allows you to speak any language and understand any language spoken to you. This benefit ends after 1 hour, when the tongue is absorbed into your body.

## LACHOMP TOOTH

*A thumb-sized serrated tooth manages to scratch your flesh in some way whenever it is handled.*

**Keywords:** Psionic

**Item Prerequisite:** A leftover carcass of a lachomp meal

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 45 (yields 1d3 teeth)

**Effect:** As a maneuver, you attach a lachomp tooth to a weapon, allowing that weapon to supernaturally flicker in and out of reality. Your next strike that uses the weapon can tear through multiple targets in a line (for a ranged strike) or surrounding you (for a melee strike). The strike adds the following effects to the tier outcomes of the power roll:

- ≤11 You can affect one additional target with this strike.
- 12-16 You can affect up to three additional targets with this strike.
- 17+ You can affect up to seven additional targets with this strike.

## MIRROR TOKEN

*A gold-rimmed, mirror-faced coin trembles in the hand as if it were repelled by your touch.*

**Keywords:** Psionic

**Item Prerequisite:** Three sheets of glass, sunbaked gold dust

**Project Source:** Texts or lore in Variac

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 45

**Effect:** While the Mirror Token is on your person and you are targeted by a ranged strike, you can use a triggered action to crush the token and ignore the strike. Half the damage you would have taken and any effects of the triggering strike are imposed on the creature making the strike.

## POCKET HOMUNCULUS

*A densely interlocking sphere of clockwork gears features facets that show the countenance of the item's wielder.*

**Keywords:** Psionic

**Item Prerequisite:** A strip of starmetal coated in the blood of the item's crafter

**Project Source:** Texts or lore in Zaliac

**Project Roll Characteristic:** Reason

**Project Goal:** 45

**Effect:** When activated as a maneuver, this item erupts in a bright flash, you can shift 1 square without your enemies noticing your movement, and a homunculus perfectly resembling you appears in an adjacent space. The homunculus is a creature with Stamina 15, a 0 in all their characteristics, and a speed and stability equal to yours. They appear indistinguishable from you but can't use any abilities.

While you have line of effect to your homunculus, you can use a maneuver to issue them a telepathic command. The homunculus performs the command to the best of their ability. If not commanded, the homunculus mimics your movements and speech. When you move, the homunculus moves with you, matching your pace. The homunculus crumbles to dust after 1 hour or if reduced to 0 Stamina.

## PORTABLE CLOUD

*This thin glass sphere holds a tiny roiling cloud.*

**Keywords:** Magic

**Item Prerequisite:** A cup of rainwater from a sacred fey grove, plus an optional prerequisite (see below)

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 30 or 45 (see below)

**Effect:** As a maneuver, you throw this delicate glass sphere up to 5 squares, breaking it and creating a 4 cube of fog. The fog dissipates after 10 minutes or if a strong gust of wind created by a storm or magic passes through the area.

Enterprising mages within various thieves' guilds have developed variations of the Portable Cloud. Each variation has a secondary item prerequisite and a project goal of 45.

**Noxious Cloud:** Filled with a green or putrid yellow haze, this sphere spreads a choking, foul-smelling mist when broken. Each creature who enters the cloud for the first time in a combat round or starts their turn there takes 5 poison damage. Additionally, any creature is weakened while in the fog. *Additional Item Prerequisite:* An ounce of undead flesh.

**Thunderhead Cloud:** Small lightning bolts arc around the black cloud in this sphere, which creates a 3 cube of cloud and lightning when broken. Each creature who enters the cloud for the first time in a combat round or starts their turn there takes 5 lightning damage. Additionally, any creature is slowed while in the cloud. *Additional Item Prerequisite:* A spool of copper wire.

## PROFESSOR VERATISMO'S QUAFF 'N HUFF SNUFF

*This tiny compact holds a colorless powder with the slightest astringent smell.*

**Keywords:** Potion, Psionic

**Item Prerequisite:** The roots of a just-budded nightshade

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Reason

**Project Goal:** 45

**Effect:** As a maneuver, you sprinkle a dose of this powder onto food or drink, or blow it at an adjacent creature who is grabbed, restrained, or unconscious. A creature who is exposed to blown powder (even if they hold their breath) or consumes a dose of the powder must communicate in only true statements for 1 hour. Additionally, other creatures gain an edge on Intuition and Presence tests made to convince the target to communicate, or to read the target's emotions. Any such creature has a double edge on the test if the target doesn't realize they've been affected by the snuff.

## SNAPDRAGON

*This delicate orange blossom has a sickly-sweet smell.*

**Keywords:** Magic

**Item Prerequisite:** Fifty snapdragon seeds

**Project Source:** Texts or lore in Yllyric

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 45 (yields 1d6 + 1 snapdragons)

**Effect:** As a maneuver, you sniff a magic snapdragon blossom, causing it to wither and making your movements more forceful and explosive. The next damage-dealing ability you use deals an extra 5 damage and gains a +2 bonus to the distance of any forced movement it imposes. If the ability does not impose forced movement, you can push each creature targeted by the ability up to 2 squares.

## 2nd-Echelon Consumables

This section presents 2nd-echelon consumable treasures in alphabetical order.

### BREATH OF DAWN

*A glass flask contains a whirl of gentle sunlight.*

**Keywords:** Psionic

**Item Prerequisite:** The breath of a mystic sage captured at sunrise

**Project Source:** Texts or lore in Hyrallic

**Project Roll Characteristic:** Intuition or Presence

**Project Goal:** 90

**Effect:** As a maneuver, you inhale the Breath of Dawn and are overcome with tranquility. You immediately end the frightened, slowed, and taunted conditions on yourself, and you gain a +8 bonus to Stability until the end of the encounter.

## BULL SHOT

*Tiny chips of white bone float within this dark potion, which carries the scent of beef broth.*

**Keywords:** Magic, Potion

**Item Prerequisite:** One vial of pure bovine essence

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 90

**Effect:** When you drink this potion as a maneuver, you sprout 3-foot sharpened horns from your forehead. Whenever you use the Charge main action, the target of your strike is gored upon your horns and grabbed. While grabbed this way, the creature is bleeding. You can also grab another creature with your limbs. The horns harmlessly fall off your head at the end of the encounter.

## CHOCOLATE OF IMMOVABILITY

*This decadent-looking treat feels strangely heavy in the hand.*

**Keywords:** Magic

**Item Prerequisite:** A chocolate made by a gnome confectioner

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 90

**Effect:** When you consume this delicious piece of candy as a maneuver, you gain 15 temporary Stamina and a +10 bonus to stability. Additionally, if you don't use your movement during your turn, any strikes you make on that turn deal an extra 5 damage, and any strikes against you take a bane until the start of your next turn. This effect and the bonus to stability lasts until the end of the encounter, after which you are sleepy. If not reduced beforehand, the temporary Stamina lasts until the end of your next respite.

## CONCEALMENT POTION

*This dark, viscous liquid tastes like burnt leaves.*

**Keywords:** Potion, Psionic

**Item Prerequisite:** An ounce of sap from a tree damaged by psionic fire

**Project Source:** Texts or lore in Yllyric

**Project Roll Characteristic:** Agility or Intuition

**Project Goal:** 90

**Effect:** When you drink this potion as a maneuver, light shifts around your body, letting you blend into the environment around you for 10 minutes. While this effect is active, you have a double edge on tests made to hide and sneak, and you can use the Hide maneuver even while you are observed.

## FLOAT POWDER

*A glass vial holds translucent flakes that twinkle in the light.*

**Keywords:** Magic

**Item Prerequisite:** Several strands of hag hair

**Project Source:** Texts or lore in Khelt

**Project Roll Characteristic:** Intuition or Presence

**Project Goal:** 90 (yields 1d3 vials)

**Effect:** Dousing yourself in this powder as a maneuver causes you to weightlessly float off the ground. For 1 hour, your stability is reduced to 0, and you can fly and hover. Additionally, the hag that the powder is sourced from knows exactly where and when you use it.

## PURIFIED JELLY

*This clear, pasty substance has a bitter aroma.*

**Keywords:** Potion, Psionic

**Item Prerequisite:** A cup of algae from glacial water

**Project Source:** Texts or lore in Yllyric

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 90 (yields 1d3 doses)

**Effect:** Consuming this potion as a maneuver causes your skin to shimmer and a set of tiny gills to appear on your neck or shoulders. For 1 hour, you can breathe in any environment, and you ignore the effects of harmful gases, vapors, and inhaled poisons.

## SCROLL OF RESURRECTION

*This scroll is marked by sigils of power, death, and life.*

**Keywords:** Magic, Scroll

**Item Prerequisite:** A sheet of paper infused with the dust of a painite

**Project Source:** Texts or lore in the First Language

**Project Roll Characteristic:** Intuition or Presence

**Project Goal:** 90

**Effect:** As a respite activity, you repeatedly chant the contents of this scroll over the remains of a creature who has been dead for less than 1 year. The creature's soul must be willing to return to life for the scroll to work. If they are not willing, you instinctively understand that as you start the respite activity and can cease it immediately. The scroll is not consumed, and you can undertake a new respite activity.

A creature with a willing soul returns to life at the end of the respite with full Stamina and half their Recoveries. You regain only half your Recoveries at the end of the respite, and the scroll is consumed.

## TELEMAGNET

*A short iron wand shaped of interlocking segments leaks greasy black oil from its joints.*

**Keywords:** Psionic

**Item Prerequisite:** A shard of prismacore, an ounce of ferrous metal

**Project Source:** Texts or lore in Zaliac

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 90

**Effect:** As a maneuver, you snap this wand in half, letting you vertically pull one object or creature of size 3 or less within your line of effect a number of squares based on that target's size:

- ♦ **Size 1L or smaller:** vertical pull 6
- ♦ **Size 2:** vertical pull 3
- ♦ **Size 3:** vertical pull 1

If you pull a size 1T object adjacent to you, you can catch it.

## VIAL OF ETHEREAL ATTACK

*Clear liquid seems to constantly churn within an obsidian vial, even when at rest.*

**Keywords:** Psionic

**Item Prerequisite:** A signed agreement with a ghost, a large obsidian disk

**Project Source:** Texts or lore in Anjali

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 90



**Effect:** As a maneuver, you throw this vial up to 10 squares, destroying the vial and creating a 2-cube ethereal vortex centered on the spot where it lands. The vortex dissipates at the end of the encounter or when you dismiss it (no action required). Any creature who enters the vortex for the first time in a combat round or starts their turn there takes 10 psychic damage. At the start of each of your turns, you can move the vortex up to 5 squares (no action required).

### 3rd-Echelon Consumables

This section presents 3rd-echelon consumable treasures in alphabetical order.

#### ANAMORPHIC LARVA

*A cloudy glass vial holds a writhing monstrous grub.*

**Keywords:** Psionic

**Item Prerequisite:** A grub steeped in voiceless talker bile

**Project Source:** Texts or lore in Variac

**Project Roll Characteristic:** Might or Intuition

**Project Goal:** 180

**Effect:** When you release the larva as a maneuver, it feeds on psychic energy to grow exponentially, creating a 10 wall of larval flesh adjacent to you. The wall can't be created to fill any square occupied by a creature with stability 1 or higher. Each other creature in the wall when it is created is pushed to the nearest unoccupied space.

At the start of each of your turns, each creature adjacent to the wall takes psychic damage equal to three times their Intuition score, and you can add 1 square to the wall for each creature who takes this damage. If no creature takes damage at the start of your turn, the larva dies and the wall disappears.

#### BOTTLED PARADOX

*Liquid constantly swirls within a cut glass bottle that is ice cold to the touch.*

**Keywords:** Magic, Potion

**Item Prerequisite:** A month's lifespan from the creator or another willing creature, ground sapphire

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 180

**Effect:** As a maneuver, you can drink this potion or throw it up to 10 squares. If you drink it, you choose a test you made in the last minute, then reroll that test repeatedly until the outcome changes. If the potion is thrown, it creates a 3-cube area of shimmering magic. Any event that took place in that area in the previous minute changes at the discretion of the Director, who has full freedom to decide what happens. The energy then dissipates.

#### G'ALLIOS VISITING CARD

*A card bearing the Eighth City Advocacy Services crest smells faintly of smoke and spices.*

**Keywords:** Magic

**Item Prerequisite:** One vial of archdevil's blood, an expired contract

**Project Source:** Texts or lore in Anjali

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 180

**Effect:** Whenever you would take damage, you can use a triggered action to tear the card and summon a devil. You avoid the damage and any accompanying effects, and the devil redirects the triggering effect to a target of their choice anywhere on the same manifold. You are treated to a clear vision of whoever suffers the damage. The devil then disappears.



## PERSONAL EFFIGY

*This tiny humanoid effigy appears unnervingly lifelike and is always warm to the touch.*

**Keywords:** Magic

**Item Prerequisite:** A brief period of contact with the creature the effigy is tied to

**Project Source:** Texts or lore in Khemharic

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 120

**Effect:** The Personal Effigy is crafted to depict a specific humanoid creature it is tied to, and activates only for the first minute after the creature dies. While you are within 5 squares of the remains of the creature the effigy is tied to, you can use a maneuver to manually light and burn the effigy and bring the creature back to life. The creature returns to life with Stamina equal to their winded value and 10 temporary Stamina that lasts until the end of their next respite. If the creature has been dead for more than 1 minute, they remain dead and the effigy dissolves into dust.

## STYGIAN LIQUOR

*This muddy brown whiskey tastes of peat and death.*

**Keywords:** Magic, Potion

**Item Prerequisite:** An ounce of scrapings from a coven's used cauldron

**Project Source:** Texts in Anjali

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 180

**Effect:** When you drink this potion as a maneuver, you gain a tenacious will to cling to life for 24 hours. If you are dying during this time, you don't die until you reach the negative of your Stamina maximum rather than your winded value. Additionally, while you are dying, you gain an edge on power rolls and you take half the damage dealt by the bleeding condition. Once the potion's magic is triggered, it ends when you are no longer dying.

## TIMESPLITTER

*This spiked crystal makes a beautiful ringing sound when first touched.*

**Keywords:** Psionic

**Item Prerequisite:** A time crystal

**Project Source:** Texts or lore in Voll

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 180

**Effect:** As a maneuver, you make a ranged free strike using the Timesplitter, which shatters upon impact. The strike deals an extra 1d6 psychic damage and adds the following effects to the tier outcomes of the power roll:

- ≤11** The target and each creature within 3 squares of them a slowed (save ends).
- 12-16** The target and each creature within 5 squares of them is slowed (save ends).
- 17+** The target and each creature within 8 squares of them is slowed (save ends).

## WARD TOKEN

*This smoothly polished quartz stone feels strangely warm to the touch.*

**Keywords:** Psionic

**Item Prerequisite:** A small quartz

**Project Source:** Texts or lore in Zaliac

**Project Roll Characteristic:** Might or Intuition

**Project Goal:** 180

**Effect:** As a maneuver, you toss this stone above you and it shatters, showering you in dust. Until the end of the encounter, any enemy ability that targets you has a double bane.

## WELLNESS TONIC

*This thick purple liquid has a bitter scent that lingers.*

**Keywords:** Potion, Psionic

**Item Prerequisite:** An ounce of troll's blood, raw honey

**Project Source:** Texts or lore in Variac

**Project Roll Characteristic:** Might or Intuition

**Project Goal:** 180

**Effect:** When you drink this tonic as a maneuver, you feel a surge of physical and spiritual immunity. You can immediately end up to three conditions or effects affecting you. Additionally, until the start of your next turn, you can ignore any effect that would last until the end of your next turn or be ended by a saving throw.

## 4th-Echelon Consumables

This section presents 4th-echelon consumable treasures in alphabetical order.

### BREATH OF CREATION

*A glass flask holds a roiling storm of astral plasma.*

**Keywords:** Psionic

**Item Prerequisite:** The captured breath of a god, an ounce of condensed dreams

**Project Source:** Texts or lore in the First Language

**Project Roll Characteristic:** Intuition or Presence

**Project Goal:** 360

**Effect:** When you inhale the Breath of Creation as a maneuver, you are imbued with cosmic power. You earn 1 Renown, and you create a size 2 portal to a new demiplane in an adjacent square. The demiplane is a 20-cube area whose form and mundane features are chosen by you. The portal appears only to you and creatures you designate, and only you and those creatures can enter the demiplane. When a creature moves into the portal, they emerge from a corresponding portal inside the demiplane, and vice versa. Objects created within the demiplane turn to dust if removed from it.

Each time you use another Breath of Creation, you can create a new demiplane or expand a demiplane you have already created or visited. The size of an expanded demiplane increases by 20, and you create a second portal to the demiplane with a corresponding portal inside.



## ELIXIR OF SAINT ELSPETH

*This thick red liquid smells of cinnamon.*

**Keywords:** Magic, Potion

**Item Prerequisite:** An ounce of the blood of Saint Elspeth

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Presence

**Project Goal:** 360

**Effect:** When you pour the elixir onto your forehead as a maneuver, it vanishes and you protect yourself against effects that might harm your body, mind, or soul. For a number of rounds equal to your current Victories, any enemy ability targeting you automatically obtains a tier 1 outcome against you. Additionally, the ability can only deal damage to you, letting you ignore its other effects.

## PAGE FROM THE INFINITE LIBRARY: SOLARIS

*This page is covered with writing and diagrams detailing the release of limitless energy—and the dangers of that process.*

**Keywords:** Magic

**Item Prerequisite:** One vial of sacred ink, blessed parchment

**Project Source:** Reference materials in the First Language from the

Infinite Library detailing incomplete instructions for building a sun

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 360

**Effect:** As a maneuver, you spend 1 Heroic Resource to destroy this page and create a 4-cube area within 20 squares. The area is filled with the energy of a tiny sun that lasts until the end of the encounter. Any creature who enters the area for the first time in a combat round or starts their turn there takes 20 fire damage and is dazed until the end of their turn.

## RESTORATIVE OF THE BRIGHT COURT

*An ornately decorated golden vial smells of summer rain and subtle zesty fruits.*

**Keywords:** Magic

**Item Prerequisite:** A year's lifespan from the creator or another willing creature, the laughter of a young hero

**Project Source:** Texts or lore in Khelt

**Project Roll Characteristic:** Reason or Presence

**Project Goal:** 360

**Effect:** When opened as a maneuver, this vial bursts into a storm of multicolored lights. You and each ally within 5 squares of you regain 1d6 Recoveries. However, any mortal using this treasure draws the interest of a powerful fey noble.

## Trinkets

Trinkets are treasures that can be used at will without a reduction in their potency. They generally provide a small benefit, such as allowing you to see farther or become a bit better at picking locks.

Like consumables, trinket treasures are organized by echelon. You can carry any number of trinkets.

## 1st-Echelon Trinkets

This section presents 1st-echelon trinket treasures in alphabetical order.

### COLOR CLOAK (BLUE)

*This silky-blue hooded cloak is emblazoned with a golden Anjali sigil meaning "ice."*

**Keywords:** Magic, Neck

**Item Prerequisite:** A pint of blue ichor, soul chalk

**Project Source:** Licensing agreements in Anjali

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 150

**Effect:** While worn, a blue Color Cloak grants you cold immunity equal to your level.

Additionally, when you are targeted by any effect that deals cold damage, you can use a triggered action to shift a number of squares equal to your level. If you do so, the cold immunity granted by the cloak becomes cold weakness with the same value until the end of the next round. You can't use this triggered action again until this weakness ends.

### COLOR CLOAK (RED)

*This red woolen hooded cloak is emblazoned with a golden Anjali sigil meaning "fire."*

**Keywords:** Magic, Neck

**Item Prerequisite:** A pint of red ichor, soul chalk

**Project Source:** Licensing agreements in Anjali

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 150

**Effect:** While worn, a red Color Cloak grants you fire immunity equal to your level.

Additionally, when you are targeted by any effect that deals fire damage, you can use a triggered action to reduce the damage to 0. If you do so, the fire immunity granted by this cloak becomes fire weakness with the same value until the end of the next round. You can't use this triggered action again until this weakness ends.

### COLOR CLOAK (YELLOW)

*This yellow rubbery hooded cloak is emblazoned with a golden Anjali sigil meaning "lightning."*

**Keywords:** Magic, Neck

**Item Prerequisite:** A pint of yellow ichor, soul chalk

**Project Source:** Licensing agreements in Anjali

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 150

**Effect:** While worn, a yellow Color Cloak grants you lightning immunity equal to your level.

Additionally, when you are targeted by any effect that deals lightning damage, you can use a triggered action to cause the next damage-dealing ability you use to deal extra lightning damage equal to your level. Once you deal this extra damage, your lightning immunity becomes lightning weakness with the same value until the end of the next round. You can't use this triggered action again until this weakness ends.

## DEADWEIGHT

*Though this humanoid femur is coated in lead, it feels impossibly heavy for its size.*

**Keywords:** Magic

**Item Prerequisite:** One humanoid femur, one bar of lead laced with starmetal

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 150

**Effect:** While holding the Deadweight, you fall twice as fast, taking an extra 1 damage for each square you fall (to a maximum of 75 total damage from a single fall). If you fall 5 or more squares this way, you can make a melee free strike as a free maneuver once during the fall before you hit the ground.

## DISPLACING REPLACEMENT BRACER

*A wooden bangle is etched with an ambigram sigil of the Zaliac word for “transfer.”*

**Keywords:** Arms, Psionic

**Item Prerequisite:** Petrified wood from a tree that has not been observed since falling

**Project Source:** Texts or lore in Zaliac

**Project Roll Characteristic:** Reason

**Project Goal:** 150

**Effect:** As a maneuver, you transfer an object of size 1S or 1T held in one hand with another object of the same size that is within 10 squares. The objects change locations instantaneously and without creating any auditory or visual disturbance. If another creature is wearing or holding the object you transfer to your hand and they have **I<4**, they fail to notice the transfer.

## DIVINE VINE

*A coil of emerald-green vines is topped with the jaws of an enormous Venus flytrap.*

**Keywords:** Magic

**Item Prerequisite:** Three withered mundane vines, a tree's blessing

**Project Source:** Songs in Yllyric

**Project Roll Characteristic:** Reason or Presence

**Project Goal:** 150

**Effect:** As a maneuver, you call upon the Divine Vine in Yllyric, causing it to extend up to 5 squares from you and attach its jaws to a creature or object, allowing you to use the Grab maneuver at a distance. If the target is grabbed, you can choose to keep the divine vine extended, pull the target adjacent to you, or pull yourself adjacent to the target. The divine vine stays attached to the target until it takes damage from a strike, the target escapes your grab, or you call upon the vine to release the target (no action required).

## FLAMESHADE GLOVES

*These finely stitched gloves appear to flicker in and out of reality when first handled.*

**Keywords:** Hands, Psionic

**Item Prerequisite:** A humanoid's shadow disconnected from its source

**Project Source:** Texts or lore in Khelt

**Project Roll Characteristic:** Reason

**Project Goal:** 150

**Effect:** When you use a move action while wearing these gloves, you can place one hand upon a mundane object as part of that move action. If the object is 1 square thick or less and has open space on the other side (for example, a door or wall), you pull your body through it as though the object wasn't there.

If the object is too thick or has no open space on the other side, your hand becomes stuck inside the object. Removing your hand takes a successful hard Might test made as a main action.

## GECKO GLOVES

*These scaled gloves have palms and fingers covered in near-invisible sticky hairs.*

**Keywords:** Hands, Magic

**Item Prerequisite:** Ten gecko tails

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 150

**Effect:** While you wear these gloves, your grip is all but impossible to break. You can't be disarmed, you can't lose your grip while climbing unless you are force moved, and any creature grabbed by you takes a bane on the test for the Escape Grab maneuver.

## HELLCHARGER HELM

*A steel helm is set with two curved ebony horns, a crackling plume of fire floating between them.*

**Keywords:** Head, Magic

**Item Prerequisite:** One broken contract, one ingot of steel

**Project Source:** Texts or lore in Anjali and Caelian

**Project Roll Characteristic:** Might or Reason

**Project Goal:** 150

**Effect:** Whenever you use the Charge main action while wearing this helmet, you gain a +5 bonus to speed until the end of your current turn. After charging, you can use the Knockback maneuver as a free maneuver, regardless of the target creature's size.

## MASK OF THE MANY

*A plain white mask is lined with soft black velvet—which smells faintly of blood.*

**Keywords:** Head, Magic

**Item Prerequisite:** One used death shroud

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 150

**Effect:** While you wear this mask, you can use a maneuver to transform into any humanoid of equivalent size that you have previously seen. The humanoid's appearance reflects the last time you saw them, including whatever they were wearing. Your clothing and gear are transformed into the figure's clothing and gear, absorbed into your body, or retain their original forms, as you determine. If the figure possessed any treasures when you last saw them, they are duplicated as mundane copies while you are transformed.

EVILEST EYE



GRAVEKEEPER'S  
LANTERN



HELLCHARGER  
HELM



DEADWEIGHT



MASK OF  
OVERSIGHT



NECKLACE OF  
THE BAYOU



## QUANTUM SACHEL

*A woven metal drawstring seals this plain-looking leather bag, which is affixed with an opal brooch.*

**Keywords:** Magic

**Item Prerequisite:** One uncut opal

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 150

**Effect:** When the brooch is removed from this bag and placed in a container or room, it magically entangles that location to the bag. Any item that can be placed in the Quantum Satchel appears near to the brooch and can be recovered by reaching inside while picturing the desired object. The capacity of the satchel is dictated by the size of the container or room where the entangled brooch is. If an item is removed from the container or room containing the brooch, it can't be retrieved through the satchel.

## UNBINDER BOOTS

*A pair of ornately embroidered leather boots are covered in images of broken chains.*

**Keywords:** Feet, Magic

**Item Prerequisite:** One battered gold chain of at least fifty links

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 150

**Effect:** These boots can temporarily unbind themselves from the chains of the earth, letting you move through the air as high as 3 squares above the ground from where you started. If you end your turn while you are still airborne, you fall.

## 2nd-Echelon Trinkets

This section presents 2nd-echelon trinket treasures in alphabetical order.

### BASTION BELT

*This thick leather belt features a bone clasp and feels unusually heavy when handled.*

**Keywords:** Magic, Waist

**Item Prerequisite:** A giant's tooth

**Project Source:** Texts or lore in High Kuric

**Project Roll Characteristic:** Might or Intuition

**Project Goal:** 300

**Effect:** While worn, this belt grants you a +3 bonus to Stamina and a +1 bonus to Stability. This Stamina bonus adds to the Stamina bonus granted by other treasures.

### EVILEST EYE

*A perfectly preserved eyeball hangs unnervingly from a gold chain.*

**Keywords:** Neck, Psionic

**Item Prerequisite:** An eyeball from a pirate captain who drowned at sea

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 300

**Effect:** As a maneuver, you target one enemy within 10 squares. You and each ally within 2 squares of the target each gain 1 surge.

## INSIGHTFUL CROWN

*Shaped of polished crystal, this shimmering circlet shifts through myriad colors in the presence of strong emotions.*

**Keywords:** Head, Psionic

**Item Prerequisite:** One measure of pure crystal, a jarred memory of true joy

**Project Source:** Texts or lore in Variac

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 300

**Effect:** While wearing the crown, you gain an edge on Intuition tests made to read the emotions and discern the honesty of other creatures. If you succeed on an Intuition test to read the emotions of another creature within 5 squares, you can ask the Director one question about something the creature knows, which the Director must answer honestly. At the Director's discretion, you might not be able to tap into the creature's deepest secrets this way.

## KEY OF INQUIRY

*A foot-long platinum key is set with three opals.*

**Keywords:** Psionic

**Item Prerequisite:** The finger bone of a creature with telepathy, three black opals

**Project Source:** Texts or lore in Ullorvic

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 300

**Effect:** As a maneuver, you touch the key to an adjacent willing, grabbed, or restrained creature and twist the key 90 degrees clockwise. That creature must answer the next three questions they are asked truthfully and fully. If twisted 90 degrees counterclockwise instead, the creature forgets the last 30 minutes they experienced. A creature affected by the key can't be affected again by any Key of Inquiry for 1 year. If the key is ever destroyed, all the memories it has erased are restored. Memories erased by the key can't be restored in any other way.

## MEDIATOR'S CHARM

*A fancy gold earring is set with a small ruby.*

**Keywords:** Head, Psionic

**Item Prerequisite:** The gold nib of a fountain pen used to sign a major treaty or compact, a ruby once worn by a devil

**Project Source:** Texts or lore in Hyrallic

**Project Roll Characteristic:** Reason or Presence

**Project Goal:** 300

**Effect:** While you wear the Mediator's Charm, the patience of any NPC you negotiate with increases by 1 (to a maximum of 5). Additionally, at the start of a negotiation, you learn one of an NPC's motivations or pitfalls of the Director's choice.

## NECKLACE OF THE BAYOU

*A worn leather circlet bears a lizard-shaped pendant of rotting wood.*

**Keywords:** Magic, Neck

**Item Prerequisite:** A gallon of swamp water, the limbs of four different newts

**Project Source:** Texts or lore in Yllyric

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 300

**Effect:** While you wear this necklace, you can breathe underwater, you can automatically swim at full speed while moving, and you ignore difficult terrain created by water or in marsh and similar terrain.

## SCANNERSTONE

*This flat, palm-sized triangular stone is decorated with a starfield of tiny gems.*

**Keywords:** Psionic

**Item Prerequisite:** A piece of polished obsidian, seven flawless pea-sized diamonds

**Project Source:** Texts or lore in Variac

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 300

**Effect:** When held against a wall or other solid surface 1 square thick or less, the Scannerstone creates an image floating in the air beside it that shows a rough miniature approximation of the space on the other side of the surface. The image displays floors, walls, and other barriers but doesn't show other objects. It shows representations of any moving creatures on the other side, but not creatures who are still.

## STOP-N-GO COIN

*This small, featureless coin is solid green on one side and solid red on the other.*

**Keywords:** Magic

**Item Prerequisite:** A coin minted during an earthquake

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 300

**Effect:** As a maneuver, you toss the coin in the air and let it fall to the ground in front of you. Roll a d3 to determine the coin's effect, depending on which face shows when it lands:

- 1—**Red:** The area within 2 squares of you is difficult terrain for enemies until the end of your next turn.
- 2—**Green:** You and each ally who starts their turn within 2 squares of you gains a +1 bonus to speed until the end of your next turn.
- 3—**Spinning Coin:** Both the red and green effects occur while the coin continuously spins.

The coin must be picked up before it can be used again. If any creature picks up the coin, its effects immediately end.

## 3rd-Echelon Trinkets

This section presents 3rd-echelon trinket treasures in alphabetical order.

### BRACERS OF STRIFE

*Each of these metallic blue bracers is oversized.*

**Keywords:** Arms, Magic

**Item Prerequisite:** The severed hand of a giant

**Project Source:** Texts or lore in Yllyric

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 450

**Effect:** While you wear them in combat, these bracers magically double the size of your hands and any melee weapons you wield, automatically compensating for the extra weight. You gain a +2 damage bonus for any weapon ability that deals rolled damage, and a +1 bonus to the distance you push any target with any weapon ability. This damage bonus adds to the damage bonus granted by other treasures.

## MASK OF OVERSIGHT

*This angular electrum mask is set with an excess of eye holes and a horrifying maw.*

**Keywords:** Head, Magic

**Item Prerequisite:** An overmind egg, the skin of any shapeshifter

**Project Source:** Texts or lore in the First Language

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 450

**Effect:** While wearing this grotesque mask, you can use a maneuver to cause your eyes to erupt from their sockets and multiply until six eyes orbit your head. This grants you a 360-degree arc of vision and prevents you from being surprised. Additionally, you have a double edge on tests made to discover hidden creatures, items, or mechanisms, but you have a double bane on Presence tests that don't use the Intimidate skill. As a maneuver, you can return your eyes to your head and make the additional eyes disappear.

While the eyes circle your head, you can use a maneuver to launch up to three of the eyes at one creature within 10 squares. Each eye you launch deals 5 damage to the target before it is destroyed. You can't reduce the number of eyes to fewer than two in this way. If you reduce the number of eyes to two, those eyes return to your head, and you can't use the mask again until you earn 1 or more Victories.

## MIRAGE BAND

*A sable blue circlet shimmers with finely woven threads of sparkling white.*

**Keywords:** Head, Psionic

**Item Prerequisite:** A spool of mindspider silk, an ingot of white gold

**Project Source:** Texts or lore in Higaran

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 450


**Effect:** While wearing the Mirage Band, you automatically perceive illusions for what they are, you can see invisible creatures, and supernatural effects can't conceal creatures and objects from you.

Additionally, you have the following ability.

### Hallucination Field

*A blanket of illusion twists around you and your allies, making you seem as if you belong wherever you are.*

**Psionic, Ranged**

 Ranged 10

**Maneuver**

 Self and any ally

**Effect:** Each target is covered by an illusion causing them to appear exactly as any creature (humanoid, animal, undead, and so forth) an observer most expects to see. The illusion ends for all targets if any creature under its effect harms or physically interacts with any creature not affected by the illusion, if you use this ability again, or if you choose to end the effect (no action required). The illusion also ends for any affected ally who moves more than the distance of this ability away from you.



## NULLFIELD RESONATOR RING

*This simple band of copper vibrates slightly when handled.*

**Keywords:** Psionic, Ring

**Item Prerequisite:** A wafer of gallium arsenide

**Project Source:** Texts or lore in Mindspeech

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 450

**Effect:** You must be a null to wear this ring. While you do so, the area of your Null Field ability increases by 1.

Additionally, you have the following ability.

### Nullring Strike

*Your punch delivers a devastating burst of psionic energy.*


**Melee, Psionic, Strike, Weapon**

**Main action**

 Melee 1

 One creature or object

**Power Roll + Might or Agility:**

 3 psychic damage

 5 psychic damage; , slowed (save ends)

 8 psychic damage; , slowed (save ends)

**Effect:** While slowed in this way, the target takes a bane on magic or psionic abilities.

## SHIFTING RING

*This silvery metal ring seems to momentarily vanish when observed from certain angles.*

**Keywords:** Psionic, Ring

**Item Prerequisite:** One-third of a pound of diamond dust, one nugget of pure silver

**Project Source:** Texts or lore in Khelt

**Project Roll Characteristic:** Agility or Intuition

**Project Goal:** 450

**Effect:** Once per turn, you can use a maneuver to teleport up to 3 squares. Additionally, when targeted by any other effect that causes you to teleport, you can teleport up to 3 additional squares.



**KING'S  
ROAR**

## 4th-Echelon Trinkets

This section presents 4th-echelon trinket treasures in alphabetical order.

### GRAVEKEEPER'S LANTERN

*This ancient wooden lantern is inscribed with eldritch runes and stained with dark blood.*

**Keywords:** Magic




**Item Prerequisite:** The powdered jawbone of a powerful spellcaster, wood from a tree marking multiple graves

**Project Source:** Texts or lore in Hyrrallic

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 600

**Effect:** The Gravekeeper's Lantern can temporarily trap a nonhostile spirit of the dead—either an incorporeal undead or the wandering spirit of a creature who died within the last 30 days—allowing you to interrogate them. Trapping a spirit requires you to be within 10 squares of them and succeed on a hard Intuition test as a main action. Once a spirit is trapped, you make a Presence test to coax them into answering your questions:

-  You can ask two questions of the spirit, one of which they must answer fully and honestly.
-  You can ask three questions, two of which the spirit must answer fully and honestly.
-  You can ask five questions, all of which the spirit must answer fully and honestly.

A trapped spirit remains in the lantern for 10 minutes. They remember being trapped by you, and might become hostile thereafter.

### PSI BLADE

*This wide metal bracer is set with a glowing gemstone.*

**Keywords:** Arms, Psionic

**Item Prerequisite:** Steel alloy, one fine-cut topaz

**Project Source:** Texts or lore in Mindspeech

**Project Roll Characteristic:** Agility or Presence

**Project Goal:** 600

**Effect:** While wearing this metallic band, you can use a maneuver to project a glowing blade of rippling psychic energy that extends parallel to your arm. While the blade is active, you can use a maneuver once per turn to make a melee weapon free strike that deals an extra 3 psychic damage.



## Leveled Treasures

Like trinkets, leveled treasures can be used at will without a reduction in potency. However, leveled treasures tap into their wielder's will in a way that trinkets don't, becoming more powerful and increasing their capabilities as you gain new levels.

### Leveled Benefits

Each leveled treasure has benefits that you gain at 1st, 5th, and 9th levels. You can't use a treasure's benefit until you achieve the appropriate benefits level. Leveled benefits are cumulative.

### Carry Three Safely

Your connection with leveled treasures doesn't just make them useful. It also makes them dangerous. Each leveled treasure is a quasi-sentient, purpose-driven entity. A magic sword wishes to be used in combat. A psionic implement yearns to unleash its powerful magic. As such, a creature can safely carry a maximum of three leveled treasures at a time. If you carry more leveled treasures, those items become jealous of one another and fight for your attention, attempting to subconsciously influence you into using them—and leaving your other items behind.

It's fine to own or possess more than three leveled treasures, as long as the extras are stored away or in the possession of other creatures. But if you carry more than three leveled treasures, you must make a Presence test during each respite:

- ◀11 One of your leveled treasures (chosen by the Director) grabs hold of your psyche. It forces you to sleepwalk or otherwise enter an active fugue state and discard the rest of your leveled treasures in locations you can't remember. If you want those items back, you'd better get looking before someone else finds them.
- 12-16 Your items work together to prevent you from moving until you pick three items and leave the rest behind.
- 17+ Nothing happens.

#### You Don't Need Three

Because you can carry up to three leveled treasures safely, it's easy to assume that your hero should always seek out and carry three such treasures. The truth is that many heroes find carrying just one or two leveled treasures a perfect thematic and mechanical fit, and have no real need for more. That's totally fine! You'll still be super powerful with just one leveled treasure, especially if you obtain or craft trinkets and consumables that might serve you better.

## Leveled Armor Treasures

Magic and psionic armor and shields are the primary tools of heroes always ready to hurl themselves into combat. This section presents leveled armor treasures in alphabetical order.

### ADAPTIVE SECOND SKIN OF TOXINS

*This suit is shaped of tough leather and set with thousands of tiny barbs on the inside, all thankfully pain-free to the touch.*

**Keywords:** Light Armor, Magic

**Item Prerequisite:** Five rabid honey badger pelts, the quills of a hedgehog

**Project Source:** Texts or lore in Yllyric

**Project Roll Characteristic:** Agility or Intuition

**Project Goal:** 450

**1st Level:** While you wear this armor, you gain a +6 bonus to Stamina, and you have immunity to acid and poison damage equal to your highest characteristic score.

**5th Level:** The armor's bonus to Stamina increases to +12. Additionally, whenever an adjacent creature deals damage to you, they take 3 acid or poison damage (your choice).

**9th Level:** The armor's bonus to Stamina increases to +21, and an adjacent creature who deals damage to you takes 6 acid or poison damage. Additionally, you can use a maneuver to transmute a 2-cube area of liquid or gas adjacent to you into liquid acid or poison gas until the start of your next turn. Any creature who enters the area for the first time in a combat round or starts their turn there takes 6 acid or poison damage, as appropriate.

### CHAIN OF THE SEA AND SKY

*This set of heavy chain mail is created to allow free movement in extreme environments without sacrificing protection.*

**Keywords:** Heavy Armor, Magic

**Item Prerequisite:** A set of wings from a flying carp, a set of chain mail rusted by seawater

**Project Source:** Texts or lore in Zaliac

**Project Roll Characteristic:** Might, Reason, or Intuition

**Project Goal:** 450

**1st Level:** While you wear this armor, you gain a +6 bonus to Stamina, you can automatically swim at full speed while moving, and you can breathe underwater for up to 1 hour. Returning to the surface to breathe air again for any length of time reset's the armor's water-breathing benefit.

**5th Level:** The armor's bonus to Stamina increases to +12, and you have cold immunity 5. Additionally, whenever you fall, you can extend your arms (no action required) to unfurl a thick membrane between your arms and your body, slowing your fall and allowing you to glide. While gliding this way, you move downward at 1 square per round, and you can glide up to 6 squares horizontally as a free maneuver once during each of your turns.

**9th Level:** The armor's bonus to Stamina increases to +21, and you have cold immunity 10. Additionally, whenever your feet are not touching the ground (including floating in water or being in midair), you gain an edge on ability rolls, and any ability takes a bane when targeting you.

## GRAND SCARAB

*The blue-purple carapace and wings of a gigantic scarab beetle have been formed into an ornate breastplate.*

**Keywords:** Magic, Medium Armor

**Item Prerequisite:** A giant scarab beetle carapace

**Project Source:** Texts or lore in Phaedran

**Project Roll Characteristic:** Might, Reason, or Intuition

**Project Goal:** 450

**1st Level:** While you wear this armor, you gain a +6 bonus to Stamina and you can fly. If you don't end your turn on the ground, you fall.

**5th Level:** The armor's bonus to Stamina increases to +12. Additionally, you no longer need to end your turn on the ground to avoid falling.

**9th Level:** The armor's bonus to Stamina increases to +21. Additionally, if you fly any distance before making a strike, that strike gains an edge.

## KING'S ROAR

*A sunmetal kite shield bears the face of a lion on its front, its mouth opening wider over the course of battle.*

**Keywords:** Magic, Shield

**Item Prerequisite:** A ballad of heroism, two ingots of sunmetal

**Project Source:** Songs in High Rhyvian

**Project Roll Characteristic:** Reason, Intuition, or Presence

**Project Goal:** 450

**1st Level:** While you wield or carry this shield, you gain a +3 bonus to Stamina. This Stamina bonus adds to the Stamina bonus granted by other treasures. Additionally, you can use a maneuver to make the shield's lion face roar, choosing one adjacent creature or object and pushing that target up to 3 squares.

**5th Level:** The shield's bonus to Stamina increases to +6. When you cause the shield to roar, you target one creature or object within 3 squares and push that target up to 4 squares.

**9th Level:** The shield's bonus to Stamina increases to +9. When you cause the shield to roar, you target one creature or object within 6 squares, you push that target up to 5 squares, and the target is slowed until the end of their next turn.

## KURAN'ZOI PRISMSCALE

*Each scale of this iridescent armor shimmers with the faint image of a frozen moment of time.*

**Keywords:** Medium Armor, Psionic

**Item Prerequisite:** The eyes of a time raider who died valiantly in battle

**Project Source:** Texts or lore in Voll

**Project Roll Characteristic:** Intuition or Presence

**Project Goal:** 450

**1st Level:** You gain a +6 bonus to Stamina while you wear this armor. Additionally, whenever a creature within 5 squares deals damage to you, you can use a triggered action to capture a moment of time in the armor, making that creature slowed until the end of their next turn.

**5th Level:** The armor's bonus to Stamina increases to +12. Additionally, when you capture a moment of time in the armor, the triggering creature also takes corruption damage equal to twice your highest characteristic score.

**9th Level:** The armor's bonus to Stamina increases to +21. Additionally, whenever you capture a moment of time in the armor, you can immediately release it to gain a +3 bonus to speed that lasts until the end of your next turn.

## PAPER TRAPPINGS

*This delicate robe is made from thousands of pages torn from books, intricately folded together without a single thread to bind them.*

**Keywords:** Light Armor, Magic

**Item Prerequisite:** Ten pages from each of a hundred different books

**Project Source:** Texts or lore in Anjali

**Project Roll Characteristic:** Might, Reason, or Intuition

**Project Goal:** 450

**1st Level:** While you wear this armor, you gain a +6 bonus to Stamina. Additionally, you can use a main action to fold in on yourself until you and your gear are paper thin. This effect lasts for 1 minute, letting you easily slip through any opening that is 1 inch wide or more. When you return to your three-dimensional form, you are dazed for 1 minute. If you return to your true form while in a space that is too small for you, you are violently expelled into the nearest open space of your choice and take 3d6 damage.

**5th Level:** The armor's bonus to Stamina increases to +12, and when you return to your true form, you are dazed only until the end of your next turn. Additionally, while you are paper thin, you can use a maneuver to wrap yourself around an adjacent target who is the same size or smaller than you, automatically grabbing them.

**9th Level:** The armor's bonus to Stamina increases to +21, and you are no longer dazed when you return to your true form. Additionally, while you have a target grabbed when you are paper thin, you can use a maneuver to constrict the target, dealing 10 damage to them. A creature damaged this way takes a bane when using the Escape Grab maneuver against you and when making strikes against you.

## SHROUDED MEMORY

*This midnight-dark leather coat is embossed with fractal patterns that appear different each time they are observed.*

**Keywords:** Light Armor, Psionic

**Item Prerequisite:** The will of a deceased person with no heirs

**Project Source:** Texts or lore in Khelt

**Project Roll Characteristic:** Agility or Presence

**Project Goal:** 450

**1st Level:** You gain a +6 bonus to Stamina while you wear this armor. Additionally, you gain an edge on tests made to lie about or conceal your identity.

**5th Level:** The armor's bonus to Stamina increases to +12. Additionally, whenever you take damage, you can use a triggered action to teleport up to 5 squares. If you do, you create an illusion of you dying in your previous space, which fades at the end of your next turn.

**9th Level:** The armor's bonus to Stamina increases to +21. Whenever you use the armor's triggered action to teleport, you can teleport up to a number of squares equal to the damage taken (minimum 5 squares). Additionally, if a creature dealt you the triggering damage, you become invisible to that creature until the end of your next turn.

## SPINY TURTLE

*This heavy mechanized plate armor of gnomish make is designed to create its own cover on the battlefield.*

**Keywords:** Heavy Armor, Magic

**Item Prerequisite:** Ten steel gears from an ancient construct

**Project Source:** Texts or lore in Variac

**Project Roll Characteristic:** Might, Reason, or Intuition

**Project Goal:** 450

**1st Level:** While you wear this armor, you gain a +6 bonus to Stamina. Additionally, you can use a main action to expand the armor on your back to create a 4 wall of metal behind you. The wall is an object that retracts if you move, or if it takes 15 damage. It then requires a main action to recalibrate before it can be deployed again.

**5th Level:** The armor's bonus to Stamina increases to +12, and the damage the wall can take before retracting increases to 25. Additionally, while the wall is expanded, spikes extrude from it, and any creature who deals damage to the wall while adjacent to it takes 3 damage.

**9th Level:** The armor's bonus to Stamina increases to +21. Additionally, spikes cover the armor, and any adjacent creature who deals damage to you takes 6 damage.

## STAR-HUNTER

*Shimmering light flows like liquid along this suit of crystalline armor.*

**Keywords:** Heavy Armor, Psionic

**Item Prerequisite:** A large vessel of astral ice, a pint of supercooled mercury

**Project Source:** Texts or lore in Voll

**Project Roll Characteristic:** Might, Reason, or Intuition

**Project Goal:** 450

**1st Level:** While you wear this armor, you gain a +6 bonus to Stamina, but any magic ability gains an edge when targeting you. Additionally, you instinctively know the location of any creature with concealment within 2 squares. You can also turn invisible as a maneuver. Your invisibility ends if you take damage or use an ability, or at the end of your next turn.

**5th Level:** The armor's bonus to Stamina increases to +12, you instinctively know the location of any creature with concealment within 5 squares, and your invisibility no longer ends at the end of your next turn. Additionally, you have psychic immunity 5.

**9th Level:** The armor's bonus to Stamina increases to +21, and you instinctively know the location of any creature with concealment within 10 squares. Your invisibility no longer ends when you use an ability, and you have psychic immunity 10.

## TELEKINETIC BULWARK

*An unseen force seems to draw this steel shield toward nearby creatures.*

**Keywords:** Psionic, Shield

**Item Prerequisite:** Three ingots of steel, six crystals that resonate with psionic power

**Project Source:** Texts or lore in Variac

**Project Roll Characteristic:** Might, Reason, or Intuition

**Project Goal:** 450

**1st Level:** While you wield or carry this shield, you gain a +2 bonus to Stamina. This Stamina bonus adds to the Stamina bonus granted by other treasures. Additionally, once per turn when an adjacent enemy uses an ability, you can use a free triggered action to use the Grab maneuver against that enemy. You can have any number of enemies grabbed in this way.

**5th Level:** The shield's bonus to Stamina increases to +5, and you can use the shield's free triggered action against any enemy within 10 squares who uses an ability. Additionally, any enemy who uses the Escape Grab maneuver while grabbed this way takes a bane on the test.

**9th Level:** The shield's bonus to Stamina increases to +9. Additionally, you can use a maneuver to pull any number of targets the shield has grabbed up to 5 squares.

## Leveled Implement Treasures

Implements are pieces of jewelry, orbs, staffs, tomes, wands, and other objects used by magic and psionic heroes to focus their power. This section presents leveled implement treasures in alphabetical order.

### ABJURER'S BASTION

*An ornate ring is set with a large diamond that swirls with blue light, and whose inner surface is etched with protective runes.*

**Keywords:** Implement, Magic

**Item Prerequisite:** A diamond ring

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Might, Reason, or Intuition

**Project Goal:** 450

**1st Level:** While you wield this implement, your magic or psionic abilities that deal rolled damage gain a +1 damage bonus. Additionally, whenever you deal rolled damage to a creature using a magic or psionic ability, you gain temporary Stamina equal to your highest characteristic score.

**5th Level:** The implement's damage bonus increases to +2. Additionally, whenever you deal rolled damage using a magic or psionic ability, you can use a maneuver to create an immobile field of protection that is a 1 cube, around yourself or around an ally within 5 squares. While in the area, you or the chosen ally has damage immunity 5. The field disappears at the start of your next turn.

**9th Level:** The implement's damage bonus increases to +3. Whenever you deal rolled damage to a creature using a magic or psionic ability, you and each ally within 5 squares of you gains temporary Stamina equal to your highest characteristic score. Additionally, the size of your field of protection increases to a 3 cube, and it can be placed anywhere within 10 squares of you. You and each ally in the area gain its benefits.

## BRITTLEBREAKER

*This crystal wand thrums with power, yet is so thin and brittle that it feels as if even a slight squeeze will shatter it.*

**Keywords:** Psionic, Wand

**Item Prerequisite:** A handful of shattered quartz

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Might, Reason, or Intuition

**Project Goal:** 450

**1st Level:** While you wield this implement, your magic or psionic abilities that deal rolled damage deal an extra 2 psychic damage. Additionally, you have damage weakness 3, and you gain an edge on magic or psionic abilities if you aren't at full Stamina, or a double edge if you are winded.

**5th Level:** The implement's extra psychic damage increases to 3. Additionally, once per round when you take more than 20 damage from a single source, the implement's extra damage is doubled until the end of your next turn.

**9th Level:** The implement's extra psychic damage increases to 4. Additionally, whenever you use a damage-dealing magic or psionic ability, you can take half as much total damage as is dealt to all targets to immediately use the same ability again. The damage you take can't be reduced in any way. You can't use this benefit more than once a turn.

## CHALDORB

*A perfectly clear sphere is embossed with fine ivory and crystal that is frigid to the touch.*

**Keywords:** Implement, Magic

**Item Prerequisite:** An ounce of primordial ice, an ounce of mammoth-ivory shards

**Project Source:** Texts or lore in Zaliac

**Project Roll Characteristic:** Might, Reason, or Intuition

**Project Goal:** 450

**1st Level:** While you wield this implement, your magic or psionic abilities that deal rolled damage gain a +1 damage bonus. Additionally, if you make a magic strike, the strike must deal cold damage instead of its usual damage.

**5th Level:** The implement's damage bonus increases to +2. Additionally, whenever you use a magic or psionic ability, a whirlwind of sleet and ice whips around you, dealing 3 cold damage to each adjacent enemy.

**9th Level:** The implement's damage bonus increases to +3, and the whirlwind you create when you use a magic or psionic ability deals 6 cold damage to each enemy within 2 squares of you. Additionally, the whirlwind creates a 2 aura around you that lasts until the start of your next turn. Each enemy who enters the aura for the first time in a combat round or starts their turn there takes 6 cold damage.

## ETHER-FUELED VESSEL

*This bronze bottle has been shaped into the form of a ghostly figure.*

**Keywords:** Implement, Psionic

**Item Prerequisite:** Incense distilled from the essence of ether

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 450

**1st Level:** While you wield this implement, your magic or psionic abilities that deal rolled damage gain a +1 damage bonus. Additionally, whenever you deal rolled damage to a creature using a magic or psionic ability, they become insubstantial to you until the end of their next turn, allowing you to pass through them freely. While insubstantial, a creature can't make opportunity attacks against you.

**5th Level:** The implement's damage bonus increases to +2. Additionally, when you move through a creature who is insubstantial to you, you can use a free triggered action to deal damage to them equal to your highest characteristic score. If you do, the insubstantial effect ends immediately after you pass through the creature and into an adjacent space outside them.

**9th Level:** The implement's damage bonus increases to +3. Additionally, any creature who is insubstantial to you and isn't a leader or solo creature also can't make opportunity attacks against your allies while they remain insubstantial.

## FOESENSE LENSES

*These spectacles feature pink-tinted glass lenses held in a silver frame.*

**Keywords:** Implement, Psionic

**Item Prerequisite:** Two clear lenses carved from volcanic glass

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 450

**1st Level:** While you wield this implement, your magic or psionic abilities that deal rolled damage gain a +1 damage bonus. Additionally, whenever you deal rolled damage to a creature using a magic or psionic ability, you can use that creature's senses until the end of your next turn, allowing you to experience all they observe and to use your abilities as if you were in their space. You also benefit from your own senses at the same time.

**5th Level:** The implement's damage bonus increases to +2. Additionally, whenever you deal 20 or more rolled damage with a magic or psionic ability to a creature whose senses you are using, that creature is weak-end until the end of their next turn.

**9th Level:** The implement's damage bonus increases to +3. Additionally, whenever you deal 30 or more rolled damage with a magic or psionic ability to a creature whose senses you are using, that creature is dazed until the end of their next turn.

## WORDS BECOME WONDERS AT NEXT BREATH

*This ornate high elf tome seems to sigh each time it is opened.*

**Keywords:** Implement, Magic

**Item Prerequisite:** Written permission from a high elf magistrate

**Project Source:** Texts or lore in Hyrallic

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 450

**1st Level:** You can open or close the tome as a maneuver while speaking or thinking its full name. While the tome is open, it floats in an adjacent space and flips to specific pages at your command, you gain an edge on Reason tests made to recall lore, and you gain a +3 bonus to distance for your ranged magic or psionic abilities.

**5th Level:** While the tome is open, the bonus to distance for your ranged magic or psionic abilities increases to +5. Additionally, when you or a creature you have line of effect to uses a magic or psionic ability, you can use a triggered action to grant a +3 bonus to the power roll.

**9th Level:** While the tome is open, you automatically obtain a tier 3 outcome on Reason tests made to recall lore, and when you use a heroic ability, its Heroic Resource cost is reduced by 1 (to a minimum of 1).

## Leveled Weapon Treasures

For combat-focused heroes, weapons channeling magic and psionic power can easily tip the balance of any battle. This section presents leveled weapon treasures in alphabetical order.

### AUTHORITY'S END

*This long, sinuous chain is composed entirely of broken links held together by unseen power.*

**Keywords:** Psionic, Whip

**Item Prerequisite:** A lash used to punish a mutineer

**Project Source:** Texts or lore in Khelt

**Project Roll Characteristic:** Reason, Intuition, or Presence

**Project Goal:** 450

**1st Level:** Any weapon ability that deals rolled damage using this weapon gains a +1 damage bonus. Whenever you damage a creature with the weapon, you can immediately use a maneuver to end one effect imposed by that creature on you or another creature within 5 squares of you.

**5th Level:** The weapon's damage bonus increases to +2. Additionally, you and each ally within 2 squares of you gains a +1 bonus to saving throws.

**9th Level:** The weapon's damage bonus increases to +3. Additionally, you no longer need to use a maneuver to end one effect when you damage a creature with the weapon. The weapon also refuses to vie for control of your psyche, and no longer counts against the limit of leveled treasures you can carry safely.

### BLADE OF QUINTESSENCE

*This crystal blade houses a stormy vortex of fire, ice, and lightning.*

**Keywords:** Magic, Medium Weapon

**Item Prerequisite:** A ruby hardened in the fires of the City of Brass, a sapphire that has been struck by lightning

**Project Source:** Texts or lore in Zaliac

**Project Roll Characteristic:** Might, Reason, or Intuition

**Project Goal:** 450

**1st Level:** Any weapon ability that deals rolled damage using this weapon gains a +1 damage bonus. Additionally, you can change the damage type of such abilities to cold, fire, lightning, or sonic.

**5th Level:** The weapon's damage bonus increases to +2. Additionally, the weapon can be used with ranged weapon abilities, and returns to you when a ranged ability is resolved. Ranged abilities used with the weapon increase their distance by 3, and must deal cold, fire, lightning, or sonic damage (chosen when you use the ability).

**9th Level:** The weapon's damage bonus increases to +3. Additionally, while you wield or carry the weapon, you have immunity 10 to cold, fire, lightning, and sonic damage.

### BLADE OF THE LUXURIOUS FOP

*Despite sporting an outrageously ornate hilt adorned with far too many jewels, this blade remains perfectly balanced.*

**Keywords:** Light Weapon, Magic

**Item Prerequisite:** A personal blessing from the greatest duelist in the land, six fake and extremely shiny gemstones

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Agility, Reason, or Intuition

**Project Goal:** 450

**1st Level:** Any weapon ability that deals rolled damage using this weapon gains a +1 damage bonus. Additionally, whenever you deal rolled damage with this weapon, you can immediately shift 1 square. As well, while you wield or carry the weapon and are present in a negotiation, if an NPC in the negotiation has the greed, legacy, power, or revelry motivation, their starting interest increases by 1 (to a maximum of 5).

**5th Level:** The weapon's damage bonus increases to +2. Additionally, when you make an opportunity attack against an enemy of your size or smaller, you can use fancy footwork to knock them prone. You also earn 1 Renown.

**9th Level:** The weapon's damage bonus increases to +3. Additionally, you have a double edge on any test you make using a skill you have from the interpersonal skill group.

### DISPLACER

*This crystal battleaxe seems to pull at the hands that wield it, as if anxious to leap across the battlefield.*

**Keywords:** Medium Weapon, Psionic

**Item Prerequisite:** An ancient bronze gear covered in indecipherable runes

**Project Source:** Texts in Zaliac

**Project Roll Characteristic:** Might or Intuition

**Project Goal:** 450

**1st Level:** Any weapon ability that deals rolled damage using this weapon deals an extra 1 psychic damage. Additionally, whenever you deal rolled damage to a creature, you can use a maneuver to teleport you and that creature, letting you trade places provided you both fit into each other's spaces.

**5th Level:** The weapon's extra psychic damage increases to 2. Additionally, whenever you deal rolled damage to a creature, you can use a maneuver to trade places with that creature or any creature within 4 squares of them, provided you both fit into each other's spaces.

**9th Level:** The weapon's extra psychic damage increases to 3. Additionally, whenever you deal rolled damage to a creature, you can use a maneuver to trade places with that creature or any creature within 8 squares of them, provided you both fit into each other's spaces. Additionally, you can cause the creature you traded places with to be weakened until the end of their next turn, or you can spend a Recovery.

## EXECUTIONER'S BLADE

*This blade exudes a faint hum that grows louder as its quarry weakens.*

**Keywords:** Heavy Weapon, Psionic

**Item Prerequisite:** The skull of a convicted criminal

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Might, Reason, or Intuition

**Project Goal:** 450

**1st Level:** Any weapon ability that deals rolled damage using this weapon deals an extra 1 psychic damage, or an extra 2 psychic damage if the target is winded. Additionally, the first time in an encounter that you cause an enemy to become winded with an ability using the weapon, you gain 10 temporary Stamina.

**5th Level:** The weapon's extra psychic damage increases to 2, or to 4 if the target is winded. Additionally, whenever you cause an enemy to become winded with an ability using the weapon, you gain 2 surges that you can immediately spend.

**9th Level:** The weapon's extra psychic damage increases to 3, or to 6 if the target is winded. Additionally, you gain an edge on any ability using the weapon against a winded target.

## ICEMAKER MAUL

*The head of this iron hammer is cold to the touch and encases whatever it strikes in a thin layer of ice.*

**Keywords:** Heavy Weapon, Magic

**Item Prerequisite:** Eight iron bars cooled in a glacier, the branch of an ancient evergreen

**Project Source:** Texts in Zaliac

**Project Roll Characteristic:** Might, Reason, or Intuition

**Project Goal:** 450

**1st Level:** Any weapon ability that deals rolled damage using this weapon deals an extra 1 cold damage. Additionally, you can use a maneuver to create an ice field in a 3 burst. The ground in this area is difficult terrain for enemies, and lasts until the end of the encounter or when you use this ability again.

**5th Level:** The weapon's extra cold damage increases to 2, and the ice field becomes a 4 burst. Additionally, whenever you use a weapon ability using this weapon against one or more enemies in the ice field, you gain 1 surge that you can use immediately.

**9th Level:** The weapon's extra cold damage increases to 3, and the ice field becomes a 5 burst. Additionally, any enemy in the ice field who is reduced to 0 Stamina by an ability using the weapon can be shattered, killing them and dealing 15 cold damage to each enemy within 3 squares of them.

## KNIFE OF NINE

*This ivory dagger features nine faintly glowing indentations along the blade.*

**Keywords:** Light Weapon, Psionic

**Item Prerequisite:** Eighteen daggers—nine taken from personal enemies and nine gifted by friends

**Project Source:** Texts or lore in Variac

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 450

**1st Level:** Any weapon ability that deals rolled damage using this weapon deals an extra 1 psychic damage. This extra damage increases by 1 each time you deal rolled damage using the weapon to the same target during the same encounter (to a maximum of 3).

**5th Level:** Whenever you reduce a creature to 0 Stamina with an ability using this weapon, one of its indentations glows brighter. When you use a signature ability using the weapon, you can use a triggered action to expend any number of bright-glowing indentations, with the ability dealing extra psychic damage equal to the number of indentations. The expended indentations then return to a dim glow.

**9th Level:** If you make a weapon strike using this weapon against a target after dropping down on them from a height of 2 squares or more, the attack deals an extra 10 psychic damage. You can distribute all extra psychic damage dealt by the attack between the target and any enemies adjacent to them.

## LANCE OF THE SUNDERED STAR

*This needlelike lance is cast of shimmering metal and induces a yearning for the skies in those who handle it.*

**Keywords:** Magic, Polearm

**Item Prerequisite:** Night-blooming flower petals, a starmetal meteorite

**Project Source:** Texts or lore in Hyrallic

**Project Roll Characteristic:** Agility or Presence

**Project Goal:** 450

**1st Level:** Any weapon ability that deals rolled damage using this weapon deals an extra 1 holy damage. Additionally, when the weapon is used with a weapon ability that allows you to push a target, you can shift to any square adjacent to the target after the push.

**5th Level:** The weapon's extra holy damage increases to 2. Additionally, whenever you use the Charge main action and use an ability with the Charge keyword, or whenever you use an ability that allows you to shift, you can fly as part of the charge movement or the shift. If you don't end your flying movement on the ground, you fall.

**9th Level:** The weapon's extra holy damage increases to 3. Additionally, whenever the weapon is used with a weapon ability that allows you to push or slide a target, that forced movement can be vertical.

## MOLTEN CONSTRICTOR

*This flexible black-iron net burns with the heat of a volcano.*

**Keywords:** Magic, Net

**Item Prerequisite:** Four iron bars coated in magma slag

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Might, Reason, or Intuition

**Project Goal:** 450

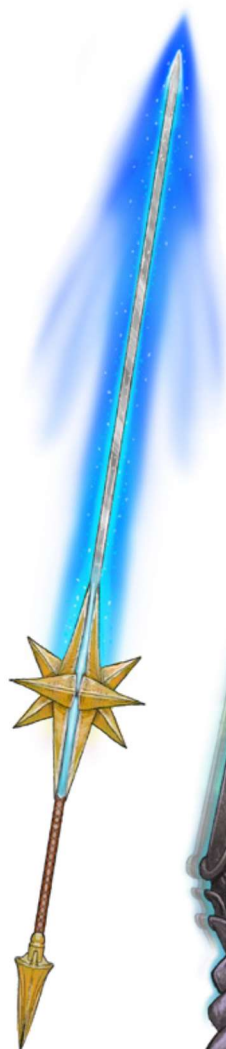
**1st Level:** Any weapon ability that deals rolled damage using this weapon deals an extra 1 fire damage. Additionally, whenever you make a strike using the net and obtain a tier 3 outcome, you can automatically grab the target. A target grabbed in this way takes a bane when using the Escape Grab maneuver.

**5th Level:** The weapon's extra fire damage increases to 2. Additionally, a target grabbed by a strike using the net takes 8 fire damage each time they attempt to escape using the Escape Grab maneuver.

**9th Level:** The weapon's extra fire damage increases to 3, and the damage taken by a grabbed creature attempting to escape increases to 15. Additionally, you can use a maneuver to make a free strike with another weapon against a target grabbed using the net.



**LANCE OF THE  
SUNDERED STAR**



**THUNDERHEAD  
BIDENT**



**BLADE OF  
QUINTESSENCE**



**ICEMAKER  
MAUL**

## ONEROUS BOW

*This mechanized bow is set with magical reservoirs that carry the faint tang of toxins.*

**Keywords:** Bow, Magic

**Item Prerequisite:** A venom sac from a giant spider, one valok gyroscope

**Project Source:** Texts or lore in Caelian and Variac

**Project Roll Characteristic:** Might, Reason, or Intuition

**Project Goal:** 450

**1st Level:** Any weapon ability that deals rolled damage using this weapon deals an extra 1 poison damage. Additionally, any signature ability using the weapon that obtains a tier 3 outcome also makes the target weakened until the end of their next turn.

**5th Level:** The weapon's extra poison damage increases to 2. A signature ability made using the weapon that obtains a tier 3 outcome also makes the target weakened and slowed until the end of their next turn.

**9th Level:** The weapon's extra poison damage increases to 3. Additionally, if you use an ability using the weapon that targets one creature and you don't have a bane or double bane on the ability, you can take a bane. Doing so lets you target another creature adjacent to the original target. Alternatively, you can have a double bane to target two creatures adjacent to the original target.

## STEELTONGUE

*This sinuous whip reflects all light off its plated steel surfaces.*

**Keywords:** Magic, Whip

**Item Prerequisite:** One hundred steel arrowheads stained with blood

**Project Source:** Texts or lore in Caelian and Kalliak

**Project Roll Characteristic:** Might, Reason, or Intuition

**Project Goal:** 450

**1st Level:** You gain a +1 bonus to melee distance with weapon abilities using this weapon. Additionally, any damage-dealing weapon ability using the weapon against a target who has **A < AVERAGE** also leaves that target bleeding (save ends).

**5th Level:** The weapon's bonus to melee distance increases to +2. Additionally, any weapon ability that deals rolled damage using the weapon gains a +3 damage bonus against any target who is bleeding.

**9th Level:** The weapon's bonus to melee distance increases to +3. Additionally, if you use a signature ability using the weapon that targets one or more bleeding creatures, you can use the same ability again immediately as a maneuver.

## THIRD EYE SEEKER

*The shifting patterns on this bow's crystalline grip resemble dozens of blinking eyes.*

**Keywords:** Bow, Psionic

**Item Prerequisite:** Heart strings of a tapir, a pound of tiger's eye gemstones

**Project Source:** Texts or lore in Variac

**Project Roll Characteristic:** Reason or Intuition

**Project Goal:** 450

**1st Level:** Any weapon ability that deals rolled damage using this weapon deals an extra 1 psychic damage. Additionally, any damage-dealing weapon ability using the weapon that achieves a tier 3 outcome also leaves the target dazed until the end of their next turn.

**5th Level:** The weapon's extra psychic damage increases to 2. Additionally, whenever a creature within distance of your ranged weapon free strike uses a triggered action, you can use a triggered action after their triggered action resolves to make a ranged weapon free strike using this weapon against the creature.

**9th Level:** The weapon's extra psychic damage increases to 3. Additionally, you have a double edge on weapon abilities that use the weapon against creatures who have used a psionic ability since the end of your last turn.

## THUNDERHEAD BIDENT

*This bident is made from two pieces of moon metal twisted together, and hums like a tuning fork.*

**Keywords:** Magic, Medium Weapon

**Item Prerequisite:** A jar of captured thunder, two ingots of moon metal

**Project Source:** Texts or lore in Zaliac

**Project Roll Characteristic:** Might, Reason, or Intuition

**Project Goal:** 450

**1st Level:** Any weapon ability that deals rolled damage using this weapon deals an extra 1 sonic damage. Additionally, when the weapon is used with any ability that pushes a target, you gain a +1 bonus to the forced movement distance. If the weapon is used with a damage-dealing ability that doesn't impose forced movement, you can push the target 1 square.

**5th Level:** The weapon's extra sonic damage increases to 2, and the additional distance or distance of a push for abilities using the weapon increases to 2 squares. Additionally, the weapon can be used with ranged weapon abilities, and gains power the farther it is hurled. For each 2 squares the weapon travels to the target of a ranged strike, the strike deals an extra 1 sonic damage.

**9th Level:** The weapon's extra sonic damage increases to 3, and it deals an extra 1 sonic damage for each square it travels as part of a ranged strike. Additionally, whenever you make a weapon strike using this weapon, each enemy adjacent to the target takes 6 sonic damage.

## WETWORK

*When first held, this naginata whispers the names of its past victims.*

**Keywords:** Polearm, Psionic

**Item Prerequisite:** A folded metal blade infused with blood

**Project Source:** Texts or lore in Higarán

**Project Roll Characteristic:** Might, Reason, or Intuition

**Project Goal:** 450

**1st Level:** Any weapon ability that deals rolled damage using this weapon deals an extra 1 psychic damage. Additionally, if you reduce a creature to 0 Stamina using this weapon, you can immediately use a maneuver to make a melee free strike.

**5th Level:** The weapon's extra psychic damage increases to 2. Additionally, if you reduce a creature to 0 Stamina using the weapon, you can use a maneuver to make a melee free strike and can move up to 2 squares before or after the strike.

**9th Level:** The weapon's extra psychic damage increases to 3. Additionally, if you reduce a creature to 0 Stamina using the weapon, you can use a maneuver to move up to your speed and make either a signature ability strike or a melee free strike.

## Other Leveled Treasures

In addition to armor, shields, implements, and weapons, heroes can make use of a wide range of magic and psionic treasures. This section presents other types of leveled treasures in alphabetical order.

### BLOODBOUND BAND

*This ring appears to be traced by dried blood, which returns each time it is rubbed away.*

**Keywords:** Magic, Ring

**Item Prerequisite:** A pair of obituaries that each mention the subject of the other

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Might, Reason, or Intuition

**Project Goal:** 450

**1st Level:** While you wear this ring, you gain a +6 bonus to Stamina. Additionally, during a respite, you can touch the ring to any number of other Bloodbound Bands worn by willing creatures to form a bond among all of you. Creatures related by blood can't form bonds in this way. Bonded creatures can each use the highest recovery value of any bonded creature in place of their own, and can spend each other's Recoveries as if they were their own. Whenever any other bonded creature takes damage, each bonded creature takes 1 damage that can't be reduced in any way. Your bond ends if you remove the ring, use it to bond with one or more other creatures, or die, but other rings continue to be bonded to each other.

**5th Level:** The ring's bonus to Stamina increases to +12. Additionally, you have damage immunity 2.

**9th Level:** The ring's bonus to Stamina increases to +21. Additionally, if a creature bonded with you dies, you can choose to die in their place. Your sacrifice twists fate to remove the creature from danger, and they regain Stamina equal to their wounded value. Your ring then teleports into their possession and ceases to be magic.

### BLOODY HAND WRAPS

*These rough hand wraps are stained with blood that never comes clean.*

**Keywords:** Hands, Psionic

**Item Prerequisite:** One cotton bolt soaked in the blood of six adventurers

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Might, Agility, or Intuition

**Project Goal:** 450

**1st Level:** While you wear these hand wraps, any weapon ability that deals rolled damage using your unarmed strikes gains a +1 damage bonus. Additionally, once per turn, you can take 5 damage that can't be reduced in any way to use the Grab maneuver (no action required).

**5th Level:** The damage bonus granted by the hand wraps increases to +2. Additionally, once per turn, you can take 10 damage that can't be reduced in any way to make a melee free strike (no action required). On your turn, you can use the wraps' melee free strike option or Grab maneuver option, but only one.

**9th Level:** The damage bonus granted by the hand wraps increases to +3. Additionally, once per turn, you can take 15 damage that can't be reduced in any way to use a signature ability (no action required). On your turn, you can use the wraps' signature ability option, melee free strike option, or Grab maneuver option, but only one.



### LIGHTNING TREADS

*Sparks strike from these boots whenever they touch the ground, increasing in number as the wearer gathers speed.*

**Keywords:** Feet, Magic

**Item Prerequisite:** One jar of lightning

**Project Source:** Texts or lore in Yllyric

**Project Roll Characteristic:** Agility, Reason, or Intuition

**Project Goal:** 450

**1st Level:** While you wear these boots, any weapon ability that deals rolled damage using your unarmed strikes deals an extra 1 lightning damage. Additionally, you gain a +2 bonus to speed.

**5th Level:** The extra lightning damage granted by the treads increases to 2. Additionally, for each square you move on your turn before you use a weapon ability that deals rolled damage using your unarmed strikes, this extra damage increases by 1 (to a maximum of 4).

**9th Level:** The extra lightning damage granted by the treads increases to 3, and your movement can increase that extra damage to a maximum of 6. Additionally, you can use a maneuver to perform a flying lightning kick on one adjacent creature. That target is pushed up to 5 squares, and you can move to any square adjacent to the target after the push.

### REVENGER'S WRAP

*When first handled, this tattered cloak fills the mind with thoughts of revenge.*

**Keywords:** Magic, Neck

**Item Prerequisite:** A cloak worn by a murdered monarch

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** Might, Reason, or Intuition

**Project Goal:** 450

**1st Level:** While you wear this cloak, any creature who damages you is marked for revenge until the end of your next turn or until another creature damages you. Any strike you make against a creature marked for revenge deals extra damage equal to your highest characteristic score, and whenever you damage a creature marked for revenge, they are also bleeding until the end of their next turn.

**5th Level:** Each creature who damages you is marked for revenge until the end of your next turn. Whenever you damage a creature marked for revenge, they are also bleeding (save ends).

**9th Level:** When you have three or more creatures marked for revenge and you target one of them with an ability that targets only one creature, you target all the creatures marked for revenge, regardless of their distance from you and even if you don't have line of effect to them.



## THIEF OF JOY

*This burnished copper torque thrums with a sense of judgment.*

**Keywords:** Neck, Psionic

**Item Prerequisite:** A pound of feathers, a pound of bricks from the Seven Cities of Hell

**Project Source:** Texts or lore in Anjali

**Project Roll Characteristic:** Might, Reason, or Presence

**Project Goal:** 450

**1st Level:** While you wear this torque, you gain a bonus to Stamina equal to twice your highest characteristic score. Additionally, you can use a maneuver to choose a creature in your line of effect and learn their level. If their level is higher than yours, the torque grants you envy. If their level is equal to or lower than yours, the torque grants you disdain. You can have both envy and disdain from different creatures, but not more than one instance of either.

Whenever a creature within 10 squares of you deals damage to another creature, you can use a triggered action to expend your envy or disdain. If you expend envy, you deal damage equal to the triggering damage to a creature adjacent to you. If you expend disdain, you reduce the triggering damage by half. At the end of the encounter, you lose any envy or disdain granted by the torque.

**5th Level:** The torque's bonus to Stamina increases to three times your highest characteristic score. Additionally, when you use the torque's maneuver and the target creature is the same level as you, you gain your choice of envy or disdain.

**9th Level:** The torque's bonus to Stamina increases to five times your highest characteristic score. Additionally, you can have multiple instances of envy and disdain, with no limit on either.

## Artifacts

Artifacts are powerful treasures, with entire campaigns to be built around finding, using, hiding, protecting, or destroying one. Make no mistake—these items unbalance the game. If the heroes or villains have access to such a treasure, their power is far beyond what the encounter-building guidelines in *Draw Steel: Monsters* expect. That's part of the fun!

Typically, one creature never holds onto an artifact for too long. Most of these treasures have a sentience of their own and an eagerness to move on. Since many powerful entities might want to get their hands on an artifact, characters might see armies, dragons, and even gods come to collect one from a wielder who refuses to let go.

## BLADE OF A THOUSAND YEARS

*This fabled sword features a hilt made of glittering starlight, out of which its gleaming metal blade extends.*

**Keywords:** Magic; Light Weapon, Medium Weapon, or Heavy Weapon

Whether drawn from a stone, gifted by a lake spirit, forged by a god, or used to kill one, there is a sword that exists outside of time and space. It is always where it needs to be precisely when it needs to be there—then is gone in a flash when the need for it has waned. The sword is depicted in art, song, and story across many living cultures—and even more frequently among cultures long buried, often after proving the deciding factor in a battle. It's been wielded by numerous heroes of legend, and even more who have slipped into the forgotten shadows of history.

Though its size and make are often debated, the sword is consistently described as having a crossguard made from pure starlight. When wielded, a brilliant metal blade springs forth from that hilt, suiting the holder's taste in weapons. Those who touch the blade are filled with the vigor and power of the heroes who have held it before.

**Suited for Victory:** This sword takes on the size, shape, and make that the wielder wills into it. It can be a light, medium, or heavy weapon, and you can change its weapon type and appearance as a free maneuver. Any weapon ability that deals rolled damage using the Blade of a Thousand Years gains a +5 damage bonus, and that ability always deals holy damage. Any creature with weakness to holy damage who takes damage from this weapon is also frightened and weakened until the end of their next turn.

**Rally the Righteous:** This blade fills all around it with hope and courage. Each ally within 1 mile of the weapon gains an edge on weapon abilities and magic abilities, and has damage immunity 5. Additionally, each such creature's Stamina maximum increases by 15 and they gain a +15 bonus to Stamina when this ability first affects them.

**Turn the Tide:** Each enemy minion within 1 mile of the sword is dazed. Any enemy leader or solo creature in that area takes a bane on ability rolls.

**Victory's Assurance:** This weapon always appears on the eve before what will later come to be known as a historic battle. It disappears after 24 hours or when the battle is won, whichever comes first. By taking the blade, the wielder unwittingly enters into a pact with the weapon. If they don't secure victory against monumental odds or some great foe by the time the sword disappears, they are pulled into the sword, preventing any chance of resurrection, and forever dooming them to lend their strength to the heroes of other ages.

**Soul of the Martyr:** If the wielder dies while holding this blade, their soul is drawn into the starlight hilt, where it remains for the rest of time to prevent any chance of resurrection. The sword disappears, but the lingering feeling of hope that spreads from it remains. For the next hour, the effects of Rally the Righteous increase to provide a double edge on weapon abilities and magic abilities, damage immunity 10, an increase to Stamina maximum of 30, and a bonus to Stamina of +30.



## ENCEPTER

*A bejeweled scepter with a spiraling porcelain handle balances an orb of light above its crown.*

**Keywords:** Magic

This scepter waits high in the sky, resting within an endlessly raging cyclone. It waits for the one who will unify all people under its light. It awaits its champion.

The Enceptor is said to have first manifested in a young world doomed to apocalypse—unless every last inhabitant of that world could stand together. The scepter is said to impose either dominion or obliteration over any threat its light is drawn around. Today, it is most commonly known as a bad omen, and should the Enceptor reveal itself, folk know that the world teeters on the brink of destruction. Whether any of the stories are true, few can say, for the only living eyes that have witnessed the Enceptor belong to dragons deep in slumber.

**Shining Presence:** The one who wields the Enceptor is always cast in a brilliant glow. Any power roll made by the wielder that uses Presence automatically achieves a tier 3 outcome, though the wielder can still roll in an attempt to score a critical success or critical hit.

**Champion's Lasso:** As a free maneuver, the wielder of the scepter can trigger a glowing line of light that traces their path as they move, or can dismiss the glowing line. If the wielder crosses over this line, each creature and object of the wielder's choice enclosed inside the line and within 2 squares above and below it are considered lassoed by the Enceptor. Creatures remain lassoed until the lasso is released or until a new line is drawn.

**Dominion:** Each creature lassoed by the Enceptor is restrained and can't teleport. A creature caught in midair while lassoed stays in place rather than falling.

**Obliteration:** As a main action, the wielder raises the Enceptor to the sky. Each target lassoed by the Enceptor erupts in a prismatic burst of light, taking 10 psychic damage for each square horizontally encircled by the lasso. The lasso is then immediately released.

**At World's End:** If the Enceptor was not taken from its cyclonic resting place with the purpose of vanquishing a terrible peril, then a terrible peril emerges to threaten the world within 3 days of the scepter being taken.

## MORTAL COIL

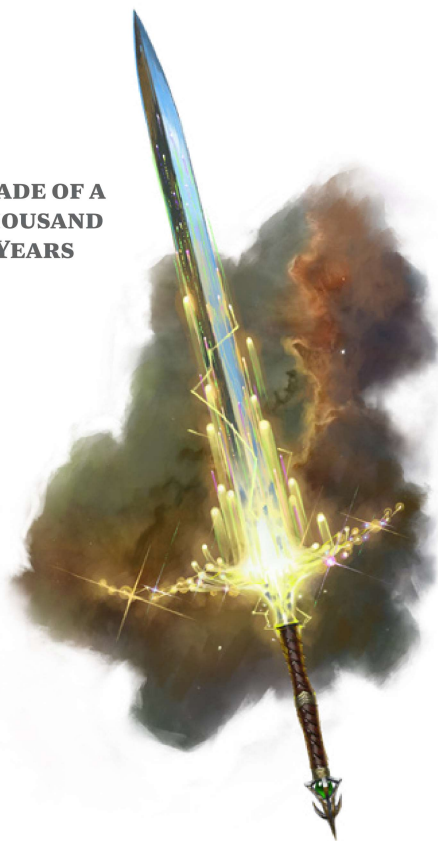
*This floating helix of golden metal spins ever faster as it activates, crackling with crimson sparks.*

**Keywords:** Psionic

Change is the engine of existence. Permanence begets stagnation. When the past refuses to relinquish control, a path must be cleared for the future. Energized by the flickering of minds and souls passing through the void, the Mortal Coil taps into the entropic potential inherent in every living creature to cast a shadow capable of felling even gods. For the true gift of life is death, and gifts are meant to be given.

Only one destined for death can contain the power of the Mortal Coil. A mortal creature who carries this artifact serves as its host, gaining an additional main action on each of their turns, aging at ten times the usual rate, and becoming unable to ever regain Stamina. A host with no natural maximum lifespan permanently reduces their Stamina maximum by 10 each year.

## BLADE OF A THOUSAND YEARS



When the Mortal Coil is left unattended or is in the possession of a creature who is not mortal, it activates and can't be deactivated until a mortal creature becomes its host once more. While active, the artifact extends a penumbra of influence for 10 miles in every direction. Every creature in the penumbra is subject to the following effects.

**One Foot in the Grave:** Any creature in the penumbra has damage weakness 2 and can't regain Stamina.

**Get Busy Dyin':** Each creature in the penumbra ages at 10 times the usual rate, and diseases and poisons affecting creatures in the penumbra run their course at 10 times their usual rate. A creature with no natural maximum lifespan permanently reduces their Stamina maximum by 10 each year. Each creature can undertake one additional respite activity during each respite.

**If You Meet God on the Road, Kill Them:** Every non-mortal entity in the penumbra is granted the gift of mortality. Previously immortal or invulnerable entities—from planar creatures to the gods themselves—can be killed while in the penumbra, though not necessarily easily. Any creature or entity who dies in the Mortal Coil's penumbra experiences perfect death. They are permanently, irrevocably dead, and no magic, psionics, or technology can restore them to life.

**Perpetual Motion:** If there are ever no creatures or entities within the Mortal Coil's penumbra, the radius of the penumbra doubles.

**Beneath Contempt:** Deities and their servants always overlook the Mortal Coil and its host—either unable to notice it, or not considering it a threat. If the artifact is somehow destroyed or unmade through godly power, it consumes a year of life from every humanoid in the manifold where it was destroyed, then reforms in a hidden place.