

THE GOBLET STAFF OF HAVE

EFFECTS

- ❖ **LEVEL 1:** In one turn, one dose of liquid poured into the staff's goblet turns into a liquid or beverage of the bearer's choice – except for magical liquids or poisons, Blue Tar, or Dense Water.
- ❖ **LEVEL 1:** In one turn, one dose of liquid turns into any drug, acid, or poison the bearer desires. The staff can also create Blue Tar or Dense Water.
- ❖ **LEVEL 1:** Once per Quarter Day, one dose of liquid can be turned into any other liquid or into a dose of Goblet Tonic that heals all injuries (even critical ones), cures all poisons and diseases, and can even resurrect a recently deceased person.

THE GOBLET STAFF OF HAVE



Josh Overbeek (Order #46093754)

THE HELM OF HORN

EFFECTS

- ❖ **LEVEL 1:** The wearer can see in the dark. The helmet has Armor Rating 3.
- ❖ **LEVEL 2:** The owner's Wits is increased by 1 while wearing the helmet.
- ❖ **LEVEL 3:** The helmet provides full protection against all non-magical ranged attacks. It also protects against fear attacks and makes the wearer immune to MANIPULATION.

THE HELM OF HORN



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SELLA'S DRAGONBOOT

EFFECTS

- ❖ **LEVEL 1:** Gives the wearer perfect balance which, for example, allows them to effortlessly walk a tightrope. The wearer does not have to make MOVE rolls to keep their balance and cannot be knocked over.
- ❖ **LEVEL 2:** Allows the wearer to walk on water and lava without suffering damage or plunging through the surface.
- ❖ **LEVEL 3:** Allows the wearer to leap to anything within SHORT range (fast action) and land with perfect balance. The wearer can also summon an earthquake around themselves by stomping the ground. Everyone within NEAR range must then make a MOVE roll not to fall over.

SELLA'S DRAGONBOOT



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GLASSTOOTH

EFFECTS

- ❖ **LEVEL 1:** Double damage and counts as a magical weapon.
- ❖ **LEVEL 2:** Also inflicts double damage on creatures normally resistant to physical violence, such as the key players Octomadria and the Seventh.
- ❖ **LEVEL 3:** Each hit automatically inflicts a critical injury, in addition to normal damage. Armor has no effect. Against Octomadria its attacks are always fatal, but then again she has to die eight times before she can be banished (see *The Bloodmarch*, page 100).

GLASSTOOTH



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THE ARROWS OF THE FIRE WYRM

EFFECTS

- ❖ **LEVEL 1:** The arrow gives the user a D8 Artifact Die when fired from a bow, and returns to its owner after three rounds (to the quiver if it exists, otherwise on the ground in front of the archer).
- ❖ **LEVEL 2:** All three arrows can be fired simultaneously at the same target. It is rolled as a single attack with 3D8 Artifact Dice. The arrows return to the quiver after three rounds.
- ❖ **LEVEL 3:** All three arrows can be fired simultaneously at three different targets as a single action. Roll separately for each target, with a D8 Artifact Die to each roll. The arrows reemerge in the quiver after three rounds.

THE ARROWS OF THE FIRE WYRM



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THE STONECHEST OF HORN

EFFECTS: The Stonechest of Horn has Armor Rating 8 and counts as a light item.

THE STONECHEST OF HORN



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WITHERBEAM

EFFECTS: Witherbeam is steered like an ordinary horse, with reins, legs, and other aids. The horse is fueled with Blue Tar which is poured through the nose after the bigger horn has been unscrewed. The horse brakes if Dense Water is poured through the nose after unscrewing the smaller horn.

Witherbeam automatically gives its rider the talents Path of the Plains and Path of the Knight, both at rank 1. If the rider already has these talents, the rank increases by 1 on the horse's back, up to a maximum of 3.

Witherbeam counts as a combat trained horse but has Strength 8, Agility 4, and Movement 3.

WITHERBEAM



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