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ANIMA

BEYOND FANTASY



PROMETHEUM EXXET
THE SUPERNATURAL ARTIFACTS

PROMETHEUM EXXET

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THE SUPERNATURAL ARTIFACTS

If you knew everything that has been created by the human mind, you would change your concept of terror.

-Etheldrea-

THE ARTIFACTS OF GAÏA

Supernatural artifacts are an established feature of life in Gaïa. From the beginning of history, many cultures, those of humans and of other races, have found many different applications for such objects. Naturally, depending on the time and place, the use and importance of these items have varied considerably. Sometimes these objects were barely recognized and in other eras they were so famous that whole races, such as Devah, based their civilizations on them.

At present, supernatural artifacts are extremely rare in Gaïa (or at least compared to how common they were centuries ago). After the War of God, most were destroyed or lost their power.

This gap has widened because of the work of Tol Rauko, an organization that has spent the last six hundred years of history searching out all the artifacts known to exist (a task at which it has proven to be extremely competent). Today, the Templars have found nearly half of the many mystical objects that exist across Gaïa, and have hoarded them away on their secluded island.

Most of the currently existing artifacts (about nine out of every ten) are more than seven centuries old, belonging to the Empire of Yehudah or other non-human civilizations that were not influenced by Rah's machine. Most commonly, they come from the Sylvain, Devah, and Duk'zarist, who had a large number of settlements and cities in Gaïa.

On very rare occasions, new objects are created. Usually, this is the work of isolated individuals producing them out of necessity and for personal use. Only two organizations, the Order of Magus and the Black Sun, continue to create "mass produced" artifacts. Similarly, the spontaneous creation of artifacts is much more unusual in this era. The low level of magic in the world makes spontaneous creation of magic artifacts very rare, although when it does happen, such items can contain considerable power.

Currently, finding a supernatural artifact in Gaïa is a remarkable event, partly because of the scarcity and partly because of the activities of Tol Rauko. While they can sometimes be found mixed in with common objects without anyone knowing their true value, a more reliable way to unearth them is to explore the ruins of ancient civilizations. This is relatively simple to do in certain locations in The Wake that no one has searched before. Those with appropriate means can also get them through the Black Sun, an organization that trades in secret mystical artifacts via the black market.

The agents of the Black Sun operate throughout Gaïa, locating and collecting the most varied of objects. While not as impressive as Tol Rauko, the fact is that after centuries of trading in magic items, their stock is considerable. For the right price, a buyer can secure items of various levels of potency.

Welcome to **Prometheum Exxet**.

The book you have in your hands is focused on the world of supernatural artifacts, and allows for a new range of possibilities for both player characters and their opponents. In it you will find hundreds of supernatural artifacts and wild adventure ideas, as well as a system for making your own magic items. From weapons of legend to the strangest artifacts to a new combat system to use them, **Prometheum Exxet** opens up possibilities never before seen in **Anima: Beyond Fantasy**. A door to a world of untapped powers now opens before you.

To be completely honest, I never thought I would write this book. Among the works I had in mind when I designed **Anima: Beyond Fantasy**, **Prometheum Exxet** was not originally planned. However, I soon realized that magic artifacts, an essential element in any RPG, were not getting the attention for which they were crying out. Of course, they deserved more than a mere mention or a chapter in a different book. Finally, I told myself I could wait no longer and began to work on them.

The truth is that while writing **Prometheum Exxet**, I realized how much I was enjoying it. It allowed me to explore previously unseen facets of Gaïa and its history through the objects that have been present throughout the centuries.

Now, as always, it is up to you to judge the outcome of that work.

THE ORIGIN OF ARTIFACTS

From the moment supernatural forces came into being, countless people and organizations around the world have tried to imbue these powers into special items. Although there are many reasons for creating magic items, such as curiosity or desire for glory, there are two true "origins" that have given birth to mystical artifacts. First, these objects can emerge from the strong desire of those with no magical attributes or powers to use special abilities that match the impossible abilities of those who do wield them. However, perhaps the greatest motive of all behind this act is an avid desire to enhance one's own creative powers and find a way to channel these into even greater abilities.



THE CREATION OF SUPERNATURAL ARTIFACTS

The creation of supernatural and mystical artifacts objects can happen in many different ways, but generally there are three kinds of artifact: those imbued with pure magic, designed artifacts, and spontaneous creations.

Artifacts of Pure Magic: The natural way of creating magical artifacts is when pure magic resonates in an object and creates unique powers. The magician infuses an object with a large amount of raw Zeon, augmenting the object's capacities. Generally, it is the most powerful sorcerers who make use of this method to create simple and durable low-level artifacts. The magic in the object fades with the passage of time or continued use, thus its unique qualities eventually vanish. Given that these are easy to create, there are a considerable number of objects of this kind in the world.

Designed Artifacts: Of all the methods, this is the one that creates the most powerful magic items. These artifacts are created by a long and dedicated process to give them supernatural powers and are arguably real "magic items." Naturally, there is no single technique used to make them. A master of runes could create a rune sword to make it a mystical weapon, while an alchemist could synthesize materials to develop a cup that grants eternal life.

Spontaneous Creation: Although it is extremely rare, some magic items can manifest by themselves without anyone creating them. These artifacts arise out of unique circumstances, often in extreme conditions that cause them to absorb enough energy to manifest supernatural powers. For example, a sword that has been used to kill thousands of innocent people over the decades could be imprinted with so much blood and pain and death that it becomes self aware, or a quartz crystal that was present when two gods fought a duel might be imbued with great magical power.

The power level of a device can vary as much as the conditions that created it. Artifacts in this class and the powers they manifest are always completely unpredictable, as they are not created by anyone using a set method and can thus have very chaotic effects. Only the Game Master has the ability to create these objects, giving them attributes and powers he deems relevant.

SUPERNATURAL CHARACTERS AND ARTIFACTS

Possession of supernatural artifacts can have a substantial impact on a character, as these items significantly increase his capabilities. However, it is important to remember that real power is less about having magic items than it is about individual skill. Conceptually, **Anima: Beyond Fantasy** has always been about the personal power of a character, not that character's possessions, so someone with real skills will always be superior to someone who simply has a lot of magic items.

Of course, this does not mean that artifacts have no value. In terms of balance, a weaker person in possession of mystical objects will always be less powerful than a more skilled opponent. Balance is key.

GENERAL RULES

As discussed below, there are many general rules related to magic items.

Advantage: Artifact

During character creation, characters may gain supernatural objects by taking the Artifact Advantage. If the Game Master permits, players may acquire some of the artifacts in this book or create their own using **Table 1**. Of course, a character's starting Creation Points (CP) determine the potential of the item. The more powerful the artifact, the more expensive it is to create.

TABLE 1: ARTIFACT ADVANTAGE

Character Level	1 Creation Point	2 Creation Points	3 Creation Points
0-3	1+	2	2+
4-6	2	2+	3
7-9	2+	3	3+
10-12	3	3+	4
13+	3+	4	4+

High Supernatural Level: If the campaign includes a very high level of supernatural activity, the characters are treated as being Level 3 for the purpose of determining the Power Level of items that they can buy at character creation.

A character who spends 2 points on the Artifact Advantage could start with an object of Power Level 2.

LINKING OBJECTS TO A SINGLE PERSON

Often, a character might want a supernatural object to be linked to him, so that it cannot be lost and will reappear whenever it is summoned. In this case, this is less a magic item than it is a supernatural power. In these cases, simply apply a cost modifier of +1 per level, as if it were a supernatural being or had a Legacy of Blood, since such items are unique. Such items can only be acquired through the Artifact Advantage, or bestowed on the character by the Game Master during play.

Elemental or Energy Weapons

It is often possible to create a magic weapon of an elemental nature through some supernatural power, such as magic or psychic power.

For example, one could create a flaming sword, or a warlock could cast an ice spell on a club so that it freezes anything it hits. Such weapons are considered elemental, and add Damage Bonuses and other special qualities. The benefits are based on the Intensity of the Energy. The higher the Intensity, the more it adds to the weapon's Base Damage, as described on **Table 2**.

TABLE 2: ELEMENTAL WEAPONS

Intensity	Damage Bonus	Necessary Quality
1-4	+5	+0
5-8	+10	+0
9-15	+20	+5
16-25	+30	+10
26-40	+40	+15
41+	+50	+20

Unfortunately, not all weapons are capable of holding a powerful elemental charge. Some simply do not possess sufficient strength to contain magical fire, cold, or electricity. As such, there is a limit to the benefits provided by an elemental charge based on the weapon itself, as shown in **Table 2**. For example, a +5 weapon cannot support an elemental charge with an Intensity of 30, and only adds +20 (instead of +40) to its Base Damage if imbued with such a charge.

Healing Artifacts

An object that can heal Life Points can be used a number of times per day equal to one quarter of the character's Power Characteristic (rounded up). For example, a character with Power 8 could use the same healing object 2 times per day. Objects that increase regeneration continuously are not affected by this rule.

Armor

Whether provided by spells, armor, or natural characteristics, a character can never have more than three layers of armor. If a character wears more than three layers, only the best three layers contribute to his defenses.

FABLE

The vast majority of supernatural objects have long been the focus of numerous studies and have appeared in many legends, books, and mystical treatises. A sufficiently skilled occultist may be able to identify the qualities or history of an object at a glance or by studying it in a place with the appropriate information, such as a library. The manifestation of the legend that surrounds each artifact is called its "Fable."

It is important to note that not all objects necessarily have a Fable, no matter how powerful they are. For example, an artifact created by an Archmage less than a week ago that has never been used public would not yet have an associated Fable.

There are 3 levels of knowledge available about any given item. Each level of knowledge has a difficulty that the character must surpass with an Occult Secondary Ability Check. For example, if someone studies a device with a Fable of 180/240/280 and gets a final result of 250, that character reaches the second level of knowledge about the item.

FABLE GRADE I: VAGUE IDEA

The character has approximately identified the object and has a sense of what, at least in theory, it could be. He does not know all of the item's specific powers and only has a vague hint of those he can identify. For example, a character may have found a spear that fits the description of the Gae Bolg legend, a weapon said to never miss its target. However, its exact origins are unknown to him, as are any powers beyond those described in the legend.

This level of knowledge does not grant any bonuses to accessing the Notion of Use powers of the artifact.

FABLE GRADE II: IDENTIFICATION

At this level, the character has fully identified the artifact. He has good idea of its history and powers, and how they should work. Only certain details and particularly bizarre powers or effects are still hidden from him.

This level of knowledge allows the character to use the Ritual powers of the device, and reduces the complexity of the artifact's Notion of Use powers by one level.

FABLE GRADE III: MASTERY

The occultist knows in depth every detail related to the artifact, as well as its history and operation. It could be said that he is a real expert on it, knowing every line of its description and every secret of its powers.

This level of knowledge allows the character to use the Arcane Ritual and Ritual powers of this device and reduces the Complexity of the artifact's Notion of Use powers by 2 levels.

SUPERNATURAL ANALYSIS

In addition to Fable, the powers of supernatural objects can be determined using a character's magical knowledge. This requires one to make a Magic Appraisal Check. Depending on the result, this allows one to determine whether an object is magical and, if so, reveal its capabilities.

It is important to note that analysis never gives the supernatural history of the artifacts or knowledge of how to use them.

IDENTIFICATION GRADE I

It is difficult to recognize the device as a magical object. The viewer can identify it as supernatural, but not its functions or powers. A rough assessment of its potential is possible but this is never accurate.

This level of knowledge increases the degree of Affinity a character has with an artifact by 1 level when trying to understand its powers.

IDENTIFICATION GRADE II

A character can see not only the magical power that emanates from the object, but also its supernatural and elemental effects, which give a rough idea of the powers it has. This analysis is not accurate, but enough to understand its basic powers.

This level of knowledge increases a character's Affinity with an artifact by 2 levels when trying to understand its powers.

The character performs a full analysis of the device, gaining a perfect understanding of the device's powers (but not how to activate them).

This level of knowledge increases a character's Affinity with an artifact by 4 levels when trying to understand its powers.

OTHER ARTIFACTS

Both the Fables and the levels of Analysis explained in this chapter make a clear reference to the magic artifacts in this book, but they can be used for any other object the Game Master desires by simply rating the values appropriate to the item. Some sample references are given below.

Supernatural Analysis

- Basic Magic Items of little power, not shielded against mystical detection.
120/140/180
- Magical objects of medium power, not shielded against mystical detection.
120/240/280
- Magical objects of low or medium power, protected against mystical detection.
240/280/320
- Magical objects of immense supernatural power.
120/320/440

Fable

- Legendary objects with a distorted or falsified history.
120/280/320
- Legendary objects with a roughly accurate known history.
120/180/240
- Virtually unknown objects with only brief or esoteric histories.
280/320/440
- Generic magical objects or events known in occult sectors.
120/140/240

THE TWO TESTS

Supernatural Analysis or researching a Fable (using Magic or Occultism) can be performed with two different Checks. The first is always considered a preliminary analysis, a quick "once over" performed upon coming in contact with the object. Later, the character can make a second Check after finding the time to invest in close study of the object, accepting the second result as correct.

The time spent and materials available determine the modifiers to the roll.

One day	+10	Six months	+60
Three days	+20	A year	+80
A week	+30	A decade	+100
A month	+20	Suitable research material	+40
Three months	+40	Ideal research material	+50

USING MAGICAL ARTIFACTS

In most cases, an average person is able to use any kind of magical object. Just having one in your character's possession allows him to activate its powers instinctively, as most mystic artifacts respond automatically to their owner's will. However, some items are not so simple to use. Certain mystical artifacts require that the person using them have a clear understanding of how to activate their powers; it could be something as simple as saying a command word or phrase out loud or as complex as performing a long ritual with dozens of different components. It is even possible that a device only works if it is synchronized to the essence of its user. In this section, we explore the different ways to activate and correctly employ such powers.

Automatic Powers

This refers to any supernatural ability that a device gives its owner without requiring any special action to activate it. For example, this covers the power of a magical sword that increases ability of the wearer or that of an earring that lets him see in the dark. In the first case, the bearer needs only to hold the sword and in the second he needs only to wear the earring to tap into its supernatural qualities.

Activation Protocol

This covers the supernatural abilities of an object that the holder must somehow activate to use. Generally, most such devices respond to a phrase, being touched in a certain way, or some other kind of similar minor ritual. Discovering these protocols can be very difficult, and usually somebody must teach the character the proper activation. These activation protocols are often called Rituals.

Supernatural Knowledge

The powers within this category are the most complex of all, as using them requires the character to have considerable supernatural knowledge, including the ability to use spells. This applies to items that possess powerful magic requiring the user to synchronize his essence and use complex spiritual formulas to activate them. An example would be the staff of an archmage that can cast spells once its bearer performs a certain ritual.

These abilities are the artifact's Notion of Use powers.

Notion of Use

Not all the powers of magic items function automatically. Some require that the character be capable of understanding how to control their activation and use. For example, a sacred sword might always cause increased damage when used for a simple strike, but that does not mean that the person swinging it knows how to transform the weapon into a brand of light or cast spells with it.

A Notion of Use power always has an associated Complexity between 1 and 5, which indicates how long it takes to learn to use the power effectively.

For a character to be able to use a magical ability, he must know that the object has a power. First, determine the character's Affinity with the supernatural. This should be taken as the characteristic-based Affinity Power, which is modified by the Magic Appraisal Check made when identifying the object. The higher this score, the easier it is to learn and master the powers of the item.

TABLE 3: UNDERSTANDING NOTION OF USE POWERS

Affinity	Complexity 1	Complexity 2	Complexity 3	Complexity 4	Complexity 5
1st (Power 5)	A decade	A year	N/A	N/A	N/A
2nd (Power 6/7)	A year	Three years	A decade	N/A	N/A
3rd (Power 8/9)	A month	A year	Three years	A decade	N/A
4th (Power 10)	A week	A month	A year	Three years	A decade
5th (Power 11/12)	A day	A week	A month	A year	Three years
6th (Power 13/14)	A minute	An hour	A week	A month	A year
7th (Power 15)	Automatic	A minute	A day	A week	A month
8th (Power 16)	Automatic	Automatic	An hour	A day	A week

Cross-reference the character's Affinity with the Complexity of the power to get an idea of the time required to understand and properly master the Notion of Use power of the artifact. If an entry is marked with an N/A, it simply means that a character with the listed Power cannot master the artifact.

Supernatural Level: When running a campaign in which the power level is extremely high and supernatural magic artifacts are very common, increase each character's Affinity by 1 level.

Identified: In the event that a character properly identifies an object (having reached Fable Grade II), reduce the Complexity of the power by 1. For example, understanding a Complexity 3 power with Fable Grade II for the item reduces the Complexity to 2.

Detailed Knowledge: When a character has revealed all secrets and mysteries of the powers of the artifact (having reached Fable Grade III), reduce the Complexity of the power by 2 levels and increase his level of Affinity with the item by 1 levels.

Analysis: Depending on the result of magical Analysis, a user can improve the level of his Affinity with an artifact by 1, 2, or 4 levels as the Game Master sees fit.

Study: The values that are reflected in Table 3 imply that the character is actively studying and analyzing the powers of the object. If a character cannot devote all his time to study of the object, reduce his level of Affinity by 1.

Exodus, who has Power 9, is trying to understand the power of an artifact that has to Complexity 3. He has made a thorough examination of the item, reaching Analysis Grade II, increasing his Affinity from 2 to 5. Fortunately for him, one of his colleagues has correctly identified the object, reaching Fable Grade II, reducing the Complexity from 3 to 2. After consulting Table 3, Exodus would need about a week to learn to correctly use the power of the item.

SPECIAL ADVANTAGE

Advantage: Artifact Affinity

The character has a prodigious ability to trigger and master powers of the devices he owns.

Effect: The character adds 5 points to his Power Characteristic when the determining the time needed to understand the powers of any artifacts he owns.

Cost: 1

Ritual

Just as with magical powers, some items do not work without the use of an appropriate ritual. Having magical knowledge or understanding of the powers of an object is useless if you do not know the formulas or processes appropriate to activate these potential abilities. On the other hand, the wielder need not study the item's powers to trigger them; anyone who can recite the words of the ritual or makes the appropriate gestures can activate the item's ritual powers.

To use the powers of a item noted as Ritual or Arcane Ritual, the wielder must know the formulas or actions to activate the item. There are many ways to learn the ritual for an item, such as through folklore or legends, or from someone who can teach these rites to the character.



CREATING ARTIFACTS

*To have power,
first create it.*

-Gaudemus-

THE CREATION OF SUPERNATURAL ARTIFACTS

In rules terms, creating a magic item is an elaborate process. The Game Master should carefully weigh the powers and abilities given to the artifacts he creates, taking care to consider the background of the gifts bestowed upon the object. Usually, it is best to start by using your imagination to come up with unique and inventive powers. However, it is also true that players need a basic set of guidelines for creating their own artifacts within the bounds of reason.

This chapter describes various ways to create magic items of different Power Levels, explaining their creation step-by-step.

Choice of Item

To create a magical artifact, you must first choose what the item is—a sword, a ring, a ruby, a cape... Most of the time, the item itself is created at the same time that it is enchanted with power, to make better use of its innate qualities. For example, an alchemist who is also a master swordsmith would enchant a weapon as he forges it. This method gets better results than simply employing a weapon that was created previously. Of course, nothing prevents a group of people collaborating to create a single object—a goldsmith could make a piece of jewelry even as an alchemist prepares the arcane ingredients and completes the occult ritual to enchant the item. It is possible to bestow supernatural abilities on an existing object, although it will not be as powerful as an item crafted and enchanted at the same time.

Naturally, the rarer or more unique the container, the greater the mystical abilities that can be granted to it. The Presence of the object determines the number of powers it can contain and the potential of each of those abilities. Each power always has a Level between 1 and 5. The higher the Level of power, the greater the amount of Presence required in the item, as shown in **Table 4**.

In the event an object is created exclusively as a conduit for supernatural powers, it counts as having a bonus of 40 additional points of Presence for the purpose of determining how many powers it can hold (although this does not change the actual Presence of the object). Note that this Presence bonus is used only during the creation of the object and does not count toward its total Presence once the enchantment is complete.



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TABLE 4: CHOICE OF CONTAINER

Power Level	Required Presence
1	10
2	15
3	25
4	60
5	100

A Magic Item with at least 50 Presence can be imbued with any combination of powers as long as they do not exceed the item's Presence. For example, an item could be given two powers at Level 3 (50 total Presence, as each costs 25 points) or two Level 2 and two Level 1 (Level 2 at 15 points each and Level 1 at 10 points each for a total of 50 Presence).

Presence of Magic Items

Given that supernatural powers are very difficult to classify, the final Presence of a magic item is always variable. As a general rule, each item increases its Presence by an amount equal to the Presence required by the powers assigned to it.

The only exception to this rule is when a weapon or armor has a power that provides a bonus to its Quality. In this case, use the higher Presence value.

A Magic Item has a base Presence of 40 and two powers, one at Level 1 and one at Level 2, giving it a total Presence of 65.

If a magic item is to be used as a vessel for bound supernatural creatures, use the base Presence of the object before the binding but after adding its magical powers.

In the example above, the magic item would count as an object with a Presence of 40 for determining how many powers it can possess.

Existential Power and Power Points

Supernatural artifacts derive their power from the existential energy their creator imbues into them. Power Points (PP) are used to calculate the supernatural potential of each ability of an artifact and as a way to choose which supernatural abilities an object possesses. In a sense, Power Points are a measure of the power of each creation.

But not all energy has the same quality and potency. Therefore, an item's Power Points are assigned amongst five categories called Power Levels. The higher the Level of a set of Power Points, the more incredible its capabilities. As discussed in the next section, each supernatural power of an item has a cost and a Level, which indicates the amount and Level of PP that the creator of the object has to invest.

Lower Level Power Points cannot be used for higher-Level powers. For instance, a Level 3 supernatural power can never be chosen for an item with Power Points of Level of 1 or 2.

The creator of a magic item can "downgrade" some or all of the item's Power Points to generate a larger amount of lower-Level Power Points. This doubles the amount of Power Points the item possesses by reducing the Level of those Power Points. For example, 100 Level 4 Power Points could become 200 Power Points at Level 3, 400 Power Points at Level 2 or 800 Power Points at Level 1.

However, this cannot be done in reverse. The creator of an item cannot reduce the number of Power Points to increase the Level of those Power Points.

The same object can possess Power Points of various different Levels. For example, an artifact could contain 200 Level 1 Power Points, and also have 150 Level 2 Power Points and 30 Level 3 Power Points.

Raw Material

The Power Points of an artifact require some kind of supernatural source. This section lists the most common sources and the amount and Level of Power Points these sources provide. Of course, one can mix several different sources. For example, a sorcerer could sacrifice lives, use unique components, and exchange of his own soul to create an object.

LIFE

Dark alchemists and archmages sometimes sacrifice human lives to empower an artifact, but there are also cases of individuals who have died willingly to create sacred objects. Be that as it may, the fact is that "life" is a potent source of power, and an extremely strong component in the manufacture of magic items. However, not all life provides the same amount of energy. The Power Points obtained from a sacrifice are equal to twice the sacrifice's Presence. The Power Points obtained are normally Level 1, and their Level increases by 1 for every 5 points of Gnosis that the character has in excess of his Natura. However, if the sacrifice is voluntarily, without being forced or coerced in any way, it is much more meaningful and valuable. As such, if someone sacrifices his own life willingly, that sacrifice generates Power Points 1 Level higher than his Natura would normally dictate.

For example, a Level 5 human character (with Presence 50) and Natura 10 can generate 100 Power Points at Level 3 if he is sacrificed against his will, or 100 Power Points at Level 4 if he voluntarily surrenders his life to that end.

Normally, for the power of a sacrifice to take effect, it must happen in a location that the creator of the object has specially prepared (anything from the floor of a tower bedroom to a simple ceremonial altar). Once the sacrifice is made, the energy produced must be introduced into the item within one hour. It is possible to create some kind of temporary container to store this energy, but such object can hold it for only a very limited period of time.

If the creator of an object sacrifices his own life for the enchantment, he does not die until the creation ritual is completed (successfully or unsuccessfully). In this case, he has a fleeting moment to witness the success or failure of his ultimate creation.

SUPERNATURAL ENTITIES WITH HIGH GNOSIS

Sacrificing a spiritual entity with very high Gnosis uses the same rules above, but instead of using Natura to calculate the Level of Power Points generated, increase the Level of the Power Points by 1 for ever 5 points by which the being's Gnosis exceeds 15.

As in the previous case, the Power Points generated are one Level higher if the sacrifice is made willingly.

For example, an entity with a Gnosis 30 and Presence 60 generates 120 Power Points at Level 4 if sacrificed against its will to create an object, or 120 Power Points at Level 5 if it willingly surrenders its life to this end.

A supernatural creature whose soul is not natural and has been created by magic does not have the same existential value others. Therefore, these creatures always generate Power Points at Level 1, regardless of their Gnosis or any powers they have.

CONTAINERS

Quality, Materials, and Presence

As with weapons and armor, the skill with which an object is made and the material used in its creation determine its base Quality. Its base Presence is modified by the material and Quality of the craftsmanship.

A ring (Base Presence 10) made of Elektra (+20) of Master Quality (+50) would have a Presence of 80.

Material	Presence	Material	Presence
Stone	+0	White Steel of Shivat	+10
Bone	+0	Elektra	+20
Marble	+5	Ghestal Wood	+20
Common Metal	+0	Malebolgium	+50
Black Steel	+5	Diamond	+10
Illuminatum	+15	Black Pearl	+30

Quality	Bonus
Poor	-10
Average	+0
Master (+5)	+50
Unique (+10)	+100

Sample Items

This chart gives the Presence of several sample objects that a character can use to create a mystical artifact. It also shows applicable Secondary Abilities, along with any modifiers for their use. Finally, most objects have a certain affinity for a particular type of power, which confers special advantages if they are enchanted with those powers. The Game Master should consider granting a bonus of +20 Presence to the item if it is enchanted with any of the powers in the Special column.

Object	Presence	Forging	Jewelry	Tailoring	Special
Ring	10	-60	+0	NA	Automatic Spell, Natural Spell, Spellcaster
Pendant	10	-60	+0	NA	Improved Resistance, Zeon Container, Magical Recharge
Staff	30	+0	-40	NA	Magic Accumulation, Magic Immunity, Power Boost
Crown	30	-20	+0	NA	Alteration of Destiny, Improved Secondary Ability, Improved Characteristic
Circlet/Tiara	10	-20	+0	NA	Psychic Immunity, Immunity, Improved Maintenance
Clothing	15	NA	NA	+0	Improved Movement, Immunity, Elemental Immunity
Orb	30	-80	+0	NA	Increased Presence, Improved Summoning, Mystic Effect
Gem	20	NA	+0	NA	Zeon Container, Ki Reserve, Psychic Potential
Bracer	25	+0	-20	-80	Elemental Attack, Altered Characteristic, Special Attack
Belt	20	NA	-80	+0	Improved Characteristic, Damage Barrier
Mystical symbol (cross, ankh, mandala)	40	-20	+0	NA	Mystic Effect, Physical or Magic Immunity, Resist Control, Magic Accumulation
Mirror	30	NA	+0	NA	Creator of Portals, Spellcaster, Mystic Effect
Spectacles	20	NA	+0	-40	Special Vision, Improved Characteristic

Jewelry (Creative Skill)

This Secondary Ability is the talent of a character at working precious metal, glass, and wood into items such as rings, bracelets, or necklaces. A character can specialize in carving wood or shaping glass for a +40 to this Secondary Ability when using that material at the expense of a -80 with the rest.



Tailoring (Creative Skill)

The ability to design and create different costumes and clothing, such as coats, shirts, evening gowns, and so on.

An archmage creates a magic staff. It has a base of 30 Presence, and if he chooses for it to have Magic Immunity, it would get a bonus of +20 Presence (for a total of 50 Presence).

Tattoos

Tattoos can also be "magical objects" with a base Presence determined by their quality and artistic complexity. Magic tattoos do have special limitations compared to other traditional artifacts.

Tattoos can never contain powers above than Level 3. Further, the Power Point cost of any magical ability bound into a tattoo is doubled. For example, a power with a cost of 80 Power Points would cost 160 Power Points if incorporated into a tattoo.

Type	Presence
Simple	20
Complex	40
Masterpiece	60
Large	+20

POWER

A wizard can sacrifice a portion of his spiritual energy to create a mystical object. In this case, the raw material is a chunk of his own Power Characteristic. This provides a number of Power Points based on the number of points of the Characteristic sacrificed and the sorcerer's Base Presence. For each point of the Characteristic that the character sacrifices, the item gains a number of Power Points equal to his Presence divided by the Power Level he wants for the Power Points (in sets of 5, rounded down). It is important to note that only people with The Gift can make this kind of sacrifice. Those without it lack the innate ability needed to create such magic items.

A Level 10 Archmage (Presence 75) who sacrifices 2 points of his Power Characteristic to create an object could produce any of the following combinations:

- 150 Power Points at Level 1, 75 Power Points at Level 2, 50 Power Points at Level 3, 40 Power Points at Level 4 or 30 Power Points at Level 5.

Additionally, to obtain very high Level of Power Points, the character making the sacrifice must have a certain minimum Power Characteristic, as shown in **Table 5**. For example, to obtain Power Points at Level 4, the Power Characteristic should be at least 14 or more. This should always be calculated based on the natural Characteristic, excluding any temporary modifiers.

TABLE 5: POWER SACRIFICE

Level	Minimum Characteristic
1	Power 6+
2	Power 8+
3	Power 10+
4	Power 14+
5	Power 16+

ZEON

Infusing pure magic into an artifact provides slightly less energy—a wizard using Zeon as raw material obtains a number of Power Points at Level 1 equal to the Zeon invested in the object divided by 5.

However, because of the temporary nature of the energy used, all the powers gained from these points have the Diminishing rule.

To mystically empower an artifact, the magician must be in direct contact so that energy can flow directly into it. Except for this, there are no other special procedures for infusing an object in this way.

Naturally, if an artifact created with Zeon is used to power another object, its Power Points are still subject to the Diminishing rule but gain none of the benefits from this rule.

A magician using 800 points of Zeon as raw material to enchant an object obtains 160 Power Points at Level 1.

OBJECTS OF POWER

Supernatural objects can often be used in the manufacture of other magic items, where they function as supernatural generators. There are two ways a magic item can provide power:

- An item provides half of its Power Points if it is used to fuel a power of equal or higher Level than those it possesses.
- An item provides its full Power Points if it is used to fuel a power of lower Level than those it possesses.

Depending on whether it was used to fuel a power of higher or lower Level, an object with two different powers (one that cost 80 Power Points at Level 2 and another that cost 50 Power Points at Level 3) could generate 25 Power Points at Level 3 or could alternatively generate 80 Power Points at Level 1 and 50 Power Points at Level 2.

However, transferring power from one object to another is no simple matter. An occultist can only try to dismantle a magic item to use its power elsewhere if it has no powers of Level 3 or higher. This requires an Occultism ritual of the same difficulty as the one used to manufacture the object in the first place (or the use of the specific Secondary Ability that was used to create it). If the ritual is successful, the energy is infused into the new object.

If the object has any powers of Level 3, 4, or 5, or the mage simply does not want to (or cannot) destroy the object, the process is similar, but he must somehow connect the object to the item he is creating. For instance, the creator might build a sword whose hilt is designed to hold a magic gem. This only works if the sword was crafted exclusively to hold the gem, and is not simply an older weapon repurposed to hold the gem.

Unique Components

Certain objects are innately supernatural and powerful enough that they can serve as raw magical material all by themselves.

These legendary items can be “added” to artifacts to provide an energy source. The Game Master is free to determine the Power Points as well as the Power Level of an object, and can decide that certain components only work to enhance specific powers.



COMPONENTS UNIQUE TO GAÏA

Here are some examples of possible supernatural components that can function as raw material in the world of Gaïa. Naturally, this is not a comprehensive list, but provides examples of things that can be used.

Fairy Dust: Dust from the wings of fairies is a respectable power supply. However, one must gather a considerable amount of it in order for it to be effective, and it can take years to gather even an ounce. It is also vital to the faeries, of course, and getting it from them is no easy task.

Fairy dust is usually kept in a container embedded in the object or sprinkled on the body or clothes. The amount of Power Points provided is detailed below:

- 2 ounces: 50 Power Points at Level 2.
- 4 ounces: 100 Power Points at Level 2.
- 8 ounces: 20 Power Points at Level 3.
- Over 3 pounds: 50 Power Points at Level 3.

Dove's Blood Gems: The gemstones known as dove's blood are a source of supernatural power in their own right, since their supernatural Presence is the strongest of all objects that are not inherently magical. To be effective, they must always be embedded in an object and visibly displayed. Their power depends on the size:

- Small gem: 100 Power Points at Level 2.
- Large gem: 250 Power Points at Level 2.

Banshee Tears: The silvery metal of banshee tears is a powerful source of mystical power. Their power depends on their age and the depths of the sorrow is bound within them.

- Minor sorrow: 20 Power Points at Level 3.
- Major sorrow: 60 Power Points at Level 3.

Mandrake: Mandrake roots, plants that sprout under the feet of the dead, are used to enhance many magic items. Mandrake roots provide 100 Power Points at Level 1 regardless of the amount used.

Star Metal: The strange alloy known as Star Metal allows smiths to forge objects of the highest quality imaginable, and is inherently powerful. An object made partly or entirely of this rare material has one of the following benefits, based on the amount of Star Metal it contains:

- Used as decoration: 100 Power Points at Level 1.
- At least half of the item: 100 Power Points at Level 2.
- The entire item: 100 Power Points at Level 3.

Dragon Heart: The heart of a dragon is a significant source of power, since it is the essence of these powerful supernatural beasts. The dragon's age is crucial in determining the potential power.

- Dragon whelp: 50 Power Points at Level 3.
- Adult dragon: 100 Power Points at Level 3.
- Ancient dragon: 20 Power Points at Level 4.
- Ancestral dragon: 50 Power Points at Level 4.

Ramalen Seed: The precious seeds that grow into the huge Ramalen trees are a raw material commonly that the otherworldly Duk'zarist often used to enhance their magic items. Zebas and other, similar weapons usually contain only small slivers, although sometimes entire seeds are used to create items of great power. These seeds only create powers with some relation to fire and are useless for creating any other type of mystical abilities.

- Seed Extract: 100 Power Points at Level 2.
- Complete Seed: 50 Level at Level 3 Power Points.

Oni Horn: Oni horns contain much of the spiritual power of these creatures. If used during the creation of an object, they provide a powerful source of energy, especially if one uses two horns from the same creature.

- Minor Oni horn: 50 Power Points at Level 2.
- Both horns of a minor Oni: 100 Power Points at Level 2.
- Greater Oni horn: 50 Power Points at Level 3.
- Both horns of a greater Oni: 100 Power Points at Level 3.

Pure Elements: Large concentrations of supernatural and elemental forces can be found in some parts of Gaïa. For example, these could include the snow from the peak of the highest mountain in the world, lava from the largest volcano, or the most valuable mineral from the deepest vein. These are powerful raw materials that generate 50 Power Points at Level 3. These Power Points can only be used for powers with an obvious connection to the element in question.

Blood of Ancient Lineage: Strange powers are said to run in the blood of ancient royal dynasties. Using the blood of someone of ancient and royal ancestry in the forging of a metal or glass object provides power depending on the amount used.

- Less than one quart: 50 Power Points at Level 2.
- Half of the person's blood: 250 Power Points at Level 2.
- All of the person's blood: 150 Power Points at Level 3.



RITUAL OF CREATION

Once you have determined form of the object and allotted the Power Points necessary for the powers you want, you only need to complete the work through a ritual of creation. In fact, the term “ritual” itself is misleading, because it refers to the whole process required to give supernatural powers to object, which can sometimes take only a few hours for some items and years for others.

To perform the ritual, first determine the relevant Secondary Ability and the difficulty. Most often, a character would use Occultism, but a character can use Alchemy, Animism, Runes, or more specialized Secondary Abilities for creating artifacts. The difficulty is set by the Power Level of the object (Table 6) and modifiers for the time spent on creation and other modifiers (Table 7). If the result of the Check is equal to or greater than the difficulty, the creator has succeeded at making the device. If the character fails the Check, consult Table 8 to determine the result.

TABLE 6: CREATION RITUAL

Power Level	Occultism	Runes	Alchemy	Animism
1	180	120	160	140
2	240	160	240	240
3	320	240	300	320
4	440	320	340	380
5	-	-	440	-

TABLE 7: SPECIAL FACTORS

Time Spent	Modifier
1 minute	-120
1 hour	-80
Several hours	-60
1 whole day	-40
1 week	+0
1 month	+20
Several months	+40
1 year	+80
1 decade	+120
Additional Powers	Modifier
Level 1	-10
Level 2	-20
Level 3	-30
Level 4	-40
Level 5	-50
Equipment/Tools	Modifier
None	-80
Basic	0
Mid-range	+20
Advanced	+40
Superior	+80
Other	Modifier
Assistants	+20
Experienced Assistants	+40
Artists' Conclave	+80

Time Spent: This refers to the time spent in creating the object. For times longer than a week, the character must spend at least eight hours a day engaged in working on the item to receive the bonus.

Additional Powers: This penalty is automatically applied for each additional power beyond the one used to calculate the difficulty of creating the object. For example, an item has five powers: two at Level 4, two at Level 3 and one at Level 1. One of the Level 4 powers is used to determine the base difficulty and the others are applied as penalties; -40 for the other Level 4 power, -30 for each Level 3 power (to a total of -60 for both) and -10 for the Level 1 power.

Equipment, None: The character does not have proper equipment or tools to perform the ritual.

Equipment, Basic: The character has at least basic equipment or tools and a place to make the item. This could be a basement or a room or with materials for alchemy or engraving.

Equipment, Mid-Range: Higher quality equipment or tools and a complete laboratory or sanctuary for making the item.

Equipment, Advanced: The character has truly top-of-the-line resources and equipment. This could be an entire mansion built as a laboratory, full of instruments of the highest quality and enough materials to perform all the necessary tests.

Equipment, Superior: The character has resources that surpass even the supposed “best” equipment and facilities used by the foremost artisans of the field. This modifier is applied when the creator of the item has access to truly unique resources, as well as a workplace that exceeds the wildest dreams of most artificers.

Assistants: The character has at least one assistant whose relevant Secondary Ability can be no lower than his own minus 100.

Experienced Assistants: The character has at least one assistant whose relevant Secondary Ability can be no lower than his own minus 50.

Artists' Conclave: The character has several partners whose relevant Secondary Ability can be no lower than his own minus 30.

TABLE 8: ARTIFACT CREATION FAILURE

Level of Failure	Result
-1 to -20	Intrinsic Failure
-21 to -50	Minor Failure
-51 to -100	Total Failure
-101 or more	Catastrophic Failure

Intrinsic Failure: The ritual initially appears to have been successful, but all of the device's powers are corrupted, resulting in what is usually called a cursed object. The Game Master must determine how many of its powers are distorted (to minimum of one), and replace its powers with negative versions thereof.

Minor Failure: Energy has not properly sealed within the item. To determine the consequences, the Game Master should roll on Table 9.

Total Failure: The creation fails completely, and the item and the powers it would contain are destroyed and lost.

Catastrophic Failure: The ritual is a complete failure and triggers a violent explosion, engulfing the creator of the object as well as anyone nearby. Depending on the amount of Power Points and Power Level, the consequences can be as severe as the Game Master considers appropriate.

TABLE 9: CONSEQUENCES OF MINOR FAILURE

Die Roll	Result
1-30	The object is created successfully, but applies the Energy Charge rule when using any of its powers.
31-60	Half of the item's Powers are lost, starting with the highest-Level Power. The Diminishing rule applies to the remaining powers.
61-90	Two Powers are corrupted. Apply results from the Corrupted Powers section.
91-100	Three Powers are corrupted. Apply results from the Corrupted Powers section.



RITUAL OF CREATION

In addition to the Occultism Secondary Ability, a character can use any of the following special Secondary Abilities to perform a ritual of creation. Each has certain unique capabilities, as explained below:

RUNES (Creative Skill, Dexterity)

This is the art of recognizing and inscribing runes in a supernatural language of quasi-divine power that channels magical energy into physical objects. A character can use this ability to read runes, determine the qualities of objects, or inscribe mystic runes on artifacts he wants to enhance.

Recognizable: The object has engraved supernatural runic symbols on its surface, making it easy to recognize at a glance.

ALCHEMY (Creative, Intelligence)

Alchemy is an occult science that combines elements of chemistry, metallurgy, physics, medicine, astrology, semiotics, mysticism, spiritualism, and art. Its objective is the creation and transformation of elements through three stages called Nigredo (creation), Albedo (undoing), and Rubedo (reforming). Of all the supernatural arts, it is the most methodical and scientific. Alchemy requires a great number of components and resources, but can achieve powerful results.

Materials and Equipment: The main disadvantage of alchemy is the huge cost of materials and equipment needed to create any object. Without an appropriate laboratory and necessary equipment (not including the raw materials), it is simply impossible to produce an artifact with supernatural alchemy. Without at least basic equipment, the bonuses granted in **Table 7** are halved.

ANIMISM (Creative, Power)

This is the most spiritual discipline, and utilizes magical power to enchant an item with exceptional qualities. This Skill includes all the knowledge regarding the use and application of animist rituals, songs, and gestures, and to the state of concentration required to recognize and control these potent and primal energies.

Time Limitation: The time spent on the Ritual does not incur any bonuses or penalties to the difficulty (i.e., ignore the Time Spent section of **Table 7**). It simply takes one minute per Power Level of each power in the item.

Other Items as Raw Material: Users of Animism cannot use other supernatural objects as Raw Material for Power Points.

Limited Powers: Animism not be used to enchant objects with Level 5 Powers and doubles the Power Points cost of Level 4 Powers.

OTHER GENERAL RULES

Besides the rules above, there are other elements to consider when choosing the powers of supernatural artifacts.

Weaknesses

The creator of a supernatural artifact can deliberately include special weaknesses in order to enhance an item's other qualities. A player can choose from the Weaknesses listed next to the power to reduce the Power Points cost of some mystical abilities during creation. Each Weakness is directly tied to a particular power (although it is possible to link several Weaknesses to a single power). This cannot lower the cost of a power below half of its original value.

A mystical power with a cost of 60 Level 2 Power Points has two associated Weaknesses: a Level 2 Power Point reduction of -15 and a Level 2 Power Point reduction of -25. Although this gives a total reduction of -40 to Power Points, these reductions cannot lower the cost of the power below half of its original value, which is 30.

Supernatural Facets

The powers of supernatural objects are collected into groups of similar abilities called Facets. If an object is too focused on one Facet, the cost of its powers increases, and it becomes more difficult to properly allocate its energies. Consequently, if an item has more than one special ability from a single Facet, every power from that facet costs a cumulative additional 10 Power Points for every power beyond the first.

A weapon has three powers, all from the Offensive Facet, with base costs of 30 Power Points, 25 Power Points, and 50 Power Points. The cost of each power is increased by 20 points (10 for each of the two powers beyond the first) to 50 Power Points, 45 Power Points, and 70 Power Points, respectively.

Diminishing

The Diminishing rule represents a weakness of many mystical artifacts that causes their power to dissipate over time. Passive powers with this Weakness lose 1 Power Point per day of continuous use. After a number of days equal to the cost of the power, the item stops providing any benefit from that power. If the power is one used only upon activation, the item loses 5 Power Points each time it is activated.

The creator of an item can declare that one of its powers is Diminishing, which halves its Power Point cost.

Energy Charges

A common weakness of magic items is that they require some kind of external supernatural power to function. This means that every time the item is activated, the user must invest it with either magic, mental power, or life force. Each time the item gets a charge of any type, it functions normally for 5 rounds.

To determine how much energy an item needs to activate, refer to **Table 10**. Usually, only one type of energy works with any given artifact—for instance, an object that would work using Ki cannot be activated with Zeon or vice versa.

While making a device, if its creator wants one or more abilities to require an Energy Charge, reduce the Power Point cost of any powers with this weakness by -30.

TABLE 10: ENERGY CHARGES

Energy Type	Level 1	Level 2	Level 3	Level 4	Level 5
Zeon	10	30	60	150	250
Ki	1	3	6	15	25
PP	1	2	4	8	12
Vital Energy	1 LP	5 LP	15 LP	50 LP	150 LP

Zeon: The number of points of Zeon needed in order to activate the power. Absorption by the item is not automatic, and the user must gather his energy with Magic Accumulation and actively put it into the item.

Ki: The number of points of Ki necessary to activate the power. Absorption is not automatic, and the user must gather his energy accumulate via Ki Accumulation and actively put it into the device.

Psychic Points: The number of Psychic Points needed in order to activate the power.

Vital Energy: The number of Life Points to the object absorbs from its user when he activates its power. In the case of creatures with Damage Resistance, this amount is multiplied by their Multiple of Damage Resistance. This loss is treated as a Sacrifice of Life Points and the damage is recovered at the rate that Sacrifice dictates.

CURSED OBJECTS

The concept of cursed objects is often misinterpreted. In most cases, such things are nothing more than supernatural artifacts that were the result of a failed concept or were wrongly made. Therefore, their powers, because they were originally intended for other purposes, often “fail” or have unexpected negative consequences.

Only in very rare cases do truly “cursed” objects actually come into being. Such artifacts are manufactured or perverted by negative energy of enormous power for the sole purpose of causing havoc for their users.

Some of the most common maledictions associated with cursed artifacts are listed below:

Infectious Presence: The energies of the device are poorly calibrated and tend to overwhelm the user. As such, the Presence of the object is multiplied when determining the Supernatural Infection that it inflicts upon its user. Generally, this varies between five and ten times its base value.

Psychic Bond: The object immediately creates a psychic connection with anyone that uses it at least once. After that, anything bad that happens to the item also befalls the individual, even if there is no direct physical connection between the two.

Cruel Fortune: The object has a negative quality that only rears its ugly head at the time of greatest need of the user. Generally, it seems to work fine, but when its powers are most needed, it fails miserably.

Brotherhood: This curse links the object with another object with similar characteristics, eventually leading both items and their users to their destruction.

Desirable: The object has an aura that makes it invaluable in the eyes of anyone who sees it. Anyone who sets eyes upon the object for the first time and does not pass a Physical Resistance Check with a difficulty of 140 craves it at any cost.

MYSTICAL POWERS

After determining the Power Points and Power Level for an item, it is time to choose its various mystical abilities. Naturally, the lists below are just some of the endless powers that might occur to the Game Master or players. If you want to include any other power that does not appear here in one of your artifacts, simply define its functions, its cost in Power Points, and its Level.

The elements of a power are:

Name: The name of the power. Those with the word "Weakness" in parentheses are penalties, and the cost is subtracted from the power with which they are associated.

Cost: If this is a Weakness, it appears as a negative value, which is subtracted from the cost of the power with which it is associated.

Level: The Level of power, which determines the Level of Power Points it requires. If this is next to a modifier or a Weakness, it indicates that selecting it alters the Level of the Power Points required for the power.



Quality Facet

This Facet covers all the powers relating to enhancing the Quality of weapons, armor, and other objects.

COMBAT QUALITY

This power gives a weapon or shield a bonus to its Quality. If the weapon already has a Quality bonus, use the higher of the two instead of adding them together.

Quality	Cost	Level
+5	50	2
+10	100	2
+15	50	3
+20	50	4
+25	50	5

Quality +X: This is the value of the Quality of the weapon.

A weapon with a natural Quality of +5 is given a +15 Combat Quality power. Instead of having a new Quality of +20, it uses the highest bonus, and is treated as a +15 Quality weapon.

GENERAL QUALITY

This power gives a particular object a Quality bonus. This could apply to exceptional crafting tools or even kitchen utensils. If the item already has a Quality bonus, use the higher of the two instead of adding the bonuses together.

Quality	Cost	Level
+5	50	1
+10	100	1
+15	50	2
+20	50	3
+25	50	4

Quality +X: This is the value of the Quality of the item.



Offensive Facet

This Facet includes all intrinsic powers relating to offense.

INCREASED WEAPON ATTACK

This gives the user of the weapon a bonus to his Attack Ability. This power does not stack with the Quality of the weapon. Use the higher of the Quality or Offensive Facet Bonuses.

Bonus	Cost	Level
+5	50	1
+10	20	2
+15	20	3
+20	20	4
+25	10	5

Bonus +X: The bonus for the offensive weapon.

A weapon with a Quality +5 power and +20 Increased Attack is for all purposes a +5 weapon, but its owner can add a +20 to his Attack Ability when using it.

OFFENSIVE EMPOWERMENT

This gives the character using the item a bonus to his Attack Ability (including Magic Projection and Psychic Projection), regardless of whether or not he attacks with the weapon itself. In the event that the holder has two items with the Offensive Empowerment power with a weapon or a Quality bonus, the bonuses do not stack, and he takes the higher of the two.

Bonus	Cost	Level
+5	60	2
+10	120	2
+15	60	3
+20	60	4

Bonus +X: Offensive bonus to the character's Attack Ability.

INCREASED DAMAGE

This power increases the Base Damage of the weapon that it enhances. This is in addition to any other modifiers the object might have for its Quality.

Damage Increase	Cost	Level
+10	20	1
+20	80	1
+30	50	2
+40	100	2
+50	50	3
+60	100	3
+80	40	4
+100	80	4

Increased Damage +X: This is the value by which it increases the weapons' damage.

ENCHANTED WEAPON

The weapon has a magical nature and can be used to combat supernatural threats.

Effect	Cost	Level
Enchanted	50	2
Supernatural	80	3

Enchanted: The weapon is enchanted and is capable of harming intangible creatures and stopping attacks of supernatural origin.

Supernatural: As above, but the weapon inflicts Energy damage as a Primary Critical. Because of its supernatural qualities, only weapons or defenses capable of defending against energy can protect against it.

ELEMENTAL ATTACKS

Many weapons can have special attacks based on elements. These attacks can be searing flames, blasts of ice, or even pure light or darkness. It is important to note that a weapon does not cause additional harm simply for having an elemental attack.

Elemental Attack	Cost	Level
Ice	30	2
Fire	30	2
Electricity	30	2
Light	60	2
Darkness	60	2
Energy	20	3
Modifiers		
Variable	+20	-
Combined	+40	-
Primary	+50	-

Ice: The weapon inflicts Cold Damage as a Secondary Energy Attack.

Fire: The weapon inflicts Heat Damage as a Secondary Energy Attack.

Electricity: The weapon inflicts Electricity Damage as a Secondary Energy Attack.

Light: The weapon is sacred, and causes double damage against creatures vulnerable to such attacks.

Darkness: The weapon is unholy, and causes double damage against creatures vulnerable to such attacks.

Energy: The weapon inflicts Energy damage as a Secondary Energy Attack.

Variable: The object may have different types of elemental attacks (previously selected) that the user can activate as desired.

Combined: This represents a mix of different elements, combining these as a Secondary Energy Attack. This type of weapon always automatically chooses the defender's lowest Armor. If the defender has an Elemental Invulnerability against one of the weapon's elements, it ignores that protection and continues to deal damage as normal with its other elements.

Primary (Modifier): The artifact becomes an elemental mass, allowing the wielder to make Elemental Attacks as Primary Attacks.

BANE

The weapon has a unique quality that allows it to wreak havoc against a specific kind of being or creature. When attacking that sort of foe, increase its Base Damage by half, rounding up.

Bane	Cost	Level
Specific Race	50	3
Specific Individual	20	2
Specific Condition	100	2
Modifier		
Major Bane	+50	-

Specific Species: The weapon's effectiveness against a particular type of creature has been enhanced. If used against those creatures, it deals increased Base Damage.

Specific Individual: The weapon only works against a particular creature or character. For example, a weapon created to destroy the Dark Legion Wyrms only deals increased damage when attacking that creature, and does not gain this bonus for any other creature.

Specific Condition: The weapon deals increased damage when used to attack targets that fulfill a particular condition. For example, if it is the "bane of murderers," it gets a damage bonus against murderers.

Major Bane: Doubles the weapon's Base Damage.

A weapon with 60 Base Damage with a Bane against dragons (Specific Species) would deal 90 Base Damage when used to inflict harm upon a dragon.

SLAM

If the weapon is used for a successful attack, it launches the target through the air as well as dealing damage normally. Weapons must have at least one Impact Critical to acquire any of these powers at the listed price; otherwise, the Power Point cost of the power is doubled.

Slam	Cost	Level
Slam	100	2
Greater Slam	50	3
Slam 8	20	2
Slam 10	100	2
Slam 12	20	3
Slam 15	100	3

Slam: The weapon automatically creates an impact with a Strength equal to the Strength Characteristic of the character wielding it. This value can never be higher than 12.

Greater Slam: The weapon automatically creates an impact with a Strength equal to the Strength Characteristic of the character wielding it.

Slam X: The weapon automatically creates an impact with a Strength equal to the value X, regardless of the value of the wielder's Strength Characteristic.

UNLIMITED AMMO

This power gives a projectile weapon a supernatural ammunition supply. Any weapon with this power is considered to have Recharge 1, regardless of its original value.

Ammunition	Cost	Level
10 per day	20	1
25 per day	50	1
100 per day	20	2
Unlimited	50	2
Modifiers		
Firearm	+20	-
Combined Ammunition	+20	-

X per day: The number of times you can fire the weapon per day.

Unlimited: The weapon has no limit on how many shots it can fire.

Firearm (Modifier): The user must purchase this effect to use Unlimited Ammo with a firearm of any kind.

Combined Ammunition (Modifier): The user can load both normal and enchanted ammunition for the weapon, allowing the wielder to use whichever is most appropriate at the time.



SPECIAL ATTACK

This power allows a device to perform a special attack, either launching projectiles or a jet of some kind of energy. Although composed of several separate factors, each ability of this kind counts as a single power. All Power Points are added together, based on the highest Level. If an object has several different attacks, they are considered additional powers.

If a weapon possesses this power, it has Base Damage equal to half of the weapon's Base Damage. If the item does not have a Base Damage, however, the attack can be associated with some other mystical quality the artifact possesses. When constructing the item, its creator must choose if the attack is a Cut, Impact, or Thrust Attack, or if it is an Elemental or Energy Attack (if appropriate).

The object uses the character's relevant Ability or, in the case of a weapon, his Attack Ability.

Range	Cost	Level
80 feet	20	2
150 feet	40	2
300 feet	80	2
800 feet	40	3
1 mile	40	4
Within line of sight	80	4
Damage	Cost	Level
40	10	2
60	40	2
80	10	3
100	20	3
120	40	3
150	20	4
200	40	4
250	80	4
Maximum Damage	80	2
Area of Effect	Cost	Level
3 foot radius	20	2
10 foot radius	40	2
15 foot radius	80	2
30 foot radius	20	3
80 foot radius	40	3
300 foot radius	40	4
1000 foot radius	80	4
1500 foot radius	40	5
Attack Ability	Cost	Level
80	100	2
120	150	2
140	250	2
180	100	3
240	200	3
320	100	4
440	100	5
Weaknesses		
Power build-up	Variable	-
1 per day	-40	-
3 per day	-20	-
5 per day	-10	-
Fixed Ability Value	-40	-

Range: The maximum range of the special Attack.

Damage: The Base Damage of the Attack.

Maximum Damage: If the power is stored in a weapon, use the weapon's full Base Damage.

Area of Effect: The Attack may be centered on the item or, if it is a ranged attack, on a point within range.

Attack Ability: Determines the value of an Attack that is based on the device itself.

Power Build-up (Weakness): The item requires several Combat Turns before it can be used to make an Attack. The Power Points cost reduction is equal to the number of Combat Turns of preparation required (to a maximum of 10 Combat Turns).

X per Day (Weakness): The device has a maximum number of uses per day.

Fixed Ability Value (Weakness): Do not roll Ability Dice when making this attack. The value purchased is considered the Final Ability value.

IMPROVED CRITICAL

This power makes Criticals inflicted by the weapon even more destructive and lethal than usual.

Increased Critical	Cost	Level
+10	40	1
+20	40	2
+30	80	2
+40	20	3
+50	60	3
+60	150	3
Automatic Critical	100	4

Critical +X: If an attack with the weapon inflicts a Critical, the bonus added to its effects.

Automatic Critical: Any Damage caused by the weapon is considered an automatic Critical. Creatures with Damage Resistance do not apply this rule, but their entire bodies are considered Vulnerable Points for Attacks with this weapon.

RECOVERY

Allows an item to return to its owner if thrown or otherwise lost.

Recovery	Cost	Level
Release (Active)	50	2
Release (Passive)	50	3
Line of Sight	100	2
Nearby	40	3
Unlimited	50	4

Release (Active): The object can be dropped or thrown and returns to the hand of its owner at the end of the Combat Turn it was released. The character must catch the flying weapon by making a Sleight of Hand Check with a difficulty of 140 (and others can intercept it in the same way). This power only works immediately after launching the weapon. If the character fails to catch it loses it for any other reason (such as if it is stolen), the weapon does not return.

Release (Passive): As above, but the weapon automatically appears in the hands of its owner at the end of the Combat Turn in which it is released. This power only works immediately after launching the weapon. If the character loses it for any other reason, the weapon does not return.

Line of Sight: If the weapon is in view, the character only needs to call to the weapon for it to return to his hand. If the weapon is in the possession of another person recognized as its new owner (meaning they have already used it), this power no longer works for the previous owner.

Nearby: As above, but the item need only be within 1 mile.

Unlimited: As above, but there is no limit to the range at which a character can recall the item to his hand.

ARMOR DESTRUCTION

This power allows a weapon to partially ignore an opponents' armor. Armor Destruction does not stack with the modifiers provided by the Quality of the weapon. Use the highest of these values instead.

AT Ingored	Cost	Level
-1 AT	40	1
-2 AT	20	2
-3 AT	40	2
-4 AT	120	2
-5 AT	20	3
-6 AT	40	3
-8 AT	20	4
Ignores AT	150	4

AT -X: The value by which the weapon attack reduces the defender's Armor Type.

Ignores AT: The weapon completely ignores the defender's Armor Type.

OTHER WEAPON ABILITIES

This section covers other special skills that weapons can possess.

Special Rules	Cost	Level
Precise	50	2
Vorpall	50	3
Variable Critical	40	2
Transformable (Limited)	100	2
Transformable (Unlimited)	50	3
Control Damage	100	2

Precise: The weapon has the Precise rule.

Vorpall: Directed Attacks to the neck are only at a -10 penalty and in case of Critical, add +40 to the roll to calculate the effects.

Variable Critical: The character can choose the Primary Attack Type of the weapon at will (Cut, Impact, or Thrust).

Transformable (Limited): The device is capable of altering its shape to become any other weapon of a similar type. For example a long sword could become a short sword or greatsword, but not a club or a bow. The transformation takes one Combat Turn.

Transformable (Complete): As above, but the weapon can become any other type of weapon, without limitation.

Control Damage: This ability allows the user to control the damage caused by attacks with the weapon. The user can reduce the Final Damage total, even after determining the result of the Attack.

An attack causes 200 points of damage to an opponent, which is enough to kill him outright. The weapon's user might decide to have the attack deal only 120 points of damage instead, in order to keep his enemy alive instead of slaying him.

Ammunition

The creation of supernatural ammunition is simple compared to the processes required for more sophisticated weapons. Therefore, the Power Points costs of powers added to various types of ammunition are treated as one Power Level lower on the appropriate table.





Defensive Facet

This Facet includes magic powers related to defense and protection.

ARMOR QUALITY

This power gives existing armor bonus Quality. If the armor already has a bonus, use the higher value instead of stacking the two.

Special Rules	Cost	Level
+5	50	2
+10	100	2
+15	50	3
+20	50	4
+25	50	5

Weakness

Opening (Type)	-10	-
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Quality +X: This is the value the armor's Quality plus the modifier. Magic armor also provides protection against Energy attacks.

Armor that has +10 Quality is given the +20 Armor Quality. Instead of being +30, only the highest bonus applies (so the Armor's Quality is +20)

Opening (Type): The armor is considered to have Armor 0 against a certain type of Attack, designated by the creator of the armor.

INNATE ARMOR

Innate armor gives an individual in direct contact with the item some level of supernatural shielding. This protection does stack with other armor, providing an additional layer of defense.

Special Rules	Cost	Level
1	40	2
2	80	2
3	40	3
4	80	3
5	120	3
6	40	4
Modifier		
Physical	+80	-
Elemental	+80	-
Mystic	+40	-
Focused	+80	-
Absolute	+20	+1 Level

Armor X: The Armor Type against a certain type of attack, chosen at the creation of an item. For example, one could create a ring that provides 4 points of Armor Type against Cold-based attacks. A character creating such an item cannot choose Energy attacks for this ability.

Physical: Effective against Cutting, Impact, and Thrust Attacks.

Elemental: Effective against Cold, Heat, and Electricity Attacks.

Mystic: The creator can choose Energy Attacks for this armor.

Focused: The object is fully effective against a specific type of attack, but has half the points of Armor Type (rounded down) against all other types of attacks. For example, armor with Armor Value 6 against Energy attacks would have 3 points of Armor Type against all other types of attacks.

Absolute: The armor protects against all attacks.

DEFENSIVE EMPOWERMENT

Provides the character with a bonus to defensive abilities (including Magic and Psychic Projection), regardless of weapon used. If the user has two objects with Defensive Empowerment or a weapon with a Quality bonus, the bonuses do not stack. If there are multiple bonuses, use the highest bonus only.

Bonus Level	Cost
+5	60
+10	120
+15	60
+20	60

Bonus +X: This bonus is added to Defense Ability.

IMPROVED DEFENSIVE WEAPON

Placed on a weapon, this power grants the user a bonus to his defenses. This power does not stack with the Quality of the weapon. If there are multiple bonuses, use the highest bonus only.

Bonus Level	Cost
+5	50
+10	20
+15	20
+20	20
+25	10

Bonus +X: This bonus is applied to defensive actions taken with the weapon.

A weapon with +5 Quality and +10 Increased Defense is normally treated as a +5 weapon, but grants a bonus of +10 to defensive actions performed with it.





Facet of Protection

This Facet includes all the powers that protect the user of an object.

IMMUNITY

This list describes different physical immunities granted by the artifact.

Immunity	Cost	Level
Half Damage	140	2
Physical Damage	60	3
Half Mystical Damage	100	4
Any Presence	80	3
Less than 80 Presence	100	3
Less than 120 Presence	80	4

Half Damage: The holder suffers half damage from physical attacks. This ability does not protect against Heat, Cold, Electricity, or Energy attacks.

Physical Damage: The owner takes no Damage from any type of attack that is not based on Cold, Heat, Electricity, or Energy.

Half Mystical Damage: The holder suffers half damage from any type of attack. A being with 35 or more Gnosis can ignore this rule, unless the creator of the artifact has a higher Gnosis.

Any Presence: The bearer is immune to damage that cannot damage energy. The character still suffers the impact and any other physical effects of such attacks.

Less than X Presence: As above, but the immunity does not work if the attacker's Presence is equal to or greater than the amount indicated.

MAGIC IMMUNITY

This power grants some degree of immunity to magical powers.

Immunity	Cost	Level
Zeon 40	100	2
Zeon 80	250	2
Zeon 120	150	3
Zeon 180	350	3
Zeon 250	150	4
Zeon 350	300	4
Zeon 500	150	5

Weaknesses

Single Path	-	-1 Level
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Zeon X: The character is immune to any spell with a Zeon cost equal to or less than the number listed. A being with 35 or higher Gnosis can ignore this rule, unless the creator of the artifact has a higher Gnosis.

Single Path (Weakness): The protection only extends to magic spells from a single Path.

PSYCHIC IMMUNITY

This power grants immunity to psychic powers.

Immunity	Cost	Level
Matrices 80	100	2
Matrices 120	250	2
Matrices 140	120	3
Matrices 180	300	3
Matrices 240	50	4
Matrices 280	100	4
Matrices 320	250	4
Full Matrices	100	5
Weaknesses		
Single Discipline	-	-1 Level

Matrices X: The character is immune to psychic powers with Matrices equal to or less than the number given. A being with 35 or higher Gnosis can ignore this rule, unless the creator of the artifact has a higher Gnosis.

Full Matrices: As above, except that the character is completely immune to all psychic powers.

Single Discipline (Weakness): Immunity to psychic powers only works against a particular discipline.

ELEMENTAL IMMUNITY

This list describes various elements immunities.

Effect	Cost	Level
2 Intensities	20	1
4 Intensities	40	1
6 Intensities	80	1
10 Intensities	80	2
20 Intensities	80	3
Full Immunity	50	4
Modifiers		
Natural Elements	+40	-
All Elements	+80	-

X Intensities: The wearer is immune to a specific element (Cold, Fire, Light, etc) for Intensities up to X. For attacks made by beings with 25 or lower Gnosis, the wearer applies a -5 modifier to Base Damage caused by that element and +5 to any relevant Resistance Check. Attacks made by beings with Gnosis higher than 25 can ignore this ability.

Full Immunity: Total immunity to a specific element. The elemental effects and attacks produced by creatures with 30 or higher Gnosis can ignore this rule.

Natural Elements: The character is completely immune to the effects of the four natural elements.

All Elements: The character is completely immune to the effects of all elements, including Light and Darkness.

DAMAGE REDUCTION

This power reduces damage from an attack.

Reduction	Cost	Level
-10	80	3
-20	20	4
-30	80	4
Weakness		
Limited	-	-1 Level

-X: Indicates the amount subtracted from the Base Damage of any attack that strikes the character.

Limited (Weakness): The reduction only works against a specific type of attack.

DAMAGE BARRIER

This power provides a barrier that protects against all attacks.

Barrier	Cost	Level
40	60	1
60	40	2
80	80	2
100	120	2
120	180	2
150	250	2
180	10	3
200	20	3
250	40	3

Barrier: This is the value of the damage blocked by the artifact.

IMPROVED RESISTANCE

This power allows the wearer to increase his Resistance.

Resistance	Cost	Level
+10	40	1
+20	20	2
+30	60	2
+40	40	3
+50	120	3
+80	40	4
Modifiers		
All Physical	+60	-
All Magical	+60	-
All Types	-	+1 Level
Weaknesses		
Specific Magic	-20	-
Specific Psychic	-20	-

Resistance +X: The bonus to Resistance provided by the item.

All Physical: The bonus is applied to Disease Resistance, Physical Resistance, and Venom Resistance. Not compatible with the All Magical modifier.

All Magical: The bonus applies to the Magic Resistance and Psychic Resistance.

All Types: The bonus applies to all Resistances.

Specific Magic (Weakness): The bonus only applies to the effects of a particular Path of magic.

Specific Psychic (Weakness): The bonus only applies to the effects of a particular psychic Discipline.



Facet of Empowerment Magic

This Facet includes all the powers that increase magical abilities.

MAGIC ACCUMULATION

This power increases the Magic Accumulation of the character when holding the item.

Magic Accumulation Bonus	Cost	Level
+5	150	1
+10	50	2
+15	50	3
+20	150	3
+25	50	4
+30	200	4
Weaknesses		
Limited	-	-1 Level

Magic Accumulation Bonus +X: This is added to the Magic Accumulation of the character.

Limited (Weakness): The bonus only works when casting spells from a specific Path.

INCREASED MAGIC PROJECTION

This power increases the character's Magic Projection Ability when focusing spells on a target. This modifier does not stack with other modifiers. If there are multiple modifiers, use the highest value.

Magic Projection Bonus	Cost	Level
+5	50	1
+10	50	2
+15	150	2
+20	50	3
+25	50	4
Weaknesses		
Limited	-20	-

Magic Projection Bonus +X: This bonus is used when casting spells.

Limited (Weakness): The bonus only works when casting spells from a specific Path.

ZEON CONTAINER

This allows the item to store points of Zeon.

Container	Cost	Level
50	20	1
100	50	1
200	100	1
250	20	2
500	50	2
750	100	2
1,000	20	3
1,500	50	3
2,000	100	3
3,000	20	4
5,000	50	4
10,000	100	4
Unlimited	100	5

Container: The maximum amount of Zeon the item can hold.



POWER BOOST

This ability increases the number of Zeon Points powering the wielder's spells (the listed amount is added on to the total Zeon, without cost to the character). This does not stack with the same powers of similar devices; instead, take the highest value of all such items.

Power Boost	Cost	Level
+10	100	1
+20	20	2
+30	50	2
+40	140	2
Supercharged	100	3
Weaknesses		
Limited	-20	-

Zeon +X: The amount of Zeon added to the spell when the wielder casts it. For example, a spell that normally costs 50 Zeon points to cast would only cost the caster 30 points if used with an item with a +20 Zeon Boost. This power does not work for High Magic or Divine Magic spells.

Supercharged: Allows the character to cast spells higher than his Ability would normally allow. This power does not work for High Magic or Divine Magic spells.

Limited (Weakness): The bonus only applies when casting spells from a specific Path of magic.

INCREASED SPELL PENETRATION

This power increases the difficulty of Magic Resistance Checks required to avoid the effects of the user's spells. For example, a spell with an MR Difficulty of 120, channeled through an item that increases the MR Difficulty by 10 increases MR Difficulty to resist the spell to 130. This modifier does not stack with similar bonuses granted by other items. If the user has two or more items that provide such a bonus, only the highest bonus applies.

Difficulty	Cost	Level
+10	40	2
+15	120	2
+20	40	3
+25	40	4
+30	120	4
Weaknesses		
Limited	-20	-

Difficulty +X: Modifies the difficulty of the Magic Resistance Checks avoid of the caster's spells.

Limited (Weakness): The bonus only works when casting spells from a specific Path.

MAGICAL RECHARGE

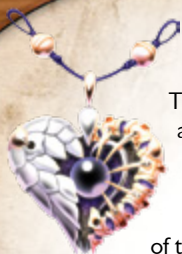
This power increases the rate at which the character recovers spent Zeon.

Recharge	Cost	Level
+10	100	1
+20	250	1
+30	50	2
+40	100	2
+50	50	3
+60	150	3
Double	200	3
Triple	300	4

Recharge +X: Amount of extra Zeon regenerated by the wielder of the item per day.

Double/Triple: Doubles or triples the amount of Zeon the wielder regains.





Psychic Empowerment Facet

This Facet includes all powers that increase the psychic abilities of an item's users.

POTENTIAL

This power increases the power of the Psychic Potential of the character.

Potential Bonus	Cost	Level
+5	150	1
+10	50	2
+15	50	3
+20	150	3
+25	50	4
+30	200	4
Weaknesses		
Limited	-	-1 Level

Potential Bonus +X: The item adds this bonus to the Psychic Potential of its owner when used to channel his powers.

Limited (Weakness): The bonus only works when using Psychic Powers from a specific Discipline.

PSYCHIC PROJECTION

This power increases the character's ability to focus his mental powers on a target. This modifier does not stack with similar bonuses granted by other items. If the user has two or more items that provide such a bonus, only the highest bonus applies.

Psychic Protection	Cost	Level
+5	50	1
+10	50	2
+15	150	2
+20	50	3
+25	50	4
Weaknesses		
Limited	-20	Varies

Psychic Projection +X: The Psychic Projection bonus when using the item for Psychic Powers.

Limited (Weakness): The bonus only works when using Psychic Powers of a specific Discipline.

INCREASED PSYCHIC PENETRATION

This increases the Psychic Resistance required to resist Psychic Powers channeled through the artifact. For example, a Psychic Power that requires a Psychic Resistance Check with a difficulty of 120 to avoid channeled through an item that increases the difficulty of the Check by 10 would increase the difficulty of the Resistance Check to 130.

This modifier does not stack with similar bonuses granted by other items. If the user has two or more items that provide such a bonus, only the highest bonus applies.

Difficulty	Cost	Level
+10	40	2
+15	120	2
+20	40	3
+25	40	4
+30	40	5
Weaknesses		
Limited	-20	Varies

Difficulty +X: The value added to the difficulty of Psychic Resistance Checks for the Psychic Powers of the caster.

Limited (Weakness): The bonus only works when using Psychic Powers from a specific Discipline.

IMPROVED MAINTENANCE

This power allows the user to maintain Psychic Powers at a higher level of difficulty than he would normally be able to handle. This affects both Maintained Powers and Innate Powers normally.

Potential	Cost	Level
+10	50	1
+20	50	2
+30	50	2
+40	50	3
+50	50	4

Potential +X: Add this bonus to the Psychic Potential of the item's user when calculating the difficulty of the Psychic Powers he can Maintain.



Summoning Empowerment Facet

This Facet includes all powers related to Summoning.

INCREASED PRESENCE

This power increases the Presence of an item for the purpose of calculating how many entities can be Bound inside the object.

Presence	Cost	Level
+10	25	1
+20	50	1
+30	75	1
+50	25	2
+75	50	2
+100	75	2
+150	50	3
+200	100	3
+250	150	3

Presence +X: Bonus for increasing the Presence of an item for the purpose of calculating how many entities a summoner can Bind inside the object.

BINDING REDUCTION

Reduces the Zeon cost of maintaining the entities Bound within an object.

Reduction	Cost	Level
-1 Level	150	1
-2 Levels	150	2
-3 Levels	100	3
-4 Levels	50	4
Weaknesses		
Elemental Binding	-20	Varies

Reduction -X Levels: Counts the Level of the Bound entities within an object as being this amount lower (to a minimum of zero) for the purposes of the Zeon required to keep them Bound.

Elemental Binding (Weakness): The reduction only applies to creatures of a specific element.

IMPROVED SUMMONING

This power increases one of the user's four Summoning Skills. Determine which Summoning Skill the power enhances when choosing the power: Summoning, Control, Binding, or Banishing. This capability can be chosen multiple times, but always to modify a different Summoning Skill, and bonuses to a single Summoning Skill do not stack.

Improved Summoning	Cost	Level
+5	20	1
+10	40	1
+15	20	2
+20	40	2
+25	80	2
+30	20	3
+40	40	4
Weaknesses		
Summoning Only	-10	-
Invocation Only	-10	-
Require Ritual	-20	-
Elemental Binding	-20	-

Improved Summoning +X: Bonus added to Summoning (including Invocation).

Summoning Only (Weakness): Applies only to Summoning.

Invocation Only (Weakness): Applies only to Invocation.

Requires Ritual (Weakness): Requires a ritual of at least 1 minute.

Elemental Binding (Weakness): Only applies to creatures related to a specific element.



Innate Conjuring Facet

This facet includes powers allowing an object to have innate spellcasting abilities.

Special Requirement: Knowledge

To create an object with the ability to cast spells, the creator of the device must be at least aware of how to use the spell or collaborate with someone who possesses the knowledge to cast that spell.

AUTOMATIC SPELLS

This power allows an object to cast Automatic Spells like a sorcerer, without the need to accumulate magic or invest supernatural power. For its Spellcasting Ability, the artifact uses the Magic Projection Ability of its carrier or, if he lacks this Ability, double his Dexterity Modifier.

Conjuring	Cost	Level
Level 2 to 10	Varies	1
Level 12 to 50	Varies	2
Level 52 – 80	Varies	3
Level 82 – 90	Varies	4
Modifiers		
Additional Use	+10	-
Reduced Recharge	+100	-
No Limit	-	+1 Level
Weaknesses		
Delay X	-5 per Round	-
Conditions	-10 to -40	-



Level X: The level of the spell to be cast. The Power Point cost is equal to half the spell's Zeon cost, rounded up. Therefore, a spell can have different costs depending on how powerful the creator of the artifact is. The spell lasts three Combat Turns automatically or, in case of a daily use spell, one hour. After using a spell, the caster must wait at least a day before casting it again.

An artifact with the power to cast the spell Earthspike (Earth Lvl 36) at a Basic level (80 Zeon) would require 40 Power Points at Level 2.

Additional Use: The item can be used one additional time per day. This modifier can be chosen as often as the creator desires, to increase the number of charges of the spell the item has per day. A charge can also be used to maintain an active spell.

Reduced Recharge: The spell can be used again after 1 hour, or if the item has additional charges, one spent charge recovers during that time.

No Limit: The item can cast a spell once every three Combat Turns, with no other limitation on the number of uses.

Delay X (Weakness): The item requires several Combat Turns of preparation before the spell can be cast. The Power Point cost of the power is reduced by 5 for each Combat Turn the user delays the spell (to a maximum of 10 Combat Turns).

Condition (Weakness): The spell not only takes time to recharge, but also has a specific condition that must be met before it can be used again. The Power Point cost reduction for the power depends on the requirement; submerging the item in seawater could reduce the cost by -10, while having to wait for the next solstice might reduce the cost by -40. The GM is final arbiter of this condition and the exact Power Point cost reduction it provides.

SPELLCASTER

The artifact is a conduit for the supernatural, allowing the user to fill it with Zeon for spells. To do so, the user simply uses Zeon gathered with his Magic Accumulation to fill the item until it contains the Zeon necessary to power the spell. For its Spellcasting Ability, the artifact uses the Magic Projection Ability of its carrier or, if he lacks this Ability, double his Dexterity Modifier.

Conjuring	Cost	Level
Level 2 to 10	Varies	1
Level 12 to 50	Varies	2
Level 52 – 80	Varies	3
Level 82 – 90	Varies	4
Modifiers		
Without The Gift	+40	-
Innate Power	+20	
Half Cost	-	+1 per Level
Stored Energy	+40	-
Double Magic Accumulation	+20	-

Level X: This level of the spell to be cast. The Power Point cost is equal to one quarter of the spell's Zeon cost, rounded up.

Without The Gift: Does not require The Gift of Zeon to activate. Even without control over the Magic Accumulation, the object absorbs magical energy at a rate of 25 points of Zeon per Combat Turn.

Innate Power: By its wielder's order, the artifact draws from his Zeon, generating Zeon on its own (at his rate of Magic Accumulation) so that he can continue to accumulate Zeon for his own spells.

Double Magic Accumulation: For purposes of determining the rate of Zeon transfer, the Magic Accumulation of the item is doubled. If combined with Stored Energy or Without The Gift, increase the transfer rate to 50 and 100 points respectively.

Half Cost: The amount of Zeon required to cast the spells in this item is halved.

Stored Energy: If the object itself has stored energy (via Zeon Container), the user may use its contained energy to cast the spells it contains. The transfer rate is 50 Zeon points per Combat Turn. The item gathers energy as if it was a spellcaster with Magic Accumulation 50.

A magic wand with Stored Energy and a reserve of 1,000 points of Zeon has the power to cast the spell Discharge Light at Intermediate level (90 Zeon points). When a wielder uses this wand, it takes two Combat Turns (at 50 Zeon points per Combat Turn) to build up the power required to cast the spell.

Multiple Spellcasting Items

If a device is capable of casting at least one spell (either as an Automatic Spell or at cost), it is considered to be a spellcasting item. If the creator of an item wishes to give it the capacity to cast different spells of the same Path (or from the Free Access Spells that are not otherwise restricted), that character need not go back and choose each other spell as a different power. Instead, take the first spell's level as a reference for the highest level spell from the Path that the item can cast and add any number of eligible powers of equal or lower-level (the item's creator must still pay the Power Point cost normally as if each additional spell was a separate power of the appropriate level).

A ring has the ability to unleash five different spells, four from the Path of Air and one from the Path of Illusion. The spells are Raise Wind (Level 2, Zeon cost 30), Air Blow (Level 20, Zeon cost 40), Flight (Level 30, Zeon cost 60) and Control Air (Level 56, Zeon cost 150) from Air, and Visual Illusion (Level 12, Zeon cost 40) from Illusion.

The first four spells are all from the same Path. The highest level spell, Air Control, is used to determine the presence contained within the item, in this case making it Power Level 3. Naturally, the Power Point cost of each spell remains the same.

SPELLCASTING ABILITY

The item can use Magic Projection, giving the item innate spellcasting ability. It is important to note that the item cannot cast spells on its own, but its powers are inherent to the object itself.

Magic Projection	Cost	Level
80	50	2
120	100	2
160	50	3
200	100	3
240	250	3
280	100	4
Weaknesses		
Final Ability	-	-1 Level

Magic Projection: The Magic Projection the object uses to cast its own innate spells.

Final Ability (Weakness): The device does not roll dice for Magic Projection Checks, and its Magic Projection score is considered its Final Ability value for these Checks.



Improvement Facet

This Facet includes all powers that increase the abilities of the user of the object.

INCREASED INITIATIVE

This power allows the possessor of the item react at a considerably increased rate. This modifier does not stack with similar bonuses granted by other items. If the user has two or more items that provide such a bonus, only the highest bonus applies.

Initiative	Cost	Level
+5	50	1
+10	20	2
+15	40	2
+20	80	2
+25	20	3
+30	40	3

Initiative +X: Bonus to the Initiative of the owner of the item.

REGENERATION

Allows the user to regenerate his body.

Regeneration	Cost	Level
Regeneration 4	50	1
Regeneration 8	50	2
Regeneration 12	50	3
Regeneration 14	150	3
Regeneration 16	20	4
Regeneration +1	50	1
Regeneration +2	50	2
Regeneration +4	50	3
Regeneration +6	150	3

Regeneration X: This power grants the user a Regeneration Level of X.

Regeneration +X: This power increases the user's Level of Regeneration by X. This modifier cannot cause the character's Level of Regeneration to exceed the limits set forth by his Gnosis, and does not stack with other supernatural effects that alter the character's Level of Regeneration.

INCREASED MOVEMENT

This power increases the user's speed. This modifier does not stack with similar bonuses granted by other items. If the user has two or more items that increase his Movement Value, only the highest bonus applies.

Movement Value Bonus	Cost	Level
+1	50	1
+2	50	2
+3	50	3
+4	150	3

Movement Value +X: Increases the user's Movement Value. This applies only to his walking speed, and allows Inhuman Actions related to Movement. This does not affect his ability to swim, fly, or move in any other fashion.

SECONDARY ABILITIES INCREASE

The item increases the Secondary Abilities of the user. This modifier does not stack with the same power bonus from another similar item. If the user has more than one item that provides a bonus, only the highest bonus applies. In the case of intellectual Abilities, the character must have at least 140 in the Secondary Ability or Abilities that receive the bonus to access this power.

Secondary Ability	Cost	Level
+10	40	1
+25	20	2
+50	40	2
+75	20	3
+100	60	3
+10 (Ability Group)	40	2
+20 (Ability Group)	20	3
+30 (Ability Group)	40	3
+40 (Ability Group)	20	4
+50 (Ability Group)	40	4

Secondary Ability +X: Indicates the bonus to a specific Secondary Ability.

Ability Group +X: Indicates the bonus applicable to an entire group of Secondary Abilities (such as the Athletics Ability Group).

INCREASED CHARACTERISTIC

The object has the ability to increase the Characteristics of its bearer. When creating an object with this power, the character must first determine which Characteristic is going to receive the bonus. The effects of this power do not stack if it is chosen twice for the same Characteristic, but do stack if it is selected several times for different Characteristics.

Characteristic	Cost	Level
+1	60	2
+2	80	3
+3	40	4
+4	120	4
+5	30	5
Weaknesses		
Only in Confrontations	-20	-1 Level

Characteristic +X: The bonus added to the selected Characteristic of the item's user.

Only in Confrontations (Weakness): The bonus only applies to Checks against other characters, and does not provide benefits for a character's unopposed Checks.

ALTERED CHARACTERISTIC

The object has the ability to supersede the value of one or more of the Characteristics of its bearer. This substitution is absolute and does not stack with modifiers from other abilities or powers. For example, a character changes one of his Characteristics from 7 to 12 with an item. Later, he receives a +2 bonus to that Characteristic from another ability. This +2 adds to the character's original Characteristic value, and not the value provided by the item. Therefore, as long as he continues to use the item, his Characteristic remains at 12.

Characteristic	Cost	Level
8	50	2
10	20	3
11	50	3
12	80	3
14	20	4
15	80	4
16	20	5

Characteristic X: Replaces the chosen Characteristic with this value (if it is greater the character's original Characteristic). Altered Characteristics permit Superhuman and Zen actions based on that particular Characteristic.



Domine Facet

This Facet includes all powers related to Ki and its use.

INCREASED KI ACCUMULATION FACET

The object is transformed into a catalyst which increases the user's internal energy.

Ki Accumulation	Cost	Level
+1	150	2
+2	50	3
+3	150	3
+4	100	4
+5	50	5

Modifiers

Physical Characteristics	+50
Nimbleness Characteristics	+50
Mental Characteristics	+50

Weaknesses

No Recovery	-10
Recovery Only	- -1 Level

Ki Accumulation +X: The bonus granted to the Ki Accumulation for a single Characteristic's Ki.

Physical Characteristics: The object increases Ki Accumulation for Ki based on Strength and Constitution.

Nimbleness Characteristics: The object increases Ki Accumulation for Ki based on Agility and Dexterity.

Mental Characteristic: The object increases Ki Accumulation for Ki based on Power and Will.

No Recovery (Weakness): The object improves the user's Ki Accumulation for Techniques and Abilities, but does not improve the character's Ki Recovery.

Only Recovery (Weakness): The object only improves the user's Ki Recovery, and not his Ki Accumulation.

SPECIAL TECHNIQUES

The item allows the item's wielder to use certain Techniques very similar to Ki Abilities. Activation is active or passive depending on the type of action it is associated with the Technique. The effects of these Techniques cannot be combined with Ki Abilities or other similar effects.

Technique	Cost	Level
Level 1	Varies	3
Level 2	Varies	4
Modifiers		
Additional Charge	+20	-
No Limit	+50	+1 Level
Reduced Recharge	+50	-
Weaknesses		
Delay X	-5 per round	-
Ki Consumption	-50	-

Level X: Determines the level of the Technique. The cost in Power Points is equal to its cost in Martial Knowledge times four, and it is not possible to reduce the Martial Knowledge cost by increasing or decreasing the Technique's Ki Point cost. Unless otherwise specified, the Technique can only be used once a day.

An artifact produces a Level 2 Technique that would normally have a cost of 60 Martial Knowledge, although in this case it costs 240 Level 4 Power Points.

Additional Charges: The device can be used one more time each day, but at least five Combat Turns must pass between each activation of the item. This modifier can be chosen multiple times to increase the total number of charges.

No Limit: There is no limit to the number of times the item's holder can use this power per day. However, at least five Combat Turns must pass between each activation of the item.

Reduced Recharge: The item takes only 1 hour to recharge. If the item has multiple charges, one spent charge recovers during that time.

Delay X (Weakness): The item requires several Combat Turns of preparation before it can be unleashed. The Power Point cost reduction for the power is equal to 5 points per Combat Turn of delay (to a maximum of 10 Combat Turns).

Ki Consumption (Weakness): The character must invest the same amount of Ki as he would in a conventional Ki Ability.

KI RESERVE

This power allows the item to store Ki points for later use. The character must possess the Transmission of Ki Ability in order to absorb Ki from or feed Ki into the object.

Ki Reserve	Cost	Level
12	100	1
24	50	2
36	150	2
48	250	2
60	50	3
120	150	3
180	50	4
240	100	4
300	250	4
Weaknesses		
Power Leakage	-40	-
Inefficient	-25	-

Ki Reserve X: The amount of Ki the item can store.

Power Leakage (Weakness): The item is not able to store energy permanently. It loses Ki at a rate of 1 point per hour.

Inefficient (Weakness): The item stores only half the amount of Ki put into it. For example, if user put 10 Ki into the item, it would retain only 5 Ki.



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Esoteric Facet

This Facet includes supernatural powers not covered by any of the previous Facets.

MAGIC LIMBS

An artificer can create magic limbs to replace missing body parts. In addition to creating the artifact itself, someone must also attach it to the user's body, and doing so therefore requires knowledge of Medicine. Naturally, the prosthesis can have other additional powers.

Effect	Cost	Level
Inferior Match	100	2
Equivalent Match	60	3
Superior Match	200	3
Modifiers		
Touch	+20	-
Natural Weapon	+30	-

Inferior Match: This prosthetic replaces an arm or a leg, but does not respond as well as the original limb. Apply a -20 modifier to any action taken with that limb, and all Characteristics that depend on it suffer a -2 modifier. The limb has Armor 4 against all direct attacks not based on Energy.

Equivalent Match: This prosthetic replaces an arm or leg, giving the character the same capabilities as his original limb. The limb has Armor 4 against all direct attacks not based on Energy.

Superior Match: As above, but the prosthetic gives the character a +2 to one of the following: Agility, Dexterity, or Strength. The limb has Armor 4 against all direct attacks not based on Energy.

Touch: The limb retains the same sense of touch as the original. The creator can choose whether or not the limb feels pain when it is first made.

Natural Weapon: The limb has some kind of integrated weapon (claws, blades, etc).

Effect	Cost	Level
Inferior Senses	80	2
Equivalent Senses	50	3
Superior Senses	150	3
Inferior Internal Organ	120	2
Equivalent Internal Organ	80	3
Superior Internal Organ	250	3

Inferior Senses: This prosthetic replaces the eyes, ears, nose, or even the skin. The organ is inferior to the original it replaces and applies a -20 to any linked Ability and -2 to linked Characteristics.

Equivalent Senses: The prosthetic replaces the original organ, functioning exactly the same as the original in every way.

Superior Senses: As above, but the organ works even better than the original. The character gains a +2 bonus to any Characteristic associated with its use.

Inferior Internal Organ: This prosthetic replaces an internal organ such as the heart, lungs, or kidneys. The organ does not function as well as the original it replaces, so there is a negative modifier depending on the organ involved. For example, an inferior replacement heart could cause a character to gain Fatigue Points, a replacement kidney could reduce Venom Resistance, or replacement lungs could cost the character a point of Constitution. The GM determines the penalty when the item is created.

Equivalent Internal Organ: The organ is as good as the original, replacing it and functioning in exactly the same manner as the original.

Superior Internal Organ: As above, but the organ works even better than the original, giving certain bonuses or effects depending on the organ concerned.

Implanting Prostheses

An operation to graft a prosthetic (magical or not) on to a body can be extremely difficult. Depending on the part of the body being replaced, it may be necessary to make a Medicine Secondary Ability Check against a difficulty determined by **Table 11**. A character who specializes in surgery gets a +40 to their roll for the Medicine Check.

TABLE 11: PROSTHESIS

Body Part	Medicine
Hand/Foot	160
Arm or complete leg	180
Arm or partial torso	200
Part of hip and legs	200
Ear	200
Eyes	240
Nose	180
Mouth	140
Heart	240
Lungs	220
Other Organs	200
Modifiers	
Inadequate tools	-40 to -80
Proper tools	+0
Exceptional tools	+20 to +40
Failed Operation	
Minor Failure	1-20
Significant Failure	21-40
Abject Failure	41-80
Medical Disaster	81+

Minor Failure: The operation is successful but did not go as well as planned. The prosthesis is implanted, but its effectiveness is lower than expected and should be considered to be an Inferior replacement (even if it was bought at a higher Quality level).

Significant Failure: The operation is a complete failure. The prosthesis is not implanted and the subject of the operation must pass a Physical Resistance Check with a difficulty of 140. If the roll is failed by more than 60, the subject goes into a coma for a number of days equal to the degree of failure. After this time, another roll can be made. If this roll is failed, the subject dies from surgical complications.

Abject Failure: The operation has been an accumulation of errors. The prosthesis is damaged and cannot be used subsequently, while the subject has been so injured that he cannot receive another prosthesis in the same place. As in the previous case, the character must make a Physical Resistance Check, but in this case the difficulty is 160.

Medical Disaster: The subject dies during the operation.

ALTERATION OF DESTINY

This ability relates to powers that affect fate and destiny, allowing the wearer to alter fate itself in some way.

Effect	Cost	Level
Reduced Blunder	150	3
Enhanced Critical	75	4
Doubles	150	4
Alter Existence	100	4
Weaknesses		
Limited Use	-20	Variable

Reduced Blunder: The character only suffers a Blunder on a roll of 1.

Enhanced Critical: Improves the chance of an Open Roll by 5. As such, it means that the wearer gets an Open Roll on a result of 85 or higher.

Doubles: Any roll of doubles on the dice (“33” or “44” for example) is automatically considered an Open Roll.

Alter Existence: The character may re-roll one die roll per day (in game time), keeping the second result rather than the first. This power can be chosen several times to increase the number of times you can re-roll per day, but additional Creation Points spent on this do not count toward the Presence of the object.

Limited Use (Weakness): The benefits only apply to a specific type of action (such as making an attack).

IMPROVED CONCEALMENT

This power makes the item more difficult to detect as a supernaturally empowered object.

Concealment	Cost	Level
Absurd	20	Varies
Nearly Impossible	40	Varies
Impossible	80	Varies
Inhuman	120	Varies
Zen	160	Varies
Undetectable	100	Varies

Concealment (Difficulty): Determines the base difficulty of the Check to detect that the object is magical. The Level is equal to the Power Level of the object minus 1.

Undetectable: The object is completely undetectable by any supernatural means. The Level is equal to the Power Level of the object (Level 2 minimum).

SPECIAL VISION

This section covers all powers that grant specialized or enhanced vision.

Vision Method	Cost	Level
Night Vision	100	1
Full Night Vision	50	2
View Magic	100	2
Perceive Matrices	100	2
See Spirits	100	2
See Supernatural	100	3

Night Vision: Halves penalties for natural darkness.

Full Night Vision: Eliminates all penalties for natural darkness. The character can see in the dark as if it were daylight.

View Magic: Grants the character the ability to see magic.

Perceive Matrices: Grants the character the ability to view psychic matrices.

See Spirits: Allows the character to see spiritual beings.

See Supernatural: This ability is the same as the one provided by the See Supernatural Advantage.

MINOR EFFECTS

This category includes many lesser powers of an esoteric nature.

Effect	Cost	Level
Hidden	100	3
Transfer	50	3
Mastery	50	1
Indestructible	50	4
Self Destruct	50	2

Hidden: The item can be hidden inside the body or other object, making it impossible to detect with the naked eye. However, it must be withdrawn in order to use it.

Transfer: This power allows the object to be passed at will from the hands of one person to another within 800 feet. While activating the transfer is a Passive Action, the item does not appear in the hands of the other person until the start of the next Combat Turn.

Mastery: The object requires a certain level of a certain Ability in order to use it (decided by the creator of the object). For example, an object could require the user to possess a Science Secondary Ability of 240 or higher. If the user does not possess the required Ability, the item is completely useless.

Indestructible: The item becomes immune to any damage that does not come from a being with Gnosis 35 or greater.

Self Destruct: The bearer can cause the object to destroy itself at will, with no other effects on the surrounding environment.

Ego

This power gives life to the object, giving it consciousness and identity.

Effect	Cost	Level
Basic Ego	60	3
Advanced Ego	120	3
Modifiers		
Communication	+20	-
Genius	+60	-
Fixed Personality	+20	-
Geas	+20	-

Basic Ego: The object has its own consciousness and possesses a very basic personality. It does not have real emotions and behaves in a manner similar to an automaton. The creator does not choose the personality of the object, as this is determined by chance, and the type of artifact in question, and the Game Master’s discretion.

Advanced Ego: The object behaves like a living being, and is able to develop feelings and emotions like any other creature.

Communication: Allows the object to communicate with the owner and those around him. The creator of the artifact must choose if the object communicates verbally or uses mental telepathy.

Genius: The object has exceptional intelligence, and is able to understand multiple languages and develop extremely elaborate thoughts.

Fixed Personality: The creator can give the subject any desired personality type, and can even give the artifact basic memories.

Geas: The creator has imposed certain rules on the artifact that it must obey, regardless of its own will.

CREATOR OF PORTALS

This power gives the ability to open portals to other places.

Effect	Cost	Level
Door to The Wake (Weak Veil)	150	2
Door to The Wake	150	3
Portal (Specific Place)	50	3
Fixed Portal	30	4
Weaknesses		
Divided Object	25	-
5 times per day	30	-
3 times per day	20	-
Once per day	10	-

Door to The Wake (Weak Veil): The object is able to open doors to The Wake in places where the membrane that separates the two worlds is weak. The traveling character is transported to the mirror equivalent of the place where he is at that moment.

Door to The Wake: As above, but the portal does not have to be in a place where the membrane between worlds is fragile.

Portal (Specific Place): This power creates an opening between two points, allowing the user or a chosen individual to instantly travel from one to the other. These two points must be determined when the item is created. For example, an artifact that transports the character from the top of a mountain to a lost city always leads to the same particular spot in that city, and the user must always be at the top of the mountain or in the lost city to activate the portal.

Fixed Portal: Create an opening between two points, allowing the user or a chosen individual to instantly go from one to the other. The character must know the destination in advance, and must wait at least one minute before re-activating this power.

Divided Object (Weakness): The object is divided into two parts or resonates with an artifact of the same type. Consequently, portals created with this object must always terminate at the location of its other half.

X Uses per Day (Weakness): The item can only create a limited number of portals per day.

MYSTIC EFFECT

These are miscellaneous powers that have magical effects upon a target. Upon fabrication, the item's creator must choose a level of Magic Resistance that must be overcome to avoid the effect, and as well as any additional effects and modifiers. To determine the Power Point cost, add the cost for the Magic Resistance and the highest level effect.

Effect	Cost	Level
Fear	150	2
Terror	150	3
Pain	120	2
Extreme Pain (Doubled Effect)	40	3
Weakness	80	2
Partial Paralysis	80	3
Complete Paralysis	20	4
Rage	100	2
Blindness	80	3
Deafness	120	2
Mute	60	2
Fascination	40	3
Simple Damage	80	2
Double Damage	40	3
Unconsciousness	200	3
Domain	40	4
Death	80	4
Madness	100	3
Aging	120	3
Penalty to any action	80	3
Destruction of Characteristics	120	3
Drain (half)	100	3
Drain (complete)	160	3
Modifiers (Magic Resistance)	Cost	
Magic Resistance 40	+0	-
Magic Resistance 80	+10	-
Magic Resistance 100	+20	-
Magic Resistance 120	+40	-
Magic Resistance 140	+60	-
Magic Resistance 180	+20	+1 Level
Magic Resistance 200	+60	+1 Level
Modifiers (Realization)	Cost	
Damage	+0	-
Contact	+20	-
Sound	+40	-
Sight	+60	-
Smell	+40	-
Area (15 feet)	+80	-
Area (30 feet)	+120	-
Area (75 feet)	+150	-
Area (150 feet)	+20	+1 Level
Weaknesses		
Time Limit	-20	Varies

Magic Resistance: This value is the Magic Resistance that the target must overcome with its Resistance Check to avoid the effect. The Power Points are determined by the effect itself.

Effect: The effects of the power on targets that fail their Magic Resistance Check. The consequences are the same as described in **Chapter 14** of the **Core Rulebook**.

Drain: This power drains Life Points, Zeon, or Ki points from the target. In the last case, the target loses 1 point of Ki for every 5 points by which he fails his Magic Resistance Check.

Damage: The power takes effect only if the object can cause damage to the target.

Contact: The item might activate when the user touches a specific part of the item or when he touches any part of the item, and the user might or might not be immune to the effects of the item when it activates. All of these aspects are determined by the creator when creating the artifact.

Sound: The object affects anyone who can hear it. Covering or blocking a character's ears grants a bonus of +20 to +40 on the Magic Resistance Check.

Sight: The object affects anyone who looks at it, with the exception of the user.

Smell: The object generates an aroma that affects anyone who smells it. Covering or blocking a character's ability to smell (for example, putting a handkerchief over his nose) grants a bonus of +20 to +40 on the Magic Resistance Check.

Area: The power affects anyone within the radius of effect, with the exception of the user.

Time Limit (Weakness): Powers with long-lasting effects fade after a number Combat Turns equal to the degree of failure on the Magic Resistance Check.

Other Powers

Naturally, it is impossible to create a complete list of all the supernatural powers a magical object could have. Therefore, it is up to each player and Game Master to invent other abilities for their own creations. This section provides a rough Power Point cost and Level for different powers. This is a general reference, and the Game Master and players should agree on an appropriate cost for any powers and items they create with it.

Effect	Cost	Level
Aesthetic Powers Only	10 to 50	1
Low Utility Powers	20 to 100	1 to 2
High Utility Powers	20 to 150	3 to 4
Minor Combat Powers	50 to 200	2 to 3
Major Combat Powers	50 to 250	4 to 5

Aesthetic Only Powers: These powers do not confer any special advantage to the object other than aesthetic details (for example, the glowing aura that surrounds a pair of magic wings).

Low Utility Powers: This range of values represents powers of limited scope, whose use is primarily supportive or of only minor utility, such as a lighter weight rope or a pen whose ink never runs dry.

High Utility Powers: This range of values represents powers of greater magnitude and utility, such as objects that allow a character to read minds, become invisible, or fly.

Minor Combat Powers: This range of values represents minor combat powers, such as a weapon that allows those who have no expertise to use it, improves Criticals, or increases the number of enemies hit by attacks.

Major Combat Powers: These are truly powerful abilities, such as allowing the bearer to become invulnerable for a moment or temporarily use his Attack Ability to cast spells.

CHAPTER 3

COMPENDIUM OF ARTIFACTS

*They are more than objects...
They are dreams made of wood, glass, and metal.
Impossible wonders you can hold in your hands.*

-Adrian Delacroix-

This chapter describes a collection of magical items for both player characters and potential adversaries alike, categorized according to their nature and Power Levels.

SUPERNATURAL LEVELS

Although all magical artifacts have incredible abilities, the differences in supernatural power are such that it is impossible to put them all in one group. Thus, Tol Rauko recognizes five categories of magical artifacts according to how powerful they are and the danger involved in using them.

Level 1

"Level 1" refers to those objects with lower grade supernatural powers. Their powers are mostly insignificant and sometimes almost laughable, and they might not even be considered magic items by some. Level 1 items only have basic utilities and never pose a real threat or have miraculous powers. Some objects might even be considered Level 1 by merely having a high magical presence, despite lacking any other special qualities. Examples of items of this rank of power are be a coin that always lands on one side or a candle that never burns out.

Level 2

Level 2 items are the most common and known to have remarkable magical qualities that make them stand out from mundane items of the same type. Their potential is not excessive, nor do they pose a significant threat. This tier includes magic weapons that can affect supernatural creatures, gadgets that can reproduce themselves, basic spells, protections against different hazards, or other similar items. Such artifacts comprise the most commonly encountered category of mystic devices.

Level 3

Level 3 describes artifacts that have a high degree of power. In most cases, they are similar to Level 2 items, but have much greater potential and possessing one can have a significant impact upon a character. Legendary weapons, objects capable of altering the environment, or powerful magical enchantments are just some examples of the types of artifacts in this category. By their nature, they are very dangerous, and their mystical power is usually obvious.

Level 4

Level 4 artifacts are some of the most powerful known creations and have unusual or seemingly impossible magical abilities. Some are even items of divine origin that, in the right hands, can easily upset the natural balance of the world. Consequently, their value is immeasurable and they are always treated as the most dangerous objects. This Power Level includes weapons that can split mountains and artifacts that can bring the dead back to life or lock a god into an earthly prison.

Level 5

Objects of this potency are in a class by themselves, and their potential cannot be accurately expressed on any scale, including this one. A Level 5 artifact is beyond mortal imagination and can be compared to the pure potential of a deity. This Power Level is usually used to attempt to describe items that threaten the existence of the world. This grade is usually used only on a theoretical level, since the existence of such "objects" is difficult to prove.

Level +

Items marked with the symbol + after their Power Level represents artifacts that are considerably above average in their class, and close to the next grade. For example, an artifact whose Level is 2+ is on the threshold of being considered a Level 3 artifact.



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MINOR ITEMS

As the name implies, this section contains those supernatural objects that have only been invested with small amounts of magical energy.

ERU PELEGRI

The Eru Pelegri are mystical objects of considerable utility, and allow two people to communicate with each other at a distance. They take the shape of a pair of silver earrings covered in intricate designs and runes. The design of each pair have slight variations, but as a rule they all follow a similar pattern.

Of elvish origin and forged in ancient times during the splendor of great nations, Eru Pelegri were traditionally a gift to be exchanged between noble couples on the day of their betrothal, and are in many respects similar to wedding rings. However, they also served a more intimate function, as they were a way for a couple to stay together no matter the distance that separated them.

Several Eru Pelegri have been found in ancient ruins and sold by those unaware of their true value as mere jewelry. Still, they are always considered luxury items, and cost between 200 to 500 gold crowns. Naturally, this is only a small fraction of their actual worth if one is aware of their actual nature.

Fable: 180/240/280

Union (Notion of Use I): Eru Pelegri connect the people who wear them, allowing them to communicate through a spiritual bond. This link does not allow them to directly convey ideas or thoughts, but they can speak freely with each other. Distance does not hamper this communication so long as the wearers concentrate. Only magical barriers and supernatural protections prevent this communication. To use Eru Pelegri, two different people must wear a matched pair of the earrings and think about each other. The more trust and affection that exists between the users, the greater the effects and powers of the Eru Pelegri. Therefore, two individuals who do not know each other cannot use these earrings. Ties between couples, friends, and peers are generally very strong, and sometimes one wearer can even sense when the other person is in grave danger. Each pair of earrings is connected only to its matched counterpart, and the person wearing the other pair is the only individual with whom the wearer can communicate this way.

Presence: Pelegri Eru usually have a Presence between 80 and 100.

Power Level: 1

OUIJA OF CONNECTION

Occultists use this object to search for answers from The Wake. When used in a place where the separation between the real world and its dark reflection is thin, this device can send and receive messages.

Generally, the Ouija is little more than a wooden or metal device, differentiated only from the Ouija boards of charlatans and pretenders by its supernatural power core.

Fable: 120/140/180

Message from the Other Side (Notion of Use I): The Ouija permits contact with Wake Specters and translates their answers into words spelled out on the Ouija board. The spirits might or might not choose to answer any such call, and do not actually speak.

Power Level: 1

FIRE GEMS

Fire Gems are crystals of an elemental nature. They form when an elemental entity of intermediate or greater power dies, the flames of its body coalescing into solid form.

Because of their origin, these crystals have the ability to "swallow" flames they come in contact with, which also serves the function of allowing them to recharge. However, if overloaded or struck hard enough, the gems explode. Thus they can serve both as protection against fire and as high explosives, capable of devastating large areas with the fires they unleash.

Generally, Fire Gems are black crystals, but as they absorb fire, they become red and radiant. In their natural state, they are often rough and unrefined. If cut and polished, these gemstones become more effective and can absorb greater quantities of heat.

There was once a time when it was easy to find Fire Gems, but the activation of the Rah's Machine destroyed many fire elementals. Many are lost and unpolished, and others are worked into earrings, rings, or homemade explosives and grenades.

Fable: 140/180/240

Fire Eater: Fire Gems are capable of absorbing fire and storing it indefinitely. They suck up any flames that come close to them. These gems can accommodate different amounts of fire depending on the size of the gem and the perfection of its facets, with values ranging between 5 and 50 Intensities. A small but unpolished gem (1 to 2 inches in length) can hold up to 5 Intensities, while a precisely cut gem can hold up to 10. A gem of 25 to 30 inches could contain between 10 and 15 Intensities (depending on how well it has been polished), and a larger (6 to 9 feet) between 40 and 50 Intensities (again, depending on how finely it has been worked). Fire Gems usually absorb up to 5 Intensities per Combat Turn, but larger ones (those that can contain more than 25 Intensities), can absorb up to 10 Intensities per Combat Turn.

Explosion (Ritual): Depending on the amount of heat they have absorbed, Fire Gems change color, starting out jet black with bright red veins and finally turn a bright orange when they reach a critical state. At that time, unable to absorb more heat, the crystals are prone to exploding in a searing inferno. Anyone within range must defend against a Final Attack Ability of Almost Impossible (Final Attack Ability of 240) if they are partially inside the area of the explosion or Impossible (Final Attack Ability of 280) if they are entirely inside the blast radius.

At the epicenter of the blast (within the center tenth of its maximum area), the attack is of Inhuman Difficulty (Final Attack Ability roll of 320).

The blast area is equal to six times the Intensity contained inside the Fire Gem in feet. When calculating Base Damage, apply the general rules of Fire Intensities (5 points of damage per Intensity).

Overload: If a Fire Gem that is fully charged is exposed to a number of Intensities equal to least one tenth of the amount of Intensities it contains, it overloads and explodes with the effects described above.

Fragile: Strong impacts can cause Fire Gems to break in a way similar to Overload. The higher the Intensity contained within, the easier it is to break the Fire Gem and unleash fiery hell. When are fully charged, Fire Gems are as fragile as regular glass.

Power Level: 1+/2/2+/3 (Depending on size and purity)



SOUL SHARDS

Soul Shards are a rare type of Indigo Stone found in places where monumental supernatural forces have been unleashed. Due to their magical affinity, Soul Shards can reflect spiritual bodies on their facets or contain enormous amounts of psychic energy.

It is not easy to distinguish a Soul Shard, but they can usually be recognized by the strange reflections seen peering out from their faces.

There are a considerable number of these crystals in the world and they can be found in a variety of bizarre shapes and sizes, both in places where there have been cataclysmic mystical conflicts and at clandestine Black Sun markets.

Fable: 140/180/240

Reflections of the Soul (Ritual): Soul Shards have the ability to reflect the essence of living souls. If a character looks through a Soul Shard, he can see a glow around everything that has an active "spirit."

See Spirits: The user can see spiritual beings through a Soul Shard as if he had the ability to see spirits. However, the crystal is opaque, and thus the character suffers -20 penalty to his Perception-based Abilities while peering through the Soul Shard.

Vessel (Notion of Use I): As a vessel for summoned creatures, these stones have considerable value. They can contain 80 to 120 points of Presence, depending on the size. Interestingly, when a Soul Shard has one or more entities inside it, the reflections of any inhabitants are vaguely visible moving within it.

Power Level: 1+

Spectacles

In an attempt to find new ways to see spirits, sorcerers and many scholars have polished the Soul Shards to create lenses and glasses of different types. Unfortunately, when these fragments are very small, the power that they possess is diluted, and so they only reveal wisps and shadows of any disembodied souls present. Spectacles and similar gadgets made with Soul Shards allow the user see vague spiritual forms with a -40 to Perception-related Checks to make out such beings.

DISPLACER

A Displacer is one of many fascinating magical devices created by the Empire of Yehudah to facilitate the lives of its citizens and the labor of their slaves. It is a circular metal platform about thirty inches in diameter with brass rings on the bottom that assists in the transport of very heavy objects due to its ability to partially cancel the effects of gravity. Displacers also stick to almost anything non-organic, making the object very easy to move.

There are still many of these artifacts in Gaia, and most are in the possession of various secret organizations, which use them for the original purpose for which they were created long ago.

Fable: 140/180/240

Gravity: Displacers have the ability to lessen the effects of gravity and the inertia upon anything they touch. Any object or non-organic creature in contact with a Displacer reduces its weight to 1/10 of normal (although the Displacer itself always weighs the same amount), provided its Presence does not exceed 60. If used on a living creature, the affected creature can resist by passing Magic Resistance Check with a difficulty of 120.

Power Level: 1+

LAMP OF ONEIROS

Lamps of Oneiros are occult artifacts generally used to treat problems related to the dream world. These devices appear to be standard lamps, use oil, and need to be filled like any other lamp. When lit, however, the light they produce allows dreamers to literally explore the dreams of others.

The most salient feature in the manufacture of these artifacts is that they are made with materials extracted from The Wake. This gives them a supernatural nature, and links them to dreamers.

Any occultist who boasts of knowing about these artifacts likely possesses one.

Fable: 80/120/140

Lamp of Dreams: If the lamplight reaches several people who are sleeping or going asleep, they all share the same dream. The dream is usually that of the first person to fall asleep, but sometimes if one person has an extremely strong Presence, his dream can absorb the dream consciousness of the other dreamers.

Link: The powers of Lamp of Oneiros persist while the flame remains lit. When the flame is extinguished, the dreamers all awaken at the same time.

Observer (Ritual): If an individual falls asleep in contact with the lamp while it is lit, it transports him into to his dreams. If the flame goes out, the character returns to the real world. While holding the lamp in his hand, the wearer is invisible and cannot be affected by anything that happens in the dream.

Power Level: 1+

RYUSHUSHOKU

Ryushushoku are one of the ancient inventions of the masters of Maishen. These special candles made from dragon essence allow for completely free flow of the body's physical energy and faster recovery of lost Ki. A simple candle burning for less than one minute can extend its effects across a large room, and the benefits can easily last more than six hours.

Only the older members of Maishen know the secret of creating Ryushushoku, and it is very rare for them to give away these candles, though they sometimes entrust them to martial artists who visit or to maintain a good relationship. On occasion, they even sell these artifacts to raise money to cover unexpected expenses.

Fable: 140/180/240

Environment: The candles are full of Ki in its purest form and fill the air with energy when burned. To properly use them, they must be lit in a room of no more than 60 square feet and with no drafts. Those who meditate in a room filled with the incense of the Ryushushoku gain five times as much Ki as normal.

Training: A character developing the Abilities Use Ki, Control Ki, Detect Ki, Ki Transmission or Ki Scholarship needs to spend only one quarter of the normal training time if he trains in a place permeated by the effects of a Ryushushoku.

Power Level: 1



GRINDING STONE

Grinding Stones are special stones filled with magical energy that gives them subtle but nonetheless useful supernatural qualities. They give off a faint glow that can be seen in dark places and are typically grey in color. Traditionally used to sharpen weapons, Grinding Stones are not only perfect for improving and maintaining sharp edges, but their magical energy also rubs off on any weapons they hone.

Grinding Stones are undoubtedly magical in origin, but most people are unaware of this. Many who use Grinding Stones are ignorant of their qualities besides the simple fact that they make exceptional sharpeners.

Fable: 140/180/240

Mystic Charge: Anything sharpened with a Grinding Stone gains the ability to damage energy for the next 5 hits made with the item.

Uses: The stone can sharpen a medium-sized weapon like a long sword up to 10 times before it loses its magical properties and become a common grindstone. A larger weapons such as a great sword can be sharpened up to 5 times, and small weapons can be sharpened up to 20 times. The stone requires 100 points of Zeon to recharge.

High Energy: If a character spends two additional charges from the stone when sharpening a weapon, that weapon also gains a bonus of +5 Quality for the next five hits in addition to being able to damage energy for those hits.

Power Level: 1

BAG OF THORNS

In the past when magic was more common, the Bag of Thorns was an often used to ward off thieves. The bag appears to be a typical belt pouch, but if anyone tries to steal from it, it sprouts thorns that bite into the thief's hands. The enchantment can be deactivated with a verbal command, which disables the thorns for a full minute.

Common in the past, many Bags of Thorns still exist. Interestingly, the Black Sun sells these bags at a special rate to those who purchase them in combination with other devices.

Fable: 140/180/240

Thorns (Ritual): Unless someone gives it the appropriate command word, the inside of the bag sprouts thorns that rend the flesh of anyone who puts his hand inside.

If the person putting his hand in the bag is unaware of its nature, he must pass a Dexterity Check with a difficulty of 12 to avoid injury, or with a difficulty of 16 if he does not know that he is putting his hand into a Bag of Thorns.

Each point of failure on the Check causes 5 points of damage and adds +20 to an automatic Critical on the hands. The thorns never cause damage to items kept in the bag.

Power Level: 1

ASHES OF DARKNESS

Ashes of Darkness is a special powder created from the essence of a weak or middling dark elemental mixed with blood. The result of the union is a strange, shadowy ash capable of creating darkness. Thieves and spies greatly value Ashes of Darkness, as using it significantly facilitates such skullduggery.

The ashes should always be kept in a sealed container, and are automatically consumed if exposed to the air for even a few seconds.

Fable: 140/180/240

Use: 1/2 an ounce of ash can fill an area of 30 square feet. The Ashes of Darkness do not function in area illuminated by supernatural light.

Zone of Darkness: The area where the ashes are spread gradually becomes darker (within 1 to 3 Combat Turns), but in a way so subtle that a character must pass an Alertness Check against a difficulty of Inhuman to realize it. A character inside the darkened area receives a +80 bonus to Subterfuge Abilities as long as he remains within it. The Ashes of Darkness remain in effect for 10 minutes.

Power Level: 1

MESSAGE LOCKET

These lockets were common among lower Sylvain nobility, who commonly used them to send romantic messages.

However, in certain circles, these devices were cleverly used to spy or pass orders to subordinates. To use a Message Locket, a character must simply open it and begin speaking. The locket stores everything he says, and when the locket is opened again, it replays the message. Elven objects are always characterized by their delicate workmanship, but Message Lockets can have many different forms, depending on the taste of their owner.

Many of these lockets are still sold as a simple jewelry or antiques, and have become quite common among the highest circles of the nobility in Gabriel.

Fable: 180/240/280

Messages (Ritual): Messages can be stored in the locket. Simply open it and begin speaking and close it when finished. The next time the locket is opened, the recorded message plays back, after which point the message is then "erased" and the locket can be used again. The message cannot be longer than 10 minutes.

Recorded Sorcery (Notion of Use 2): A lesser known power of the lockets is that they can also store spells. A Message Locket can contain a single spell of up to 60 points of Zeon, which casts automatically when the locket is opened, consuming the spell energy naturally. The wearer of the locket determines the Magic Projection Ability at which the spell resolves. If the wearer lacks this ability, it uses a Magic Projection Ability of 60.

Power Level: 1+

HAADIA

Created using crystals of power and specially treated feathers blessed by the guardian totems of each tribe, Haadia bracelets are the traditional charms of the Jayán that bestow the protection of the spirits upon the wearer.

There are many Haadia in Gaïa, and in some regions of the New Continent these devices are still manufactured. Given the differences in size between the Jayán and other races, Haadia are typically used as pendants and necklaces by humans.

Fable: 140/180/240

Protection of the Spirits: Spirits feel affinity with the wearer of a Haadia. Unless the character provokes their anger or has already earned the significant ire of the spirit in the past, they will not harm him and seek to protect him to the best of their abilities.

The most powerful spirits can completely ignore the effects of Haadia, but are able to detect its influence.

Detect Spirits: The bracelet is capable of detecting spirits up to fifteen hundred feet away, giving the wearer the direction and approximate distance. This can be avoided by passing a Magic Resistance Check with a difficulty of 140. This effect is considered a Detection spell.

Power Level: 1+



PAN

Contrary to popular belief, the Sylvain items commonly called “Pan” were not created as weapons, but were intended as tools to cut stone or other resilient materials. Made of a high quality white metal, the primary purpose of these supernatural devices was to drive magic nails. Of course, that same quality also makes them effective weapons, especially for use against heavily armored enemies.

Currently, there are a few dozen of them in Gaia.

Fable: 140/180/240

Quality: Pan are +5 pickaxes capable of damaging energy.

Penetration: Pan ignore 2 points of the defenders Armor Type in addition to the base amount provided by their Quality (up to a total of 3).

Climbing: Using a Pan to climb a hard surface gives the bearer a +25 to the Climb Secondary Ability.

Power Level: 1+

Damage	Speed	Req. STR	Prim	Sec
5	-15	5	Thrust	
Weapon Type	Special	Fort.	Break.	Pres.
Mace		15	5	65
Special Rules				
Penetration, Climbing				

SUPERNATURAL ANALYZER

Witches and sorcerers use Supernatural Analyzers to measure the potential of magic items. They can take sundry different forms, such as monoculars, eyeglasses, or even simple pieces of glass. Whatever the shape, when placing one over the eye, a wearer can see the magical powers of an item and better understand its effects.

Fable: 120/140/180

Decipher Magic (Notion of Use 1): A character gains a bonus of +40 to Magic Appraisal when using this item to measure or assess the potential or mystical nature of an object, person, or spell. The user must have the ability to see magic for this power to function.

Power Level: 1

ROC'S EYES

These pairs of eyes comes from an extinct species of birds, and allow a user to peer through one eye and observe what the other eye can see. This works even if the eyes are separated by vast distances.

Spies and conspirators often use these items, but since Roc's Eyes work both ways, there always is the possibility that one or both of the devices might be discovered and used against the saboteur.

Fable: 140/180/240

Looped Vision: If two people each have the Roc's Eyes, when they close their eyes, each can see what the other is seeing at that moment (the Eyes do the seeing for them). This vision cannot pass through supernatural barriers, and does not function if the Eyes are separated by more than one hundred miles.

Power Level: 1+

PURITY CANTEEN

The sages of the land Al-Enneth created Purity Canteens to purify water for those few who tried to cross the great deserts. Consequently, they are very useful, and even in a time when magic items were more common, these canteens were greatly valued.

Today there are still many of them (after all, they were built to last), and there are certain black markets unrelated to any organization where they can be bought for the right price.

Fable: 140/180/240

Distillery: The Purity Canteen can purify any harmful liquid. It removes any Disease or Poisons up to Level 50, transforming the liquid into simple, harmless water. This power cannot be disabled and works on any liquid, including alcohol.

Pure Water: A character can drink water from a Purity Canteen as if were an antidote, and which grants the character a re-roll on a Resistance Check. It is effective against Diseases or Poison up to Level 40, and can only be used once for this purpose for a given Check.

Power Level: 1+



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INTERMEDIATE ARTIFACTS

This section covers artifacts of intermediate power, whose magical abilities make them stand out above mundane items.



SERPENT RING

Serpent Rings are a number of artifacts originating from Stygia. They were created by a large underground cult dedicated to Shoteth, who opposed the King-Pharaoh and sought his destruction. They were intended both to empower their bearers and to be a symbol to help them recognize each other, as they have the characteristic shape of an indigo serpent that represents the evil Kalih.

Now, almost five centuries later, the cult has gone extinct and the few who possess these rings know nothing of their origins, considering them simply magic items related to snakes.

Fable: 180/240/280

Hiss (Ritual): The character can communicate with any reptile.

Immune to Poison: The ring bearer is immune to poisons up to Level 80.

Snake Eyes (Notion of Use 2): The character can see through the eyes of any snake within 800 feet. A character can use this power even through supernatural barriers.

Undetectable: The wearer gets a +80 bonus to his Resistance against any kind of magical or psychic detection. Similarly, any person who tries to detect if the ring is magic suffers a -80 to his Magic Appraisal.

Power Level: 2

Keys

As a magic item, a Serpent Ring functions as a supernatural key. Although the Shoteth cult is now completely extinguished, many of their hiding places and secret bases still exist, and can only be opened using a Serpent Ring as a key.



SUPERNATURAL DEVOURER

The Supernatural Devourer is an unnatural and unique artifact. This silver pendant in the shape of a strange jaw has a blue glass sphere in the center. This object consumes the Zeon of the wearer's enemies and delivers it to the wearer.

Although little is known about its origins, it is thought to be from the dark land of Moth, and it is quite likely to have been forged by some of the unusual residents of Graven, using materials from both The Wake and the real world.

Fable: 180/240/280

Magic Eater: Whenever the wearer strikes a foe with any attack, physical or magical, the target loses a number of Zeon points equal to half the damage he suffers. The stolen Zeon is absorbed by the character wearing the Supernatural Devourer. This ability is limited to 250 points of Zeon per Combat Turn and has no effect on creatures with the Damage Resistance rule, nor can it reduce the target's Zeon below 10. The Devourer does not activate until the wearer has possessed it for at least one full day.

Maintenance: The Devourer feeds on its wearer's energy, absorbing 40 points of Zeon per day as if it were a spell being maintained.

Power Level: 2+

WINGED CLOAK

The Ebudan, a race that lost its ability to fly, created the Winged Cloaks of Columbidae. These capes restore some of that ability by enabling the wearer to fly over short distances.

When activated, the cape does not actually transform into a pair of wings, but the fabric does split down the middle and open out, giving an appearance similar to wings.

Although they were once common, very few have stood the test of time, as they are made of cloth, and only those that have been exceptionally well cared for still retain their magical abilities.

Fable: 180/240/280

Angelic Leap (Notion of Use 2): The character can jump superhuman distances and change direction in midair. The character counts as having Agility 13 and Strength 13 for the purposes of determining the power of the jump, and gains a temporary bonus of +80 to his Jump Secondary Ability.

Gliding (Notion of Use 2): The Cloak can be extended to soar like a glider. It cannot stop a fall entirely, but can lessen the impact, and the wearer treats the distance fallen as only one quarter of the actual distance. For example, if the character used the cloak in time, a drop of 60 feet would be treated as a drop of only 15 feet.

Defensive Momentum (Notion of Use 2): Thanks to the extra speed granted by the Cloak, the character gains a +10 bonus to one Dodge each Combat Turn.

Armor: The Cloak is considered soft body armor that provides Armor Type 2 against all types of attacks except Energy.

Limited Use: After using the Cloak (except as armor, which is a continuous and automatic ability), the character must wait at least 5 Combat Turns before activating it again.

Power Level: 2

JEALOUS FANG

The Jealous Fang is a weapon that belonged to Vetala Victorius Kerion, a high ranking nobleman of the Eleven Blood Houses and a known murderer. It is a dagger made of jade and carved to resemble the head and tail of a serpent. The shape of the weapon makes it extremely easy coat its edge with poison.

The weapon is based on the power of the Naga, and has the ability to significantly enhance the potency of any harmful substance applied to it.

Fable: 240/280/320

Quality: The Jealous Fang is considered a +10 dagger capable of damaging energy.

Enhance Poison (Ritual): Poison applied to the Jealous Fang increases its effectiveness considerably. The Jealous Fang increases the Venom Resistance required to resist any poison applied to it by +40 (to a maximum of 220) and doubles the duration of its effects.

Power Level: 2

Damage	Speed	Req. STR	Prim	Sec
50	+30	3	Thrust	Cut
Weapon Type	Special	Fort.	Break.	Pres.
Short Arm	Throwable, Precision	20	2	115
Special Rules				
Enhance Poison				



RUDRASKHA RING

Although not directly connected to the Aeon of storms, the Rudraskha Ring is a supernatural object intrinsically related to electricity. It is made of black metal that looks like feathers, with a golden vein in the form of lightning. Enlil, one of the Ascended of the Age of Chaos, created the ring. However, he eventually left it behind for his family, along with all his other worldly possessions.

Currently, the ring is in the possession of the Black Sun, which has put it up for sale for those who can pay the price.

Fable: 180/240/280

Elemental Immunity: The ring gives its wearer immunity from natural electricity. If the source is mystical, the ring grants immunity to 20 Electricity Intensities (-100 to Base Damage from attacks and +100 to Resistance Checks). This ability does not work against any being with Gnosis 35 or higher.

Lightning (Notion of Use 2): The Rudraskha Ring can generate lightning. This power is a supernatural bolt of electricity that does 100 Base Damage. To activate this power, the ring uses the Magic Projection Ability of the wearer, or the equivalent of an Attack Ability of 160. Once the power is has been used, it cannot be activated again until the next time there is a natural storm and the ring can recharge.

Power Level: 2

ENVY OF SPRING

Daimah who traveled to the West created the artifact known as Envy of Spring. It is a ritual dagger made from plant leaves and magic, but is as strong and effective as if it were metal. It has power over plants, but its most amazing ability is that it allows its bearer to merge with wood, making it an exceptional way to spy on others without being seen. They are generally used by the Forest Wardens of Pristina, but a few of them have come to the Old Continent.

Fable: 240/280/320

Quality: Envy of Spring is a +5 dagger capable of damaging energy.

Elemental Union (Ritual): By speaking the word "Daimah" and sticking this knife into a wooden object at least half of the user's size, the knife forms roots that bind with the wood itself, and the bearer can meld physically with the wood.

This action requires a full Combat Turn, during which time the bearer can take no actions. If the object that is melded with the character is destroyed, the character is be expelled from it and must make a Physical Resistance Check with a difficulty of 140 or take damage equal to twice his degree of failure.

While within an object, the character cannot use his natural senses to perceive what is happening around him, but can use supernatural abilities, such as Ki detection, psychic powers, or spells. The character can leave the object at will.

Naturalize: In the presence of the weapon, plants begin to gain life and color, and grow and multiply considerably faster than usual.

Fury of the Earth (Notion of Use 2): By stabbing the blade into the ground, Envy of Spring creates roots that extend below ground for up to 100 feet. These roots emerge and attack the bearer's enemies from unexpected angles.



GNOME ARES

Although it never achieved the fame of other legendary weapons, the Gnome Ares was an axe wielded by the last great warlord of the Jayán tribes of the New Continent.

The armorers who forged it used metal taken from the back of a Chton, and the great shamans granted it the power of the spirits of the earth. The result was an artifact of exceptional quality, a weapon made for war that only a true champion would be worthy of wielding.

However, despite their leader's courage, the Jayán tribes were defeated and, with the death of its master, Ares was taken as a trophy and transported to the Old Continent. There, it was auctioned off as the spoils of war, ending up in the collection of a wealthy burger of Phaion. However, the weapon was later stolen, and has had a strange and varied number of owners throughout history.

Fable: 180/240/280

Quality: Ares is considered a +10 two-handed axe.

Offensive Skill: Beyond the Quality bonus of the weapon, the bearer of Ares gets a special +10 bonus to his Attack Ability.

Fissure (Ritual): Striking the ground with Ares (considered a full attack action) create a large crack in the ground 3 feet in length for every 25 points of Attack Ability that the character has. Any person of average or smaller size without the ability to fly that is on the line of the crack must pass an Agility Check against a difficulty of 10 or tumble in, suffering a fall from a height of 60 feet. This power cannot be activated in places where the soil is magically protected or is exceptionally hard, and requires 3 Combat Turns to recharge before it can be used again.

Power Level: 2

Damage	Speed	Req. STR	Prim	Sec
120	-60	9/11	Cut	Impact
Weapon Type	Special	Fort.	Break.	Pres.
Axe	One- or Two-handed	27	11	130
Special Rules				
Offensive Skill, Fissure				

MANTINCORE NETS

Mantincore Nets are an ancient mystical restraint system designed to trap supernatural creatures and intangible beings. They were originally made by the Devah, but the supernatural design was copied by many other peoples, who created their own version of these nets.

Generally, Mantincore Nets are large metal cable nets with various types of mystic seals on the ends for weight. When thrown, the nets act as if they were alive, writhing around their targets and fixing their ends to floors and walls to prevent the target from moving. Mantincore Nets give off a characteristic hum, proof that supernatural powers are at work. The nets have a duration of approximately one hour and, if used to trap someone for longer than that, begin to lose power and require about a week to fully recharge.

Tol Rauko commonly use Mantincore Nets to capture intangible items or entities, or to temporarily seal the magical abilities of their targets, and most Templar carry one of these devices. For the same reason, it is also relatively easy to obtain one from the Black Sun.

Fable: 180/240/280

Quality: Mantincore Nets are considered +5 cord weapons capable of affecting Energy. The nets are Strength 12, but against spiritual or intangible beings, they increase to Strength 14.

Supernatural Entangling: The net weakens the powers of supernatural beings caught in it. When a magical creature is partially or completely caught in the net, it must pass a 120 Magic Resistance Check or suffer from a -50 penalty to all actions, suffer -5 to all physical Characteristics, and be rendered unable to use its supernatural powers at all.

Power Level: 2

Damage	Speed	Req. STR	Prim	Sec
15	+5	4	Impact	Cut
Weapon Type	Special	Fort.	Break.	Pres.
Cord	Throwable. Trapping (Strength 12/14)	18	-2	65
Special Rules				
Supernatural Entangling				



SEIKEN

Seiken is an ancient katana with a long history behind it. Originally it belonged to a kami of war of Varja who accompanied the Eternal Emperor during his campaigns against Phaion. The weapon has a strange appearance compared to a traditional katana, marked by its serrated edge and skull engravings. This design was meant to deal with heavy Western armor, and proved extremely lethal. After the death of its creator at the hands of an ascended of Markusias, the son of the kami inherited Seiken. He remained a prisoner in Phaion until he proved ability, and ultimately his clan settled in that principality.

Eventually, the clan's descendants would become one of the most prominent families of Phaion, and the first to hire the mercenaries of Hoshitaka Meizo, who received Seiken as payment. Since then, the weapon has become a symbol for the Akaryu company, and is usually carried by the leader. The present owner is so sure of his ability that he has vowed to give the weapon to the one who manages to vanquish him in combat before he retires.

Fable: 140/240/280

Quality: Seiken is considered a +10 katana capable of damaging energy.

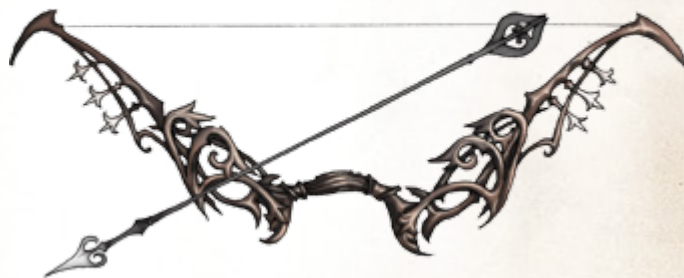
Deny Protection: When Seiken hits a target (whether or not it deals damage), it reduces the target's Armor Type by 2 points, for both the current Combat Turn and the next.

Diminished Reaction: Whenever Seiken causes damage, it attaches spectral chains that hinder the movement of the limbs of its enemies. Any person who suffers damage from Seiken must make a Magic Resistance Check with a difficulty of 100 to or suffer a cumulative penalty of -10 to Initiative and -5 to all actions. These penalties end after 5 minutes.

Deny Motion: On impact, Seiken hinders the movement of the target's armor by locking its joints. If an attack with Seiken does not cause damage to an opponent's armor, the armor must pass a Magic Resistance Check with a difficulty of 120 or its Armor Requirement immediately increases by an amount equal to the degree of failure for the next 5 minutes. This ability does not work with soft armor.

Power Level: 2+

Damage	Speed	Req. STR	Prim	Sec
70	+10	5/6	Cut	
Weapon Type	Special	Fort.	Break.	Pres.
Sword	One- or Two-handed	21	5	140
Special Rules				
Deny Protection, Diminished Reaction, Deny Motion				



CANACE

Although not as important as other weapons of Zebah, the Canace, or spiral bow, is a popular magic weapon used by a large number of Duk'zarist cultures. Made of Ghestal Wood and reinforced with wind spells, arrows fired from Canace rotate rapidly and can pierce armor with incredible ease.

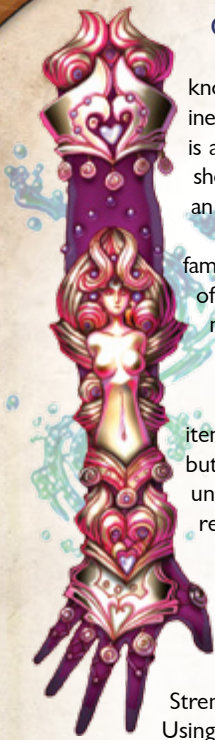
Fable: 140/180/240

Quality: Canace are considered +5 shortbows.

Drill: The arrows fired by a Canace rapidly rotate, greatly facilitating their ability to pierce through armor and shields. Against hard armor, subtract 2 points of Armor Type and against soft armor, subtract 4 points. If the target has no armor, the arrows cause massive damage, increasing the weapon's Base Damage by 10 points and applying a +10 bonus to the result of any Critical.

Power Level: 2

Damage	Speed	Req. STR	Prim	Sec
	-5	4		
Weapon Type	Special	Fort.	Break.	Pres.
Projectile	Two-handed	12	-1	65
Special Rules				
Drill				



GEM OF THE MORNING

Little is known about the origin or creation of the gauntlet known as the Gem of the Morning, an object of power inextricably linked to water. The Gem of the Morning is a bracer of armor that covers the lower forearm and shoulder. It is made of a strange pink material (seemingly an Elektra alloy) and decorated with very feminine details.

Over the years, it has been in possession of the Glennrose family of Daphne, and its bearer has held the title of Knight of the Water Princess, which is normally reserved for the most skilled paladin of the Lady of the Roses.

Fable: 140/240/320

Quality: Gem of the Morning is considered a +10 item. It confers no direct combat ability to the wearer, but when used in combination with martial arts or unarmed combat, it increases Base Damage by 10 and reduces the Armor Type of foes by 2 points.

Aqueous Impact (Notion of Use 2): The Gem of the Morning can create a sphere of water in the palm of the character's hand and launch it at high speed. This attack has a maximum range of 300 feet, and does 60 damage. The target is struck with a Strength 10 impact, whether or not it takes any damage. Using this ability consumes 4 points of Ki.

Water Shield (Notion of Use 2): The bearer can create a bubble of frost to stop supernatural attacks for an entire round. The shield is a supernatural Damage Barrier that withstands 250 Life Points of damage before being destroyed. Using this ability consumes 6 points of Ki.

Sculpt Water (Notion of Use 1): The character can control up to 50 liters of water, moving or altering the shape of the liquid at will. The user can manipulate it into any form or shape, although the complexity and detail are determined by the character's Art Secondary Ability. This power cannot be used to manipulate the water inside of a living being.

Power Level: 2+

DRAGON BRACELET

The Dragon Bracelet is an artifact of Duk'zarist origin that harnesses the magical soul of a creature called a Degenerate Serpent. It is a great bracelet of jade and Ghestal wood decorated with a coiled dragon that covers about half of the arm. It can be imbued with energy to temporarily bring it to life, causing the bearer's arm to take the shape of a dragon's head.

The artifact is currently in the possession of the Black Sun.

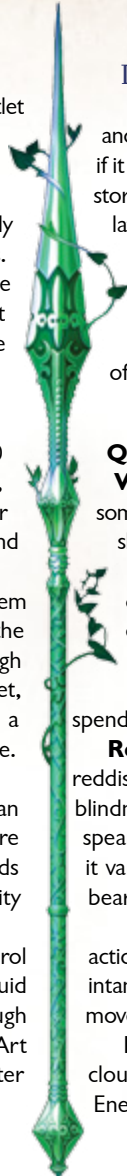
Fable: 240/280/320

Dragon's Breath (Notion of Use 2): The Dragon Bracelet changes the bearer's arm into a dragon's head that shoots fiery breath at anything in front of him. Performing this attack requires the Transmission of Ki ability, and the character must invest 5 points of Ki into the Bracelet. Once the Ki has been transferred, the bracelet transforms and makes an attack with the Attack Ability of its user. The attack is a discharge of fire affecting a cone-shaped area 60 feet from the mouth of the dragon, inflicting 80 Heat damage. Once he has unleashed it, the wearer cannot activate this attack again for five Combat Turns.

Resistance: The Bracelet counts as a +10 device in terms of Presence and Resistance.

Fire Protection: The Dragon Bracelet provides an immunity to 10 Fire Intensities (i.e., -50 to Base Damage from fire attacks and +50 Heat Resistance).

Power Level: 2



DUMAN

According to legend, Duman is a spear with powers over fog and mist that was found in the Agamemmon swamp. Many wonder if it really is the object of the original legend or a different spear, but the stories whisper that all who came to possess it died, and the weapon later reappeared in the swamp. So far, no one has found any definitive truths about the spear, but without exception, all tales discourage venturing into the swamp to find it. Some occultists have even suggested that the spear represents the will of the swamp, while others believe it is linked to something that slipped through the gaps of reality and uses the bearers of the spear as its agents.

Fable: 240/280/320

Quality: Duman is considered a +10 spear capable of damaging energy.

Will: Although it does not really have a personality or identity, sometimes the spear sends images directly to the character's mind, showing what he must do to remain worthy of carrying it. These images vary, but usually relate to the destruction of certain creatures or people that could threaten the Agamemmon swamp. If the character does not comply, the spear turns to mist and disappears.

Martial Domain: To learn how to use the Red Mist, Dispersal, and Lacerating Persecutor, the bearer of Duman must spend 10 points of Martial Knowledge.

Red Mist (Notion of Use 2): On command, Duman exudes a reddish haze in a radius of 100 feet around the bearer, causing partial blindness to all those within except the character who carries the spear. The mist is stationary and lasts for one minute, after which time it vanishes. This ability can be activated only once per day unless the bearer spends 10 points of Ki to eliminate the delay.

Disperse (Notion of Use 3): Provided that he takes no other action, whoever controls the spear can transform into mist, becoming intangible for the rest of the Combat Turn. In this state, he cannot move, attack, or be attacked by things incapable of damaging Energy.

Lacerating Persecutor: When thrown, Duman becomes a cloud that cannot be stopped by any object unable to defend against Energy. It becomes physical again once it reaches its target.

Power Level: 2+

Damage	Speed	Req. STR	Prim	Sec
60	+15	4/6	Thrust	
Weapon Type	Special	Fort.	Break.	Pres.
Pole	Throwable, Two-handed	23	6	125
Special Rules				
Volunteer. Martial Dominance, Red Mist, Disperse, Lacerating Persecutor				

NIHILIMS

Nihilims are magic weapons possessed by high-level agents of the Azur Alliance. They are black metal weapons covered in blue runes that usually belong to the highest ranking members of Les Jaeger. They can be of any weapon type, but are usually sabers and other similar weapons. The designer and creator of the Nihilims, Arbitrator Balthassar, works in secret with a group of supernatural soldiers to develop weapons in the fortress of Seifer for the Alliance.

Fable: 240/280/320

Quality: Nihilims are +10 weapons capable of damaging energy.

Dark Weapon: Nihilims are a weapon with elemental qualities and their attacks are based on elemental Darkness.

Power Level: 2

MACAHUITL

Macahuitl is a wooden club which, according to legend, belonged Quezcatli, the great hero of Itxi, whose sacrifice saved the world from eternal darkness. Whether or not this story is true, it is certain is that the current Macahuitl is not the original artifact, but a commemorative replica that was used to pay homage to Quezcatli. Interestingly, although no one knows if the weapon is authentic, people accept it as such.

The priests who created Macahuitl imbued it with magical powers (which apparently Quezcatli's original weapon did not have). It not only affects intangible targets, it also strikes especially hard, and causes enemies to burst into flames.

Its current location is unknown, as Tol Rauko acquired it some years ago, and hid it in an unknown location (some say by taking it from Itxi).

Fable: 120/140/180

Quality: Macahuitl is considered a +5 mace that is capable of damaging energy.

Ceremonial Mace: Macahuitl has the power of the sun and causes severe burns. Criticals from Macahuitl are considered Fire damage.

Power Level: 2

Damage	Speed	Req. STR	Prim	Sec
50	+5	6	Impact	
Weapon Type	Special	Fort.	Break.	Pres.
Mace		19	6	65
Special Rules				
Ceremonial Mace				

RAMUDAH

Ramudah is a high quality atlatl imbued with magical power that dramatically increases the speed and strength of javelins thrown with it. It belonged to the hero Quezcatli, and was granted special powers not long after his death.

Visually striking, and decorated with numerous runes and magic symbols of Itxi, it is exceptionally old, although there is nothing to indicate its origins.

The current location of Ramudah is unknown, but it is believed to be in the possession of one of the tribes of the principality.

Fable: 120/140/180

Quality: Ramudah is considered a +5 atlatl.

Distance: The javelins thrown with this atlatl add +4 Strength to determine the power of the throw.

Firing: All javelins launched with Ramudah increase their damage by +40 for the attack and are considered fired projectiles.

Power Level: 2

Damage	Speed	Req. STR	Prim	Sec
	-5 (Special)	5		
Weapon Type	Special	Fort.	Break.	Pres.
Throwable		13	-2	60
Special Rules				
Distance, Firing				



TAIYONOTSUKI

The Taiyonotsuki are ancient artifacts forged by Kami of Varja. They are fifteen sword scabbards, decorated in various ways, carried by the first mortals to serve the children of the Taiyonohikari. Each scabbard is blessed with the gift of heaven, and when its owner draws his weapon, the scabbard energizes it with celestial energy.

Time has not been kind to these items, and at least half of them have been lost or destroyed after centuries of continued conflict. At present, seven remain in possession of elite agents of the Lannet and Shivat, but the locations of the rest are shrouded in mystery.

Fable: 140/180/240

Heaven Unsheathed: When making an attack, the unsheathed blade of the sword can cut anything in its path. Consequently, if a character makes an attack with this weapon in the same Combat Turn in which he draws it, the weapon is considered to be a +15 weapon (provided that the weapon's bonus is not naturally superior, in which case it simply grants a +20 bonus to damage) that deals Energy damage for the duration of that attack. To use this power, the weapon must stay sheathed at least 5 Combat Turns beforehand.

Power Level: 2

DAGGER OF EXILE

Daggers of Exile are a series of supernatural weapons created in ancient times by the Devah. In the prosperous years of this empire, they were relatively common (there were at least a hundred), and used by special agents who focused on stopping rampant supernatural creatures.

Daggers of Exile are ornate steel weapons decorated with jade. They cannot seriously damage or cause cuts, because they have neither point nor edge. However, supernatural creatures who know their true power fear them, because they have the ability to expel them from the mundane world and confine them to other planes of existence.

Currently, Tol Rauko has seized most of these objects, but there are a considerable number of them in the hands of various sellers, including the Black Sun.

Fable: 140/180/240

Exile: The dagger reveals its true power when its wielder uses it against supernatural creatures. Instead of hitting their physical bodies, the dagger cuts the bond between their home plane of existence and the place they have been summoned. If a Dagger of Exile touches a Being Between Worlds or a Spirit, it must make a Magic Resistance Check with a difficulty of 80 plus the damage the weapon caused (to a maximum of 180). For creatures with Damage Resistance, divide the damage as per Damage Resistance. The Base Damage of the dagger is 60, but it cannot cause real, corporeal damage.

Ritual (Notion of Use 2): The Dagger of Exile can be used to enhance a character's Summoning Skills. If used during a ritual, it grants a bonus of +20 to Control and Dispel Skill Checks.

Power Level: 2

DAGGERS OF THE SUN AND THE MOON

The Daggers of the Sun and the Moon are a pair of twins artifacts given as gifts by the Ebudan to the Sultan Abdel Majid Al Karjah to commemorate his victory over Yinnun and the unification of Kushistán 1,300 years ago. The daggers are subtly beautiful, decorated respectively with details of both celestial bodies, and are able to feed on one another's energies to strengthen their own supernatural powers.

While these daggers are not particularly potent on their own, their commercial value is disproportionately high because they are not only covered in the unique gems of the Ebudan citadels, but they are also an important symbol for the Sultans of Kushistán. Unfortunately, they were lost long ago and little is known of their whereabouts. Some people say they are hidden deep in the Halls of the Kings of Stygia, while others think they are buried in a crypt of the massive Necropolis.

Fable: 140/180/240

Resistance: Regardless of the time of day, both are considered +10 items in terms of Resistance and Presence.

United: The daggers are a pair and each needs the other to display its special abilities. If separated by more than 300 feet, the daggers lose their respective powers and their bonus (except as it applies to their Resistance).

Sun Dagger: The Sun Dagger is nourished by light, and draws its powers from the sun. Depending on the amount of ambient light reflected on the blade, its power increases. At night and on lightless days, it is considered a +0 dagger. On normal days this increases to +5, and on sunny days, its Quality increases to +10.

Sunshine (Notion of Use I): When daylight is reflected off the blade of the Sun Dagger, it generates a wave of heat that melts everything around it. From a rules standpoint, light reflected off the metal of the dagger causes a Heat Wave (in the same way as the Level 30 spell from the Book of Fire with the same name, cast at Intermediate level) that extends a maximum distance of 60 feet. This power overheats the dagger, and the bearer must wait at least three Combat Turns to use it again. Failure to let go of the dagger requires the character to make a Physical Resistance Check with a difficulty of 160 or take heat-based damage equal to half the degree of failure.

Moon Dagger: In a similar way as its twin, the Dagger of the Moon gets its powers from the lunar cycles, and acquires its true capabilities during the night. Both during the day and when there is new moon in the sky, it is a +0 dagger. On any other night, its bonus increase to +5. When it is in direct moonlight, the bonus increases to +10.

Crescent (Ritual): Attacks with the Moon Dagger create a white trail that extends its area of effect. Attacks with the weapon area are capable of hitting up to 5 opponents and the penalty for making such a maneuver is reduced by half.

Power Level: 2+

Damage	Speed	Req. STR	Prim	Sec
30/40/50	+20/+25/+30	3	Thrust	Cut
Weapon Type	Special	Fort.	Break.	Pres.
Short Arm	Throwable, Precision	20	-2/0/2	115
Special Rules				
Resistance, United, Sun Dagger, Sunshine, Moon Dagger, Crescent				

Promise of Aid

Although not a power in itself, because the daggers were a gift to Abdel Majid Al Karjah, the Ebudan swore that they were a symbol of union between the two peoples and that, whenever a Kushistán Sultan needed help, the Ebudan would come. In this era, while there are few who give value to a simple promise made over a thousand years ago, rumors persist of Ebudans hiding in the shadows who were present at the time the pact was made and still feel bound by it.

MOURNEHÄVEN

Mournehäven, the Bite of Frost, is the legendary sword of Holst, the King of Heroes. The weapon is a bastard sword of elven manufacture made of glass and Electra, and given as a parting gift by Melkiren, Holst's foster mother, before he became king.

Mournehäven is a powerful weapon, but its legend surpasses its actual capabilities. While it is certainly a perfectly calibrated supernatural sword that freezes its targets, its abilities are nowhere near the monumental powers attributed to it. Mournehäven cannot cut down two dragons in one fell swoop, freeze armies, or protect its bearer from any harm.

The weapon was lost shortly after Holst's death, but it has reappeared from time to time in the hands of disparate individuals across history.

Fable: 40/280/320

Quality: Mournehäven is considered a +15 bastard sword capable of damaging energy.

Ice Edge: Mournehäven's attacks inflict Cold as a Secondary Critical.

Power Level: 2+

Damage	Speed	Req. STR	Prim	Sec
100	-15	7/9	Cut	Impact
Weapon Type	Special	Fort.	Break.	Pres.
Sword, Claymore	One- or Two-handed	30	11	175
Special Rules				
Ice Edge				



KAITHEL

Kaithel, a Sylvain word in Ultwe'alariel that simply means "white bow," are supernatural weapons common to the elven race. A Kaithel is a beautiful white wooden arch carved with such skill that it has unparalleled balance and accuracy. Usually, their surfaces are printed with flowers, animals, or mythological symbols related to the Beryls. In many Sylvain realms, children who want to learn the art of combat are trained to use Kaithel and receive them as a reward in exchange for their oath to answer the call of their monarch.

Fable: 140/180/240

Quality: Kaithel are considered +5 longbows.

Superior Range: A Kaithel has a base range of 360 feet, instead of 180 feet.

Resonant Cords (Notion of Use I): Kaithel are strung in a supernatural fashion that allows them to take advantage of the manual skill of the archer rather than his strength. Thus, the character adds his Dexterity Modifier instead of his Strength Modifier to Base Damage caused by arrows from by these bows.

Power Level: 2

Damage	Speed	Req. STR	Prim	Sec
	-25	7		
Weapon Type	Special	Fort.	Break.	Pres.
Firing	Two-handed	13	0	70
Special Rules				
Superior Range, Resonant Cords				

EXUBERWULF

When someone wears the Exuberwulf armor, he becomes more than human—the wearer become a virtually unstoppable living metal tank. This set of massive golden armor weighs over 220 pounds and has supernatural powers that greatly enhance the physical might and prowess of the wearer.

Ambrose Magus created Exuberwulf just over two centuries ago as an experiment in creating unsurpassed protection. He gave the finished product to the noble family of Dalaborn Van Horsman, the sorcerer's close friends, who used it in numerous conflicts but always tried to hide its mystical abilities.

Fable: 180/240/280

Quality: Exuberwulf is a cset of +10 full plate with a great helm. The supernatural powers of the armor also mean that its Quality bonus applies against Energy damage.

Size: A character's size must be between 16 and 22 for that character to wear Exuberwulf.

Power: The armor grants incredible physical power when worn, conferring a Strength Characteristic of 12 to the wearer or increasing his Strength Characteristic by +3 (to a maximum of 16), as well as allowing him to perform Inhuman Strength-based actions.

Impenetrable: Exuberwulf grants its wearer a Damage Barrier with a value of 80.

Heavy: Exuberwulf is extremely cumbersome due to its size and weight, and moving while wearing it is very complicated. Consequently, it has an Armor Requirement of 180, a natural penalty of -60, and a -6 movement restriction.

Power Level: 2+

Armor Req.	Natural Penalty	Mov. Restr.	Fort	Presence	Location	Class
180	-60	-6	28	145	Complete	Hard
Cut	Impact	Thrust	Heat	Elec	Cold	Energy
7	7	7	6	2	6	4
Special Rules						
Power, Impenetrable, Heavy						

Armor Req.	Perc Penalty	Fortitude		Presence	Location	Type
10	-30	26		125	Head	Hard
Cut	Impact	Thrust	Heat	Elec	Cold	Energy
7	7	7	6	2	6	4
Special Rules						
Power, Impenetrable, Heavy						

DRAGON ARMOR

Dragon Armor is a suit of magical armor made from the remains of a dragon. Usually, the dragon's scales make up the plating, with the bones as reinforcements. These scales are as old as time, from even before the War of Darkness, and were used as protection for the best warriors. Almost every culture had their own version of this armor, but the methods used to make them were the same, given that the armor's power lay more in the material used to create them in the craft itself. However, the armor was most common among the Duk'zarist and the Vetala, the former because they found it an ideal replacement for metal, their great weakness, and the latter because of their bond with the dragons.

Thanks to the elemental qualities of the scales, Dragon Armor not only provides exceptionally high protection against physical attacks but also against Heat, Cold, and Electricity.

Since they were so numerous, it still possible to find Dragon Armor in various parts of Gaïa, or to buy them at the Black Sun's hidden markets.

Fable: 180/240/280



Quality: There are several types of Dragon Armor, but scale mail, light plate, and full plate sets are most common. Dragon Armor is always considered +10 armor, but does not receive special bonuses when defending against Energy.

Size: This armor comes in all sizes, from 8 to 24.

Elemental Resistance: Depending on the type of Dragon used to make the armor, the suit gains 4 additional points of Armor Type against related element: red for Heat, white for Cold, and storm for Electricity. It is also immune to 10 Elemental Intensities, inflicting a -50 to Base Damage upon attacks of that element and granting a +50 to Resistance Checks involving that element.

Power Level: 2

Scale Mail

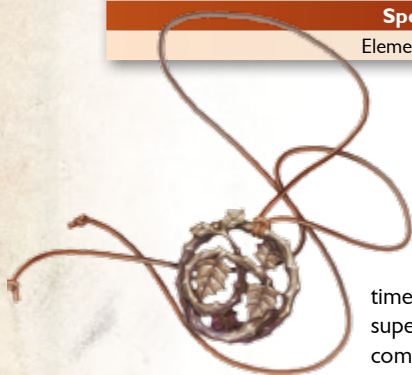
Armor Req.	Natural Penalty	Mov. Restr.	Fort	Presence	Location	Class
70	-15	-1	27	135	Complete	Hard
Cut	Impact	Thrust	Heat	Elec	Cold	Energy
6	6	6	5	2	5	1
Special Rules						
Elemental Resistance						

Light Plate

Armor Req.	Natural Penalty	Mov. Restr.	Fort	Presence	Location	Class
80	-25	-2	27	140	Complete	Hard
Cut	Impact	Thrust	Heat	Elec	Cold	Energy
7	6	7	5	2	5	1
Special Rules						
Elemental Resistance						

Full Plate

Armor Req.	Natural Penalty	Mov. Restr.	Fort	Presence	Location	Class
90	-40	-2	28	145	Complete	Hard
Cut	Impact	Thrust	Heat	Elec	Cold	Energy
7	7	7	6	2	6	2
Special Rules						
Elemental Resistance						



NUDUS

The priests of Lilium have used the Nudus as a religious symbol since the beginning of their order, to ratify appointments and signify position in the hierarchy. However, in ancient times, these objects were amulets of supernatural power that the clerics used to communicate with the spirits and enhance their esoteric abilities.

A Nudus is a circular pendant carved of oak depicting three interconnected leaves. Each leaf has a different meaning, but collectively they represent the union between the mundane and the spiritual. The magical abilities of the Nudus come from the spirits, who attributed three gifts to the charms: the animal, the soul, and the supernatural.

Long ago, all Nudus amulets had supernatural abilities, but today only a few maintain their powers. Most priests possess only copies with no real power, though there could still be fifty or more genuine examples scattered around Gaia.

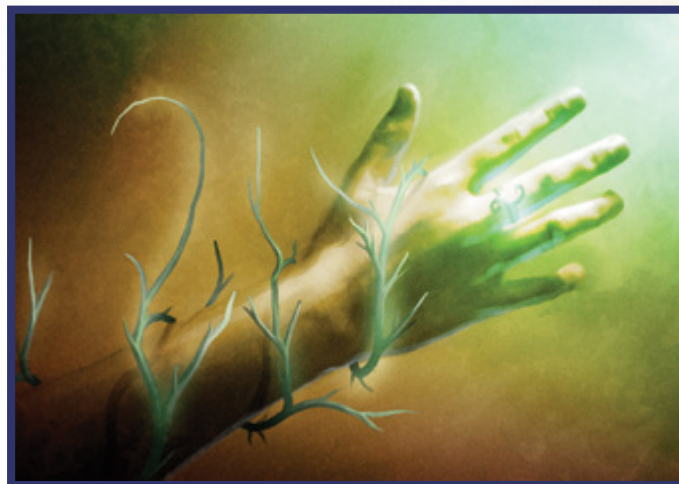
Fable: 120/140/180

Boon of the Animal (Notion of Use 2): By concentrating, the bearer of the amulet can improve his senses and make them as sharp as those of an animal. This ability must be activated voluntarily and requires a Willpower Check with a difficulty of 12. The whole process takes three Combat Turns, during which time the wearer of the amulet is distracted and oblivious to anything that happens around him. If he succeeds, the character gains a base of 140 in Notice and Search for the next minute, as well as a Perception of 10 for the effect's duration.

Boon of the Supernatural (Notion of Use 1): When using the medallion for channeling, any character who uses shamanic magic only needs to spend half of the usual Zeon to attune a spiritual area to become more positive for him. For example, when activated in a weak spiritual area, only 500 points of Zeon are required.

Boon of the Spiritual (Notion of Use 3): Entering into communion with nature, the bearer of a Nudus can try to observe and communicate with spirits by closing his eyes and perceiving the world through his soul. To do so requires a Willpower Check with a difficulty of 12. With his eyes closed, the character perceives spiritual entities in the earthly world.

Power Level: 2



RING OF RAFAEL

These rings, called the "Gifts of Rafael," are a set of supernatural objects related to Beryl of nature. Although they are considered "mystical objects," they do not possess any magical power, at least not in the strictest sense of the word. When the wearer is injured, the ring extends branches around the character's body to heal him. However, this effect is "natural," without any connection with supernatural forces, which is in itself quite contradictory.

The strangest quality of these objects, however, is their completely mysterious origin. There are mystics who claim they were born in the heart of a forest, "wooden rings" that sprang like fruit from a tree. No matter the case, people find them in strange and unexpected places, as if fate itself had placed them there.

Fable: 180/240/280

Non-Magical: Rings of Rafael do not emit any magical power, so they cannot be detected or analyzed as supernatural artifacts.

Regeneration: Rings of Rafael grant their bearers a base Regeneration of 10, or increase their Level of Regeneration by +2 (to a maximum of 16) if they already have this ability.

Unique Bearer: Each ring can only be used by a particular person. If given to another, the ring has no power and behaves as a simple wooden loop. When the original ring bearer dies, the ring decays with him.

Power Level: 2

SYLPHIDE

Also called "the sword of the wind," this object is an artifact less than two centuries old, created with the residual power of Arias Vayu. An alchemist of the Order of Magus in Galgados created it using a reforged sword of elven manufacture.

Fable: 240/280/320

Quality: Sylphide is a +10 weapon.

Speed: Sylphide's bearer moves faster than usual and the sword allows him to anticipate his opponents. The weapon gives a special bonus of +10 to Initiative in combat.

Final Thrust (Notion of Use 3): Sylphide has the ability to fold space for a moment, allowing the bearer to transport himself to his target for a mortal blow. This attack must be activated at a distance of 15 feet and gives the character the ability to find a vulnerability in his opponent. An enemy that is surprised by this attack must make a Very Hard or Absurd Awareness Check to avoid the penalties from surprise and the attacker's advantageous positioning (e.g., back or flank.) Naturally, this Check is only required the first and perhaps second time someone uses Sylphide in this way against a given opponent. This maneuver can only be used once every 5 Combat Turns.

Power Level: 2

Damage	Speed	Req. STR	Prim	Sec
60	+35	4	Thrust	
Weapon Type	Special	Fort.	Break.	Pres.
Sword	Accurate	21	6	120
Special Rules				
Speed, Final Thrust				

RING OF THE UNDEAD

The so-called Rings of the Undead alter the energy of their bearers, passing them off as dead entities. Originally, there were twenty of them, created by Hringham, the Lord of the Dead, to give to his guests so that while they were in his domains they would not be harmed by his less obedient servants and underlings. However, some of the bearers were quick to use them to impersonate the undead.

Visually, these rings appear as simple silver circles adorned with a small skull. To the eyes of an expert with the ability to see magic, they emit a faint, ghostly aura.

Currently, only seven remain in possession of Hringham, the rest scattered around to the four winds.

Fable: 240/280/320

Essence of Undeath: When placed on the finger, the ring disguises the essence of the bearer as that of an undead creature. The character's true nature does not change, but he appears to be a supernatural creature to onlookers. Any lesser undead creature (such as animated corpses or mindless specters) automatically consider the character one of them. Any other character who looks at his essence see only the necromantic energy shrouding him.

Power Level: 2

ARGON

The Argon, or dragon's claw, is a strange Duk'zarist weapon much less well known than the Zebah. Ages ago, it was the characteristic weapon of an order of dark knights called the Order of Fire, whose origins go back even to the War of Darkness. Argon were used as a secondary weapon in combination with another, usually something that characterized their wielders.

Like so many other weapons made of dark Ghestal wood, Argon have a distinctive red color and are carved with very unusual ornamentation, but are otherwise similar to an axe, having three claw-like blades rather than a single head. However, in combat, the bearer can create a flaming blade that allows for a more traditional axe strike.

Fable: 180/240/280

Quality: An Argon is considered a +5 hand axe capable of damaging energy, but has Thrust as a Secondary Attack Type.

Burning Blade (Notion of Use 1): The bearer of the weapon can generate a flame blade that increases the weapon's Base Damage by 10 points and inflicts Heat as a Secondary Critical. This power can be activated or suppressed at will, since some people are not interested in going into battle with a blazing weapon in their hands at all times.

Bringer of Flames (Concept of Use 1): Argon gives a +5 bonus to the wielder's Magic Accumulation when he uses Fire spells and adds +10 to the Psychic Potential of any of his Pyrokinesis powers.

Increased Area (Notion of Use 2): The Argon's bearer can spend a Psychic Point to increase the Base Damage by +40. The weapon then counts as a Large size axe for determining how many enemies it can smite. Burning Blade must be active for the wielder to use this power.

Disarmament: It is easy to disarm opponents when using an Argon. A character performing the disarm maneuver with an Argon reduces the action penalty by half.

Power Level: 2

Damage	Speed	Req. STR	Prim	Sec
55/65/105	+5	5	Cut	Impact/Thrust
Weapon Type	Special	Fort.	Break.	Pres.
Axe	Throwable	18	6	65
Special Rules				
Burning Blade, Bringer of Flames, Increased Area, Disarmament				

COMPASS OF URIEL

The Compass of Uriel is one of the strange artifacts related to the Spirit of Liberty. That particular Beryl might not even have had a direct hand in the fabrication of this device, but the compass is certainly attuned to her essence. It is a simple metal compass with a needle that constantly shifts as the user moves. The compass needle always points in the direction the user must travel to reach freedom.

Nothing is known of its origin or current location, but if history has proven anything about the Compass of Uriel, it is that the device turns up in the most unexpected places in the world.

Fable: 240/280/320

Freedom: The compass always points to the place where its owner will find freedom or the means to achieve it. Likewise, it always points to the exit to any place the character is currently inhabiting.

Free Spirit: Any attempt to dominate or control the bearer of the compass faces strong supernatural opposition. Consequently, the bearer adds a +25 bonus to his Resistance Check against any attempt to control his actions.

Power Level: 2

ARACHNE

Arachne is a fascinating evening dress created to help one excel at social events. One-piece, black, and provocative, Arachne is perfectly suited to highlighting the female body. However, much more than that, it has a mind of its own, capable of adapting to each situation in order to capture the attention of all and fascinate anyone who looks upon the wearer.

The Archmage Desdemona made the dress before she became the Messenger known as the Lady of the Dead and, like all her works, it has a peculiar sense of style that walks the line between the brilliant and the macabre. At present, Arachne is in the private collection of Alystaire Fardelys.

Fable: 240/280/320

Fascinating: Anyone looking at the person wearing Arachne becomes fascinated, marveling at the wearer's appearance and beauty. Characters must make a Magic Resistance Check with a difficulty of 120 to avoid this effect. This ability is almost completely undetectable, and a viewer must make a Magic Appraisal Check with a difficulty of 320 to perceive the effect at all.

Dressed for the Occasion: The dress is able to change minor details to suit the needs of the wearer at all times. For example, it can change its style if it is summer or winter, stretch or shrink its sleeves, or even slightly adapt to the style of a different culture.

Tongue of the Tarantula: The dress gives its wearer a +40 bonus to Persuasion and Etiquette.

Pristine: The dress does not burn, get wet, or get dirty.

Protection: Because of its special qualities, Arachne provides 5 points of Armor Type against Heat, Electricity, Cold, and Energy.

Femininity: The dress only works for women or individuals with a feminine appearance and an Appearance higher than 7.

Power Level: 2

SYL'GRANAI, EXTERMINATOR ARROWS

While Sylvain culture was not overtly disposed to creating powerful weapons of war, the truth is that they have always been extremely effective at developing devices to kill their enemies in a very personal way. Undoubtedly, the clearest example of this are the Syl'granai, appropriately called Exterminator Arrows.

These arrows are made with the best wood possible, but their true power lies in their iron heads. The heads are designed with enough space to write someone's name on them. While writing the name and concentrating on that person, the arrow is loaded with an image of that target. When loosed, the arrow then finds that target with deadly accuracy.

Although the effectiveness of these weapons is remarkable, their drawback is they can only be used once, and after a particular name is marked on them they can only be used against that target.

Despite their magical nature, these arrows were manufactured in large quantities in the past. Sylvania created over a thousand of these arrows over the years, and the Black Sun claimed them when the city fell. Further, they are not unique to ancient Syl'granai; in Samael, there are still some craftsmen who can make them, for the right price.

Fable: 120/140/180

Quality: Exterminator Arrows are considered +5 arrows. Although some of them are armor-piercing arrows, the majority are flight arrows.

Huntress (Ritual):

When loosed from a bow, the arrow tries to reach the person whose name is inscribed on its head. So long as it is shot at the designated target, the arrow gets a bonus of +40 to the attack and becomes capable of damaging energy. If shot at any other target, the arrow inflicts a -60 attack penalty on the firer.

Power Level: 2

Damage	Speed	Req. STR	Prim	Sec
40			Thrust	
Weapon Type	Special	Fort.	Break.	Pres.
Munition	Munition for Bows	19	7	170
Special Rules				
Huntress				

PHASE CAPE

Phase Capes are mystical objects that can alter the physical matter of their wearers and temporarily make solid beings intangible. The Shades of Samael routinely use these capes of D'anjayni origin to pass as they wish without being perceived.

Phase Capes can be any color or texture, and although at first glance there is little to differentiate them from normal cloaks, they all have a number of runes embroidered on them (usually on the inside, where they are difficult to see) that grant them their supernatural capabilities.

All Phase Capes that currently exist in Gaia were recently made by mystic artisans of Samael, and are thus only a few decades old.

Fable: 180/240/280

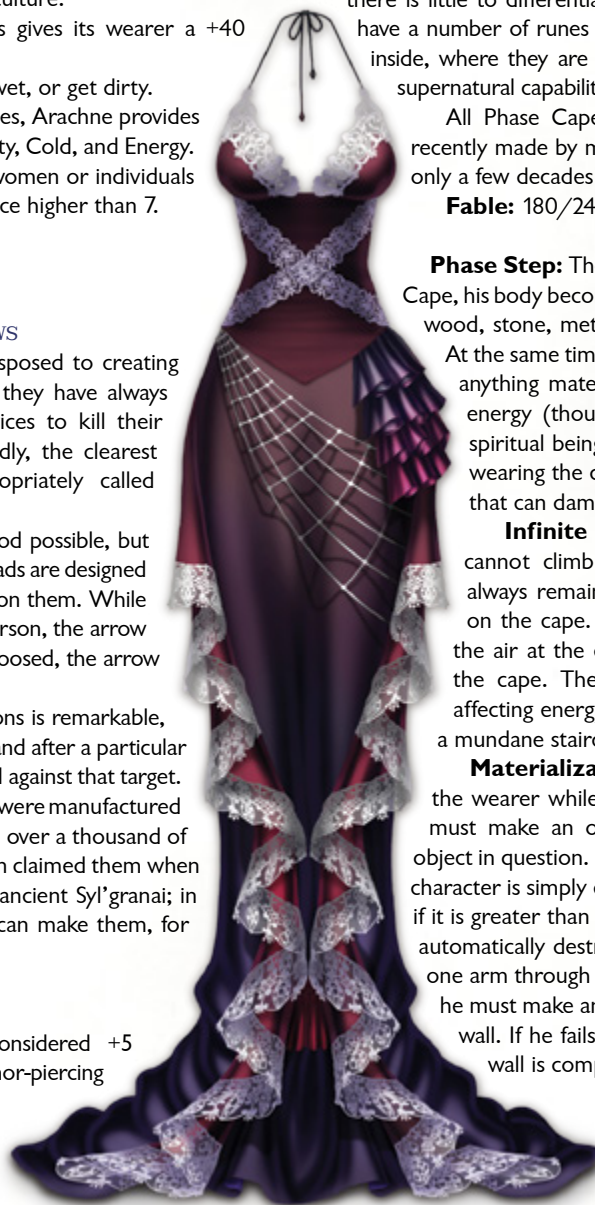
Phase Step: The moment a character puts on a Phase Cape, his body becomes intangible and he can pass through wood, stone, metal, or even other organic substances.

At the same time, the character is also unable to affect anything material, even if he could normally affect energy (though he can affect other intangible or spiritual beings). The subject is clearly visible while wearing the cloak, but is only vulnerable to attacks that can damage energy or spiritual beings.

Infinite Line: The wearer of the Phase Cape cannot climb stairs or go down an incline, and always remains at the same level at which he put on the cape. This lets the wearer "walk" through the air at the elevation at which he initially donned the cape. The user can climb objects capable of affecting energy but could not, for instance, descend a mundane staircase to reach the floor below.

Materialization: If the cape is removed from the wearer while he is still inside of a solid object, he must make an opposed Presence Check against the object in question. If his degree of failure is 20 or less, the character is simply expelled to the nearest open area, but if it is greater than 20, he (or the affected part of him) is automatically destroyed. For example, if the wearer has one arm through a wall and his Phase Cape is removed, he must make an opposed Presence Check against the wall. If he fails by more than 20, the arm inside the wall is completely destroyed.

Power Level: 2+



SLAVE CHAIN

Slave Chains are ancient artifacts once used by the Empire of Yehudah to subdue and control problematic slaves who, for one reason or another, could not be dominated by the art of Summoning. Their most common targets were human or members of other races, such as Sylvain or Jayán. Slave Chains consist of two parts, a metal collar from which hangs a broken chain (called a slave necklace), and a link (or master link) that acts as a control system.

The Slave Chain is very simple to use. All that is necessary is to place the collar on the neck of the slave and it closes at the rear to form a single loop. Then, whoever is in possession of the master link becomes the "owner" of the slave, and is able to give orders and punish the slave at will.

With the fall of Yehudah, most Slave Chains, those dark symbols of supernatural repression, were destroyed. Still, a considerable number remain scattered around the world in possession of unscrupulous individuals.

Table: 180/240/280

Unbreakable: The slave collars are supernaturally reinforced to withstand any impact or attempt to destroy them. They have Fortitude 30 and Magic Resistance 140.

Slave Collar: Once the collar is placed on a person or physical creature (it does not affect intangible beings or spirits), the creature must make a Magic Resistance Check with a difficulty of 140 or become bound to the powers of the Slave Chain. The victim can repeat this Check once per month.

Chain of Command (Ritual): The master link has a mystical connection with the collar and can send commands to the person bound to the Slave Chain. These orders can be given verbally or transmitted mentally as words, ideas, or concepts, so it is not necessary that the subject understands the language of the master. Of course, nothing forces the prisoner to follow the orders, except the fear of punishment. This power has a maximum range of 3 miles.

Distance: The collar cannot be separated by more than 3 miles from the master link. If it is, the collar automatically treats the separation as an escape attempt and causes pain to the prisoner. As a signal of this distance, a prisoner who is about to leave the area first feels a slight discomfort and receives an automatic warning that he should not stray farther away.

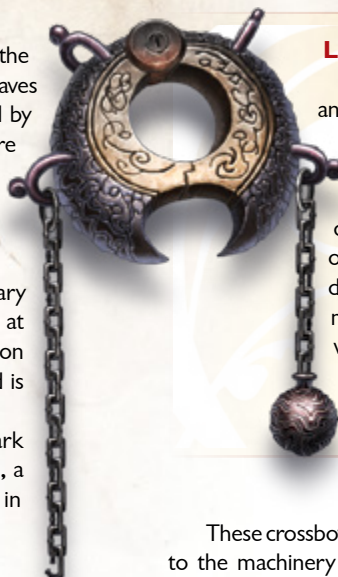
Attempted Escape: Any attempt to open or destroy the necklace produces a terrible mental and physical pain for ten Combat Turns. A person may try to endure this pain by making a Physical Resistance and Psychic Resistance Check with a difficulty of 140 each Combat Turn. If a prisoner attempts to free himself more than three times in less than an hour or seven times in less than a week, the pain is so intense that it kills him outright on any failed Check.

Punishment (Ritual): At will, the holder of the master link can "admonish" his prisoner, causing pain at any desired intensity (ranging from mild pain to pain so extreme it causes loss of consciousness).

The only way to endure this is by making a Physical Resistance and Psychic Resistance Check with a difficulty of 140 each Combat Turn.

Opening (Notion of Use 1): The order to open the collar and release the prisoner can be given through the master link. As a failsafe, the prisoner himself cannot give this order through the link.

Power Level: 2+



Lordship Necklace

The Lordship Necklace is a much more unusual and powerful object, used in Yehudah to subdue more troublesome prisoners. It uses the same rules as the Slave Chain, but orders given through the master link are mandatory, and the prisoner is forced to comply regardless of his will. If the prisoner receives an order that directly jeopardizes his life or forces him to do something completely opposite to his nature (such as murdering his family), can take a Magic Resistance Check with a difficulty of 140 to rid himself of the Necklace and break free. The Lordship Necklace is superior to a standard Slave Chain, and is thus Power Level 3.

DISRUPTOR BOLTS

These crossbow bolts were made in ancient times as a countermeasure to the machinery of the technomagical Solomon Empire. They have a special tip that allows them to easily pass through solid surfaces and, after the initial impact, generate a powerful electric shock.

They are not naturally durable objects and virtually none of the original bolts have lasted through the centuries. Those rare bolts that did survive have degraded considerably. Fortunately, from time to time, an alchemist manages to repair one (for instance, during the War of Gods, over one hundred Disruptor Bolts that had been preserved as relics were re-forged), and some mystics have created their own versions, so it is now possible to buy them from the Black Sun in addition to finding them in ancient ruins.

Usually, these bolts are made to be fired from a crossbow, although some have been modified for use with bows.

Table: 140/180/240

Quality: Disruptor Bolts are +5 crossbow bolts.

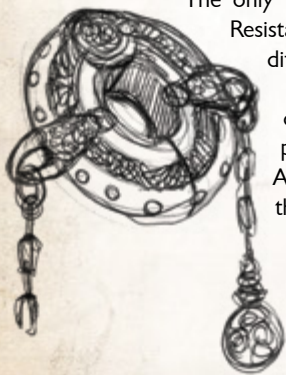
Penetrating: Disruptor Bolts ignore 4 points of the target's Armor Type.

Electric Shock: If the bolt causes even minimal damage, it activates an electric shock that stuns the victim. The target must pass a Physical Resistance Check with a difficulty of 140 or suffer damage equal to the degree of failure. If the target does not pass the Check by more than 60 points, it is automatically rendered unconscious (or shuts down, if it is a machine). Each point of armor the defender has against Electricity adds +5 to the Check to avoid the shock (though this does not apply for machines).

Recharge (Ritual): Once a bolt has spent its electric charge, it takes several months to absorb the ambient static electricity needed to recharge. However, if a Disruptor Bolt is put in direct contact with a potent source of electricity, this process can be shortened drastically, or can even be instantaneous. For example, arranging for a Disruptor Bolt to be struck by lightning recharges it immediately.

Power Level: 2

Damage	Speed	Req. STR	Prim	Sec
50			Thrust	
Weapon Type	Special	Fort.	Break.	Pres.
Munition	Crossbow Bolts	8	2	65
Special Rules				
Penetrating, Electric Shock, Recharge				





NULLUM LUSEC

The Nullum Lusec is a system of supernatural empowerment created by the Empire of Judas for its best agents. The device absorbs the power of its owner and redistributes it, allowing him to exponentially increase his abilities.

The Nullum Lusec take the form of a small metal sphere that fits comfortably in one hand. When activated, dozens of lines of light run across the character's body, giving him an unusual and distinctive appearance.

Though few Nullum Lusec remain, since they were not created to endure, some of these items can still be found in Gaïa, especially in the possession of members of Les Jaeger.

Fable: 240/280/320

Enhancer (Notion of Use 2): A Nullum Lusec absorbs the supernatural abilities of its user and grants him power for a short period of time. When activated, the wearer of the device is covered lines of energy and gains a +30 bonus to any action. The Nullum Lusec absorbs 10 points of Ki or 100 points of Zeon per Combat Turn while active. It is possible to resist these effects by making a Magic Resistance Check with a difficulty of 100, but in this case the device shuts off automatically. A Nullum Lusec can stay activated for up to 10 Combat Turns, after which time it requires at least 3 hours before it can be used again.

Power Level: 2+

BELLS OF SORCERY

The Bells of Sorcery are artifacts that were once used by sorcerers to teach their apprentices to hide their supernatural presence. They are magical silver bells, allowing magicians without sufficient experience to learn to minimize the energy given off by their magic.

In a sad and ironic twist of fate, the Inquisition now possesses most of the bells and uses them to hunt witches.

Fable: 180/240/280

The Sound of Magic: When a person with The Gift or a supernatural being is brought into contact with a Bell of Sorcery, it begins to ring with a force determined by the magical potential of its user. To avoid this detection, a sorcerer must make a Magic Appraisal Check at a difficulty of 180 in order to hide his powers (magical creatures can also do this if they are Mystically Undetectable). The Bells reacts in the same way to spells. Consequently, if anyone casts a spell against the Bell's carrier, it begins ringing. To avoid this, the caster must also make a Magic Appraisal Check with a difficulty of 240.

Power Level: 2

HANDS OF THE WITCH

The Hands of the Witch are a peculiar pair of black leather gloves with a red magic rune inscribed on the back. They are a recent creation of Deimos the Undying, though no one really knows why or for whom he created them. The only certainty is that the legendary puppeteer Loly Ann wore an identical pair, although hers were much more childish-looking and feminine.

The Hands of the Witch have filaments wrapped around the fingers that are completely invisible to anyone except the wearer. The wearer can extend these filaments at high speed like a puppeteer's strings, allowing him to grab and move things from a distance without physical contact.

Fable: 240/280/320

Extension (Notion of Use 2): The Hands of the Witch allow the user to touch and handle objects from a distance. The filaments can affect a single object at a time with complete freedom. The only limitation is that the filaments cannot extend past a certain distance. The gloves use a Strength equivalent to half the Power of its wearer, and can reach a maximum distance in feet equal to six times the wearer's Power.

Combat (Notion of Use 2): If used to fight with weapons at a distance, the wearer of the Hands of the Witch applies a -60 to Attack and Defense. This penalty can be avoided by investing 20 Development Points (Combat Primary group) to specialize in weapons use.

Spiritual Energy: The energy that sustains the glove is supernatural and invisible to those who are not able to see magic or spirits.

Monofilament (Notion of Use 2): If the character has the ability to use the Ars Magnus Cancer, the magical filaments of this item can act as a +5 monofilament, invisible to those who cannot see magic or spirits.

Power Level: 2

PLEDGES OF SAFETY

The Pledges of Safety are a collection of hats of various make and appearance. The Order of Magus created them in exchange for large sums of money and the transfer of several properties in the city of Chaville. None other than the Archchancellor of Gabriel orchestrated the exchange, and he later delivered the hats to the council of nobles and bourgeoisie who ruled the principality. The Pledges of Safety were intended to protect the Regents from psychic powers or spells that could extract information that might endanger the country.

Unsurprisingly, the hats are a diverse collection that reflect the eccentric tastes of the nobles, and range from quirky bowlers to simple women's hats. Regardless of the form or style of a specific hat, its powers are exactly the same as those of its many counterparts.

Even today, most of these hats are still in possession of the noble families of Gabriel, who from time to time send them to the Order of Magus for repair (or simply keep them current with modern fashion). However, since he made almost one hundred such hats, some have been given away, stolen, or simply lost, making it possible to find them in various different places.

Fable: 180/240/280

Mental Shield: The hat gives the wearer a +40 bonus to Psychic Resistance. This bonus also applies to any Magic Resistance used against spells intended to read or control the mind of the wearer of the hat. The hat need not be worn on the head to work, and must simply be in contact with the skin or hair.

Sense Matrices: Whenever the wearer succeeds on a Psychic Resistance Check to resist an effort to tamper with his mind, he feels a chill that alerts him to the attempt. A sufficiently skilled psychic can avoid this detection with a Very Difficult Hide Matrices Check.

Power Level: 2

BEADS OF BRAHMA

The Beads of Brahma are a type of magical artifact common in eastern lands. They are sacred necklaces of round beads made of wood and metal. One of the great Kami created them and imbued them with power, and also linked them to the essence of the Ten-gati. Therefore, they are objects commonly used by monks and priests of great power in Varja, and grant protection against the supernatural, especially malicious or macabre spirits.

Fable: 80/240/320

Katsu (Notion of Use 2): By concentrating while holding the Beads in hand, the holder of the necklace can generate a destructive energy field that damages any person or entity around him who is aggressive or fighting (the field does not harm people who are in completely calm or have no violent intentions). Anyone taking aggressive action within 30 feet of the user must make a Physical Resistance Check against double the user's Base Presence or suffer damage equal to the degree of failure. Activating this ability costs of 5 points of Ki or 60 points of Zeon.

Supernatural Protection (Notion of Use 2/Ritual): These Beads can act as a magical protection that prevents supernatural creatures from approaching the user. The holder must concentrate and recite protective phrases, and afterward no supernatural entity can approach him or initiate any offensive action against him. To overcome this effect, the creature must pass a Magic Resistance Check against double the user's base Presence. If it fails, the opponent must wait a full minute before trying again. Keeping this protection active costs 1 point of Ki or 5 points of Zeon per minute.

Tethering (Notion of Use 3): The Beads have the ability to immobilize targets when used for a particular special maneuver. The user concentrates and throws the Beads at a target. The necklace creates a field around the target that stops it in its tracks. This is considered an attack that uses any Attack Ability possessed by the user and initiates an Opposed Check, for which the user employs his Power Characteristic and the target chooses between Strength, Agility, and Power. This tethering works against both physical and intangible creatures and entities. When used against a supernatural entity, that being must pass a Magic Resistance Check with a difficulty of 140 or lose access to all of its special abilities while it remains trapped. Keeping someone tethered in the Beads is a Passive Action, but the carrier must spend either 1 point of Ki or 5 points of Zeon per Combat Turn to sustain it.

Enhancer (Notion of Use 2): The Beads increase the character's Ki Accumulation for his Power Characteristic by 1 and grant +5 to Magic Accumulation if used to cast spells through it.

Power Level: 2

Replica Beads

Not all Beads used by priests in Varja are true Beads of Brahma. Most are actually simple copies, although their close similarity to the original items gives them some connection to the Ten-gati, which itself gives them power. These objects only possess the Supernatural Protection power, and the difficulty of the Magic Resistance Check to be overcome can never exceed 120, no matter how high the Base Presence of the wearer. The fake Beads of Brahma are objects of Power Level 1.



MANTICORE PELTS

Manticore Pelts are the armor of the barbarian peoples of the New Continent, where these hides are considered a symbol of power and all great tribal leaders desire to possess a set to assert their power. According to myth, Manticore Pelts allow their users to be completely unstoppable in combat, able to ignore injuries or fatigue to finish off their rivals.

In fact, it takes much more than just a Manticore's hide to provide all the special abilities attributed to this mythical armor. Only those artifacts that have been properly enhanced by shamans with real mystical knowledge have true power, and thus no new sets have been created in the last fifty years. That is why inheriting the armor of one of the great leaders of the past has become so important to the lords of the current tribes.

Fable: 120/280/320

Quality: Manticore Pelt is +10 leather armor and, because of its supernatural characteristics, it protects against Energy Attacks.

Unstoppable: The wearer of Manticore Pelt armor gets +20 to Physical Resistance and +50 to Checks to ignore the pain and penalties from exhaustion. At the end of a combat, any negative penalties caused by Fatigue are doubled. If the wearer returns to battle while suffering these penalties, he once again ignores them while in battle. However, after combat ends, the penalties that the wearer is suffering are doubled again.

Energy Burn: Each time the wearer spends a Fatigue Point to gain an action bonus, he gains a +20 bonus instead of the normal +15 bonus.

Inexhaustible (Notion of Use 3): Each Combat Turn spent fighting in this armor generates a temporary Fatigue Point for the wearer to use. These additional points do not accumulate and do not count toward the Fatigue level of the character, but they can be spent by the wearer to gain bonuses to certain combat actions in the usual ways.

Power Level: 2+

Armor Req.	Natural Penalty	Mov. Restr.	Fort	Presence	Location	Class
0	0	0	20	125	Shirt	Soft
Cut	Impact	Thrust	Heat	Elec	Cold	Energy
4	3	4	3	4	4	2
Special Rules						
Unstoppable, Energy Burn, Inexhaustible						

VERITAS

The Devah used the Veritas to conduct investigations and interrogations, since these devices act as supernatural lie detectors. They are made in a beautiful, feathered shape and each contains a gem that turns red when someone is lying to the wearer.

Currently, many are in possession of the Black Sun, which either sells them for a high price or uses them in their business transactions to ensure no one can cheat them.

Fable: 240/280/320

Guardian of Truth (Ritual): The ring detects when someone is lying to the character, changing the gem's color slightly. It does not determine what someone is lying about, nor does it offer more information. The character needs to actually be able to hear the lie for the ring to work (text or gestures do not provoke any reaction from the ring) and the person lying must be doing so consciously, and not because he mistakenly holds a false belief to be true. To avoid triggering the effect, the person lying must succeed at a Magic Resistance Check with a difficulty of 100.

Power Level: 2

ASTRONOMICAL CLOCK OF BELASARIUS

Astronomical Clocks are sets of complex gears upon which a star map is engraved. They only have two hands, which indicate degrees, and a small panel that shows the date and time. The genius alchemist Minakelsus Graham of the secret society of Belasarius created these artifacts. Graham's goal was to provide his colleagues with a way to store spells and supernatural creatures in a manner that would go totally unnoticed by Inquisitors and other sorcerers, but could be of unparalleled utility in times of need. Therefore, the clocks have a complex system of protection that allows only people with considerable intellectual capacity to use them properly.

Members of the Society of Thinkers hold the majority of these artifacts, but at least three have fallen into the hands of people outside of that particular organization.

Fable: 240/280/320

Password (Arcane Ritual): All Clocks of Belasarius have a password, and using them not only requires knowledge of this password, but also scientific knowledge (a Science Secondary Ability of 80 or higher, or an Astronomy specialization of 40 or higher). The password is always a certain date and time of year, and requires the user to position the sun and moon needles based on the current date, which means the password changes depending on the season. Until the correct password is entered, any attempts to manipulate the clock physically or mystically fail, and the object remains a simple block of metal without power.

Hidden Magic: The supernatural power of the Clocks of Belasarius is high impossible to detect. Even when activated, noticing the energy requires a Magic Appraisal Check with a difficulty of 280. If someone attempts to manipulate the machinery, the magic it contains slowly dissipates without a trace. The only way to release the magic lock and reveal its contents is to destroy the clock with a strong single impact (the clocks can withstand significant damage, however), in which case the difficulty of the Magic Appraisal Check to detect it falls to 80.

Spell Storage (Notion of Use 3): An Astronomical Clock of Belasarius can store up to 300 points of Zeon in spells prepared to be used automatically, provided that none of them has a Zeon potential higher than 150. The maintenance cost of these spells also must be determined at the time the spell is introduced into the clock. The user of the clock can use his own Magic Projection to cast the spell or use Magic Projection with a Final Value of 240.

Contain Entities (Notion of Use 2): An Astronomical Clock of Belasarius has 90 points of Presence for the purposes of containing or sealing summoned supernatural entities.

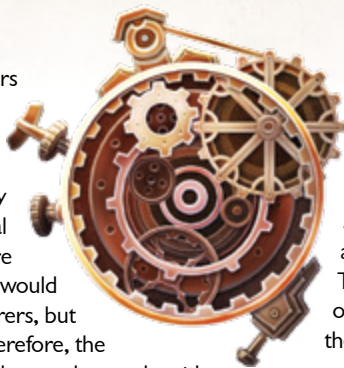
Power Level: 2+

FEAST

Created by Black Sun as one of its many necromantic experiments, a Feast is a "living" suit of armor made of flesh and bone. Since conventional armor must be constantly repaired, the Black Sun's researchers exploited the fruits of their labors to uncover the secrets of undeath, combining regeneration with bone-hardening techniques to create armor more durable and reliable than anything they had previously manufactured.

Although its appearance is not particularly frightening, and without a more thorough examination it can be confused with armor that was simply made by an individual with macabre (and poor) taste, only Black Sun elite forces use this potent armor on their missions.

Fable: 240/280/320



Quality: A Feast is suit of +10 partial plate.

Regeneration: If the armor has been damaged, every day it regains +5 of its Quality bonus until it reaches its usual +10. If destroyed, the fragments of the armor can re-join over the course of a week or two.

Living Armor: A Feast is capable of generating bone appendages and weapons at will to allows its wearer to make additional attacks. Upon command, the armor takes 1 Combat Turn to create a bone replica of any weapon with the equivalent of a +5 Quality bonus. These weapons are always connected to the armor, and create ammunition for ranged weapons.

Undead: Undead creatures often identify the wearer of a Feast as one of them. However, this deception is not perfect, and sometimes they sense that the armor houses a living being. This reaction is especially common among the most powerful undead, such as Raziel, which tend to attack and mercilessly consume those wearing the armor.

Power Level: 2

Armor Req.	Natural Penalty	Mov. Restr.	Fort	Presence	Location	Class
80	-25	2	27	140	Complete	Hard
Cut	Impact	Thrust	Heat	Elec	Cold	Energy
7	6	7	5	2	5	3
Special Rules						
Regeneration, Living Armor, Undead						

BOOTS OF LIGHT

Among occultists, the Boots of Light are known as artifacts that are firmly planted halfway between comical and wondrous. These eye-catching leather boots are covered in metal runes that increase the mobility of the wearer in an astonishing way. The Boots of Light can create a supernatural bridge along which the wearer can glide at high speed. This bridge is 6 feet wide, 15 feet long, and stretches ahead of the character in the desired direction and disintegrates as he passes. The user of the Boots can defy gravity while he stays on the surface of the bridge, and can also jump and create new bridges in mid-air.

Fable: 240/280/320

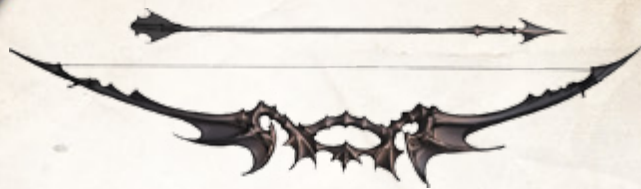
Speed (Notion of Use 1): The Boots of Light have their own Movement Value, although it is difficult to control their speed. To move without losing one's balance and rhythm, the wearer must make an Athletics Check against a difficulty determined by the speed the character wants to achieve, shown in **Table 12**.

TABLE 12: BOOTS OF LIGHT

Movement Value	Difficulty
Less than 7	NA
8-9	Medium (80)
10	Hard (120)
11	Very Difficult (140)
12	Absurd (180)
13	Almost Impossible (240)
14	Impossible (280)

Aerial Leap (Notion of Use 1): To jump and create bridges in midair requires a Very Hard Acrobatics Check. A bridge created in the air cannot remain active for long, and in the Combat Turn after its creation, gravity starts to affect the wearer, who floats to the ground.

Power Level: 2



NOSPPOS AND SANGUINIUS

Vetala mystics use the bows called Nosphos, which are usually accompanied by arrows called Sanguinius. These weapons are forged of black steel and silver of the highest quality and imbued with what the old seers called the “destiny of death.”

Although they not easy to forge, a truly disproportionate number of these artifacts were created, and once there were more than ten thousand in possession of the forces of the Kings of the Blood. Even though most were destroyed or rendered useless over the course of ages, so many were made that a remarkable number of them still exist.

Fable: 180/240/280

Quality: Nosphos is considered a +5 longbow and arrows fired by the bow have the same Quality bonus and the capacity to damage energy.

Bat’s Eyes: The arrows fired by a Nosphos bow produce an ultrasonic noise in flight almost imperceptible to the human ear. However, the sound alters the sense of sight and balance of its targets, causing them to be unable to calculate the trajectory of the projectile. Any person who is the target of an attack from a Nosphos bow or who is less than 15 feet from the path of one of its arrows must pass a Physical Resistance Check with a difficulty of 100 or suffer -20 to all actions until end of the round. This power activates automatically, and before any defense can be mounted against the arrow itself. Beings with a Perception Characteristic greater than 10 are more susceptible to this effect, so the difficulty of the Physical Resistance Check is 140 instead for such characters. The ultrasonic pulse does not affect the character who fires the bow, and the arrow must fly at least 30 feet for the effect to activate.

Sanguinius: Any injury caused by these arrows automatically causes the target to start bleeding out.

Power Level: 2

Damage	Speed	Req. STR	Prim	Sec
	-25	7		
Weapon Type	Special	Fort.	Break.	Pres.
Projectile	Two-handed	13	0	70
Special Rules				
Bat’s Eyes, Sanguinius				

GEMS OF THE NIGHT

Gems of the Night are an evolution of Ashes of Darkness. When blood is mixed with the essence of an elemental of intermediate or greater power, the resulting mixture can be crystallized to create so-called Gems of the Night. These objects, like crystals with a tarry appearance, generate a zone of complete darkness, which is very useful for entering or exiting places and sowing chaos.

Fable: 140/180/240

Dome of Darkness: Breaking the gem immediately creates a supernatural dome of darkness covering an area of 80 square feet. This darkness remains motionless for ten Combat Turns in the location where it was generated, after which time it dissipates as if it were smoke. Trying to see into the dome from outside requires an Impossible Awareness Check. Those who do not pass suffer the penalty for being Blinded.

Power Level: 2

HEXXEN

Hexxen, known as The Dark, is a reinforced armor made from the hair of the Aeon Pandemonium mixed with silver. The result is unmatched protection, armor that fits the body like a glove and allows the wearer to move with a shadow’s silent grace. Hexxen was manufactured by direct order of the Fallen Angel Ophiel, although that individual eventually replaced it with another heavy armor made with the blood of the Aeon.

Fable: 240/280/320

Quality: Hexxen is +10 armor and, because of its supernatural characteristics, it can protect against Energy Attacks.

Dark Fiber: A character wearing Hexxen suffers no penalty to any Subterfuge Secondary Abilities while wearing the armor, and gains an additional special bonus of +40 to Stealth and Hide. Similarly, the armor grants the wearer the Ki Concealment ability or adds +20 to this ability if he already has it.

Without Shadow: The character and anything he carries do not cast a shadow.

Power Level: 2+

Armor Req.	Natural Penalty	Mov. Restr.	Fort	Presence	Location	Class
20	-5	0	25	130	Complete	Hard
Cut	Impact	Thrust	Heat	Elec	Cold	Energy
6	4	3	4	2	3	2
Special Rules						
Dark Fiber, Without Shadow						

HALUM

The Halum is the most well-known type of holy relic. These artifacts were created by the Elhaym, made of gems from the foreheads of their fallen brethren. When one of them is destroyed, the others use his crystal so that at least a small part of him can continue to fight for the principles and beliefs he died upholding.

In their natural state, Halum look like diamonds. To activate the gem, the holder must touch his index finger to his forehead. At that moment, if the gem feels that the person is worthy, a halo of light circles his head. According to many occultists, this angelic aspect has been the inspiration of many saints of ages past. In the form of halo, the artifact is a powerful supernatural enhancement and greatly increases the wearer’s resistance to spells of light and darkness. Naturally, the artifact’s wearer can shift it back to its original shape at will.

As a rule, the Elhaym exclusively give Halum to people they deem worthy, and do not hesitate to retrieve them if they think they have fallen into the wrong hands. Of course, it is very difficult for the Elhaym to track them all, so some are in the possession of those unworthy of their powers.

Fable: 180/280/320

Link to the Light: The bearer of a Halum has an affinity with Light and all Light beings recognize him as a peer.

Celestial Resistance: The halo gives a +30 bonus to Magic Resistance against elemental effects of Light and Darkness.

Luminous Booster (Notion of Use 2): The character gains a +15 bonus to his Magic Accumulation to cast spells from the Path of Light.

Shadow Anathema: If a creature of elemental Darkness (or a person charged with negative energy) puts on a Halum, the gem reacts violently. The wearer must make a Magic Resistance Check with a difficulty of 160 or suffer damage equal to his degree of failure.

Power Level: 2



CHRONOS CLOCK

The Chronos Clock allows the wearer to radically alter his perception of time. This wondrous artifact takes the form of a humble pocketwatch but, when it is activated for nine and ninety-nine hundredths seconds, it makes time and the world around it pass very slowly from the character's perspective, allowing him to react much more quickly and perform otherwise impossible actions.

Despite having gears and machinery, the Chronos Clock is by no means a technomagical object. It is one of the works of Gaudemus. The Creator of Wonders crafted twelve of these objects, of which seven are in the hands of agents from different organizations, while the remaining five are still missing.

Fable: 180/240/280

Compress Time (Ritual): By turning the hands of the Chronos Clock, the user can alter the speed at which he perceives the passage of time around him. Although in reality he does not move any faster, the character only needs to focus all of his senses to go to slow or even stop any of his movements, allowing him to act and react at impossible speed. For three Combat Turns after activating the Clock, the character gains a +20 bonus to his Initiative and may take one additional action without suffering extra special penalties, as if each action was a completely independent action. For example, a character can attack and cast spells without applying a negative modifier, or pick a lock and then actively look around. When performing additional attacks, the Chronos Clock eliminates the second attack penalty, so that the third attack counts as if it was the second, the third counts as if it was the fourth, and so on. After activation, the hands of the Chronos Clock slowly start to move backwards, and the user must wait ninety-nine seconds before using it again.

Power Level: 2



SPLINTER TRACKER

This device is composed of two distinct parts, a small splinter of wood to be inserted into the body of a subject, and a compass with two hands that can locate the position of that individual. In Duk'zarist culture, Splinter Trackers were used to locate and identify prisoners, and so they can also create a tattoo with the person's name over the location they are planted.

Today, some organizations use these objects, but usually only to locate teammates when they are on dangerous missions.

Fable: 240/280/320

Needle (Ritual): When the Splinter is placed in the body of an individual, it begins to emit a magical signal. The tracker compass automatically receives the signal, even if the character uses a supernatural ability that allows him to hide his presence.

Tracker: The splinters are synchronized with the compass that acts as a tracker, which indicates clearly at all times the position and distance of the splinter.

Tattoo: When a name is written on the splinter, and the splinter placed in the body, a tattoo of the individual's name appears there. If there is no name on the splinter, the word "ascaron" appears, meaning "prisoner" in Duk'zarist.

Extraction (Ritual): The splinter cannot be removed normally, because it takes root inside the body. Removing it without causing serious damage necessitates a surgical procedure that requires a Medicine Check with a difficulty of 240.

Power Level: 2

Hidden Splinter

There exists a smaller version of the splinter, used to track individuals without their notice. It is usually delivered via blowgun, and the subject only feels a slight sting as it strikes flesh. To notice the presence of the needle the person struck must make an Impossible Notice or Absurd Search Check. The user can cause it to disintegrate at will, and can choose to do so if he believes it might be discovered.

PEN OF THE OATH

The Pen of the Oath is a fountain pen made of gold and silver with the power to seal an unbreakable promise. When the character signs a document in his own blood with this artifact, it forms a binding contract that compels the individual to keep all agreements, even against his will.

Not much is known about its creation or origin, but it has existed for at least a thousand years, and has been used many times throughout history.

Fable: 240/280/320

Blood Pact (Ritual): Although the pen can be filled with normal ink, its user must put several drops of blood on the tip or prick his finger with it for its powers to work. If this requirement is met, the signers is linked to the document and must obey its terms. Resisting the compulsion to obey the terms of the agreement requires a Magic Resistance Check with a difficulty of 180. If the character fails, he must obey the compulsion, even against his will.

False Signature: If the person using the Pen of the Pledge signs a false signature in blood, he must make a Magic Resistance Check with a difficulty of 180 to avoid being wracked with extreme pain for 10 Combat Turns. The fake name disappears after 30 seconds.

Unbreakable: The Pen of the Oath cannot be broken in any known manner, except by entities with considerable Gnosis.

Power Level: 2+



RING OF EREBUS

Contrary to what its name might suggest, the Rings of Erebus are not at all related to the Shajad of magic and dreams, except as a symbol of what this entity represents. They are simply a set of magic enhancers created in ancient times by a guild of wizards.

These artifacts were relatively common in ages past, and have recently been repaired and reforged by the masters of the Order of Magus. They have almost become a hallmark of the Order, and many of the Order's members have easy access to them.

Fable: 180/240/280

Enhance (Notion of Use I): The ring grants a +5 bonus to the wearer's Magic Accumulation.

Increased Range (Notion of Use I): The wearer of the ring increases the ranges and areas of effect of his spells. Any spell cast using the ring is treated as being one level higher for purposes of range and area of effect. The spell is treated normally otherwise.

Power Level: 2

CONTAINMENT TRAP

Routinely used to capture supernatural creatures, this device can capture an entity in a sizzling supernatural barrier that absorbs the essence of anything that tries to break it or damage it. The device itself is two crossed metal rods about three feet wide, covered in runes. When not active, the trap is very easy to conceal, as it can be left on the ground or buried. Once activated, the trap creates a semitransparent area surrounding itself.

Generally, conjurers use containment traps as a precaution against summoning mishaps. It is still possible to find containment traps today, especially in the tents of the Black Sun.

Fable: 180/240/280

Activation (Ritual): Once the trap is has been prepared, it automatically generates its barrier as soon as any supernatural being with a Presence greater than 20 comes within three feet of it.

Resistance: The screen itself has Damage Barrier of 80 and can endure 1,000 points of damage before breaking.

Draining: Every attempt to strike the barrier costs an amount of Zeon equal to twice the attacker's degree of failure against a Magic Resistance Check with a difficulty of 140. If the person striking the barrier has no Zeon, he loses 1 point of Fatigue for every 100 points of Zeon he would have lost otherwise.

Power Level: 2

VEILAR

Veilar is an odd artifact, a suit of leather armor made from the skin of the Behemoth, the Lord of all Beasts. As a result, it offers not only excellent supernatural protection, but also gives its wearer unique capabilities and the properties of supernatural beings. The armor itself is spectacular, fabricated using a technique well ahead of its time that makes it distinctly streamlined and elegant. The armor is the striking bluish hue of the Behemoth.

Veilar was in possession of the Meizo family for many years, but only a decade ago it was given away as a gift, and its current whereabouts are unknown.

Fable: 240/280/320

Quality: Veilar is a suit of +15 complete leather armor.

Speed (Notion of Use I): The wearer of Veilar increases his Movement Value by 2 points (up to a maximum of 16) and can reach Inhuman speeds.

Incombustible: Veilar cannot be burned, thereby increasing its Armor Type by 2 points against Heat damage and subtracting 120 points from any result on **Table 76: In Flames (Core Exxet)** for fire-based attacks.

Essence of the Beast: Unless forced to do so, natural and magical beasts do not attack the wearer of Veilar, as they sense the presence of the King of Beasts.

Power Level: 2+

Armor Req.	Natural Penalty	Mov. Restr.	Fort	Presence	Location	Class
0		0	27	175	Complete	Soft
Cut	Impact	Thrust	Heat	Elec	Cold	Energy
4	3	5	6	5	4	0
Special Rules						
Speed, Incombustible, Essence of the Beast						

EGO, BOOK OF THE INNER SELF

Few objects are as strange as the supernatural tome Ego, also called the Book of the Inner Self. This bizarre volume changes depending on who is holding it, its pages containing that person's history. Little or nothing is known of its origins, except that it is linked to The Wake and draws on the energies of that parallel world to inscribe the lives of those around it.

Judging by its cover, the book seems to be little more than an unremarkable dusty tome with a leather cover and a small silver chain dangling from it. The only external detail that stands out is that the title of the book is always the name of the person holding it, though observers never see the letters appear or change.

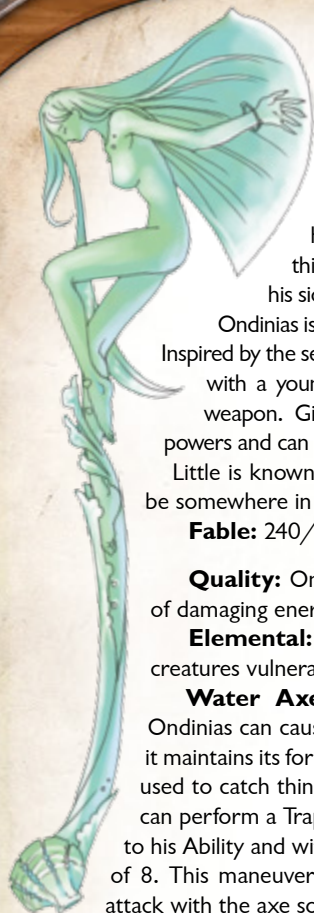
Ego has a knack for getting lost and reappearing in distant places (possibly because of its relationship with The Wake), and its current whereabouts are unknown.

Fable: 240/280/320

Diary: The book shows the entire history of the person who opens its pages up to that particular point in time. The story shows even chapters of his life that he is unable or unwilling to remember. Resisting this effect requires a Magic Resistance Check with a difficulty of 140. If the character succeeds on the check, the book appears completely blank.

Narration: The story of the subject is described in the first person, but covers events occurring around the character are directly related to him. The books also mentions things that have passed unnoticed. Any character involved in these events can avoid this effect if he passes an Magic Resistance Check with a difficulty of 140. If he passes, his actions are not described in the book. This Check is unique, and once a character has passed or failed it, he does not take it again.

Power Level: 2+



ONDINIAS

Ondinias is a weapon forged of tragedy and love, born from the sacrifice of an elemental who gave her soul to save the life of the man she loved, even while knowing his heart belonged to another woman. At least in this way, she knew that a part of her could stay by his side and be useful to him for the rest of his days.

Ondinias is visually fascinating thanks to its unusual design. Inspired by the sea, the axe takes the shape of a stream of water with a young nymph whose hair forms the edge of the weapon. Given its origin, Ondinias has great elemental powers and can unleash waves to wash away enemies.

Little is known about its whereabouts, but it is believed to be somewhere in Helenia.

Fable: 240/280/320

Quality: Ondinias is considered a +5 hand axe capable of damaging energy.

Elemental: Ondinias does additional damage to creatures vulnerable to Water.

Water Axe (Notion of Use 2): The wielder of Ondinias can cause it to become liquid temporarily. Although it maintains its form in this state, the axe cannot cut, but can be used to catch things inside of it. If he so desires, the character can perform a Trapping special purpose attack without penalty to his Ability and with the equivalent of a Strength Characteristic of 8. This maneuver deals no damage, and the wielder cannot attack with the axe so long as he is Trapping something this way.

Wave (Ritual): By striking the ground with great force, Ondinias can generate a powerful wave of water (10 feet wide by 60 feet long) that sweeps everything before it. This power uses the character's Attack Ability at a -20 penalty, but since it is a Water-based attack it is considered partially immaterial and can only be stopped by shields medium or larger size or by weapons capable of stopping Energy attacks. This wave attack has a Base Damage of 30 and inflicts a Strength 10 impact on any person it hits. After using this ability, Ondinias must be placed in salt water to recharge the power.

Power Level: 2

Damage	Speed	Req. STR	Prim	Sec
55	+5	5	Impact	
Weapon Type	Special	Fort.	Break.	Pres.
Axe	Throwable, Accurate	18	6	65
Special Rules				
Elemental, Water Axe, Wave				

RUNES OF DIVINATION

This is a collection of small stones with distinctive markings that represent aspects of a person's life. The system was developed in Yehudah and was commonly used by diviners to predict the future. Ironically, its power is not in prediction, in forcing the occurrence of a specific event. However, the Runes cannot interfere in the fate of someone without that person's consent, so they must always be cast with the approval of the individual.

The effects of the Runes of Divination last a week, and remain active at all times. No matter how many times the Runes are cast during a week, the result remains the same until the week is out.

Fable: 120/180/240

Runcast (Ritual): To use the Runes of Divination, the character must make an Occultism Check against a difficulty of 80. He can do so for himself or for someone else who is present and openly accepts his fate. If successful, roll 1D10 and find the result below.

1 - Rune of Health: Allows the user to increase the rate at which he heals (+2 to the target's Level of Regeneration for a week), improves the character's resistance to illness (+20 to the target's Disease Resistance), and reduces the damage the target suffers from attacks (-10 to Final Damage of any attack that strikes the target).

2 - Rune of Health, Inverted: The character is more likely to get sick (-30 to the target's Disease Resistance), suffers additional consequences from physical harm (-20 to the target's Physical Resistance), and healing directed at the target is reduced by 2 points (to a minimum of 1).

3 - Rune of Fortune: The character improves his luck, and counts as having the Lucky and Good Luck Advantages throughout the week.

4 - Rune of Fortune, Inverted: Doom hangs over the character; precious items go missing and misfortune accompanies him throughout the week. The target counts as having the Bad Luck and Unlucky Disadvantages for the week.

5 - Rune of Bonds: For the next week it is easier to connect with people, getting help if they are disinterested, and even reducing the chances of someone acting against him. The target counts as having the Charm Advantage for the week.

6 - Rune of Bonds, Inverted: People reject the character, and someone with hostile intent is likely to act violently against him. The target counts as having the Insufferable Disadvantage for the week.

7 - Rune of Power: The character is full of energy. Consequently, the character's peak Fatigue increases by 1 point, he gets +1 to his natural Ki accumulation and +10 to his Magic Accumulation and Psychic Potential.

8 - Rune of Power, Inverted: The character feels exhausted all the time, and suffers a -10 to all actions for the next week.

9 - Rune of Peace: The character displays much greater inner calm than usual, increasing of his all Resistances by 10 points during that week, and becomes immune to the states of Fear and Terror.

10 - Rune of Peace, Inverted: The character looks increasingly haunted and ragged, and all of his Resistances are reduced by 10 for the week.

Power Level: 2

PSYCHIC DISRUPTOR

A Psychic Disruptor is a terrible psychic weapon aimed at destroying supernatural mental powers and those who use them. It takes the form of a blank steel ring with geometric crystals encircling it. When someone uses a psychic power nearby, the crystals activate and generate a field response matrix to counter that power. These objects do not even require that someone hold them, and by themselves can completely negate psychic powers.

These artifacts are one of many weapons created for the supernatural forces of Rah during the War of God, and they were used in such quantities that it is no surprise that many still remain in Gaia with enough power to continue functioning.

Fable: 180/240/280

Locator: If anyone uses a Psychic Power within 800 feet of the Disruptor, the crystal begins to glow. This detection can be avoided with a Hide Matrices Check with a difficulty of Absurd.

Destroyer: If a character uses a Psychic Power within 150 feet of the Disruptor, the device immediately destroy any Psychic Projection with a difficulty level of up to Very Hard. It only works on powers that the artifact can locate.

Psychic Connection: If multiple Disruptors are gathered in the same area, they can connect and enhance their powers. For every two Disruptors within 150 feet of each other, add an additional difficulty level to the level of the Psychic Powers that the Locator and Destroyer powers can detect and dispel. No more than four Disruptors can be connected in this way.

Power Level: 2+

ARTISAN'S NAILS

Artisan's Nails are a collection of supernatural objects used for construction and craftsmanship. Each one is unique, although there are six different types with specific functions for different materials. They have many uses, such as strengthening structures, carving blocks of stone, melting ice, or solidifying or melting metal. A user can activate them by merely stick them into the surfaced of the chosen material.

The nails are made of black steel and are 20 inches long. At first sight, they do not appear supernatural, but closer examination reveals differently colored runes inlaid into the metal, indicating the purpose of each particular nail.

Typically, a collection of Artisan's Nails consists of fifteen pieces, three of each type in a special metal case similar to a briefcase. As artifacts created for construction, these objects were fairly common in the past, and there are many scattered throughout Gaia. Of course, a full set of 15 is not always available (it is often easier to find them separately), but the Black Sun or craftsmen of supernatural items often have complete sets.

Fable: 180/240/280

Nails of Strength: The most generic of all nails is covered with white runes and has the ability to increase the resistance of any material, giving a +10 Fortitude bonus and +20 to any Damage Barrier it already has. It can affect up to 110 pounds of solid material.

Water Nails: The reverse of Ice Nails, these light blue nails can immediately thaw up to 90 pounds of ice but still keep the water in a similar shape to that it held when it was frozen.

Ice Nails: These nails, covered in dark blue runes, are able to change the surface of any water into ice. The transformation is almost instantaneous (taking less than a second), and the nail always remains on the outside, allowing a character to return the water to its original state. A single nail can transmute up to 5 gallons of water into ice.

Sand Nails: These yellow, rune-covered nails are able to transform solid rock into sand. To work, the nail must be fully hammered into the rock. Sand Nails can transform up to 90 pounds of rock into sand. When the nail is removed, the sand loses its shape.

Foundry Nails: The most powerful of the Artisan Nails, wrought with black runes, can melt metal. At the moment that one of these nails comes into contact with a metal surface, the nail rapidly heats it to a high temperature and punches through easily. A Foundry Nail can affect up to 25 pounds of metal.

Supernatural Limits: Although the Artisan Nails also affect materials imbued with supernatural power, they do not work against supernatural elements whose Presence is particularly strong.

Power Level: 2

LIVING MAP

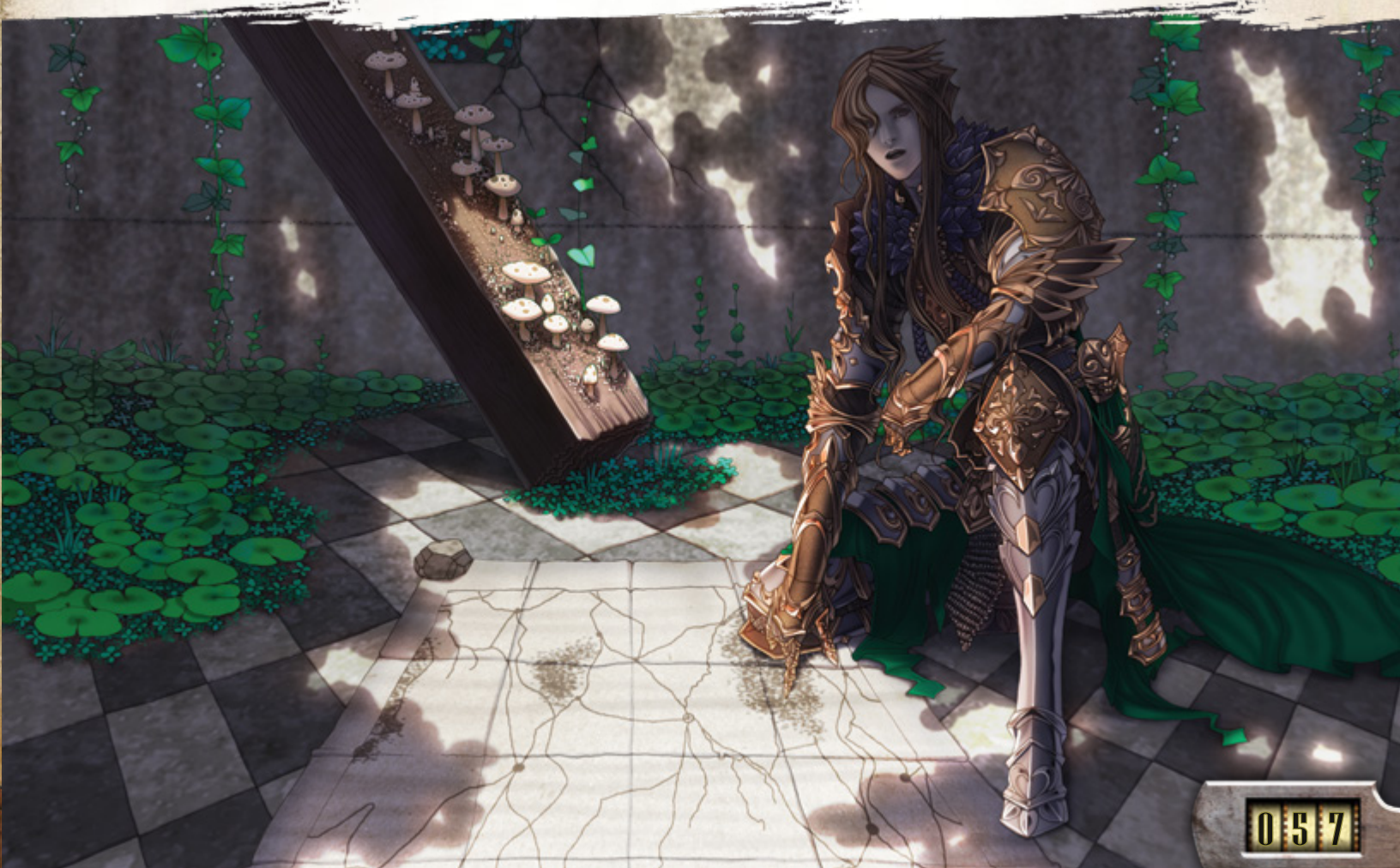
A Living Map is an object that perceives the world around the character and creates a topographical depiction of what it observes. These maps are usually made of the same special fabric the seers of ancient Vetala used to create the looms they used to predict the future. Many of these artifacts are on the New Continent, especially in areas that once belonged to the Vetala.

Fable: 180/240/280

Seamless Cartography: A Living Map does not describe a particular area, but shows in detail the surrounding area within 1 mile. The descriptions are in the Vetala language, and show the distance and layout of buildings like a normal map, but never show the interior of structures.

Supernatural Barriers: Any supernatural barrier that protects an area cannot be represented on the map. Instead, the Map simply shows a dark area. The Map is also not capable of displaying any area that has been supernaturally sealed.

Power Level: 2



SACRAMENTUM

Sacramentum is the name given to three suits of armor forged a millennium ago by the Apostle Nathaniel. This holy man used a method similar to the one used to create the Lawbringers, instead focusing on defense. The result was three suits of sacred armor capable of not only protecting the wearer, but also slowing down any enemy who tries to hit him. Fine and beautifully engraved, the Sacramentum are easily recognizable by their silver Elektra alloy and intaglio surface.

Currently the leaders of the Order of Michael and the Knights of St. Helena possess two of the Sacramentum, although nothing is known of the whereabouts of the third.

Fable: 140/180/240

Quality: Two of the Sacramentum are +10 light plate armor, while the third is a half-plate set of the same Quality. Being supernatural, these bonuses also protect against Energy-based attacks.

Weight of Sin: If someone manages to hit the wearer of the Sacramentum, no matter how much damage the attack causes, the attacker's body becomes heavier and heavier until he is unable to move or react at normal speed. Thus, anyone who strikes the armor must make a Magic Resistance Check with a difficulty of 140 or suffer a cumulative penalty of -20 to Initiative and -1 to Movement Value (to a minimum of 2). These penalties dissipate at a rate of 10 points of Initiative and 1 point of Movement Value per minute.

Power Level: 2+

Light Plate

Armor Req.	Natural Penalty	Mov. Restr.	Fort	Presence	Location	Class
60	-10	1	26	135	Complete	Hard
Cut	Impact	Thrust	Heat	Elec	Cold	Energy
6	6	6	4	2	3	3
Special Rules						
Weight of Sin						

Half-Plate

Armor Req.	Natural Penalty	Mov. Restr.	Fort	Presence	Location	Class
80	-25	2	27	140	Complete	Hard
Cut	Impact	Thrust	Heat	Elec	Cold	Energy
7	6	7	5	2	5	3
Special Rules						
Weight of Sin						

SISIPHUS

Sisiphus are devices used by Duk'zarist security forces and special agents as a way to contain or remove enemy forces in inland areas. With these artifacts, even a few agents can take on virtually any type of force with ease. These Ghestal wood spheres, covered with runes and about 8 inches in diameter, have the ability to create supernatural barriers and blockades in enclosed areas. To activate a Sisiphus, the user must simply throw it on a solid surface, creating an invisible force field that acts like a wall.

Fable: 180/240/280

Activation: When thrown against a surface with sufficient force, the sphere creates an energy field around it. This "barrier" is 15 feet wide by 30 feet high but, if it is activated in a hallway, the field conforms to the shape of the walls, blocking any passage. The barrier is effective in both directions and takes a full Combat Turn to form.

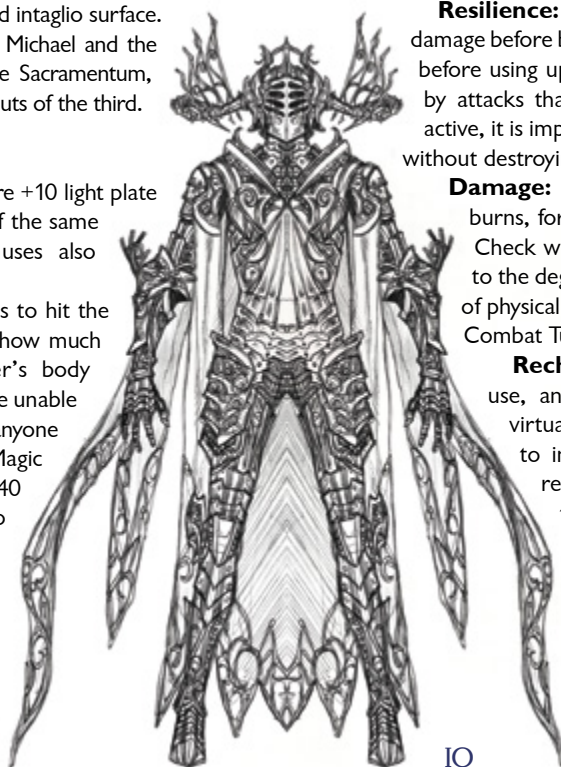
Invisible: The barrier is invisible to those unable to perceive magic. The area it blocks off remains otherwise visible.

Resilience: The barrier can endure 2,000 points of damage before being destroyed, and remains active for 1 hour before using up its magical charge. It can only be damaged by attacks that can damage energy. While the barrier is active, it is impossible to reach the area the Sisiphus isolates without destroying the blockade it creates.

Damage: Touching the shield directly causes severe burns, forcing a character to make a Magic Resistance Check with a difficulty of 140 or suffer damage equal to the degree of failure. When damage occurs because of physical contact, the barrier becomes visible for a full Combat Turn.

Recharge (Ritual): Each field has only a single use, and so after activation the sphere becomes virtually useless. The only way to recharge it is to infuse it with 500 points of Zeon. Even so recharged, the barrier is never as good as the first time it was activated, and so the resilience of the barrier diminishes by half on subsequent uses. A Sisiphus can only be recharged once or twice before it ceases to function entirely.

Power Level: 2+



IO

The IO are sets of supernatural artifacts created by the members of Solomon, although their design is based much more on mysticism than technomagic. These paired crystals grant both psychic and magical powers. The first half of a pair, called the Gem of Recording, is very small and fits in the palm of a hand, while the second half, the Crystal of Reproduction, reproduces images from the Gem of Recording when attached to a metal surface. This allows one person to send images over a long distance to another person in a different location.

IO were created as spy devices, either for agents to communicate or to find out what killed them. Even today, there are many organizations that use them, and Wissenschaft has even developed its own version that can also play sound.

Fable: 180/240/280

Gem of Recording: The gem absorbs and records the images its holder sees during times when he feels powerful emotions. These images are sent to its twin crystal by a psychic connection. If connected directly to any other display panel, it can also reproduce the images it has stored. Anyone aware of the Gem can try to resist being recorded by passing a Physical Resistance Check at a difficulty of 140 (or 160 if the gem is inside the character's body). The connection is hidden and requires the use of the Sense Matrices Psychic Power at the Impossible difficulty to detect.

Crystal of Reproduction (Ritual): This twin crystal collects and displays images as holograms floating above a metal surface. The maximum distance that the crystal can receive images is 6 miles. A Crystal of Reproduction may be linked to any other Gem of Recording by direct contact, showing the images it contains even if it is not its twin.

Power Level: 2

DROKSMOG

In ancient times, the vizier Nasser sacrificed his life to seal a pact with the dragon Litabru to protect the lost city of Al Abyan during the confrontation between the floating cities of Nogos Roxxas and Elura'amman. However, despite surrendering body and soul to safeguard the metropolis he loved, his power and that of Litabru were not enough. Nasser succumbed to one of the many magical floods that broke across the city in the heavens. However, so strong was his desire and so unrelenting his hate that the magic unleashed that day affected the dragon knight and his mount, and their souls were united and solidified in the form of Nasser's own axe.

Droksmog is a very unusual axe. Its made of dragon bone and its edge is decorated with a draconian face seems to be alive (in fact, it often changes expressions depending on the situation of the wearer). As well as being a high quality weapon with power over fire, Litabru's soul still resides within. When the bearer is on the precipice of death, the dragon can take control of his body. When this happens, the face on the axe disappears and transposes itself supernaturally over the face of the bearer of the weapon, surrounding his whole body with flames.

The axe spent centuries buried under the ruins of Al Abyan, but was recovered by a scouting party just over a century ago. Since then, the axe has had many owners, but none has lived up to the legacy of Droksmog.

Fable: 280/320/440

Quality: Droksmog is a +10 axe capable of damaging energy. It has Heat as a Secondary Damage Type.

Racial Hatred: When used against a non-human creature, Droksmog increases its damage by 50 and adds +20 to the result of any Critical that it inflicts. In the hands of a non-human, it loses all of its special powers and bonuses.

Fire Within: When the bearer of Droksmog is wounded and teetering between life and death, the soul of the dragon Litabru takes control of his body until the character dies or recovers consciousness. In this state, the character has an Attack and Defense Skill 240, but maintains all of his other normal Abilities and Characteristics. Litabru attacks any enemy (but above all any Duk'zarist or Ebudan) within sight, even if they are allies of the character. In this state, the character is not only immune to any attack or effect based on Heat, but his whole body is wreathed in a ball of flames. Others within 15 feet must pass a Physical Resistance Check against a difficulty of 160 or suffer a Heat damage equal to half their degree of failure.

Power Level: 2

Damage	Speed	Req. STR	Prim	Sec
90/140	-20	7	Cut	Impact
Weapon Type	Special	Fort.	Break.	Pres.
Axe	Throwable	25	9	125
Special Rules				
Racial Hatred, Fire Within				

STANDARD OF SYR

Syr is the name given to the standards used by the great supernatural elven kings when they went to war. Far from being mere symbols, these artifacts had true supernatural power, capable of significantly increasing the fighting abilities of all those fighting under these flags.

Although the tradition of these artifacts is ancient and each monarch possessed one, they were last used during the War of God, when Sylvain armies rose in unison against the forces of Judas and the Duk'zarist. Obviously, the end of the elven nations and their armies also represented the end of these items, as most were destroyed along with their masters. However, a few of them still endure, either rescued by Tol Rauko or used by other forces who still find inspiration in what the banner symbolizes.

Fable: 240/280/320

Inspiration: The standard can grant several different bonuses and skills to all allies to fighting beneath it within 500 feet, but the fighters must be able to see it clearly. Activating the standard costs 50 points of Zeon for its bearer and lasts for five Combat Turns, providing one of the following powers:

- Persevere:** All allies within the range and line of sight of the Standard recover a point of Fatigue at the end of the round.
- Assault:** Allies gain a +1 bonus to Movement Value and a +10 bonus to Attack Ability.
- Hold:** Allies gain a +10 bonus to Defense Ability and a +1 bonus to Armor Type.
- Never Give Up:** Allies get a +40 bonus to Physical Resistance to determine the state between life and death or to avoid falling unconscious.

Power Level: 2+

Nua UI Sylvanus

In addition to the banners of elf monarchs, a banner also created to represent the fairy court and the forces of the house Sylvanus. The powers of this standard were vastly superior, for it not only doubled the bonuses conferred, but also had no distance limit; anyone able to see the standard could gain its benefits. At present, Nua UI Sylvanus rests in the ruins of old Sylvania.

NAGA FLUTE

The Naga Flutes are a collection of magical artifacts created around the legend that snakes can be mastered through music. These musical instruments (mostly flutes) are made with the scales of Naga, Lady of Poison, and have some power over reptiles. In the hands of a skilled practitioner, these objects allow the character to control natural reptiles or protect against attacks from supernatural reptilian creatures.

Even now, there are more than a dozen in Al-Enneth, and at least as many scattered around the rest of the world.

Fable: 180/240/280

Snake Charmer: The music of the flute produces a calming effect on any reptile that hears it, which then becomes totally docile and obedient even to the extent that its limited intellect allows it to follow the orders of the musician. Controlling a reptile requires a Music Secondary Ability Check at a difficulty of Difficult or Absurd, depending on the animal's power and size. They have no effect on dragons, except for the beasts called Degenerate Serpents.

Protection: If the musician is sufficiently skilled, even dragons and reptiles of supernatural origin cannot completely ignore the power of the flute. The flute player never has direct control of them, but the player cannot be the target of any direct attack by these creatures while he continues to play after passing an Almost Impossible Music Secondary Ability Check.

Power Level: 2

ZEBAH

Zebah weapons are known to have characteristics intrinsically rooted in the habits of a large part of Duk'zarist culture. These swords made of Ghestal wood and decorated with red runes to confirm the cultural identity of the owner and confer supernatural powers. For the Duk'zarist, having one of these weapons was equivalent to being recognized as a full adult in their society, and the only way to acquire them was to earn them in due time. When an individual's family or church leaders (varying from culture to culture) considered him worthy or he passed a certain test, that individual received a Zebah as part of an appropriate ceremonial protocol.

Zebah are very dark (sometimes black) stylized wooden swords. Their most unique feature is that they can be set ablaze and continue to burn without being consumed. During this time, the wood becomes darker in color and the runes shine brightly, burning with an imposing radiance. Some Zebah weapons take the form of spears, quarterstaves, or broadswords.

Formerly, Zebah weapons were actually common among the Duk'zarist, as hundreds of expert Ghestal wood craftsmen carved these supernatural objects without rest. Many of these swords have survived over the years. Given the considerable number of Duk'zarist who fought and died in Gaia seven hundred years ago in the War of God, it is possible to find some of them in the possession of certain colorful individuals, local Black Sun agents, or even lost in remote locations.

Fable: 140/180/240

Quality: Zebah are +5 weapons and always made of Ghestal wood. Whatever their form, they always have the statistics of a long sword.

Eternal Flame (Ritual): If the weapon is brought into contact with fire of at least 3 Intensities, it catches fire and remains aflame for a full minute. The flames do not consume the wood. While in this state, the sword is capable of damaging energy and gains a Heat Secondary Critical. The weapon's Base Damage also increases by 10 during this time.

Power Level: 2

Damage	Speed	Req. STR	Prim	Sec
60	+5	6	Impact	
Weapon Type	Special	Fort.	Break.	Pres.
Sword		75	5	75
Special Rules				
Eternal Flame				

ELEMENTAL STATUETTES

The Elemental Statuettes are a collection of eight supernatural artifacts that, as the name suggests, provide some control over the elements. Although all initially appear to depict the same woman, each one possesses some particular nuance and a single distinct rune.

The first witch, Etheldrea, made these objects, and each statue represents a facet of her personality and her life. The collection was scattered centuries ago, and today each figurine is in a different place.

Fable: 240/280/320

Elemental Link (Notion of Use 2): The small statue can be used in rituals to summon and control supernatural elements. In these cases, the statue provides a +40 bonus to Summon and Control Abilities in any ritual that lasts more than 1 hour. If the statue is present at the time a different type of Elemental is summoned, the statues imposes a -60 penalty on Summon and Control Abilities.

Elemental Container (Notion of Use 1): Supernatural creatures can be stored inside the statue if they are related to its element, to a maximum of 200 Presence. Attempting to contain a being of a different element automatically fails.

Linked Invocation (Notion of Use 2): Using more than one statue in a ritual confers an additional bonus of +5 for every statue beyond the first, even if the other elements are not normally favorable to the summoning.

Enhancer (Notion of Use 2): Each statuette provides a +15 bonus to Magic Accumulation when the holder casts spells of the element to which the object is tied.

Power Level: 2+

OLGOL

Originally a mundane Sylvain music box, Olgol is an artifact that was imbued with supernatural powers after its creation, and its tunes have the ability to alter feelings and emotions. At first glance, it is simply a music box small enough to fit in one hand. It is made of silver and marble, plays a melody when opened while a small dancer moves to the music. Although it appears solid, closer examination reveals that the bottom can be opened and different music rolls inserted.

When it was created, Olgol was thought to only contain melodies of peace. Once the method of creating music rolls was discovered, however, many others songs written to invoke considerably darker emotions were created for it.

Fable: 240/280/320

Resonance: It takes at least three Combat Turns for the special powers of Olgol melodies to take effect. All its powers are considered Automatic Spells.

Music Rolls (Ritual): Olgol has available several rolls of music that produce various sensations in listeners. Changing a roll requires a gentle touch when opening the box, and takes about a minute. The rolls are:

- **Peace:** When the music box plays this melody, all those who hear it lose any violent feelings. Any subject who hears the melody must pass a Magic Resistance or Physical Resistance Check with a difficulty 100 or be filled with a sense of peace and tranquility.
- **Sleep:** Those who hear this melody fall into pleasant dreams. Any subject that does not pass a Magic Resistance or Physical Resistance Check with a difficulty of 100 loses consciousness for a maximum of 5 Combat Turns. The dreams produced by this record are always pleasant and positive.
- **Delirium:** When the music box plays this melody, anyone listening suffers from delusions and loses the ability to think clearly. Anyone who hears it must overcome Magic Resistance or Physical Resistance Check with a difficulty of 100 or suffer a -40 penalty to all actions due to dizziness and hallucinations.
- **Courage:** When the music box plays this tune, those who listen to it lose their fears and becomes willing to risk their lives for any cause. Anyone who hears the melody must pass a Magic Resistance or Physical Resistance Check with a difficulty of 100 or lose any feeling of fear that stems from his instinct for self-protection.
- **Despair:** All those who hear the music box feel that their existences are useless and experience an urge to kill themselves. Anyone who hears the melody must pass a Magic Resistance or Physical Resistance Check with a difficulty of 100 or feel desolate and suicidal. If someone fails by more than 40 points, he wants to die instantly and tries to kill himself as quickly as possible. Subjects who are already in a deep depression must pass a Magic Resistance or Physical Resistance Check with a difficulty of 140 instead.

Power Level: 2

MAJOR ARTIFACTS

This section includes objects of high power, remarkable artifacts possessing supernatural characteristics and magical abilities.

ECHIDNA



Echidna, the princess of dark magic, is a brooch infused with the power of a legendary beast that fed on wizards. This creature threatened the entire supernatural world, but she was vanquished and her essence used to enchant a magical artifact of considerable potential that now bears her name.

The brooch is shaped like a sensual blue-skinned woman surrounded by snakes and bats. In the hands of a sorcerer, Echidna provides vast mystical knowledge and significantly increases the powers of its owner, but the obsessive nature of the beast interferes with other similar devices.

Not much is known about its whereabouts for the past few centuries, but it is currently believed to be in the possession of a member of the organization called Samael.

Fable: 240/280/320

The Power of Magic: The power of Echidna is constantly shifting, and changes depending on its owner. The holder gains 80 points of Magic Level that he can invest in Metamagic abilities as if he was 2 Levels higher than his actual Level. These spheres purchased this way are completely independent from any investment into Metamagic knowledge the character makes on his own and do not add to the points already spent. In short, the Metamagic abilities that Echidna grants the character are completely separate from his own Metamagic abilities.

Obsessive Monopoly: The consciousness of Echidna is exceptionally jealous, and feels envy towards other magical objects that the character uses. Objects of Power Level 3 or below might not work properly, and their powers fail intermittently as a consequence of Echidna's interference. Each time the character attempts to use a such a magic item, roll a D10. On a result of 3 or lower, the item does not work for next 3 minutes.

Power Level: 3+

SUSANO'O

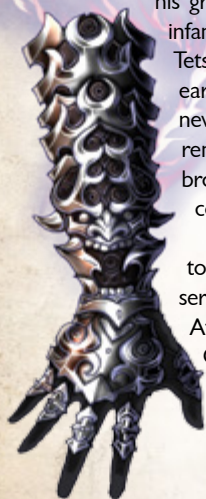


Susano'o is one of the artifacts created by the Kami to fight the endless War of Shadow against the Insidious God Yagarema. This silver gauntlet completely covers the arm to the shoulder in a fashion similar to armor, and enhances unarmed combat ability.

The great Kami Yamato no Shura forged the weapon for his grandson Tetsuo Kurokami, the younger brother of the infamous Dark Shogun Hideyuki. With Susano'o's power, Tetsuo fought tirelessly against the Yagarema generals, earning him the nickname "Fist of Storms." Although he never participated in the treachery of his brother and remained loyal to the Eternal Emperor, Hideyuki's actions brought him such shame that he chose suicide rather than continue living with his tarnished family name.

But that his death would not be in vain, he chose to die in battle, and so he challenged the great Oni who served as the commanders of the Insidious God Yagarema. After beating two of them, he met his end at the hands of General Shigen, who took Susano'o as a trophy.

The weapon was lost centuries later, and although there are stories that various people have used it over the years, its current whereabouts are unknown.



Fable: 120/240/280

Physical Combat: Susano'o is designed to be combined with martial arts or physical combat and allows its user to cause damage as if wielding a +10 weapon. Given its nature, it does not give any bonuses to Attack or Speed, although it increases damage from physical attacks by +20, reduces the defender's Armor Type by 2 points, and has Electricity as a Secondary Damage Type.

Electric Vortex: When the character attempts to stop a spell, Ki attack from a distance, or Psychic Power with this gauntlet, Susano'o creates a vortex of electricity that devours every supernatural power directed against it. The user gains a special +20 bonus to Block (+10 to Dodge) whenever he tries to fend off a supernatural attack with the gauntlet.

Area Defense: Supernatural attacks against Susano'o are interrupted and absorbed before fully forming. When a Susano'o successfully prevents an attack that would hit multiple targets, it also negates the attack for all other targets.

Electrification: For 5 Combat Turns after successfully stopping a supernatural attack, Susano'o Base Damage increases by 10 and Electricity becomes its Primary Damage Type.

Conversion (Notion of Use 3): If the wielder of Susano'o has The Gift of Magic, he can absorb half of the Zeon of any attack it stops. In the case of Ki attacks, he can absorb up to one quarter of the Technique's cost in Ki.

Absorption Limit: The vortices of electricity are able to devour supernatural attacks with Zeon or Psychic Potential up to four times the Presence of the wearer. For Ki attacks, the limit is equal to half the character's Presence in Ki Points.

Power Level: 3

WONNE STIEG

Wonne Stieg is the most characteristic of the two weapons of Linx Kazte Hex. It is a product of the magic arts of the Yehudah Empire at its peak and, like Blutige Rose, Wonne Stieg is considered representative of the incredible talent and supernatural ability of its creators.

It is a crystalline metal whip that moves and twists as if made of leather. However, it is not only its quality and durability that makes it a formidable artifact, as it can also generate powerful electric shocks on command. The weapon is capable of electrocuting an opponent with frightening ease.

Over the centuries, Wonne Stieg has had many owners; the most recent is a private collector who acquired the weapon from the Black Sun at a very high price.

Fable: 180/240/280

Quality: Stieg Wonne is considered a +15 whip capable of damaging energy. Its Primary Attack Type is Cut and its Secondary Attack Type is Electricity.

Electrocute (Notion of Use 1): An opponent bound by Wonne Stieg must pass a Physical Resistance Check with a difficulty of 140 or suffer damage equal to his degree of failure at the end of each Turn he remains bound by the whip. If a character fails this Check by more than 40 points, he immediately falls unconscious. Every point of protection against Electricity in the defender's Armor Type reduces difficulty of the Physical Resistance Check by 10.

Power Level: 3

Damage	Speed	Req. STR	Prim	Sec
65	-5	4	Cut	Electrical
Weapon Type	Special	Fort.	Break.	Pres.
Cord	Complex, Rope (STR 12)	75	5	75
Special Rules				
Electrocute				

BLUTIGE ROSE

Blutige Rose is the lesser known of the two supernatural weapons of Kazte Linx Hex, a legendary hero of the past. It is a beautifully adorned Cestus with a circular handle and a hilt shaped like a bladed lily.

Not only is Blutige Rose an exceptionally precise weapon, but when it strikes an enemy, its tip opens momentarily and releases countless tiny electric needles that pierce the muscles and nerves of its target, destroying the body from the inside. Thus, a seemingly insignificant blow to the shoulder can fell even the toughest of opponents.

The weapon has been recently discovered by Tol Rauko, although they have no plans to take it to their island.

Fable: 180/240/280

Quality: Blutige Rose is considered a +15 cestus capable of damaging energy.

Accuracy: Every attack with Blutige Rose is considered to be an attack made against vulnerable points for the purposes of determining when it inflicts a Critical.

Electricity (Notion of Use I): Blutige Rose has Electricity as a Secondary Critical.

Power Level: 3+

Damage	Speed	Req. STR	Prim	Sec
55	+25	3	Thrust	Electrical
Weapon Type	Special	Fort.	Break.	Pres.
Short Arm		2	5	165
Special Rules				
Accuracy, Electricity				

POLT

Polt is the legendary protection used by Regios, the first of the great Archmages of the Empire of Yehudah. Polt is a beautiful golden breastplate covered in engraving and ritual runes. Besides being extremely easy to use even for the untrained, it negates the strength of certain attacks, no matter how deadly or potent they are.

The armor was buried alongside Regios, but the tomb was looted long ago and all his belongings were scattered throughout Gaia.

Fable: 180/280/320

Quality: Polt is a +15 breastplate and, given its supernatural qualities, this bonus also applies against Energy Attacks.

Immunity: Once a week, the wearer of Polt can ignore the effects of the first attack he suffers in a fight. This power does not work if the impact is of a supernatural origin and strong enough to cause at least 300 points of damage.

Ease of Use: Contrary to the general rules, Polt only has an Armor Requirement of 10.

Power Level: 3

Armor Req.	Natural Penalty	Mov. Restr.	Fort	Presence	Location	Class
10	0	0	31	180	Breastplate	Hard
Cut	Impact	Thrust	Heat	Elec	Cold	Energy
7	8	7	4	3	4	3
Special Rules						
Immunity, Ease of Use						

BOOK OF GUINN

Guinn is the "Book of Wonders," an artifact with the power to realize talent and imagination upon its pages. As miraculous as such a power is, this book brings anything drawn on its pages to life. Whether ink, paint, or charcoal, the drawings come to life and leave the pages to manifest in the real world. From something as simple as a fork or as monumental as a mansion, Guinn has the power to create it if the character is able to represent it on paper. Its power is such that it can even create living creatures, beings that become independent of the book after being drawn. Interestingly, both the power and perfection of the things created by Guinn depend on the talent of the artist—the better he is able to translate his ideas, the better the creations that depart the page.

The very existence of the Book of Guinn is unknown even to the most powerful and ancient beings of Gaia. The book itself is a large volume of 128 pages with a thick covering of wood wrapped in fabric. Inside, the vast majority of pages are still blank, but there are designs and creations of many artists of the past. At present, there are 73 unused pages.

Fable: 320/440/560

Living Artwork: Everything drawn in the pages of Guinn becomes physical and jumps into the real world. The skill of the artist is of vital importance in determining the perfection and the power of what is drawn. Refer to **Table 13** for the difficulty of drawing various things. The result determines the maximum Presence of inanimate objects or, if a living thing, the Level of the creature (although creatures created this way have a maximum Level of twice the Level of the artist, regardless of the skill with which he made the drawing). It is important to note that the owner of the book has no real control over the beings created, but it is his personality that influences the work born from the book.

TABLE 13: GUINN

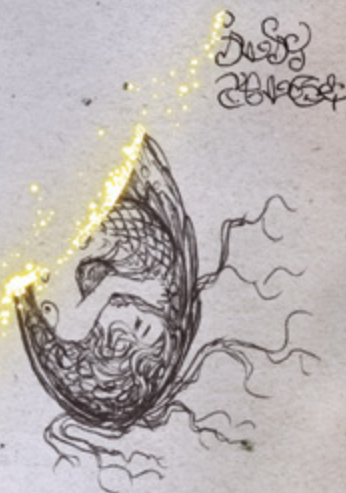
Difficulty	Inanimate Object Base Presence	Creature Level
Routine (20)	10	NA
Easy (40)	20	0
Medium (80)	40	1
Hard (120)	60	2
Very Difficult (140)	80	3
Absurd (180)	100	4
Almost Impossible (240)	120	6
Impossible (280)	140	8
Inhuman (320)	160	10

Reuse: The book can only generate one object or entity for each of its 128 pages. When a page has been used, it loses its power and no longer creates the things drawn on it. To return power to the pages, an artist must willingly sacrifice his talent to the book (the ritual requires an Occultism Check with a difficulty of 180). Depending on the artist's skill, between 5 and 20 pages regain their power.

Vulnerable to Water: Everything created by Guinn has an inherent vulnerability to water. When an object from the book comes into contact with any liquid, it begins to dissolve and fades until only stains on the floor remain. Depending on how much water it is exposed to, this process can take from 1 to 10 Combat Turns.

Power Level: 3+

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JINKI

Jinki is a curious supernatural object from Varja. It is a large umbrella of hemp, jade, and metal that hides a razor-edged blade. The true power of the Jinki is not in the sword, but in the umbrella, which has the ability to control the wind.

The history of the object, going back more than eight hundred years, is strange and widely debated. There are many legends about it, and it is difficult to know which ones are actually true. What is certain is that it is the work of two brothers, each a unique artistic talent, who discussed which of them might be able to create the superior work. They agreed to spend the next ten years of their lives making two devices that they would then give to the Emperor of Lannet, who would decide the winner. They split up and traveled to all corners of Varja looking for art to complete their works, including studying the art created by the gods themselves. Unfortunately, the elder, a blacksmith, died during the trip and was unable to finish his planned creation, but his desire to meet his brother was so great that it imbued the weapon with an enchantment. Whether it was fate or his incredible strength of will, the weapon came to the hands of the surviving brother. He understood what happened and incorporated it into his own work, a beautiful umbrella he created using the wisdom of the dragons.

Whether or not the story is true, the truth is that Jinki never came into the possession of the Emperor. It is said to have the uncanny ability to get lost every time the current owner dies, only to be found by someone else in the most unlikely of places.

Fable: 120/180/280

Dual: Jinki has two parts, a large umbrella and a blade hidden inside. Both objects are considered +10 artifacts capable of damaging energy.

Swirl (Notion of Use): The handle of the umbrella is divided into two parts, allowing the wearer to rotate the upper section at high speed to create a powerful vortex. Everything in a line 30 feet long by 6 feet wide in front of the umbrella must defend against a supernatural wind with a Final Attack Skill of 240 or suffer a Strength 12 impact from the raging gale. The wind blast deals 20 Base Damage, is considered an Impact attack, and is clearly visible despite its ethereal nature. Swirl is a Active Attack Action.

Activating this ability requires a pinch of salt placed on the cover of the umbrella. The salt is consumed each time Swirl is used.

Call (Notion of Use 1): The two parts are supernaturally linked and so, when summoned, the umbrella flies to the user's hand. The umbrella cannot pass through solid objects, and holding the umbrella back requires a Strength Check versus a difficulty of 14.

Shield: The umbrella can be used as a shield with the profile described below. It shields the user's body for the purpose of deflecting oncoming projectiles.

Flying Blade (Notion of Use 2): The umbrella can be used as a thrown weapon with a maximum range of 80 feet. Used in this way, the Primary Attack is Cut, and it can attack up to 5 different enemies in a single pass, but only if they are not more than 30 feet apart. Like a boomerang, the weapon automatically returns to the hands of its master, but catching it requires a Sleight of Hand Check with a difficulty of Hard or the attacker is struck by his own throw. Any person who successfully defends against the attack can also try to catch the umbrella, but only if he passes an Absurd Sleight of Hand Check.

Martial Dominion: To master the use of the Flying Blade and Shield powers, Jinki's bearer must spend 10 Development Points in his primary Combat Skills (or 5 Development Points if he is a Master at Arms or knows how to use a physical shield). Otherwise, the character suffers a -30 penalty to his attempts to use the weapon's powers.

Power Level: 3

Damage	Speed	Req. STR	Prim	Sec
40	-25 Special	5	Impact/Cut	
Weapon Type	Special	Fort.	Break.	Pres.
Shield	+40 to Parry, +30 to Dodge, Throwable	26	4	125
Special Rules				
Dual, Swirl, Call, Shield, Flying Blade, Martial Dominion				

Damage	Speed	Req. STR	Prim	Sec
60	+30	3	Cut	
Weapon Type	Special	Fort.	Break.	Pres.
Short Arm	Precision	19	5	140
Special Rules				
Dual, Call, Martial Dominion				



SREBRO

Srebro is an Elvish artifact, a beautiful bow of bluish metal with graceful lines. The weapon is a true masterpiece of supernatural Sylvain craftsmanship, and was given as a gift to its first and most famous owner, Aerial, the Argent Knight. After his death, it came into the possession of the Shainan family, whose members carried it up until the War of God. Currently, Srebro is in the possession of Tol Rauko.

Fable: 240/280/320

Quality: Srebro is considered a +15 longbow and its attacks are considered Light elemental attacks.

Aura of Power: All arrows fired from Srebro are capable of damaging energy and become +5 arrows (if they are not already of superior Quality).

Tireless Arrows: Arrows fired from Srebro have a maximum range of 1 mile and suffer no penalties for attacks made over half the maximum range.

Special Perception (Notion of Use 1): The user of Srebro is able to observe the world more accurately. The wielder's Perception Characteristic becomes 13 and he reduces the difficulty of any shot by two levels when aiming.

Power Level: 3

Damage	Speed	Req. STR	Prim	Sec
	-15	7	Cut	
Weapon Type	Special	Fort.	Break.	Pres.
Firing	Two-handed	23	2	170
Special Rules				
Elemental Light, Aura of Power, Tireless Arrows, Special Perception				

NECROM

Necrom is a wicked artifact, an evil weapon created under duress for members of the Clan of the North. The weapon was commissioned by a northern king to be used to suppress hostile tribes, but when the clan refused, the monarch kidnapped and tortured seven blacksmiths. The captives acquiesced, but secretly cursed the weapon in retaliation. The bearer of Necrom can never stop killing. Whenever Necrom is drawn, a life must be taken. If its wielder fails to kill quickly enough, he begins to bleed profusely from every pore of his body.

Under the curse, the sword forced the king to kill his own son, and he himself died at its edge. The damned weapon led to a dismal end for its owners, and eventually fell into the hands of Alkaiser, the lieutenant of the Lord of the Dead. Necrom became infamous during the White Night, when necromantic forces attacked the northern lands, and in the hands of the undead, Necrom killed thousands of soldiers.

The defeat of Alkaiser and his fall into the mountain depths was also the end of the weapon. It is unknown if someone has uncovered it during the intervening years or if it is still lost somewhere amidst the snow.

Fable: 180/240/280

Quality: Necrom is a weapon with a unique profile, described below. Regardless of its attributes, is considered a +10 weapon capable of damaging energy.

Handling: Necrom can be used by anyone who can use an axe or a bastard sword.

Mortal Blows: Wounds caused by Necrom always cause the target to begin bleeding out, and damage it inflicts behaves as though it was a Sacrifice of Life Points. In addition, Necrom adds +20 to the result of any Critical.

Curse: Once Necrom is drawn and readied, it remains attached to the hand of the bearer and cannot be released until the character takes the life of a being whose Presence is at least equal to half of his own. The bearer may try to avoid this effect by sheathing the weapon or dropping it, but must pass a Magic Resistance Check at a difficulty of 180 or die instantly.

Bringer of Misfortune: The more lives the user of Necrom has claimed, the worse the curse becomes. If the character kills more than twenty-one people, he gains the Unfortunate Disadvantage, but the weapon adds +20 to his Attack Ability and +20 to damage.

Instrument of Death (Notion of Use 2): In the hands of a necromantic creature, Necrom allows its bearer to use Ki Techniques. This is an exception to the usual rules limiting the undead to using only Nemesis Techniques.

Power Level: 3

Damage	Speed	Req. STR	Prim	Sec
85	-5	6	Cut	
Weapon Type	Special	Fort.	Break.	Pres.
Axe/Sword		26	9	130
Special Rules				
Handling, Mortal Blows, Curse, Bringer of Misfortune, Instrument of Death				



SOUL MIRROR

Among the works of Gaudemus, the Creator of Wonders, the ring Soul Mirror (originally named Syl At Dimael) is one of his lesser known, but nonetheless fascinating, creations. It is a delicately wrought ring of fine silver with a diamond setting. Despite its apparent simplicity, the power of Soul Mirror is very unique and strange. The instant someone casts a spell on the wearer, the ring creates a link between the two individuals and reflects the spell back upon the caster.

Gaudemus himself wore the ring until shortly before his death, when he gave it to a friend to protect him during the War of God. Unfortunately, although the ring served its purpose defending its owner against supernatural attacks, it was little help when he died fighting against the forces of Rah. Since then, the ring passed from owner to owner, all unaware of its true value.

Fable: 180/280/320

Increased Resistance: The Soul Mirror gives its wearer a +20 bonus to Magic Resistance.

Reflection: If the wearer is the target of a spell effect and resists its effect, the spell rebounds upon its caster, who must then make a Magic Resistance Check against his own spell or suffer its effects.

Maintenance (Notion of Use 3): After reflecting a spell back at its caster, the bearer of Soul Mirror then controls that spell's effects and maintenance. However, doing this properly requires certain magical knowledge. For a magician whose Level would allow him to cast the reflected spell himself (even if he does not know it), this means passing an Occultism Check at a difficulty equal to twice the spell level plus 80 (for example, controlling a Level 30 spell would have a difficulty of 140). If he meets any of these requirements, the character takes control of all effects of the spell. Otherwise, the ring simply holds the spell and uses it to provide 50 points of Zeon to its wearer. Once that amount is spent, the spell vanishes.

Power Level: 3+

SANDS OF TIME

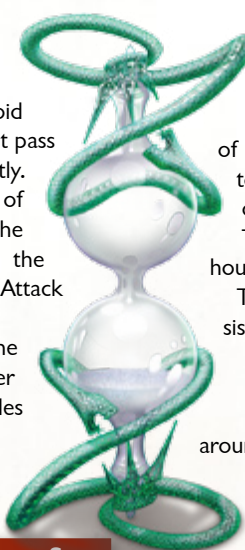
The Sands of Time is a small hourglass linked to the dead god Ulrioka Yama. The artifact itself has no real power, but the sands within contain a small portion of the lost deity. It was created by an occultist who traveled to the Forgotten Citadel and stole a few grams of the sand of the huge clock in the metropolis. While the Sands of Time container fills, time freezes and only the holder of the hourglass can keep moving in a completely frozen world.

The Sands of Time is now in possession of Alostaire Fardelys, sister of the Arch-Chancellor of Gabriel.

Fable: 240/280/320

Extra Time: When the hourglass is upended, time around the subject stops suddenly, momentarily separating the user from the flow of time. For the nine seconds it takes for the sand to run out, the user can move freely and perform any action, but is unable to touch, transport, or harm anything else. After this interval, time's flow returns to normal. If activated during the course of a Combat Turn, it interrupts the Initiative order as defined as above, allowing the user of the Sands of Time to act immediately. This ability has no power over entities with 40 or higher Gnosis. After activating the Sands of Time, the character must wait a day before using it again.

Power Level: 3



GLAM, THE AXE OF BAAL

Although the Messenger known as Baal has never been an entity known for its connection to magical artifacts (as his own material form could not wield them), during the so-called Third War of Shadows, this being did something unprecedented; he entered the weapon of one of his mortal agents. This hellish weapon became linked to the essence of Baal, and had tremendous power that allowed the agent to commit countless atrocities.

The first bearer of the Axe of Baal was the imperial High Judge Druaga, who was tempted by the final Messenger into becoming the infernal executor of Baal. With his death at the hands of the Emperor Elijah, the Axe of Baal vanished, only to reappear on the distant island of Daphne. Since then, the Axe has had many owners, most of whom have ended up as demonic beings from the shadows working for the return of their master. The last time the weapon was used was less than a decade ago, by the High Inquisitor Marchosias, who used it to infiltrate a squad of Inquisitors under the control of an infernal duke, who he exterminated along with its followers. Marchosias intended to destroy the device afterward, but the Axe disappeared after he fulfilled his goal and its current whereabouts are unknown.

Fable: 280/320/440

Quality: The Axe of Baal is considered a +15 two-handed axe capable of damaging energy.

Death Wing (Notion of Use 1): The Axe of Baal has the Throwable rule and returns to its wielder's hand like a boomerang at the end of the Combat Turn. Catching it requires a Sleight of Hand Check with a difficulty of Very Hard (140).

Avatar of Hell (Notion of Use 3): The Axe of Baal can flood its bearer with its infernal energies, temporarily transforming him into a demonic creature endowed with unparalleled powers. At will, the character can choose a bonus of between +10 and +100, which he can distribute freely between his Attack Ability and Defense Ability. However, gaining this bonus requires a Power Check with a difficulty of 10, plus 1 for every +10 the character wishes to obtain. For example, for a +40 bonus to Attack Ability and +20 to Defense Ability (a total of +60), the difficulty is 16. If the character fails the Check, infernal energies drown his soul, causing an evil supernatural stain similar to that of a demonic entity. If he fails a second time, the character becomes an entirely demonic entity linked to Baal, a Being Between Worlds with Gnosis 25 and 100 Development Points to acquire monstrous powers. The Avatar of Hell lasts for as many Combat Turns as the value of the character's Power Characteristic. The weapon cannot activate this power again until it has recharged (which takes roughly five or six hours unless it is in a place permeated with malign energies).

Magic Boost (Notion of Use 2): The Axe of Baal gives a +20 bonus to its bearer's Magic Accumulation when casting spells of the sub-Paths of Sin, Blood, and Time.

Sons of Baal: The Sons of Baal automatically consider the bearer of the axe as the chosen of their master, and obey him without doubt or question.

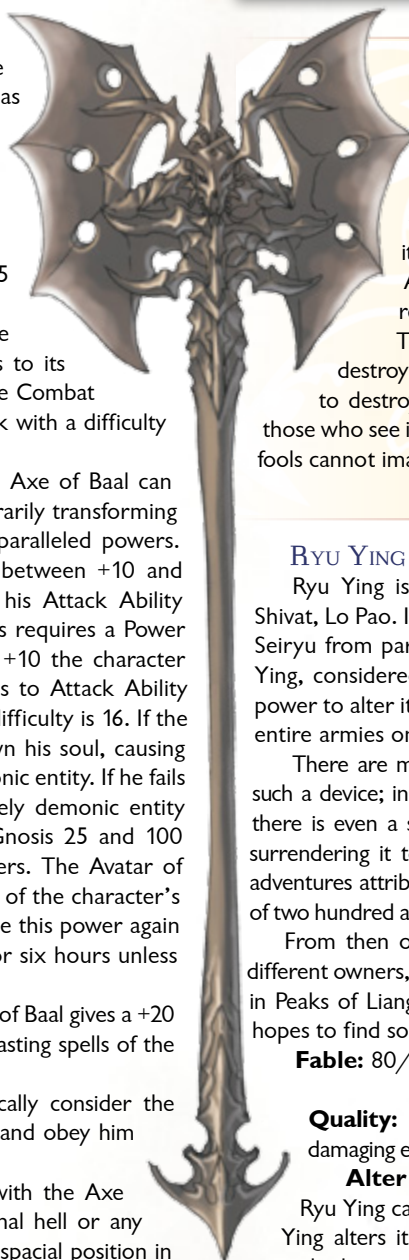
Door to Hell (Ritual): Cleaving the air with the Axe of Baal opens a portal to hell, either any personal hell or any demonic world. The wielder need only be in the spacial position in the real world tied above the abyssal plane he wishes to access.

Escape: The Axe of Baal is not a conscious being, but if the bearer's life is in danger and the axe is in danger of being destroyed, it disappears in a burst of flames to reappear in a random place somewhere else within the mortal realm.

The Weight of Evil: The Axe of Baal is an intrinsically evil weapon and as such is not easy to lift. In the hands of ordinary people whose nature is not markedly malignant, the Strength requirement is 3 points higher than usual.

Power Level: 3+

Damage	Speed	Req. STR	Prim	Sec
130	-65	9/11	Cut	Impact
Weapon Type	Special	Fort.	Break.	Pres.
Axe	Two-handed, Throwable	32	13	130
Special Rules				
Death Wing, Avatar of Hell, Magic Boost, Sons of Baal, Door to Hell, Escape, The Weight of Evil				



The Demons and the Axe of Baal

More than any other being, demonic entities of the highest rank fear and loathe the Axe of Baal. Not only because the Axe belongs to an entelechy that they consider a direct enemy, but also because its mere existence threatens to absorb them all. The Axe's power to open a road to a personal hell is a real threat to the demon lords' security.

Therefore, the three hundred high demons want to destroy the Axe of Baal at any price, and have even sought to destroy it themselves at times. Of course, there are also those who see it as a unique opportunity to attack their rivals. These fools cannot imagine that their squabbling is actually the will of Baal.

RYU YING

Ryu Ying is a legendary weapon used by the great hero of Shivat, Lo Pao. It is a blue metal rod created by the heavenly dragon Seiryu from part of one of its horns and hair from its beard. Ryu Ying, considered one of the greatest artifacts of its time, has the power to alter its weight and size, allowing the wielder to face down entire armies on his own.

There are many versions of the story of how Shivat Lo Pao got such a device; in some, he stole it, in others it was given to him, and there is even a story in which he deceived the celestial dragon into surrendering it to him. Naturally, there are also sundry tales of the adventures attributed to Lo Pao and the weapon, and how, at the age of two hundred and seventy-two, he gave it to his granddaughter Mei Li.

From then on, the Ryu Ying went through the hands of many different owners, generation after generation, until it ended up hidden in Peaks of Liang. It is now under the protection of a dragon, who hopes to find someone worthy of wielding Ryu Ying.

Fable: 80/180/280

Quality: The rod is considered a +10 weapon capable of damaging energy. It is also virtually unbreakable, with Fortitude 50.

Alter Size (Notion of Use 2): At its bearer's command, Ryu Ying can grow or shrink up to 10 times its original size. Ryu Ying alters its mass, although to its wielder it seems to weight exactly the same amount as ever. Thus, its wielder can still use Ryu Ying without difficulty. The rod stays in the last form it took until its wielder wills it to take a new one.

Damage: Depending on its current size, the weapon's damage varies. The character can increase it from medium to large, which increases its Base Damage by +30 but inflicts a -10 penalty to Initiative. Further, the character can boost its size from large to giant, which increases its Base Damage by +60 but inflicts a -30 penalty on Initiative.

Monstrous Reach: If Ryu Ying grows to its maximum size in an open area full of enemies, the weapon can strike up to 25 average size targets with each attack.

Pole Vault: Ryu Ying can lift up to seven hundred pounds when it grows, allowing its user to take hold of one of the ends to launch himself to incredible heights.

Power Level: 3

Damage	Speed	Req. STR	Prim	Sec
60/90/120	+20/+10/-10	4	Impact	
Weapon Type	Special	Fort.	Break.	Pres.
Pole	Two-handed	50	4	120
Special Rules				
Alter Size, Damage, Monstrous Reach, Pole Vault				

MASK OF GNOSE

Little is known about the artifact known as the Mask of Gnose, except that its power has brought chaos and disorder everywhere it has appeared. Most occultists who have studied its history attribute its creation to the Empire of Yehudah, although there are a few who venture that it is one of the whims of Gaudemus, Creator of Wonders.

The truth is that its powers are similar to the innate abilities of the D'Anjayni. However, beyond allowing the wearer to impersonate the appearance of another person, the Mask of Gnose also mimics a portion of that person's skills and knowledge, transforming the wearer into someone entirely different. For this ability alone, the mask is an artifact of great power.

At first glance, Gnose appears to be a simple carnival mask with a faint supernatural aura. Although it looks old, its appearance belies its truly ancient origins. However, it displays its real power when someone puts it on while holding the possession of another person.

For more than a century, its location has been a mystery, but the Mask of Gnose will surely reappear in Gaia again someday to sow chaos and confusion.

Fable: 180/240/440

Link (Ritual): Using the powers of the Mask requires a personal item of the individual the user wishes to mimic. This object works as a link, and the more the person is emotionally attached to it, the more perfect the changes in the wearer of the mask. For example, using an object that a person only used once and has no personal significance, such as a coin, would only change the user's hair or eye color. However, using a treasured medal inherited from someone's family as a link could produce an almost perfect disguise, even changing the physique of its owner.

Identity Thief (Ritual): Using the Mask of Gnose is simple; with the linking object in his left hand, the wearer places the Mask on his face with his right. Once set, the Mask merges with the wearer, distorting his features (in extreme cases, this includes even height and weight) and changing his appearance within a few seconds. To remove the Mask, the wearer must pull it off with the right hand while holding the link object in his left. It is therefore very important not to lose the link object, for without it, the Mask will not come off.

Copycat (Ritual): The most valued quality of this mask is that it not only copies someone's appearance, but through the link it provides, can allow its wearer to imitate some of their knowledge and skills as well. The wearer receives a bonus equal to half of the copied individual's Abilities that relate to the link object. If the link object has no direct connection to any Abilities, the mask grants a bonus to the Ability the copied individual used most often while he possessed the object. For example, if the link object was the instrument of an artist with 120 in Music, the wearer of the mask would gain a +60 bonus to that Secondary Ability. As a further example, taking a warrior's weapon would add a bonus to Attack Ability or Defense Ability. This bonus can never raise an Ability above the original value of the individual being copied.

Original Identity (Ritual): If for any reason the link object is brought into contact with the person whose identity is being appropriated, the Mask loses its qualities and immediately detaches from the wearer's face.

Undetectable: Once it has altered the somebody's appearance, the Mask of Gnose stops emitting supernatural energy, making it nigh-impossible to detect that is affecting someone. Sensing its influence then requires a Magic Rating Check with a difficulty of Zen (440).

Power Level: 3

The Contract

The characters are hired by Kazu Takayaki, a wealthy Phaion merchant, to recover an item that is apparently nothing but a child's toy. However, they do not know their employer is not who he says he is, but a former mercenary who stole the identity of the real Kazu five years ago. Unfortunately for him, he lost the object that allowed him to use the Mask of Gnose to make the change, and is eager to return to his former self.

THE PORTAL KEY

The Portal Key is an artifact related to the Aeon Tawil At-U'mr. It is known that this entity granted the Key to the Devah millennia ago as part of a pact between the two, but no mortal can remember the purpose or terms of the agreement. It is a black steel key decorated with three grim, violet eyes. Created from the core of the lord of space and time, it has the power to open or close any door and even create supernatural portals that connect two different points of reality.

The key has had numerous owners over the centuries, but its last known keepers were the Dhanyata family, who currently serve Samael.

Fable: 240/280/320

Any Lock (Ritual): The Portal Key can be used to open any kind of lock, regardless of size or nature. Only doors of great supernatural power can ignore this rule.

Mystic Lock (Ritual): If a door is locked with this key, the lock is supernaturally secured. Increase the difficulty of any attempt to force it open by 2 degrees (up to a maximum of Inhuman).

Portal (Notion of Use 2): The Key connects two doors and creates a link between them. To create this connection, the user must first close two separate doors while holding the key in a special way. Once the path has been created, the two points are connected instantly. There is no limit to the distance between the two points, but the key can only maintain one active link at a time. This power only works when both doors are closed to begin with, and they must always be opened with the Key. If either door is forced open, the portal disappears and the connection is lost.

At-Tawil U'mr (Notion of Use 2): The Key is a link to the Aeon Tawil At-U'mr and gives a +40 bonus to any invoker's Summoning Check to call forth this entity.

Power Level: 3

INNER PALACE

The Inner Palace of Samarkand is a strange artifact of Devah origin. It is a golden wood box 15 inches on a side, carved in the shape of a spectacular palace with an elaborate roof. The object is actually a sealed door to another dimension, a miniature world inside in the box. Those who know how to properly open the box can create a vortex that transports them to the fabulous palace that the box resembles.

This artifact's powers are usually completely overlooked, even when it has an owner.

Fable: 240/280/320

Opening (Ritual): Pressing the two doors on the left and right sides opens the top of the box and releases a vortex-shaped vacuum that sucks in anyone within 30 feet. This effect is automatic and avoiding it requires a Strength Check with a difficulty of 14. The person opening the box can avoid this by not removing his hands from the box until there is no one else around him that the device can absorb.

Palace: Inside the box is a luxurious palace decorated with the typical architecture of the Devah of Baho. It has all kinds of comfortable rooms and apartments, as well as unlimited food and drink. Through its windows, an idyllic landscape of gardens and snowy mountains beckons, though these locales are ever out of reach.

Portals: The only exit to the outside is through the main gate of the palace, and no other doors or windows can be opened in any way. Opening the front door requires a password determined by the current holder of the box. To set or change the password, the owner must write it in the bottom of the box.

Mystical Prison (Notion of Use 1): The box also has the capacity to house creatures with a Presence up to 180. Entities tied to the Palace can wander around freely inside as if they had been absorbed, but cannot pass through the front door even if they know the password. However, the owner of the box can choose to release any entities within back into the real world whenever he wishes.

Power Level: 3

The Prisoner

According to the ancient legends of Baho, the Inner Palace secretly contains an unknown prisoner, hidden behind a door that leads in turn to another dimension hidden within the dimension of the box. Some say it is the creator of the box, while others say it is the King of the Djinn, imprisoned there by the gods for his daring impertinence.

Naturally, no one knows for certain if this is anything more than a legend.



DUNKELSCHWERT

Dunkelschwert is a weapon of demonic origin, the sword of the late infernal duke Balthazor forged for him by his legions.

Dunkelschwert is an artifact that is half-weapon and half-demon, made of wood and a metal blade as black as ebony. The weapon has the power to merge with its owner, melding his arm and nesting there like a parasite. The bearer of Dunkelschwert can then change his own forearm into a set of razor-like tentacles that respond to his will. Less than a century has passed since the death of Balthazor and the consequent destruction of his personal infernal realm. Dunkelschwert is almost certainly lost somewhere in The Wake.

Fable: 240/280/320

Quality: Dunkelschwert is a +15 long sword capable of damaging energy. When melded to the character's body, the blades it can extend use the statistics below, but maintain the same level of Quality and retain all relevant modifiers.

Fusion: Like a twisted parasite, Dunkelschwert merges with anyone who touches it with his arm. The effect is automatic and involuntary, and resisting the bond requires a Physical Resistance Check with a difficulty of 140. The weapon bonds to the host's body for his natural life, and the only way to remove it is to cut off the limb. If someone takes such drastic measures, the weapon returns to its original form.

Unholy: Dunkelschwert is a sword of unholy nature that gradually infects the person with whom it bonds. After a month, its aura overshadows that of the bearer and after a year, the character's essence becomes quasi-demonic.

Hidden Weapon: While the sword is hidden, there no physical way to discern its existence, although the character's arm gives off very faint magical energy (it requires a Magic Appraisal Check with a difficulty of Impossible to detect the energy or of Inhuman difficulty to discern that its sources is an evil supernatural artifact).

Call Blades: The bearer of Dunkelschwert can extrude blades from his arm that respond to his command. The wielder can manifest as many as four blades at once, but must Sacrifice 10 Life Points per blade. Life Points lost this way recover at the rate dictated by Sacrifice. Withdrawing the blades back into the arm does not cause any damage or leave any visible marks.

Symbiosis: The blades of Dunkelschwert move according to the desires and thoughts of its master, so using them depends on the character's fighting ability. Contrary to the general rules, the maximum number of attacks per Combat Turn is not dependent on the character's Attack Ability, but how many blades have been extruded. Each allows a separate attack, with only a -10 penalty for each additional attack. For example, if there were three blades, the character could make up to three attacks per Combat Turn with only a -20 penalty to all of them.

Thief of Happiness: Dunkelschwert is exceptionally selfish and does not allow its bearer to feel affection or respect for others. Therefore, the weapon makes an effort to assassinate people close to its owner. If a character bearing Dunkelschwert misses an attack while close to someone he cares about, Dunkelschwert redirects the attack onto that individual (adding the degree of failure to the bearer's Attack Ability).

Power Level: 3+

Damage	Speed	Req. STR	Prim	Sec
80	+15	-	Cut	
Weapon Type	Special	Fort.	Break.	Pres.
Sword		28	9	175
Special Rules				
Fusion, Unholy, Hidden Weapon, Call Blades, Symbiosis, Thief of Happiness				

CERIDWEN

Ceridwen is a legendary mantle of Lilium that, according to myth, was given to the priestess Loewn by the great spirits. The artifact has many powers, most of which are related to nature, animals, and the transition between the earthly and the spiritual. Made from a layer of green birch, Ceridwen is woven from fibers of sacred leaves, and has a noble simplicity to its appearance.

Perhaps the greatest power of Ceridwen is that it has a certain consciousness unto itself, and is able to perceive the actions of its wearer and synchronize with him to some extent. The closer the item and its wearer are spiritually, the more potent its abilities.

Most wearers of Ceridwen have been spirits or priests of Lilium, although there have been others who walked less-tread paths. As a relic, it is very valuable, and was stolen a little over a century and a half ago by a group of thieves. Somehow, it ultimately ended up in the possession of a wealthy family of Gabriel.

Fable: 120/240/280

Animal Form (Use Notion 3): Everyone has a totem animal, and Ceridwen can break the boundaries between the totem and character, giving the wearer the ability to temporarily take on animal form. To do so, the character must make a Willpower Check with a difficulty of 12. If he succeeds, the wearer may remain in that form up to 5 minutes per point by which he passed the Check. The character takes on all of the Abilities and Physical Attributes of his totem animal, but keeps his own Mental Attributes. This ability can be used a number of times per day equal to the character's level of synchronization with Ceridwen.

Control Plants (Concept of Use 2): In touch with nature, the wearer is able to control nearby foliage as if it was an extension of himself. To activate this power, the character must make a Willpower Check with a difficulty of 14. If he succeeds, he can control one plant within 150 feet for each point by which he passed the Check. To attack with these plants, the character uses Magic Projection, Psychic Attack, or Attack Ability, and deals damage determined by the quality and quantity of branches and trees at the character's disposal (usually a value between 20 and 80). This control lasts a number of Combat Turns per day equal to 5 times the character's level of synchronization with Ceridwen.

Entangle (Notion of Use 2): If the character intends to use plants to trap his opponents, use a Characteristic between 2 and 6 for the Checks the plants make (depending on the quality of the vegetation), with a bonus equal to the character's level of synchronization with Ceridwen.

Mystical Protection: Ceridwen is not really armor, but grants an Armor Type equal to half the level of character's synchronization with Ceridwen.

Knowledge of Nature: The character gets a special bonus to Herbalism and Animal Handling equal to 5 times his level of synchronization with Ceridwen.

Spiritual Form (Ritual): By wrapping the cloak completely around himself, the character can make his body enter spiritual form for a short period of time. For the duration of the effect, the character takes on all the qualities of a spiritual being, including intangibility and invisibility to the naked eye. During the time that he is a spirit, the character can also see other spiritual beings. The transformation lasts a number of Combat Turns per day equal to the level of the character's level of synchronization with Ceridwen.

Affinity: Ceridwen is a sentient artifact enhanced by the strength of the spirits of sacred trees, and thus its powers depend on the degree of affinity it has with its wearer. This affinity is measured as a numerical value between 0 and 10. A character has an initial level of synchronization of 2 with Ceridwen, except if he is a priest of Lilium, in which case he begins at 4. The character's level of synchronization can increase or decrease depending on his actions, as shown in **Table 14**.

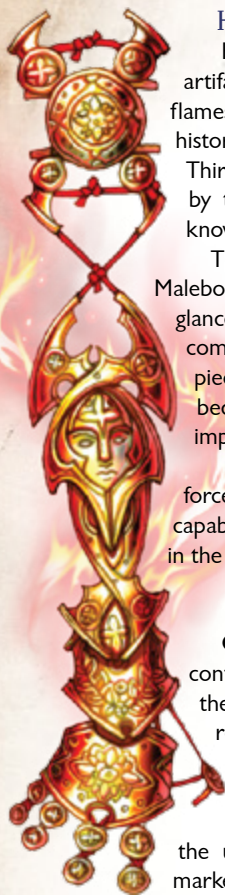
TABLE 14: CERIDWEN

Action	Synchronization
Desecrating a place sacred to Lilium	-3
Destroy nature without reason	-2
Breaking the traditions of the ancient spirits	-2
Killing an animal for no reason	-1
Protecting Nature	+1
Protect the old ways of Lilium	+1
Good relationships with agents or forces of nature	+1

Schism: If at any time the character's synchronization with Ceridwen falls to 0, the character can no longer use the powers of the artifact and can never regain levels of synchronization.

Power Level: 3





HEPHASTIOS

Hephastios, Bracer of the Fire God, is an ancient artifact that allows its bearer to control the power of flames. Although little is known about its origins, some historians have recently posited that it is part of the Thirteen Weapons of Legend because it was created by the Clan of the North. If so, however, little is known of its original bearers.

The object itself is a gauntlet made of an alloy of Malebolgium, ancient dragon bone, and gold. At first glance, it does not seem to be an artifact created for combat, appearing to be little more than a decorative piece. However, in the right hands, Hephastios becomes a terror wreathed in bloody flames, an imposing weapon for any who can master it.

Currently, the object is in possession of the forces of Les Jaeger of Azur, and given its monstrous capabilities, it is not surprising that they seek to wield it in the coming conflict.

Fable: 180/240/280

Quality: Hephastios is considered a +15 item. It confers no direct combat ability or the Initiative to the wearer, but it increases Base Damage by +30 and reduces the Armor Type of its targets by 3 points when used in combination with martial arts or unarmed combat.

Ki Enhancer (Notion of Use 3): When the user bonds with Hephastios, his skills increase markedly. It boosts its wielder's Ki Accumulation for his Strength, Power, and Willpower Characteristics by +1. It is also capable of holding a reserve of 20 points of generic Ki that the wearer can tap into if he possesses the Transmission of Ki Ability.

Martial Domain: The wearer must spend 20 Martial Knowledge (MK) to unlock the following powers: Eternal Flame, Ifreet, and Hephastios Crest.

Eternal Flames (Notion of Use 2): Hephastios can create intense flames that consume almost anything except the wearer. At will, the wearer can spend 2 Ki points per Combat Turn, which increases his Base Damage by +10, grants him a +5 to Breakage, and allows him to make Heat Secondary Attacks. This ability is automatic and does not require the wearer of Hephastios to accumulate his own Ki to activate it.

Ifreet (Notion of Use 3): By spending 5 points of Ki, the wearer can hurl a wave of intense flames to carbonize his enemies. This ability launches a volley of fire 300 feet using the character's Attack Ability, with Base Damage equal to double his Presence plus his Willpower Modifier. This ability is a Full Attack Action, although it does not require the wearer of Hephastios to accumulate his own Ki to activate it.

Hephastios Crest (Notion of Use 3): By spending 10 points of Ki, Hephastios can accumulate all the power of its flames on the hand, allowing the user to make an attack of devastating power. The wearer can add double his Willpower Bonus to his Attack Ability and Damage. This ability is a Full Attack Action, although it does not require the wearer of Hephastios to accumulate his own Ki to activate it.

Immunity to Flames: The bearer of Hephastios ignores the effects of fire up to 20 Intensities (as such, damage from any Heat-based attack directed against the wearer is reduced by 100 points and he receives a +100 bonus to resist the effects of the flames).

Power Level: 3+

HAND OF LENAS

Depravity and death follow the artifact known as the Hand of Lenas. Strange and terrifying, this object is an inexhaustible source of darkness and evil that has corrupted the world and all of its owners since its creation.

The artifact is the work (although some would say "bequest") of one of the greatest Archmages in history, Lenas Depranus, who used his own hand as a receptacle for his power. The object, designed to prolong the life of its master forever, is a vampiric thing of dark, necromantic magic. However, Lenas was destroyed before completing his work, which would have required the sacrifice of thousands of people. In a fit of anger before he died, Lenas used the power of his own soul to give "life" to the artifact, so that a part of him would always remain.

Anyone who intends to properly use the Hand of Lenas must cut off his right hand and replace it with this artifact. The instant the hand is attached to the stump, it adapts to the size and physique of its new master, responding as if it were his real hand. The Hand of Lenas grants no power without such a transplant.

The current master of the Hand of Lenas, a noble of Gabriel named René Noir du Blanc, has possessed it for over a century and a half and uses it without hesitation. He regularly hosts clandestine supernatural tournaments to find people strong enough to give him more life.

Fable: 240/280/320

Absorption of Souls (Ritual): If the master of the Hand of Lenas seizes the heart of someone at the moment of their death, the Hand feeds on the lifeblood of the deceased.

First, the years that the deceased could have lived are added to the life of the master of the Hand. For example, if the deceased could have lived another 50 years, the master of the Hand will live another 50 years. Moreover, the character gains all Levels of a Path of Magic, Ki Techniques, and Summoning Skills that his victim had, plus The Gift, if the deceased had it. The wearer can only hold the powers of a single victim at a time, and so those of the previous victim are lost.

Wither: Direct contact with the Hand of Lenas withering and weakens anyone it touches. A person who has been touched must make Physical Resistance Check with a difficulty equal to the Presence of the master of the Hand plus 40 or suffer a penalty of -3 to all Physical Characteristics and a -30 penalty to all Actions. If the master of the Hand touches an area near the heart, the difficulty of the Magic Resistance Check increases by another +40. These penalties are removed at a rate of 10 points per hour (or 1 point per hour in the case of Characteristics).

Half-Life: After taking his second victim, the master of the Hand of Lenas is no longer a normal living being. His nature becomes similar to that of an undead creature, but he still has a soul and is not affected by the powers that only affect the undead. The character becomes capable of Inhuman Actions, and his Strength and Dexterity Characteristics increase by 3 points (up to a maximum of 15).

Booster (Notion of Use 2): The Hand of Lenas increases its master's Ki Accumulation for all Characteristics by 1 point and Magic Accumulation by +20.

Addiction: Every time the Hand of Lenas is used to prolong the life of its owner, the gifts given by the device deplete faster and faster. Even though the first sacrifices might prolong its master's life for decades, it becomes necessary to feed the Hand more and more frequently. The owner of the hand feels this, and his eagerness to consume new life becomes stronger and stronger.

Higher Power: The Presence of each new victim of the Hand of Lenas must be at equal to the previous sacrifice. Otherwise, the artifact steals the powers of the dead and gives them to its master as usual (replacing the previous stolen abilities), but does not increase his lifespan.

Power Level: 3+

ULDRUEN, BOW OF LIGHT

The Uldruen are a number of mystical artifacts created by the high priests of Luminus Lacrimae to channel the raw power of light as a weapon through a worldly object. The result was a set of seven bows of white silver created in honor of the Beryls, delivered to the greatest Sylvain kings of those ancient times. True to their name, these bows are capable of generating arrows of light, projectiles of pure mystical energy controlled by the wills of their masters.

Most of them remained in Khalis at the end of the War of God, but two are still hidden in Gaïa: one lies in the ruins of Sylvania, and one in the possession of an agent of Samael.

Fable: 180/240/280

Quality: Uldruen is a +15 bow and its arrows of light are +15 arrows.

Arrows of Light (Notion of Use 2): As the bowstring is drawn, an arrow of light forms. These arrows are capable of damaging energy and inflict Light elemental damage.

Will: If he desires, the wielder may use his Willpower Modifier instead of his Dexterity Modifier to make shots with the bow.

Delayed Fire (Notion of Use 2): With a simple maneuver, the archer can shoot arrows that remain in the air between 1 and 5 Combat Turns. The duration is determined when the arrow is released, and it then floats for the predetermined time before continuing at full speed to its target. The archer can even guide the arrows in mid-flight by actively pointing them to the target. However, each arrow must be directed against its original target. Further, the longer the arrows' flight is delayed, the more difficult it becomes to hit the target. Each Combat Turn the arrow is delayed incurs -10 penalty on the attack. For purposes of determining Initiative, the arrow is considered to act at the same time in the Combat Turn as the archer. The attack always occurs, even if the archer is forced to go on the defensive (although in this case, his inability to properly guide the arrows inflicts a -40 penalty to the attack). The only way to stop the arrow once it is in flight is to attack it directly, destroying it in midair.

Luminous Destroyer (Notion of Use 3): It is possible to concentrate energy in the arrow and overload it. While holding the arrow ready to fire, its Damage increases by +20 each Combat Turn it is held back, to a maximum of +80. Delayed Fire can be combined with Luminous Destroyer.

Power Level: 3

Damage	Speed	Req. STR	Prim	Sec
	-15	7		
Weapon Type	Special	Fort.	Break.	Pres.
Firing	Two-handed	23	2	170
Special Rules				
Arrows of Light, Delayed Fire, Luminous Destroyer				

Damage	Speed	Req. STR	Prim	Sec
70		-	Energy	
Weapon Type	Special	Fort.	Break.	Pres.
Ammunition	Ammunition for Uldruen	19	7	170

RUIN

Ruin is the legendary sword of Lissandra, a weapon created from the tears of misery and suffering of the Queen of the Banshees.

Since Ruin appears in dozens of myths and stories, it is sometimes difficult to determine what is true and what is fiction. However, if even half of the stories reflect the reality, then it is without a doubt a fateful sword that brings misfortune and death to its bearers.

Even a legendary weapon like Ruin cannot ignore the effect of passing time, which has treated it particularly badly. What remains of the sword is old and dilapidated, covered with so much rust that it lives up to its name in more ways than one. Despite the bad reputation of the weapon, Ruin has been a treasure of the rulers of Alberia for generations, though it has rarely been used in combat.

Fable: 140/280/320

Quality: Ruin is a +10 long sword, but in the hands of a man its Quality bonus is +0.

Pain: The negative effects of Criticals inflicted by Ruin are doubled in both effect and duration.

Cycle of Suffering: The more unfortunate the circumstances of the woman who wields Ruin, the more it amplifies her suffering and extends it to her opponents, causing visions and painful sensations. If it causes damage, the target must make an Magic Resistance or Physical Resistance Check with a difficulty of 120 or suffer from Pain (as per the Effect). In the event that the wielder of Ruin is very unhappy and has suffered much in her life, the agony is amplified, doubling the penalty inflicted by Pain.

Voice of the Banshee (Notion of Use 2): By screaming as loudly as possible, the bearer of Ruin can cause a solid object to vibrate until it shatters. This ability must be directed at a given target within 150 feet. The target does not take normal Damage, but must instead pass a Physical Resistance Check with a difficulty of 120 or lose Life Points equal to double its degree of failure. Voice of the Banshee is a Full Attack Action, so the character cannot make another attack in the same Combat Turn. Only a woman who has experienced extreme suffering and has possessed Ruin for an extended period of time can use this power. After using Voice of the Banshee, the wielder of Ruin is unable to speak for one day.

Immunity: The wielder of Ruin is immune to the powers and abilities of Banshees.

Banshee's Touch: If a man wields Ruin, its powers do not work and he feels a sense of unease accompanied by the urge to be rid of the blade.

Misery: The possessor of the weapon attracts bad luck and disastrous events happen wherever she goes. The character is treated as having the Unlucky Disadvantage.

Power Level: 3

Damage	Speed	Req. STR	Prim	Sec
70/50	+10/0	6	Cut	
Weapon Type	Special	Fort.	Break.	Pres.
Sword		23	5	125
Special Rules				
Pain, Cycle of Suffering, Voice of the Banshee, Immunity, Banshee's Touch, Misery				

MIRROR TO THE OTHER SIDE

Mirrors to the Other Side are twisted creations of unknown origin, although there are many who speculate that they are directly connected to the Lords of Nightmares. The Mirrors are a collection of different objects of very different size and manufacture that connect the real world to The Wake. They function as mobile portals, allowing the user to perceive and enter the world of dreams.

So far, only seven are known to exist, which could indicate that each is linked to a specific Lord of Nightmares.

Fable: 140/240/280

The Other Side (Ritual): At night, when no light (natural or unnatural) reflects off its surface, the Mirror changes and displays an image of The Wake without sound. Beings from The Wake with great existential power can perceive this vortex between realms, and see it as a dark background that shows the real world.

Portal (Ritual): The Mirror can be used as a gateway to enter The Wake, but the size of the portal is limited to size of the mirror (which can range from seven inches to six feet). Creatures with sufficient existential power (Gnosis 25 or higher) may try to force open the portal from The Wake to enter the real world, but are temporarily weakened after doing so.

Sleepers (Ritual): If the Mirror is directed at a dreamer whose dream ego is in The Wake, instead of directly reflecting the environment around the sleeper, it offers a subjective view of what the sleeper is observing. Sleepers can be contacted through the Mirror, by whispering words directly into the surface of the Mirror.

Power Level: 3

KYU SYLVANUS

Few artifacts are as unique as Kyu Sylvanus, a weapon created by the alchemist Nekomusume and commissioned by the Kami of the Ten-gati. The weapon's design reflects very different influence, some traces from Sylvain because of Gaudemus' imprint on the work of his apprentice, some details from Daimah introduced by Nekomusume, and power from the eastern gods. The result is a powerful but fragile-looking artifact that is indescribably elegant, decorated with a beautiful woman's face.

But what is truly special about Kyu is the fact that it is a living weapon and fully conscious. Kyu can speak and communicate with people around it, trying to convince them to help fulfill the purpose for which it was created: to locate and correct imperfections in the order of reality. Originally, the Kami intended that this ability would allow the device to detect and seal cracks in Samsara, but when Kyu was taken years later to the Old Continent, the weapon continued its mission there with little regard for being far from home.

Kyu's personality is very unique. Usually, Kyu is formal, serious, and even ceremonial, but it also has a knack for losing its temper. When a character violates any kind of formal protocol, it does not hesitate to scream, sulk, or otherwise offend anyone in earshot. Moreover, Kyu is exceptionally stubborn, and whenever it goes to such extremes that it eventually has to offer up an apology, it reverts to a more "serious" attitude. Of course, Kyu is a benign entity despite its temper, and always seeks to protect the bearer or any of its wielder's companions, even if in a bad mood.

Kyu now lies abandoned in some ruins after an argument with its former owner, who decided to "get rid" of it. Kyu looks forward to someone else owning it, mostly because it is very, very bored after being abandoned.

Fable: 180/280/320

Quality: Kyu is considered a +15 hand axe capable of damaging energy, but the Quality bonus does not apply to its Base Damage. Additionally, its Secondary Damage Type is Thrust.

Sentient: Kyu is alive and can communicate with its bearer and the people nearby at any time. It has Intelligence 9 and can speak in Latin, Yamato, Elium Lacrimae, Ultwe'Alariel, Kamyu, and Nepranus. Additionally, it can see the supernatural beings and has the equivalent of 180 in the following Secondary Abilities: Music, History, Occult, Nature, and Animals.

Perceive Imperfections: Kyu notices chaos and unnatural things that happen around it, particularly anything that can be a threat to the world. Normally, Kyu only senses those in the immediate vicinity. However, it can detect particularly potent gaps in reality and other such threats at a much greater distance.

Bringer of Life: At the end of a Combat Turn, the bearer of Kyu recovers half the Life Points that he lost from the first attack that caused him to lose Life Points that Combat Turn. This ability has no effect if the attack dealt Heat-based damage, nor does it grant any benefit to creatures with Damage Resistance. For this power to work, he must actively wield Kyu in combat.

Protection: The bearer of Kyu increases his Armor Type by 2 points and adds a +20 to all of his Resistances.

Nature Attunement: Beings with a strong nature affinity sense Kyu as an important source of life, and unless there is no other choice, do not harm Kyu's bearer.

Seal: Kyu can innately seal any unnatural gap or vortex in reality if it is inserted and rotated like a key.

In the Wrong Hands: If Kyu feels its bearer is not worthy, it does not grant him the use of any of its special abilities.

Power Level: 3

Damage	Speed	Req. STR	Prim	Sec
45	+15	5	Cut	Thrust
Weapon Type	Special	Fort.	Break.	Pres.
Axe	Throwable	28	10	165
Special Rules				
Sentient, Perceive Imperfections, Bringer of Life, Protection, Nature Attunement, Seal, In the Wrong Hands				

BOILING GORY

Boiling Gory is a weapon that draws upon the power of the elemental lord Ifreet and, supposedly, utilized his earthly body as its base frame. Boiling Gory is an huge Duk'zarist war scythe made of Ghestal wood that manifests a great blade of fire when swung in battle.

The weapon is at least two thousand years old and has belonged to many noblemen throughout history, from Duk'zarist kings to demon princes. At the moment, it is sealed somewhere in the Inland Sea, but its exact location is unknown.

Fable: 180/240/280

Quality: Boiling Gory is considered a +15 war scythe that is capable of damaging energy and inflicts Heat Secondary Criticals.

Igneous Charge (Notion of Use 2): The bearer of the scythe can charge the flames at a breakneck pace to generate power for its it supernatural abilities. From the moment of activation, Boiling Gory's flames generate one charge point of supernatural power per Combat Turn, to a maximum of 5 points. Once it reaches this limit, the scythe can hold the charge points for up to 10 Combat Turns before being forced to expend it. After using any power, Boiling Gory requires a number of Combat Turns equal to twice the number of charge points it accrued before the wielder can use Igneous Charge again.

Infernal Flames (Notion of Use 3): Before making an attack, the wielder of Boiling Gory can increase the Base Damage of the weapon by 10 points per charge point accumulated in the scythe.

Pit of Flames (Notion of Use 3): Boiling Gory can make a Heat-based ranged attack with 60 Base Damage. The attack uses the Attack Ability of the character and has a range of 30 feet per charge point in the weapon.

Elemental Immunity: While wielding Boiling Gory, the character gains immunity against Heat up to 10 Intensities (any Fire-based attack damage he would suffer is reduced 50 points and the character gains a +50 bonus to any Resistance Checks made to resist the effects of heat).

Invocation of Fire (Notion of Use 1): With the scythe in his possession, a character gains a +20 bonus to Invoke, Bind, and Control elemental creatures of fire.

Rage: The wielder of Boiling Gory is likely to enter a Rage in combat. If the character suffers a Critical or is faced with something that makes him lose his composure, he must pass a Willpower Check with a difficulty of 12 or enter a Rage (as per the Effect) for a number of minutes equal to the degree of failure.

Power Level: 3

Damage	Speed	Req. STR	Prim	Sec
70	+10	5/9	Cut	Impact
Weapon Type	Special	Fort.	Break.	Pres.
Pole/Two-handed	One- or Two-handed	27	8	175
Special Rules				
Igneous Charge, Infernal Flames, Pit of Flames, Elemental Immunity, Invocation of Fire, Rage				

DAEDALUS

Daedalus is the weapon of the late Lord of Nightmares, Davinel Nux. This dark entity invested this powerful artifact with part of her very being. It is a bastard sword with crow feathers decorating its edge, and has bones and a strange crystal in the hilt.

It was not forged for use as a combat weapon, but rather as a supercharger for offensive magical powers. Its ability to power offensive spells is unmatched, and it accumulates magical energy on its edge that can be used to cast spells.

After the death of Nux, the weapon became conscious, completely independent of its master. Daedalus can contact its bearer through feelings, thoughts, and whispers, but is unable to speak directly. Daedalus has a dark personality, but is extremely loyal to its bearer, whoever that might be, and tries to help in any way possible.

Fable: 280/320/440

Quality: Daedalus is not designed for physical combat but is considered a -5 bastard sword when used to attack directly. Its Presence and Fortitude are, however, equal to those of a +15 weapon.

Sentient: Daedalus is alive and can communicate with its bearer through ideas and concepts. It has Intelligence 10, can see the supernatural, and has the equivalent of 160 in the Occult Secondary Ability.

Mystic Direction (Notion of Use 2): Offensive spells cast through Daedalus gain a +20 bonus to Magic Projection.

Magic Edge (Notion of Use 2): Daedalus has the unique ability to channel any spell-like Attack cast by its wielder, causing a supernatural gash of energy that appears when the wielder slashes the air with the weapon. This slash is considered a supernatural discharge with 20 points more Base Damage than the spell that was channeled through it, but its Primary Damage Type becomes Cut and it reduces the defender's Armor Type by 6 points. If the spell was originally an area attack, the Magic Edge still only affects a single target, but increases its Base Damage by 60 points instead of 20. This ability is voluntary on the part of the wielder, and he need not channel all of his attacks through Magic Edge. Magic Edge can be used once per Combat Turn and has a maximum range of 100 feet, regardless of the caster's Magic Projection.

Zeon Container (Notion of Use 1): Daedalus can store up to 1,500 points of Zeon.

Power Level: 3+

Damage	Speed	Req. STR	Prim	Sec
60	-35	7/9	Cut	Impact
Weapon Type	Special	Fort.	Break.	Pres.
Sword/Two-handed	One- or Two-handed	30	11	175
Special Rules				
Sentient, Mystic Direction, Magic Edge, Zeon Container				

Nux Davinel

Nux Davinel's soul was not really destroyed, but fragmented into different parts that formed other unique individuals. At present most of these "fragments" are disoriented and do not really know who they are, but two of them are looking for others to absorb and become a new Davinel. Of course, Daedalus is part of their plans, and they will not suffer anyone who has wielded Daedalus to live, for fear that it has formed a bond with its new master.

KITSUNE-YUKI

Kitsune-Yuki is the name given to the ritual daggers of the lords of winter in the Daimah culture. These objects not only have considerable magical powers of cold, but they are also vital to the festival of the seasons that begins the winter. Originally crafted using the power of the Kami of the mountains and snow, the priestesses of the seasons also learned the secrets used to create these particular artifacts.

Eleven are thought to have been made, but only five still endure today. Three are now in possession of the winter priests of Pristina and Varja, while the other two are missing.

Fable: 140/180/240

Quality: Kitsune-Yuki vary in potency based on the season; they are +5 daggers during the summer, +10 daggers during the spring and fall, and +20 daggers during the winter.

Call Winter (Ritual): By sticking Kitsune-Yuki into the ground and reciting a ritual verse, the weather will start to change. Gradually, the temperature within a 1 mile area decreases until a snowstorm begins. This process takes 1 minute in places that are already snowy and cold and about 15 minutes in warm or hot areas. Kitsune-Yuki must remain stuck into a solid surface until it generates the storm. As long as it remains in the ground, the storm does not cease, but after removal, the storm lasts about 5 minutes before dissipating naturally.

Ice Edge: While inside the snowstorm it creates, mere touch of Kistune-Yuki freezes opponents. If it causes damage, add +20 to the difficulty of the Physical Resistance Check to avoid the consequences of suffering Cold damage.

Martial Domain: To use the powers Ice Reflection and Frozen Hell, the bearer of Kitsune-Yuki must invest 5 points of Martial Knowledge.

Ice Reflection (Notion of Use 2): The bearer of Kitsune-Yuki can transport at will inside the snowstorm that it has generated once every 30 seconds. This power is Automatic, although the character must take an Action to activate it.

Frozen Hell (Notion of Use 3): Drawing on the full power of the storm, the bearer of Kitsune-Yuki can perform a special attack on targets within 300 feet. This is a Cold-based area attack with Base Damage 60 and a Final Attack Ability of 240. To activate it, the character must stab the weapon into the ground using a Full Attack Action, and cannot take any other actions that Combat Turn.

Natural Storm: The powers of Kitsune-Yuki can work in a natural snowstorm, provided it is sufficiently powerful.

Elemental Immunity: While wielding Kitsune-Yuki, the bearer gains immunity against 10 Intensities of Cold (any damage based on that element that the wielder would suffer is reduced 50 points and the bearer gains a +50 bonus to any Check to resist the effects of cold).

Power Level: 3

Damage	Speed	Req. STR	Prim	Sec
50/60/80	+25/+30/40	3	Cut	
Weapon Type	Special	Fort.	Break.	Pres.
Short Arm	Precision	29	9	240
Special Rules				
Call Winter, Ice Edge, Martial Domain, Ice Reflection, Frozen Hell, Natural Storm, Elemental Immunity				

Winter Ritual

In addition to the powers described above, the Kitsune-Yuki is an artifact necessary to the ritual of the seasons of Daimah, which puts the spirits of the autumn to sleep and awakens those of the winter. If these rituals are not carried out, it is possible that the climate of the world could suffer strange fluctuations. Fortunately, to date, the rituals have always been performed on time.

The Eternal Storm

A legend of Hendell says that in the deepest of ponds, there is a cursed place where it never stops snowing. Anyone who dares enter can only expect a sad end, as no one has left this place alive. The truth that behind this story is that in the center of the storm is one of the lost Kitsune-Yuki, and the area is inhabited by several lesser ice elementals with limited intelligence that do not want anyone to take away their toy.

AMULET OF NINE LIVES

This small, attractive medal is a powerful device capable of altering the course of events and even saving its wearer from otherwise certain death. Nekomusume, the young Daimah apprentice of Gaudemus, the Creator of Wonders, made the Amulet with no aim other than learning how to alter the course of destiny.

The amulet is pretty and typical of the tastes of a young teenager with a sense of humor. It is made of silver, and displays a kitten whose tail wraps around it in a circle. It can be worn as a necklace or kept in a pocket or other place, but it must be close to the body for its powers to have effect.

Similar to the way it alters events, the Amulet has always been passed from one owner to another over the centuries, coming into the possession of the strangest of owners, from simple beggars to kings.

Fable: 180/240/280

Nine Lives: The holder of the Amulet has the most incredible luck, which allows that person to survive in the most dire situations. When the character is in a life-threatening situation, the amulet exerts its influence on chance and causes small changes in the reality that saves its owner from possible death. For example, a character falling to his death from a tower might land in a cart full of straw. On the other hand, the Amulet would not save him from attack by a murderer who simply stabs him in the back; this power has no impact on the conscious will of others. However, the amulet does provide some amount of protection in combat, at least as long as the character's opponents are not trying to attack him directly or if they fight in groups. Attacks that could pose a real danger to the wearer are randomly assigned any other potential target. As its name suggests, the Amulet's power is not unlimited, and it can only change the fate of the wearer nine times. After the ninth use of this power, the Amulet is no longer able to manipulate the odds to avert its wearer's death.

Recompense: Once the character has "spent" all the lives granted to him by the Amulet, fate tries to correct the imbalance, and any purely random accident becomes much more lethal. Luck now turns against the character nine times, causing dangerous accidents. This happens even if the character parts with the Amulet before "expending" all of the lives, although in this case, the number of misfortunes is equal to the number of times the character was saved.

Power Level: 3

CHRONOS CONTAINMENT SYSTEM

Chronos is undoubtedly the most advanced and powerful supernatural containment system known. It is a combination of various mystical artifacts that seal all the special abilities of a particular person or entity. The system is commonly used to restrain and transport prisoners whose supernatural abilities are extremely dangerous.

What is known properly as the Chronos Containment System is actually composed of four elements: a straitjacket covered with straps, inscribed with runes, and enchanted with supernatural seals, black steel shackles that bind the forearms and restrict the movement of the hands, a closed helmet that prevents sight and speech, and, finally, a supernatural chain with a padlock that wraps around the body and locks at the back. Thus, someone wearing a complete system is totally restrained with belts and chains, almost completely prevented from moving, and only breathing through a helmet that deprives him of his senses.

This system is one of the few supernatural objects still manufactured and actively used in the world. In ancient times, similar suits restrained many powerful prisoners. Today, the system known as Chronos is the work of Tol Rauko. A secret division of the organization hiding in the shadows of Imperium is responsible for its fabrication and distribution to the Templars who need it. The agents of the organization use it to transport supernatural beings they capture. However, because Chronos are exceptionally valuable and rare, most Templars use only the shackles, as they are faster to put on a prisoner and much less problematic. Only in cases where they know beforehand that their target could be exceptionally dangerous do they use the full restraint system.

Chronos systems are well known in the supernatural underworld of Gaia. Since all the Templars use the shackles, securing a pair is relatively feasible, either through the Black Sun or other groups that have managed to capture Tol Rauko agents. Naturally, the other parts or complete systems are much more rare.

Fable: 140/240/280

Setup (Ritual): Putting on a full system is very laborious, and requires between three and ten minutes of work by a skilled person who has studied all the hooks, straps, and shackles.

Supernatural Cancellation: Chronos supersedes all supernatural powers and reduces the physical abilities of its wearer depending on how many parts of the system are used. Resisting the first component attached requires a Magic Resistance Check with a difficulty of 140. Each additional component used requires another Magic Resistance Check with a +20 bonus above the previous Check, to a maximum of a Magic Resistance Check with a difficulty of 200.

If he fails any of the above Checks, the subject loses access to all of his supernatural powers, whether they are innate powers, Ki Techniques, Magic, or Psychic abilities. Contrary to the general rules, a failed Check cannot be repeated for at least one week.

Order (Ritual): The correct order of placement for a Chronos Containment System is: straitjacket, shackles, helmet, and then lock. Any piece can be attached first, but the pieces that should have been secured before it cannot be placed on top. For example, the helmet can be set into place first, but the straitjacket cannot be attached after it.

Additional Bindings: In addition to canceling supernatural powers, each part of a Chronos Containment System seals some of a prisoner's Abilities and Characteristics on a failed Magic Resistance Check.

- **Straitjacket:** Halves the Strength Characteristic of the prisoner and inflicts the Total Paralysis Effect.
- **Shackles:** Halves the Agility and Dexterity Characteristics of the prisoner.
- **Helmet:** Halves the prisoner's Perception Characteristic, and induces Blindness and Silence on the prisoner.
- **Lock:** Halves the prisoner's Power Attribute.

Straitjacket: Trying to remove any part of the Chronos Containment System is virtually impossible while wearing the straitjacket, since it immobilizes the wearer both physically and spiritually. Getting free requires a successful Agility or Strength Check with a difficulty of 18 or a Sleight of Hand Check with a difficulty of Zen.

Spiritual Seal: Chronos Containment Systems can be used on spiritual and intangible creatures, but such beings get a +20 bonus to their Magic Resistance Checks to avoid the effects of the system.

Power Level: 3

Chronos Coffins

Although extremely rare, there is a fifth component of the Chronos Containment System: Chronos Coffins. These objects are huge, black steel cylinders that serve to complement the more common bindings for long trips or to enclose beings too dangerous to ever be released. In game terms, they do not increase the Magic Resistance Checks for supernatural cancellation. However, adding a Chronos Coffin prevents any attempt to repeat a failed Check for the other bindings.

The problem is that these objects are extremely heavy (each weighing more than two tons), making them extremely difficult to transport. In fact, Tol Rauko uses them only on vessels that go to their center island and in the cells of their most important and well-guarded strongholds.

Unique Models

Although most Chronos Systems are generally designed for humanoid creatures, some are not. On rare occasions throughout history, Tol Rauko has commissioned the preparation of specific Chronos Systems for creatures with a completely different physical shape; in one extreme case, one was designed for a dragon.

STAFF OF DESTRUCTION

This staff of power once belonged to one of the leaders of the Yehudah Empire and later to a member of the Order of Azathoth. Created in ancient times by the involuntary sacrifice of hundreds of people, this artifact was forged to enhance the potential destructive power of the magic of its bearer, either innately or through spells.

The staff is made of bronze, topped with a lens that is used to channel destructive magic. The object is decorated to be very threatening and intimidating. When used to cast spells, the lens begins to emit a faint bluish light, and if it accumulates enough power, a demonic eye appears within it.

Fable: 180/240/280

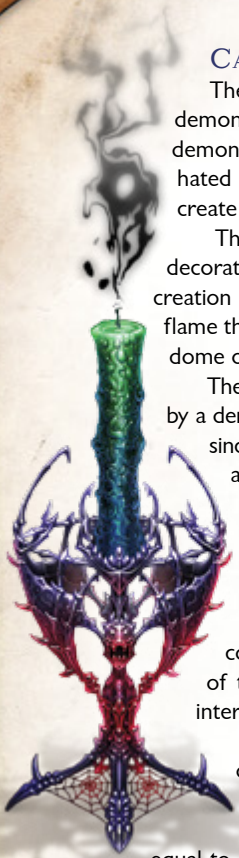
Supernatural Enhancer (Notion of Use 2): Adds a +10 bonus to the wielder's Magic Accumulation and offensive Magic Projection. None of these bonuses apply to spells from the Paths of Essence or Creation.

Resistance: The staff is a +10 device in terms of its Presence and Fortitude.

Commune with Destruction (Notion of Use 2): If the staff is used for Natural Magic, offensive spells cast through it benefit from a +2 bonus to Power Checks and a +40 to Base Damage. Further, if it is used to channel a spell of the Path of Destruction, that spell counts as being one level higher than normal.

Zeon Container (Notion of Use 1): The staff can hold up to 1,000 points as a container Zeon magical.

Power Level: 3



CANDLE OF THE BLACK FLAME

The Candle of the Black Flame is one of the known demonic objects described in detail in many books of demonology. It belonged to the hellish Duke Nuberos, who hated light in all its forms and ordered his alchemists to create a device capable of devouring all light.

The Candle is made from bone black as night and decorated with hellish faces. Made with demon blood, this creation is true to its name; when lit, it produces a black flame that instantly absorbs all the light around it, creating a dome of pure darkness.

The Candle was lost for at least three centuries, stolen by a demon child. The Duke has been trying to recover it since then, as his pride prevents him from creating another before he recovers or destroys the original.

Fable: 140/180/240

Area of Darkness (Ritual): When lit, the candle flame turns black and all the light around it is absorbed, creating a zone of complete supernatural darkness. Only the bearer of the Candle is able to see normally in the dark interior of the dome.

The dome has a 80 foot radius and it requires one Combat Turn to light the candle. Light-based elemental beings must pass a Magic Resistance Check with a difficulty of 140 or suffer damage equal to half the degree of failure each Combat Turn they remain within the zone of darkness.

Blaze (Ritual): Blowing on the Candle's flame creates a massive black fireball that consumes the lives of all it touches. For the purposes of play, the Candle's black flames make an attack with a Final Attack Ability of Almost Impossible (240) in a cone 15 feet wide and up to a maximum range of 80 feet. This attack is supernatural, and deals 80 Base Damage in Heat damage. You can perform this attack between 5 and 10 times before the Candle's flame sputters out.

Eternal Flame: Anyone suffering damage from the effects of Blaze continues to burn. When using **Table 73 (ABF)** to determine the status of In Flames, add +80 to the roll.

Power Level: 3

CHINOMI

Chinomi is the huge metal tetsubo carried in combat by Eiko, the Oni Princess. It is a huge demonic black metal club with power over storms and lightning.

The myth of the weapon is very old, as it was originally forged on Yagarema Island at the order of Shigen, the Oni of Storms, general of the Insidious God, to be given as a wedding gift to his bride, the Queen of the Oni. The best demonic blacksmiths worked hard on the weapon, but to make it a truly unique artifact and give it real power, the general pulled off one of the horns of his younger brother, Chinomi, and mixed it in with the metal of the artifact. However, Shigen's marriage to the Queen of the Oni never happened, as she fell in love and eloped with a mortal of the Asakura clan, and bore a daughter years later. The little girl, who was named Eiko, inherited her mother's weapon and used it to become the greatest of all warriors of the Asakura clan.

Possessing the power of a storm Oni, Chinomi was originally an artifact of evil nature. Luckily, its natural evil was purged by the sincere love Eiko's mother felt for her daughter, which mostly cleansed it of its wicked nature.

Fable: 180/240/280

Quality: Chinomi is considered a +10 tetsubo capable of damaging energy.

Electricity: Chinomi's Secondary Attack Type is Electricity.

Chain Lightning (Ritual): Hitting the ground with Chinomi causes a lightning storm. Two Combat Turns after the user strikes the ground, a shower of lightning bolts falls from the sky to smite anyone within 30 feet. During the following 5 Combat Turns, each person within the area of effect suffers an Electrical attack with an Attack Ability of 180 and Damage of 100. The lightning bolts strike no matter the weather, but the bearer must be outside to call them. After activating this power, Chinomi is drained of its powers and Quality bonus (except Fortitude) for 5 Combat Turns.

Channel Electricity (Notion of Use 2): If a character uses Chinomi as a means of attack, increases the Base Damage any electricity-based Ki Technique he wields by +20.

King of Storms: If the wielder of Chinomi uses it in the middle of a natural storm, he gets a +2 Bonus to his Strength, Dexterity, Agility, and Power Characteristics, and gains the ability to perform Zen difficulty Actions. Further, points of Fatigue he spends grant a +30 Bonus to any Action instead of a +15 Bonus.

Damage	Speed	Req. STR	Prim	Sec
100	-40	8/10	Impact	Electrical
Weapon Type	Special	Fort.	Break.	Pres.
Mace	One- or Two-handed	23	8	130
Special Rules				
Electricity, Chain Lightning, Channel Electricity, King of Storms				

Power Level: 3

OPANIM

Opanim is the spear of Melkior, lord of the Alius, a device as old as the very origin of that ancient breed of light elementals. Born of a light so pure that it was as solid as metal, this angelic weapon can be used to destroy evil and darkness in all its forms.

Like other weapons of sacred metal, Opanim is an exceptionally powerful artifact born of the essence of Alius, although, given the superior nature of its creator, the spear is more potent than its peers.

What is truly intriguing about this artifact is that, after the destruction of its master at the hands of the dark angel Illumina, Opanim remained in the world instead of disappearing like the other sacred metal weapons of Alius. The sacred soldiers took this as a clear sign of their lord's will to tirelessly fight injustice, and that the lord of the Alius' death must have been a challenge to them. Therefore, they became the caretakers of Opanim, generation after generation delivering it to those individuals deemed worthy of using it as Melkior wished.

Fable: 180/280/320

Quality: Opanim is considered a +15 spear that is capable of damaging energy.

Just Cause: If used for a just cause, Opanim's Quality bonus increases to +20 and its user gains access to the Repel Evil and Sacred Armor.

Exterminator of Evil: Opanim deals double damage when used to attack creatures of evil nature.

Glare (Notion of Use 2): At the command of the wielder, Opanim can generate a flash of light that blinds anyone who was looking in the direction of the spear. This ability works in a manner equivalent to the Blinding Flash of Light spell cast at Intermediate level. There is no limit to the number of times this ability can be used, but the wielder cannot attack on any Combat Turn he activates this power.

Repel Evil: Opanim cancels most damaging spells or psychic powers targeted on the bearer. Any such spell whose value is less than 250 Zeon or Psychic Ability with a difficulty lower than Impossible is rendered harmless.

Sacred Armor: If the bearer does not wear hard armor, Opanim can create a golden armor of light similar to full plate. This ability confers an innate supernatural Armor Type of 4 against any kind of attack.

Power Level: 3+

Damage	Speed	Req. STR	Prim	Sec
70/80	+20/+25	4/6	Thrust	
Weapon Type	Special	Fort.	Break.	Pres.
Pole	One- or Two-handed, Throwable	28/33	8/10	175
Special Rules				
Just Cause, Exterminator of Evil, Glare, Repel Evil, Sacred Armor				

PHYLIAS

At the time of greatest splendor of Yehudah, the Archmages governing the empire created a corps of elite agents with the ability to destroy any potential threat to its citizens. This corps, called the Excrates, was a group of wizards and warriors especially skilled in combat. Phylias were spears specially design for them, combining martial skills with magic. The occultists who used these weapons were the culmination of the supernatural sciences of war, and these artifacts incorporate magic into their struggle throughout history.

The Phylias are seven white spears with a very aerodynamic design. Their tips have three different edges spreading out in a cross pattern, and these spears emit a distinctive hum when moving at high speed. Besides being very maneuverable and having great penetrating power, the weapons channel spells in an extraordinary way, for the tips can unleash the wielder's spells.

All Phylias survived the end of the Empire of Yehudah, and each has been valued and appreciated in unique ways by various owners throughout history.

Fable: 180/240/280

Quality: Phylias is considered a +10 spear. Whenever it is used as a conduit to cast a spell, the weapon becomes capable of damaging energy for the next the 5 Combat Turns.

Combat Magic (Notion of Use 2): A character using a Phylias can cast spells at full Magic Accumulation even without having free hands to gesture.

Spell Focus (Notion of Use 2): Phylias can be used to unleash a spell directly through a strike. If the character makes a physical attack with the spear that manages to hit his opponent (even if it deals no damage), he can immediately use a prepared spell, channeling it through Phylias. This uses the wielder's Attack Ability, rather than his Magic Projection Ability. This ability only works with Spells or Psychic Abilities, and the target must be the person who the wielder struck with the original attack.

Magic Enhancer (Notion of Use 2): Phylias grants a +10 bonus to the Magic Accumulation of its wielder.

Zeon Container (Notion of Use 1): Phylias can store up to 1,000 points of Zeon.

Power Level: 3

Damage	Speed	Req. STR	Prim	Sec
60	+15	4/6	Thrust	
Weapon Type	Special	Fort.	Break.	Pres.
Pole	One- or Two-handed, Throwable	23	6	125
Special Rules				
Combat Magic, Spell Focus, Magic Enhancer, Zeon Container				

ONYDAS

Onydas, the scorpion armor, once belonged to the family Orbatos, one of the most feared noble houses of the last seven centuries. They were known as magicians, alchemists, and peerless fighters, though they are likely most famous for their contact with supernatural forces, through which the patriarchs of the house Orbatos created countless artifacts during their glory years. This golden suit of armor features helmet fitted with a long, articulated blade that can to move and strike foes of the wearer on its own.

The fall of the Orbatos meant the loss of many of these objects of power, as they were sold to the Black Sun or given to special individuals in exchange for their services. Among them was Onydas, and its current whereabouts are difficult to pin down in these turbulent times.

Fable: 180/240/280

Quality: Onydas is considered +15 set of full plate with a great helm. Given its supernatural essence, the Quality bonus also provides protection against Energy damage.

Size: Onydas can only be used by a character whose size is between 12 and 18.

Scorpion Sting (Notion of Use 2): The helmet has a long metal stinger controlled by the will of the wearer. The stinger can perform melee attacks (as an average-sized weapon) at the end of the wearer's Initiative. It has a Base Damage of 50. The spiritual power of its wearer determines the Attack Ability of the strike, with a value equal to twice the wearer's Presence plus 40. This ability never suffers any penalties.

Tail of the Scorpion (Notion of Use 2): The Tail of the Scorpion can perform a Trapping Maneuver against its target at -10 penalty to its Attack Ability. It uses a Strength Characteristic of 8 for any Checks.

Scorpion Venom: Onydas grants its wearer a +20 bonus to Venom Resistance.

Ki Enhancer (Notion of Use 2): Onydas increases its wearer's Ki Accumulation for his Power Characteristic by +1.

Power Level: 3

Armor Req.	Natural Penalty	Mov. Restr.	Fort	Presence	Location	Class
85	-35	-1	33	195	Complete	Hard
Cut	Impact	Thrust	Heat	Elec	Cold	Energy
8	8	8	7	3	7	5
Special Rules						
Ki Enhancer						

Helmet

Armor Req.	Perc Penalty	Fortitude		Presence	Location	Type
0	-30	31		175	Head	Hard
Cut	Impact	Thrust	Heat	Elec	Cold	Energy
8	8	8	7	3	7	5
Special Rules						
Scorpion Sting, Tail of the Scorpion, Scorpion Venom						



ZETSUBOU

Zetsubou is the ram dao of the Shivantense General Cao Li, a powerful sword that has been in possession of the military leaders of the Empire of the Moon for centuries. It was one of many gifts the Empress Shivat received from the Kami in service of her father, and it has served the cause ever since.

The weapon, whose name means “despair,” is an artifact of great destructive power tied to a god of war. It is made of black steel with a handle of red cord, with five rings hanging at the top of the blade. The hallmark of the weapon is that the more one struggles against it, more it augments the bearer’s offensive skills, becoming a truly terrifying weapon.

Fable: 180/240/280

Quality: Zetsubou is considered a +10 ram dao that is capable of damaging energy.

Rings of Power: Whenever an opponent is hurt or wounded by Zetsubou, one of the rings glows with power, granting a special +5 bonus to the next attack against the same opponent. If that opponent is struck again, another ring begins to glow, further increasing the bonus, until all five rings are activated (for a total bonus of +25). When that opponent dies or moves more than 150 feet away, the rings lose their bonus against that opponent and can initiate a new bonus against someone else.

Charge (Notion of Use 2): The rings can also be used to increase the power of the next attack. By voluntarily deactivating a ring, the bearer of Zetsubou increases the Base Damage by +10 and gets a bonus of +10 to Attack Ability for his next attack. This activation is a Passive Action.

Ecstasy: If all five rings are activated, Zetsubou increases its wielder’s Ki Accumulation for his Power, Dexterity, and Strength Characteristics by +1.

Power Level: 3

Damage	Speed	Req. STR	Prim	Sec
80	-10	7/9	Cut	
Weapon Type	Special	Fort.	Break.	Pres.
Sword/ Two-Handed	One- or Two-handed	26	11	130
Special Rules				
Rings of Power, Charge, Ecstasy				

ZEPHYRS, THE WIND FAN

Zephyrs is an artifact of power made from five feathers of Boreas, the Lord of the Winds. It is a beautiful fan with a Ghestal wood handle that gathers and focuses the supernatural powers of the elemental Aeon to trigger gales with only a flick of the wrist.

Of Duk’zarist manufacture, it is the first of a collection of elemental objects intended to draw on the power of the great Aeons. The collection was never completed, and of those items that were finished, only Zephyrs has survived over the ages. At the moment, its actual location is unknown, since different sources claim that is either in possession of the Black Sun or in the collection of a member of Samael.

Fable: 240/280/320

Gale (Ritual): If waved firmly once, Zephyrs creates an wind-based attack on everything up to 60 feet in front of the user with a Final Attack Ability of 180. Gale deals 20 Base Damage and any target that suffers damage from it (regardless of armor) also suffers a Strength 13 impact from the wind. Anyone trying to defend against the Gale suffers a -40 penalty to his defense.

Gale is a Full Attack Action, and the user cannot take any other actions that Combat Turn.

Missile Screen (Ritual): The wind generated by the fan can be used to stop conventional missiles. The wind is equivalent to a supernatural shield of air without no damage limit and a Final Defense Skill of 240. This power has no effect against supernatural strikes (except those based on fire) or on projectiles whose weight exceeds 100 pounds. Although it can be used as a passive defense, activating the Missile Screen takes an Active Action.

Swirl (Ritual): By vigorously waving the fan twice, the fan creates a small tornado that engulfs everything in its path. The tornado has a radius of 15 feet, is 60 feet tall, and moves 30 feet per Combat Turn for the next 10 Combat Turns. Anything caught in the tornado at the moment it is invoked or subsequently pulled into it must make an Agility or Strength Check with a difficulty of 14 or be swallowed up by the tornado and trapped inside until it fades. The victim can only make additional Checks to get free if he has the ability to fly or was attached to something before being swallowed up.

When the tornado dissipates, whatever is inside the tornado falls 60 feet to the ground. Activating Swirl is a Full Action.

Power Level: 3

KASANERU TSUMI

Kasaneru Tsumi was the katana of one of the great demon generals of the Insidious God, a weapon that according to myth solidifies all the sins of its bearer to create a cruel artifact. Wounds caused by its blade damage the victim’s soul, and are especially difficult to heal.

After the death of its master centuries ago, the weapon was given to the archfiend Balefor in an attempt to enlist the support of the Circle of Tartarus in the eternal War of Shadows, but the deal never took place and katana was lost afterward.

Fable: 180/240/320

Quality: Kasaneru Tsumi is considered a +10 katana that is capable of damaging energy, and has a Base Damage of 40.

Spiritual Damage: Damage caused by Tsumi Kasaneru recovers at the rate of Sacrificed Life Points instead of regenerating normally.

Unstoppable: Although the physical damage caused by the weapon can be defended against normally, Kasaneru Tsumi inflicts Energy Primary Attacks.

Extinguish Energy: Those wounded by Tsumi Kasaneru lose Zeon and Ki Points equal to the damage they suffer.

Physical Impairment: If Kasaneru Tsumi inflicts a Critical, the target automatically loses half of his current Fatigue Points (rounded up), even if the Critical does not inflict any effects. This ability does not work on creatures with Damage Resistance.

Final Death: Kasaneru Tsumi destroys the soul of everything that dies at its edge, unless the victim has a Natura 20 points higher than its base value or a Gnosis of 35 or higher.

Power Level: 3

Damage	Speed	Req. STR	Prim	Sec
40	+10	5/6	Cut	
Weapon Type	Special	Fort.	Break.	Pres.
Sword	One- or Two-handed	21	5	140
Special Rules				
Spiritual Damage, Unstoppable, Extinguish Energy, Physical Impairment, Final Death				

EREBUSKAIKEL

Not much is known about the origin of the arcane device called Erebuskaikel, except that beyond the stories and legends, it is one of the few objects of great power commonly known to exist. According to the tales, it was not even made by mortal hands, but was created personally by Erebus, as an experiment in manifesting his power in the world. Of course, occultists find it very difficult to believe it was actually fabricated by the Shajad; most think that an agent in Gaïa made the device to contain fraction of the Shahad's power.

Erebuskaikel is not merely a single object, but a set of three different items: a ring for the right hand (Hypnos), a ring for the left hand (Oneiroi), and a charm that should be worn near the heart (Aether). All three are made of black metal, and each is embedded with a small, blood-red gemstone. Upon a thorough examination of the gemstone, an observer might notice a small supernatural pentacle of pure darkness floating inside.

Although each piece of Erebuskaikel is considerably potent in its own right, only when combined is the artifact able to unleash its true power. However, since its power seems to defy logic at times, a council of Archmages from different cultures convened a thousand years ago and declared Erebuskaikel too dangerous to be used as a whole. Therefore, the parts were separated and hidden, and have since remained independent artifacts, without their many owners ever knowing their true potential.

Table: 280/320/440

Ring Enhancers (Notion of Use 2): Each ring gives a +5 bonus to the wearer's Magic Projection Ability, a +5 bonus to his Magic Accumulation, a +1 bonus to his Power Characteristic, and a +10 to his Summon and Banish Abilities.

Amulet Enhancer (Notion of Use 2): The amulet grants +10 bonus to the wearer's Magic Projection Ability, a +10 bonus to his Magic Accumulation, a +10 bonus to his Magic Resistance and a +10 bonus to the difficulty of Resistance Checks to resist his spells. Additionally, the amulet also adds a +20 bonus to the wearer's Control and Bind Abilities.

Unison (Notion of Use 3): Contrary to the general rules, the bonuses provided by the rings and the amulet can be stacked together. Beyond these bonuses, if all three artifacts are brought together, they give the owner the following additional benefits: a +20 bonus to Magic Resistance, a +10 bonus to the difficulty of Magic Resistance to overcome his spells, a +20 bonus to the Base Damage caused by his spells, and the owner's spells are cast as if they were one level higher at no cost. Additionally, they grant a +10 bonus to his Summon, Control, Banish, and Bind Abilities.

Connect With Erebus (Notion of Use 5): A character who is crazy enough can try to use all three pieces of Erebuskaikel to synchronize his essence with Erebus. However, the connection is complex and uncontrolled, and the consequences can be dire. For the purposes of play, the owner of a completed Erebuskaikel set is considered at all times to be in contact with a chaotic Spiritual Node that adds a +4 to the difficulty of any Power Checks to synchronize with and control its power.

Power Level: 3 (individual pieces)/4+ (full set)

ARCAINE ARTIFACTS

The artifacts in this category are objects whose great power and capabilities are so high that they almost border on the divine. Generally, these unique items, endowed with incredible abilities, which have given birth to resounding legends.

GILGAMESH, STAFF OF THE DOMINATOR

Surrounded by unknowns, practically everything related to the Sylvain white metal staff called Gilgamesh is a mystery. Almost nothing is known of its origins, except that it was given as a gift to Taumiel UI Of Sylvanus, Lord of Sylvania, by the mysterious traveler who initiated the Day of Awakening.

The Staff itself is not particularly flashy, but it gives off a strange aura that is at the same time bright and bleak. Any supernatural being in its presence feels a sense of unease, as if its very essence is being shaken to the core.

In the right hands, the power of Gilgamesh is immeasurable, as it allows its bearer to overpower the supernatural abilities of the most powerful magical creatures, even those of divine power. However, only individuals with very strong souls can use it correctly; for most, it is little more than a fancy stick.

To date, the sole owners of Gilgamesh have been Sylvanus family members and, after the death of Taumiel, the Staff is now in the possession of Nerelas UI Del Sylvanus.

Fable: 320/440/560

Quality: Gilgamesh is considered a +20 combat staff capable of damaging energy. Contrary to the general rules, this bonus also contributes to the Magic and Psychic Projection of its user.

Indestructible: There is no known way to destroy Gilgamesh.

Mortal Ties: The powers of Gilgamesh can only be used by natural creatures, and never by beings Between Worlds or spirits. Similarly, all the special abilities of the Staff that require a Power Check to activate always take the base Power Characteristic of the character, ignoring any modifiers from spells, other objects, or the like.

Magic Enhancer (Notion of Use 3): Gilgamesh acts as a multiplier of magical power and grants a +20 bonus to the user's Magic Accumulation for spells channeled through the Staff. If he desires, the master of the device can increase the bonus to +40, but must spend an additional 50 points of Zeon per Combat Turn to do so.

Namenoth (Notion of Use 4): The essence of Gilgamesh can be used as a core of existential emptiness that absorbs and annuls all kinds of supernatural powers from Gnosis near the user of the Staff or anyone he targets. The user can activate this power with a successful Power Check with a difficulty of 16. If successful, for the next three minutes, each creature or entity whose Power Characteristic is lower than that of the user automatically applies a -60 penalty to its Magic Accumulation, a -100 penalty to its Psychic Potential, a -2 penalty to all Ki Accumulation, and a -40 to all Actions taken against the bearer of the Staff. Additionally, the character gains a +40 to his Resistance against such creatures and any damage they cause to him is reduced by half. If he fails the Power Check, the bearer of Gilgamesh cannot use supernatural abilities for a number of days equal to his degree of failure.

This ability has no power over the supernatural abilities of natural beings, affecting only beings Between Worlds and Spirits. The area of effect of this ability is 300 feet, plus an additional 300 feet for each point by which the user exceeds the target on the Power Check. This ability also affects any spiritual entity, no matter how far away it is, that tries to use powers against the bearer of the Staff.

At least in theory, entities with 45 or higher Gnosis should not be affected by this power, but this has never been tested.

Arcane Cancellation (Notion of Use): The bearer of Gilgamesh may dispel any offensive Invocation (whether Arcane, Great Beasts, or Aeons) targeted at him. To do this, he must pass a Power Check with a difficulty based on the creature in question, as shown in **Table 15**. For example, if trying to cancel an Arcane Summon Ability of 320, the difficulty is 16, and the cost is 100 points of Zeon.

TABLE 15: GILGAMESH

Summoning Difficulty	Power Check Difficulty	Zeon Cost
Up to 240	14	50
Up to 320	16	100
Up to 440	18	200

Communion of Souls (Notion of Use 4): Synchronizing the power of Gilgamesh with his own soul, the bearer of the Staff can attempt to temporarily transcend his own earthly existence. To do so he must make a Power Check with a difficulty of 12 and, if he succeeds, he adds twice his Power Modifier to any roll. At the beginning of any subsequent Combat Turn, he must make another Check to retain the bonus, but the difficulty is increased by one level if less than one hour has passed since the first activation. If he fails the Check, the user of the Staff loses one point of Constitution that cannot be recovered in any way.

Technomagical Pillar (Arcane Ritual): Gilgamesh is the most advanced Pillar of Souls known, able to synchronize with any kind of supernatural machinery based on the principles of the Lost Logias. If the Staff is inserted into a system that is not currently active, it allows its wielder to control of the device. To make full use of this ability, the bearer of Gilgamesh must have at least some knowledge of technomagic.

Power Level: 4+ (Potentially Level 5)

Damage	Speed	Req. STR	Prim	Sec
70	+30	4	Impact	
Weapon Type	Special	Fort.	Break.	Pres.
Pole	Two-handed	-	4	120
Special Rules				
+20 to Magic and Psychic Projection, Indestructible, Mortal Ties, Magic Enhancer, Namenoth, Arcane Cancellation, Communion of Souls, Technomagical Pillar				

In the Shadow ...

Gilgamesh is actually one of the Pillars of Souls created by Imperium as part of its project to create a weapon with the power to extinguish Shajads and Beryls. For several centuries it was in possession of Eljared, who used it to control a technomagical system being developed to counteract those of the Powers in the Shadow.

The Key

Gilgamesh is the master key of the Fallen Prince Nerelas UI Del Sylvanus, a device that can activate the ancient weapon known as the Eye of God. This vast technomagical battle station, whose destructive power is almost divine, lacks a generator and a control system, both of which Gilgamesh can provide.

TARTARUS APOLLYON

Tartarus Apollyon is a weapon that was carried in ancient times by Verdal, one of the Three Fates, though some religious writings of the Amerense faith say that the weapon originally belonged to another, different "Death." This huge battle-axe requires both hands to wield and is made from the skull and bones of the first dragon slain. Wrapped in death shrouds, the weapon is truly otherworldly.

Apollyon is a conscious being, able to speak through the skull mounted on top. It has a strange personality, rather macabre its own way. It respects no one, not even its master, and is irreverent and ironic, and it particularly enjoys having the last word and making fun of others. Ancient compared to virtually anyone who might wield it, refers to all its bearers as "boy" or "child," and frequently treats them like idiots in need of guidance. It enjoys killing and keeping secrets, as that is its nature, after all. If it knows something interesting about what is going on, it might keep silent or speak only certain things if it sees an opportunity to amuse itself. The only thing it never speaks about is Verdal, or why it was abandoned. Even when pressed, it says, "I cannot discuss my 'contract.'"

Fable: 180/280/320

Quality: Apollyon is considered a +20 two-handed axe that can damage any kind of creature or being.

Sentient: Apollyon is alive and can communicate with others. It has an Intelligence of 12 and can speak all known languages. Additionally, it can see the supernatural and has the equivalent of 240 in the Occult Secondary Ability.

Bringer of Death: Any Critical inflicted by Apollyon with a final result of 50 or higher automatically slays its target. Creatures with 40 or higher Gnosis can ignore this rule.

Inexorable: The weapon ignores defensive or protective bonuses provided by magic, Ki techniques, or psychic powers. Only artifacts of Level 4 or higher, High Magic spells, or 3rd-Level Techniques supersede this rule. It is important to note that this power does not affect a character's natural, physical defenses except for special powers like Regeneration, increased Resistances, armor, etc.

Spectral: The weapon can become Spectral at will if the bearer is no longer a physical entity for any reason. Thus, it can be used by spirits or similar beings from planes of existence that physical objects cannot enter. While the weapon is spectral, it cannot be blocked by weapons that are incapable of affecting spectral objects.

Aura of Death: If Apollyon causes any damage to a target, and that target remains within 150 feet of the weapon, the target must pass a Magic Resistance Check with a difficulty of 180 or lose 10 additional Life Points every Combat Turn thereafter. This effect ends immediately when the character leaves the vicinity of the weapon.

Power Level: 4+

Damage	Speed	Req. STR	Prim	Sec
140	-50	9/11	Cut	Impact
Weapon Type	Special	Fort.	Break.	Pres.
Hand Axe / Two-handed Axe	One- or Two-handed	37	15	230
Special Rules				
Sentient, Bringer of Death, Inexorable, Spectral, Aura of Death				

Weapons of the Fates

In fact, Apollyon Tartarus is only one of a number of "harvesters" wielded by Verdal since the beginning of history, as the Three Fates always use weapons that are based on the soul of a life that they themselves have taken. In this way, they establish a link with the world of the living and never forget the value of each of the lives taken, a reminder of the importance of what they reap.

This "cycling" of weapons is a way for the Fates to "update" their relationship with the world. What each grim reaper does with its weapon at the end of its tenure of service depends on the personality of the sister in question. Verdal grants a soul a choice, either to move on to eternal rest or remain as a weapon for the rest of time. Most accept the eternal reprieve, but Apollyon, Verdal's third weapon, decided to remain in the world, believing its time had not arrived—nor would it ever.

PANDORA'S PRISON

Pandora's Prison is the masterpiece of Devah, the most powerful supernatural containment device ever created by mortal hands. Although by itself it is nothing more than a simple container, its power ignores the limits of existence and can even imprison divine entities.

This artifact was created at the peak of the Devah culture's splendor, and it was they who connected it to the supernatural system of domination developed to control Aeons and Great Beasts. However, the Prison was stolen before activation during the civil war of the Devah, and there was no word of it until at least two centuries later. Pandora was subsequently used by the Dhanyata family to temporarily hold Aeon Pandemonium, though the creature would be released years later. The device was hidden after that, and since then, little else has surfaced about it.

The Prison has a strange appearance, a container filled with gears, chains, and crystal structures floating inside. For all its incredible power, it is not very large, measuring just over 20 inches.

Fable: 240/320/440

Ultimate Prison (Notion of Use 3): The Pandora Prison is a device capable of containing entities of great power, even those that surpass mortal limits. It enables its user to ignore the general rules of Gnosis for Invocation, and can bind entities with even 35 to 40 Gnosis.

Costly Ritual: Imprisoning a creature with 35 Gnosis costs pay ten times the amount of Zeon that would normally necessary, and creatures with 40 Gnosis cost twenty times the normal amount. That same amount of Zeon is required to maintain the active binding.

Final Sacrifice (Notion of Use 3): If the summoner or summoners decide that they must hold a being at all costs, they can sacrifice themselves as part of the ritual. They too are then absorbed into the box and held, along with their target, at no cost. Instead, their souls, enclosed together with the entity, serve as energy to power the seal that prevents escape from inside. Time does not pass for those inside Pandora, and their bodies do not age and remain completely sealed with no contact with the outside.

Open: If someone opens Pandora, everything in it manifests on the outside, but not necessarily at the same time. Normally, the first thing to appear is the creature bound within, but it might take hours or even days for everything and everyone inside it to be released.

Power Level: 4



NEKONOSEKAI

Of all the works of Nekomusume, the little bell called Nekonosekai can perhaps be considered her magnum opus. It is actually difficult to say which is more bizarre: its hilarious supernatural effects or the incredible power that it actually possesses. Nekonosekai is a bell made of gold and fairy dust that hides incredible power—the sound changes the behavior the people around, making anyone who can hear it act like a cat.

Nekomusume personally used the bell to get into the most impossible of places, and by simply ringing the bell, even the most dangerous creatures fell at her feet like kittens. But, like its creator, little is known about the current whereabouts of the object, though it might be in a remote or inaccessible place that cats like to go.

Fable: 280/320/440

A World of Cats: When the bearer of Nekonosekai rings the bell once, anyone who hears the sound starts to think and behave like a cat. From that moment, they forget who they are and automatically act as if they were cats, unable to speak. This effect does not produce any physical changes, but causes people to move and act like cats, walking on all fours, licking their hands, trying to catch butterflies, or displaying any behavior typical of a housecat. Characters under its effects retain their personalities and most characteristics, but become feline versions of themselves. For example, a dark and violent person would behave like a bad or surly cat, and might even attack if provoked, while a nice person would be a “good kitty.” This is a magical ability that automatically affects anyone who hears the sound of the bell, but does not affect the bearer. Resisting this effect requires making a Physical Resistance Check with a difficulty of 160. If a target fails, he cannot repeat the Check for 5 Combat Rounds. Only creatures with 35 Gnosis or higher can ignore this power.

Duration: The effects of Nekonosekai fade automatically when the holder of the bell rings it twice consecutively. Otherwise, the mental delusion lasts for a number of hours equal to each affected individual’s degree of failure on the original Physical Resistance Check.

Feline Empathy: All cats feel empathy for Nekonosekai’s carrier.

Power Level: 4

The Worst of Blunders

It is important to remember that only the user of Nekonosekai is immune to the effects of the object while he is actually holding it, but if by chance he drops the bell, the sound affects even the owner of the artifact. Depending on the situation, the effects can range from merely comical to tragically awful.

GIFT OF URUZ

The bow known as the Gift of Uruz is one of the legendary artifacts of King Holst. According to myth, it was a gift from the god of the hunt when he met the young monarch. As a weapon of divine origin, the Gift of Uruz has unparalleled power. In fact, it cannot even be regarded as a magical artifact, per se, as its power source is divine. Each arrow shot with the Gift has amazing power, capable of impaling any target it hits.

King Holst used it his entire life, up to the very moment he died. The Gift was greatly coveted and the subject of continuing disputes between the leaders of different clans, causing fights, murders, and wars. Finally, a young member of the Uzuring clan decided that the weapon would only bring further disgrace because the desire to possess it was too strong. Unable to destroy it, he decided to hide in the far corners of the earth where none would ever find it. Of course, stories about the whereabouts

of the Gift are endless, and some think that the weapon was given to Hringham, who hid it in his collection at Midnight Castle, or that it was sent beyond the oceans to the New Continent.

Fable: 120/240/280

Quality: The Gift of Uruz is considered a +20 longbow.

Supernatural Arrows: All arrows shot from the Gift of Uruz, even conventional arrows, increase their Quality by +10 (i.e., a normal arrow would become +10 and a +15 arrow would become +25), are capable of damaging energy, and use the Presence of the bow when necessary.

Monster Slayer: Arrows shot with the Gift of Uruz double their Base Damage against creatures with Damage Resistance.

Bolts: Arrows shot with the Gift of Uruz produce impacts with a value equal to the Strength Characteristic of the user (up to 12).

Superior Distance: The Gift of Uruz has a base range of 1500 feet.

Rejection: The Gift of Uruz, though not a conscious entity, can decide for itself if someone is worthy of bearing it. The bow itself has no moral values, just an innate sense of character. If the bow deems the user unworthy, it appears to work properly, but the first time the user actually tries to hit a target with it, he misses the shot and actually injures himself. In game terms, the attack fails and the character makes a point blank attack against himself. If he survives that, the bow seems to operate normally thereafter but on any fumble, the errant shot strikes the character again.

Power Level: 4

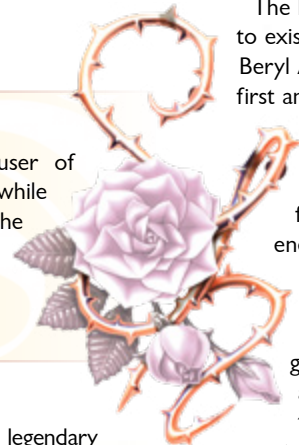
Damage	Speed	Req. STR	Prim	Sec
	-10	7	Cut	Impact
Weapon Type	Special	Fort.	Break.	Pres.
Firing	Two-handed	28	6	220
Special Rules				
Supernatural Arrows, Monster Slayer, Bolts, Superior Distance, Rejection				

THE ROSE OF AZRAEL

The Rose of Azrael is one of the most powerful artifacts known to exist. At least according to legends, it is the physical form that Beryl Azrael used when she walked in the material world for the first and only time, and its existential power is both indescribable and heartrending. It is believed that its powers were not “granted” to it, and that there is no more than a residual amount of power left in the Rose after it served as a portal for the Queen of Swords. However, even this tiny trace of energy is still enough to be almost beyond comprehension.

True to its name, this artifact looks like a white rose with stem, leaves, and thorns of gold. In an environment with enough light, the Rose tends to float a few feet above the ground emitting a dim glow, but when held, it seems to come alive, floating above the user’s open palm. Upon command, the bearer can link to the Rose, causing stems to come to life, penetrating through his hand embedding themselves in his arm. The Rose can then take virtually any shape imaginable, and transforms it into a terrifying weapon with the power of the purest light.

The history of the Rose of Azrael has been filled with conflict ever since its first appearance during the Age of Chaos. The Rose was revered by the Sylvain culture as one of the most important relics of Luminus Lacrimae. It was considered divine, a holy relic left behind by the Beryls as a symbol of the link between the Ladies of the Light and the faerie races, and was never considered a mere magic item. Consequently, it was never used as a weapon, despite the many conflicts that erupted because of it.



The Rose remained in Sylvania until the end of fantasy, and despite Tol Rauko's efforts to find it, the Rose of Azrael disappeared after the destruction of the city.

Fable: 180/320/440

Shifting Form (Notion of Use 1): When wielded, the Rose has the ability to change shape and take on the profile of any melee weapon of the user's choice. Unfortunately, the process is extremely painful for the wielder, as the thorns-like stems arise from the vine to penetrate the muscles and traverse the veins in the hand and arm of the user. Therefore, whenever the user activates the Rose or switches it to a different type of weapon, it inflicts 20 damage upon him. Returning it to the form of the Rose does not cause any damage to the wielder.

Quality: Any weapon the Rose of Azrael becomes is considered a +20 weapon and is capable of damaging energy. Contrary to the general rules, this bond also adds to the Magic Projection Ability and Psychic Projection Ability of the character who wields it, even if it stays in its default form.

Linked: While the artifact is active, it is impossible to disarm the subject who carries the Rose, as it is attached directly to his arm.

Indestructible: No known force has ever been able to damage the Rose of Azrael. For the purpose of play, is considered indestructible.

Destroyer of Evil: The Rose deals double damage against any creature that is naturally attuned to elemental Darkness or evil. In addition, if a creature of an evil nature try to use it, the thorns that penetrate his body, tearing inside and causing massive damage. The being loses 100 Life Points and has to pass a Physical Resistance Check with a difficulty of 180 or perish immediately.

Enhancer (Notion of Use 2): The Rose is a multiplier of supernatural power that grants +20 to the Magic Accumulation of any wearer who channels spells through it.

Form of Light (Notion of Use 3): If the wielder so chooses, he can transform the Rose of Azrael into pure light. In this form, it uses Energy as a Primary Attack Type; weapons and defenses must be able to defend against supernatural forces to protect against it in this state. This transformation causes the wielder to lose 10 Life Points, plus an additional 5 Life Points every Combat Turn to sustain this form as the thorns feed on his blood. This loss is recovered at the rate of Sacrificed Life Points. While in this state, the essence of the wearer becomes that of pure light and he gains the following powers:

•**Mastery of the Light:** All elemental beings of a good nature and Gnosis 30 or lower recognize the wearer as a superior benign Light-attuned entity.

•**Dome of Light:** Once per Combat Turn, instead of using it to attack, the wielder of the Rose can unleash the Catastrophic Light spell at the Intermediate level. This attack uses the Attack Ability of the wearer, and does not allow him to choose his targets.

•**Blessed:** During the time that the Rose of Light maintains this form, the wielder gains the benefit of the Blessing Spell at the Arcane level (however, it only affects him).

Do No Evil: The Rose cannot cause harm to a person who has not committed any evil act in life or has an inherently benign nature. Unfortunately, even many of the purest beings do not seem to live up to the standards of this weapon.

Power Level: 4+

Damage	Speed	Req. STR	Prim	Sec
+40	Variable	Variable	Variable	+40
Weapon Type	Special	Fort.	Break.	Pres.
Variable	Variable	-	+8	+200
Special Rules				
Shifting Form, +20 to Magic Projection Ability and Psychic Projection Ability, Linked, Indestructible, Destroyer of Evil, Enhancer, Form of Light, Do No Evil				



MAGIC POTIONS AND FORMULAS

Since time immemorial, one of the main uses of alchemy has been making potions and supernatural concoctions that, when ingested, work incredible wonders. These substances differ from other magic objects in that their manufacture is primarily based on the mixture of various substances and subsequent consumption.

In Gaia, there is still a market for such substances, and sometimes finding them is even easier than one might think. Even charlatans who travel from town to town selling “beauty formulas” can come to possess a truly wondrous concoction from time to time.



LIVANNE, POTION OF LIFE

The Livanne, or Potions of Life, are one of the oldest potions known to humanity. Since time immemorial, the desire to create a potion to heal injuries or cure illness has been the dream of many alchemists. Century after century, these potions have evolved, improved, and changed, but they all follow a similar basic formula, regardless of culture or the era in which they were created. Naturally, there are hundreds of variations, but for practical purposes, all function in roughly the same way.

Even today, there are many alchemists who manufacture them on demand, although their quality tends to vary depending on talent of the alchemist and raw materials used.

Fable: 80/180/240

Use: There are many ways to use a Potion of Life depending on its nature, most varieties either need to be ingested or must be applied to open wounds.

Regeneration: When a character ingests a full dose, he gains a Regeneration of 16 for the next 5 Combat Turns. If he takes anything less than a full dose, this diminishes the healing time by 2 Combat Turns, but he still counts as having imbibed a full dose for the purposes of determining Intoxication (see below).

Intoxication: If a character takes more than 2 doses in less than one hour or more than 3 in twenty-four hours, the potion becomes toxic. It no longer increases the user's Regeneration, and the character must pass a Venom Resistance Check with a difficulty of 140 or suffer from Pain (as per the Effect) for a number of hours equal to his degree of failure.

Power Level: 1+

Intermediate and Higher Quality Potions

There are some higher quality potions than those described here, which can be generically called intermediate or high grade potions. In game terms, they work as noted above, except intermediate grade potions have a duration of 10 Combat Turns instead of 5. High grade potions also last 10 Combat Rounds, but grant a Regeneration of 17 instead of 16. The Power Levels of these potions are 2 and 2+, respectively.

NILL, THE ABSOLUTE ANTIDOTE

Nill is a product of alchemy that can produce the most potent known antidote. It not only eliminates virtually any harmful substance, whether natural or magical, but it also neutralizes the symptoms if taken quickly enough. Brewing it requires extensive knowledge of alchemy, as well as many complex components.

Fable: 120/180/240

Use: Nill must always be ingested to take effect.

Antidote: If taken after being poisoned, Nill functions as a generic Level 80 antidote that affects both natural and magical substances.

Prevention: If taken before ingesting a harmful substance, Nill gives the imbiber a +80 bonus to his Venom Resistance, which wears off at a rate of -10 points per hour.

Overdose: If taken daily, the effects of Nill cease to be as effective, reducing the Venom Resistance bonus by -10 for each subsequent day. A person who drinks large amounts of Nill for a month gains a permanent bonus of +20 to Venom Resistance, but no other antidote besides Nill has any effect on him.

Power Level: 2

FRENZY

Frenzy is a supernatural drug created to enhance the abilities of soldiers on the battlefield. A character who ingests this potion enters a frenzied state and is prone to violence. Although still able to control his actions, the character's heart beats extremely quickly and he becomes nervous and restless.

Fable: 140/180/240

Use: Frenzy must always be ingested to take effect.

Frenzy: Frenzy halves any penalties caused by Pain or Fatigue, and grants +10 bonus to any Attack Action, but inflicts a -10 penalty on Defensive Actions. Unfortunately, the agitated state brought on by Frenzy also imposes a -30 penalty to any action that requires precision, mental peace, and calm. All of the effects of Frenzy can be overcome by passing Venom Resistance Check with a difficulty of 140; otherwise, it lasts roughly two to three hours.

Power Level: 2

SHADOW OF DEATH

Shadow of Death is one of the most complex potions known in alchemy. This potion causes the imbiber to fall into a state similar to death. While the character seems to be dead, he is still alive, and remain in this state until he wakes up at a preset time determined by the creator of the potion.

Interestingly, this potion was created as part of a curse, but it has also been used on numerous occasions to preserve someone's life as long as several decades at a time.

Fable: 180/240/320

Use: Shadow of Death must always be ingested to take effect.

False Death: About ten minutes after drinking the potion, the imbibor falls into a temporary coma, seemingly “dead” by all appearances. Detecting that the character is in fact still alive requires a medical examination (a Medicine Check) with a difficulty of Almost Impossible (240). While the character is in this near-death state, he has no physical needs, nor does he age. The person who creates the potion decides the exact conditions that cancel the effects of the potion. For example, the character might wake up after ten hours or the potion’s effects might end when the person drinks wine. However, the effects can never last more than a century. Resisting the effects of the potion requires a Venom Resistance Check with a difficulty of 140.

Power Level: 2+

ESSENCE OF FASCINATION

This perfume leverages the principles of alchemy to alter perceptions and cloud thinking so that the wearer seems particularly fascinating to others. As the name suggests, those affected feel undeniable fascination with the source of the odor.

The Essence was often used at parties or celebrations for people of high lineage to who wished to attract attention (and some still do, occasionally), although it is also be used by thieves to help make marks more susceptible to their craft.

Fable: 180/240/280

Use: The Essence of Fascination is an olfactory concoction, and must be smelled in order to take effect. Used as a perfume, it is usually placed on the skin or hair.

Aroma: Anyone exposed to the Essence for at least three Combat Turns finds himself fascinated by it. He cannot help but feel uncontrollably attracted to the source, but at the same time becomes confused and indecisive. Taking any offensive action against the source of the Essence requires passing a Willpower Check with a difficulty of 12, and if the affected individual fails, he simply cannot attack. Avoiding the effects of the Essence of Fascination requires a Venom Resistance Check with a difficulty of 140. The effects last for a number of minutes equal to the degree of failure.

Power Level: 2

QIYAMAH

Qiyamah is a dangerously potent combat drug that exponentially increases the physical abilities of anyone who drinks it. It is based on blood from various supernatural creatures mixed with specific chemicals, and it allows the body to temporarily achieve superhuman abilities. Originally from Vetala, the substance was painstakingly adapted by the alchemists of the Priest-Kings of Stygia for human use when they sought to raise an army enhanced by the drug. However, the ingredients required to make Qiyamah proved too expensive or difficult to acquire, and the Pharaoh’s officials were forced to substitute other, less appropriate ingredients. The project ended in failure, and a large number of the Stygian soldiers died, went mad, or suffered monstrous deformities. Horrified, the Pharaoh ordered the formula destroyed, but its secrets had already been leaked and many alchemists possessed the knowledge to make it.

Today Qiyamah is known as a deadly supernatural drug, and those who move through Gaia’s underworld know its effects and the dangerous consequences of continued use all too well. At present, only the Black Sun sells it, manufacturing Qiyamah with other substances in a secret factory in the Shadows of Americh. There are at least two other alchemists in Gaia who can make the drug.

Fable: 140/180/240

Use: Qiyamah must always be ingested to take effect.

Monster Blood: Qimayah adds +2 to a character’s Strength, Dexterity, Agility, and Perception Characteristics, grants a +20 to Initiative, and allows the imbibor to undertake actions of Inhuman difficulty. The duration varies, but is usually between ten and twelve hours.

Poison: Qiyamah is highly toxic and can have negative side effects, up to and including death. It is especially dangerous for those who uses it over long periods of time, as it saturates the body and eats away at its users’ defenses. Anyone who takes Qiyamah must make a Venom Resistance Check with a difficulty of 60 or suffer from Pain (as per the Effect) for a number of hours equal to his degree of failure. If he fails the Check by more than 40 points, the character collapses and dies immediately. If a character has not gone more than a month since his last dose, the difficulty level of the Check increases by a cumulative +10. This value decreases at a rate of 5 points per year, as the drug remains in the bloodstream for long periods of time.

Power Level: 2+

DANU, THE WATER OF LIFE

Danu is a prodigious and unique formula, considered by many occultists to be the most complex alchemical potion ever concocted. Very few have developed sufficient knowledge to reproduce it and even fewer have put together the complex reagents necessary for its manufacture.

What makes this formula unique is that it can generate “life” in its purest form, overloading things with vital energy. It can create unfathomable wonders, restoring life to the dead or even animating things that never lived in the first place.

The truth is that the results are often unexpected, but they are always incredible.

The base for Danu is the pure water of the Eternal Garden of Enuma Jannah, but refining the substance completely requires many other elements, such as the sap of the trees of the Beryl Rafael.

In the present day, there are only three people who know how to make Danu, though it is possible to find vials of it that were manufactured in the past.

Fable: 240/280/320

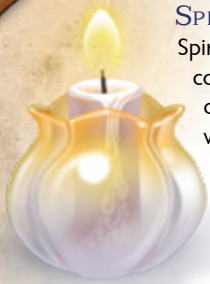
Use (Ritual): Users must bathe the body or object that they wish to animate in the liquid. When attempting to resurrect a person, the Water of Life must be poured in large quantities over the head and the wound that caused death. To animate an inanimate object, the user must have enough liquid to cover at least eighty percent of its surface.

The Water of Life: If Danu is spilled on something, life arises in the most unlikely ways. For example, if poured into a field it might become filled with huge plants or, if poured on a statue, it would come alive and start moving. Unfortunately, the results tend to be unpredictable (for example, the statue described above might instead be rapidly covered by plants instead of actually coming to life).

Return Life: If Danu is poured on a dead body, it returns to life. If the soul has not yet separated from the body, the resurrection is complete and there are no negative consequences. If the soul is gone, life returns to the body, but it is not the same person and acts in a manner more like a Golem than the person it once was.

Single Use: A person can only be resurrected once using Danu. If someone has already been raised once and is again immersed in Danu, his body bursts into flames and deteriorates rapidly. The same can be said for inanimate objects brought to life; a second exposure to this miraculous liquid simply causes them to combust.

Power Level: 3+



SPIRITUAL INCENSE

Spiritual incense is created from a strange mixture of components found in herbs and insects. The mixture, developed over the ages by Jayán shamans, allows those who breathe its smoke to temporarily leave their physical bodies and enter the spiritual world.

It is still used by many occultists; unfortunately, the components can only be found on the New Continent.

Fable: 80/240/320

Astral Form: Spiritual Incense allows those who inhale it for at least one minute to enter a trance, temporarily separating body and soul. In this state, a character is considered to be a spiritual being, intangible and invisible to those who cannot see ghosts. Being detached from his body, the character cannot affect the material world and loses access to all of his Ki Abilities, but can still use magic or psychic abilities to interact with reality (at half of his Magic Accumulation and Psychic Potential). This state lasts for one minute after the character's body stops inhaling the incense.

Power Level: 1

Creation

Spiritual Incense is considered magical in origin, but is not itself an object that requires Power Points to create. One must simply collect and mix the appropriate herbs and insects and burn them. Therefore, with the right components, creating Spiritual Incense only requires the following Secondary Abilities: Occultism 180, Herbalism 120, and Animals 80.

PRIMAL ARTIFACTS

The so-called Primal Artifacts were created by the Balzak race using knowledge gained from their worship and contact with corrupt gods. These artifacts are always made from the bones of various monstrosities and given unique powers through obscene rituals and macabre sacrifices. Normally, they are exclusively used by the Balzak to serve them personally in the surface world, but at times they are given to sectarian priests of other races.

Since they are one of the few races that still exists on Gaia without interfering with humanity, their corrupt priests still make these artifacts, although on an incredibly minor scale. It is possible to find these weapons in the Mountain Range of the Winds, where many primitive followers of corrupt gods meet their ends.

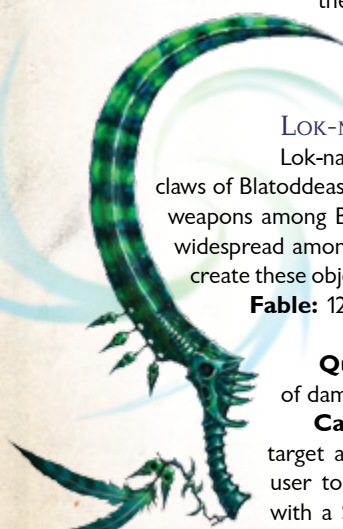
LOK-NAR, CLAWS OF THE MANTIS

Lok-nar are mystical weapons created from the claws of Blatoddeas. They are the most common supernatural weapons among Balzak warriors, but their use is extremely widespread among some tribes of Itzi, who learned how to create these objects from the servants of the primeval gods.

Fable: 120/180/240

Quality: The Lok-nar are +5 sickles capable of damaging energy.

Catch: A Lok-nar can be used to "hook" a target and immobilize it. The weapon allows the user to make a Trapping Special Purpose Attack with a Strength Characteristic of 8, but can only render his opponent Partially Immobilized if he wins, even if he wins the Opposed Check by 3 or more.



Sacrifice: When a Lok-nar is used to kill a living being with a Presence of 20 or higher, the wielder increases his Base Damage by +20 and gains a +20 bonus to any Criticals for the next minute.

Boomerang: The mystical qualities of the Lok-nar allow a user to throw it like a boomerang. Catching it when it returns requires a Difficult (120) Sleight of Hand Check.

Power Level: 2

Damage	Speed	Req. STR	Prim	Sec
45/65	-5	4	Cut	Thrust
Weapon Type	Special	Fort.	Break.	Pres.
Short Arm	Throwable. Damage (Strength 8)	22	11	125
Special Rules				
Catch, Sacrifice, Boomerang				

NYA'STUR, PLAGUE WING

Nya'stur are unholy bone daggers, carriers of disease, putrefaction, and death. So terrible is the contagion borne by these weapons that sometimes even the most minor scratches turn out to be fatal. They are created mainly for murder, for even if the initial attack fails to kill the target, there is a good chance that the ensuing infection will finish the job. During the process of manufacturing these artifacts, the cultists use a jaw fragment of a primal beast, which temporarily puts them in touch with the essence of one of their corrupt gods, infusing its innate putrefaction into the weapon.

Fable: 180/240/280

Quality: Nya'stur are considered +5 daggers that are capable of damaging energy.

Disease Carrier: The wounds from this dagger infect and weaken anyone to the point of death. Anyone who suffers damage from the dagger must make a Disease Resistance Check with a difficulty of 140 to avoid being infected. If the wounded individual fails, he slowly enters a feverish state that causes a cumulative daily penalty of -5 to all actions (up to a maximum of -160) and a -5 to his Disease Resistance. At the end of each day, the infected character can make a new check to attempt to overcome the effects of the disease.

Meanwhile, his whole body begins to rot. Pus, flies, and worms emerge from the wound. If the infected character fails either the original Check for infection or any of the following checks by more than 40 points, the disease becomes terminal and the character dies in less than twelve hours.

The harmful effects of Nya'stur be completely avoided (even if the character has failed the Disease Resistance Check) if somebody amputates the infected limb or extremity within 12 hours of the onset of the infection.

Slow Healing: In addition to the effects described above, damage caused by Nya'stur cannot be cured by skills or magic spells of any kind and takes twice as long to heal by natural means. Creatures with Gnosis 35 or higher can ignore this rule.

Power Level: 2+

Damage	Speed	Req. STR	Prim	Sec
40	+25	3	Thrust	Cut
Weapon Type	Special	Fort.	Break.	Pres.
Short Arm	Throwable, Precision	15	0	65
Special Rules				
Disease Carrier, Slow Healing				

Y'HA-NTHLEI

Y'ha-nthlei are ancient runic weapons that some senior Balzak warriors wield in combat. They are large, intimidating weapons that are sometimes decorated with a fish head or a glass top. They are usually made from the spine of large deep-ocean fish and enchanted with the sacrifice of an unborn child conceived during the summer solstice.

Fable: 120/180/240

Quality: The Y'ha-nthlei can be either +5 staves or spears.

Unholy Projectile (Notion of Use 2): Y'ha-nthlei can be used as a ranged weapon that deals Energy damage with a maximum range of 200 to 400 feet. The user can unleash the weapon in this way once per Combat Turn, and does so using his Attack Ability (as a mundane projectile weapon) or his Magic Projection Ability. If the attack deals damage, the target must pass a Physical Resistance Check with a difficulty of 80 or suffer seizures and vomiting, which inflict a -20 penalty to all actions.

Power Level: 2

Damage	Speed	Req. STR	Prim	Sec
50	+10	4/6	Thrust	
Weapon Type	Special	Fort.	Break.	Pres.
Pole	One- or Two-handed, Throwable	18	4	75
Special Rules				
Unholy Projectile				

GORM-NAH, JAWS OF THE BEETLE

Gorm-nah are the weapons that the warriors of Balzak often use when they attack openly, seeking to cause death and destruction. Gorm-nah are created using the jaws of large Blatoddeas and draw their supernatural power from a primal rune. Not only are they extremely powerful axes, they have the uncanny ability to completely destroy the bone structure of the target, causing massive damage inside the body.

Fable: 120/180/240

Quality: The Gorm-nah axes do not have an inherent Quality bonus, although some of them can be +5 axes at the Game Master's discretion.

Unbreakable Bone: Despite being made of bone, the durability and destructiveness of these weapons is stunning. Gorm-nah gain a +5 bonus to their Breakage and +10 bonus to their Fortitude.

Bonebreaker: If a target with a skeleton takes damage from a Gorm-nah, it must make a Magic Resistance Check with a difficulty of 100 or suffer an automatic Critical with a bonus equal to the target's degree of failure on the Magic Resistance Check.

Power Level: 1+

Damage	Speed	Req. STR	Prim	Sec
70	-30	7	Cut	Impact
Weapon Type	Special	Fort.	Break.	Pres.
Axe	Throwable	15	5	25
Special Rules				
Unbreakable Bone, Bonebreaker				

TRITERPARZERTON

The Triterparzerton is one of the most feared of the Primal Artifacts. It is a crystalline structure with a chaotic geometric shape. Each of its faces reflects like a mirror, but sometimes, if someone looks at one of them for a long time, he sees strange shapes inside staring back. The terrible truth is that these visions are portals to the dreams of the primeval gods, for that is the true purpose of Triterparzerton. It is an open door to the subconscious of these ancient entities. Naturally, the power of this artifact borders on the divine, but using it also carries extreme risks for would-be wielders.

The Triterparzerton was not made by mortal hands, and is thought to be an artifact created by the primal gods themselves. It has appeared in many cultures, and has always led to chaos, death, and destruction. Its last known owner was a Pharaoh King of Stygia, and it is whispered to be in a tomb within the Necropolis. Of course, this is information is mere speculation.

Fable: 240/280/320

Indestructible: There is no known way to harm or destroy the Triterparzerton. Perhaps beings with Gnosis 40 or higher might be capable of ignoring this rule.

Enhancer (Notion of Use 2): The Triterparzerton grants a +20 bonus to the Magic Accumulation and the Psychic Potential of the bearer. This bonus also applies to Projection if the wielder uses it to focus his powers through the accursed artifact.

Linked to the Horror (Notion of Use 1): Triterparzerton gives a bonus of +30 to all Summoning Abilities, provided that the bearer is dealing with creatures related to the primal gods.

Visions (Ritual): Looking carefully at the Triterparzerton, one can see remote locations and times both past and future. However, the user's control over such visions is very limited, at best. To see something specific, a user must make an Occult Secondary Ability Check. If his result is less than Absurd (240), the visions are unfocused; they are utterly insane, chaotic, and monstrous. If his result is Absurd (240) or higher, he can see whatever he wishes, but the visions always have a certain mad twist to them.

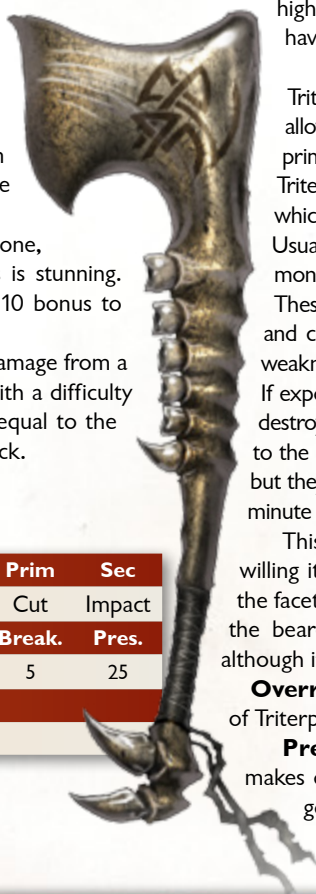
Living Nightmares (Notion of Use 3):

Triterparzerton's most terrifying powers lie in its ability to allow the monstrosities that inhabit the dreaming minds of the primeval gods to manifest in the real world. The wielder of Triterparzerton can "externalize" one of these living nightmares, which appears no more than 1500 feet from his location. Usually, the manifestations are Abominations or other primitive monstrosities of similar power (typically between Levels 6 and 10). These creatures are completely immune to Summoning Abilities, and cannot be controlled by any supernatural means. Their only weakness is that they are completely unable to withstand sunlight. If exposed to the light of the sun, these creatures are immediately destroyed, regardless of their power or resilience. There is no limit to the number of beings that can manifest through Triterparzerton, but they appear one at a time and the bearer must wait at least one minute between bringing each one forth.

This power can be activated without the character actually willing it to happen—sometimes, just staring too long into one of the facets is sufficient to call forth one of these horrors. Of course, the bearer of Triterparzerton has no control over the entities, although it is unusual for them to attack him.

Override: No artifact of Level 3 or lower works in the presence of Triterparzerton.

Prelude to the End (Ritual): If Triterparzerton ever makes direct physical contact with the physical form of a primal god, it causes that god to awaken, even if it is dormant or sealed in some way.



Engulfed by Nightmare: Each time its wielder uses Triterparzerton, he risks being absorbed and disappearing into the nightmares of the primeval gods. Each time the user activates any ability or power of the artifact and rolls doubles (11, 33, 66 and so on), he must pass a Willpower Check with a difficulty of 12. If he fails, the character literally disappears from the world, swallowed by the Triterparzerton and cast into an existence of unending horror.

Descent into Nightmares: The bearer of Triterparzerton can sometimes synchronize his dreams with the primal gods, perceiving a portion of their demented thoughts and memories. Unfortunately, despite the lure of secret knowledge, delving into this abyss is extremely dangerous and usually means a descent into madness. Each time the character makes this connection, he must pass a Physical Resistance Check with a difficulty of 120 or be mentally affected by the visions. When the character has failed this Check a number of times equal to half of his Willpower Characteristic, he enters into a state of temporary insanity. When the number of failures is equal to his Willpower Characteristic, the character goes completely insane. If the group is using the optional rules for madness, every time the character has one of these dreams, he must perform a Check as if he had to face a horror beyond all mortal comprehension. The only positive note is that each time the character fails the Check, he gets a special +25 bonus to all Occultism Checks related to primal beings.

Power Level: 4

GY-GORONAK, UNICORN OF DEATH

The Gy-goronak are some of the most powerful artifacts made by Balzak. They not only require the ritual slaughter of thousands and the collection of exceptionally rare bones and powerful creatures, their creation requires the specific blessing of a primeval god. It is therefore possible that only three or four have ever been made, and that they were always carried by some of the most powerful priests.

A Gy-goronak is a strange artifact of bone, similar to a drill with a double-headed monster skull in the center. This “skull” is of vital importance to the object, as it was obtained by impregnating a woman with the seed of a primeval. The resulting child grew until it began to mutate, and was then sacrificed to complete the ritual.

At least one Gy-goronak is currently in the possession of the Lord of the Balzak, while another is sealed in the ruins of the Mountain Range of the Winds. Of the others, nothing is known.

Fable: 240/280/320

Quality: For the most part, Gy-goronak count as +10 spears that are capable of damaging energy, although their listed statistics differ in certain ways.

Drill: Attacks from a Gy-goronak ignore 4 points of the target's Armor Type (in addition to the amount ignored by the weapon's Quality) up to a total of 6 points.

Enhancer (Notion of Use 2): A Gy-goronak grants a +15 bonus to the Magic Accumulation of the bearer.

Primal Magic (Notion of Use 3): The user of the weapon can use it to channel any spell of the Dream and Umbra sub-Paths as though he had 90 Magic Levels in each. If the character already knew such spells, they count as being cast at one level higher than normal.

Mental Rupture (Notion of Use 3): The bearer of Gy-goronak can generate a psychic wave that destroys the minds of those around him. Using this ability requires two Combat Turns of preparation, during which time the weapon does not provide any bonus to Magic Accumulation. At the end of this period, anyone within 80 feet of the bearer must take a Physical Resistance Check with a difficulty of 140 or lose a point of Intelligence and Willpower for every ten points by which he fails the Check. If either Characteristic reaches zero, the individual is lobotomized. Lost Characteristic points recover at a rate of 1 point per month, provided that none of them fall to zero.

Earthquake (Ritual): If a Gy-goronak is placed into the ground as part of a ritual that takes more than ten Combat Turns, it generates an earthquake with the effects of the Earthquake spell from the Path of Earth, cast at the Basic level.

Primal Summoning (Notion of Use 1): Gy-goronak gives a +30 bonus to any Summoning Ability used on entities related to the primeval gods.

Use: The Gy-goronak are similar to spears in certain regards, but also have specific key differences when it comes to using them optimally in combat. A character who can fight with spears applies a penalty of -10 to his Ability with a Gy-goronak. A character can choose to invest Development Points toward mastering its use.

Madness: The Gy-goronak are directly linked to the power of a primal god, and possessing one means that the owner is in some way linked to one of these entities. People with weak wills often go mad simply by holding them. Anyone with a Gy-goronak in his possession whose Willpower Characteristic is lower than 8 must make a Physical Resistance Check with a difficulty of 100 each day to avoid being influenced by the entity. The first time a character fails the Check, he begins to have nightmares. The second time he fails, he begins to see strange visions. Finally, if he fails a third time, the character enters a state of temporary madness, which lasts until he parts with the Gy-goronak. If the character continues to keep it in his possession, and fails a fourth Check, his insanity becomes permanent.

Power Level: 3+

Damage	Speed	Req. STR	Prim	Sec
100	-20	8/10	Thrust	
Weapon Type	Special	Fort.	Break.	Pres.
Pole	One- or Two-handed	22	15	125
Special Rules				
Drill, Enhancer, Primal Magic, Mental Rupture, Earthquake, Primal Summoning, Use, Madness				

THE WONDERS OF THE FAERIE COURT

The Wonders of the Faerie Court are a number of artifacts created as a gift for the top leaders of Sylvain. They are usually related to the power on the throne of the elven nations, and tradition dictates that only can be carried by the supreme monarchs or other officials. They are all exceptionally old, given to the Elves during the creation of the court by such powers as the elemental lords of light, the queen of the fairies, or even gods.

SILFUR

Silfur is a silver spear, the legendary weapon wielded by the Aerial, the Argent Knight. With a blade forged from the light of the first Elhaym, this lance is a true masterpiece, perfectly balanced and enchanted with magic so powerful that it is a deadly and frighteningly effective device. It also has the ability to change shape, transforming into a strange scythe suitable for combat.

During its long history, it has often been the weapon carried by the greatest champions of the Faerie Court, although at present it is in possession of Tol Rauko.

Fable: 180/240/280

Quality: Silfur is considered a +20 cavalry spear and its attacks are attuned to the element of light.

Scythe Form (Notion of Use 2): Silfur can alter its shape into that of an odd circular scythe. While in this form, it can attack all opponents within 15 feet. Silfur retains its original statistics, but the bearer does not suffer the -30 penalty for using a cavalry lance.

Brilliant Charge (Notion of Use 2): If used during a mounted charge, Silfur quadruples the bonus to Strength granted by the mount for damage instead of doubling it.

Power Level: 3

Damage	Speed	Req. STR	Prim	Sec
120	-10	8	Thrust	-
Weapon Type	Special	Fort.	Break.	Pres.
Pole	-	32	15	215
Special Rules				
Element of Light, Scythe Form, Brilliant Charge				

ZELBER

Zelber, known as the sword of the end times, is the most powerful of all Elvish weapons. It is a beautiful, silver-hued longsword with a blade as bright as a mirror. It was forged by fairies using both stellar metal and the tip of the scythe of one of the Fates, which gives it the ability to slay any kind of being. When the weapon is swung with lethal intent, the reflections of enemies appear on the blade as lifeless skeletons, grim harbingers of the fate that awaits anyone who faces it.

Being one of the faerie treasures, Zelber has always belonged to the Sylvanus family, passed from Emperor to Emperor from the time of the Aerial, the Argent Knight, to its most recent owner, Taumiell. Nothing is known of his whereabouts after the fall of Sylvania, though it is likely to be somewhere in the ruins of the doomed city.

Fable: 180/240/320

Quality: Zelber is considered a +20 long sword of elemental Light and is capable of damaging any type of entity or being, ignoring any protection.

Final Blade: Zelber's attacks completely ignore all of the target's Armor Type.

Lethal: Any attack caused by Zelber automatically inflict a Critical (including when striking creatures with Damage Resistance).

Power Level: 4

Damage	Speed	Req. STR	Prim	Sec
90	+20	6	Cut	-
Weapon Type	Special	Fort.	Break.	Pres.
Sword	-	33	11	225
Special Rules				
Elemental Light, Final Blade, Lethal				

ZABIEL

A wonder among wonders, the enchanted metal armor Zabel is the finest known protection against physical attacks. This unique work of prodigious supernatural craftsmanship was created by the Queen of the Fairies, who mixed star metal with the diamond from which the elemental god Faun was born. The result was a suit of impenetrable armor, an absolute defense capable of protecting the wearer from anything on earth.

Zabel is a complete silver metal shell whose beauty and detail is unsurpassed. Every inch of its surface is decorated with a beautiful engraving or a spectacular relief but, far from seeming cluttered, it has a sleek and elegant appearance. When someone wears the armor, the designs begin to move across the surface, giving it a strange and ethereal appearance.

Throughout virtually all of its history, this legendary armor has been in possession of the Sylvanus family, but after the fall of Sylvania, Zabel was placed by the body of Taumiell and now resides in a secret mausoleum that Nerelas built for his father.

Fable: 180/240/320

Quality: Zabel is considered a suit of +20 full plate. Given its supernatural origin, it provides protection against Energy damage.

Size: Zabel can only be used by a character whose size is between 12 and 14.

Absolute Armor: The wearer of Zabel can only be damaged by Energy attacks, and reduces the Base Damage of Energy attacks that strike the wearer by 20 points.

Linked to the Body: Zabel negates the normal penalties to the Stealth and Swim Secondary Abilities while using the Wear Armor Secondary Ability.

Immortal: The wearer of Zabel is immune to all Criticals, except those directed to the head that can cause decapitation. This ability has no effect on attacks by entities with a Gnosis of 40 or higher.

Power Level: 4

Armor Req.	Natural Penalty	Mov. Restr.	Fort	Presence	Location	Class
80	-30	0	38	245	Complete	Hard
Cut	Impact	Thrust	Heat	Elec	Cold	Energy
9	9	9	8	4	8	6
Special Rules						
Absolute Armor, Linked to the Body, Immortal						

THE CROWN OF UL

The Crown of Ul is the most legendary of all the wonders of the faerie kin. As the name suggests, is a crown wrought of platinum and star metal, adorned with a gem that contains the very essence of heart of the first faerie, which was subsequently sealed with the power of the Beryl Mikael. According to myth, the purpose of Ul was to create a beacon of hope for all magical peoples. Its design is uncomplicated, but is exceptionally beautiful and anyone looking at it directly feels a sense of respect and awe.

Ul was a gift given to the First Lord of the faerie races, and has thus been linked to the Sylvain throne since its creation. As a symbol of power and salvation, its fame spread to every corner of Gaia. Unfortunately, it was shattered during the War of Darkness by Ghestalt Orbatos, and so its power diminished. It was only reconstructed, after numerous unsuccessful attempts to repair it, thanks to the talent of the Creator of Wonders, Gaudemus.

The last holder of the Crown was Taumiel Ul of Sylvanus, and is now in the possession of Tol Rauko, sealed in the heart of their Island.

Fable: 180/240/320

Aura of Power: The wearer of the Crown counts as having the Charm, Disquieting, and Danger Sense Advantages.

Clarity: The wearer of Ul gets a +50 to resist any effect that could alter his personality or allow someone to read his thoughts.

Unbreakable Oath: Anyone who makes an oath to the bearer of the Crown is bound by his word and forced to comply, even against his will. Resisting this compulsion requires passing a Magic Resistance Check with a difficulty of 160, and the results of not keeping a promise can range from mere discomfort to real physical pain. This discomfort might even increase over time, preventing the affected character from resting or sleeping. A character who has failed the Magic Resistance Check at any point cannot repeat it, though the negative effects disappear if the wearer of the Crown breaks his word to the character.

Power Level: 3+

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THE LAWBRINGERS

The Lawbringers are a series of powerful weapons of magical nature that are specifically forged to fight the supernatural. They are most often used by Inquisitors, who employ them to more effectively combat magical creatures and entities.

Generally speaking, Lawbringers are black-hued bastard swords decorated with engraved crosses. However, although they are much less common, there are also Lawbringers of different types, such as axes, daggers, or rapiers. These weapons can hew ethereal bodies and materials, and even supernatural defenses and psychic matrices. Because of their power, it is said that the Inquisitors can even deflect or destroy spells.

Lawbringers were created by the same process Abel used to both forge his sword and lead the Apostles to become Holy Kings. Originally, the Messiah combined his blood with molten metal of to give the blades part of his essence, but all subsequent weapons were forged with other enchantments. Modern forging techniques require supernatural blood, which are mixed with various metal alloys and black steel. This sanguine concoction gives the blades their magical properties. Since different types of blood grant different effects, each weapon's abilities differ from those of the others.

Currently, only three people in the world know the secrets needed to forge these weapons, and it takes years to craft a single one. These individuals are confined to the inner chambers of the holy city of Albidion, where they have lived since childhood. When they reach old age, they are given an apprentice, a child who, in turn, must devote his life to the art of forging these blades.

Sometimes, Lawbringers, especially older ones, begin to lose some of their supernatural qualities. To recover their energy, they must be steeped in blood of supernatural origin.

Primarily weapons of the church, the vast majority of Lawbringers are currently in the hands of Inquisitors. However, many have been lost during the course of the Inquisitors' ceaseless missions, so is not entirely impossible to find a Lawbringer in someone else's hands.

Fable: 80/180/280

Exceptional Quality: Regardless of the weapon type, Lawbringers are always +10 weapons, and apply all relevant bonuses to Abilities, Speed, Damage, Presence, Fortitude, and Breakage.

Supernatural Weapon: Lawbringers are capable of damaging energy and stopping immaterial and ethereal attacks. For the purposes of damage, they are considered to have a Presence of 125.

Sacred Nature: Blessed through lengthy and expensive rituals, all Lawbringers are considered sacred weapons.

Dowry of Blood: In addition to the powers described above, Lawbringers have certain specific gifts depending on the mixture of blood used during their preparation. Therefore, each individual weapon has slightly different properties. A Lawbringer has one (or two, in the case of the most potent weapons) of the following powers:

Supernatural Resistance: While holding this Lawbringer, the bearer gets a +15 bonus to Magic Resistance and Physical Resistance Checks.

Major Lawbringer: The Quality of this Lawbringer is changed to +15 (in place of the normal +10).

Disruptive Weapon: When this Lawbringer damages a creature of supernatural origin or an individual with supernatural abilities, the weapon produces a powerful shock that can temporarily stun the target. The target of the attack must pass a Magic Resistance Check with a difficulty of 100 or lose his supernatural powers for a number of Combat Turns equal to his degree of failure.

Reaper: When attacking magical entities, this Lawbringer deals an additional +10 damage and adds +20 to rolls to determine the effects inflicted by a Critical.

Fiery Blood (Ritual): If covered in the blood of a supernatural creature, this Lawbringer begins to glow with a slight bluish tint. The weapon produces a Heat-based elemental attack that increases its damage by 20 points and inflicts Fire Secondary Criticals. The effect lasts only a few minutes, fading once the blood on the blade is completely consumed by the fire.

Supernatural Perception: Whenever the wielder is near a creature of magical origin (usually a proximity between 75 and 150 feet), this Lawbringer trembles slightly, as if eager to taste its target's blood. This ability is equivalent to a detection spell, and any targets affected can resist its effects by making a Magic Resistance Check with a difficulty of 140.

Impossible Speed: This Lawbringer is supernaturally fast, and has a +20 bonus to Initiative.

Calibrated: Whatever type of weapon it is, this Lawbringer has the Throwable rule, so the bearer can hurl it at foes it without penalty. This does not mean that the weapon returns to its bearer by itself; the wielder must pick it back up as normal after throwing it to wield it again.

Exterminator: This Lawbringer is especially effective against a certain type of supernatural creature (particularly creatures Between Worlds or Spirits), and deals an additional 50% of its damage when used to attack that sort of being. For example, such a weapon could be attuned could destroy fire elementals or specters, but never a race, as Sylvains or Ebudans.

Stigma: The damage this weapon deals to supernatural creatures is exceptionally difficult to heal. All wounds caused by this Lawbringer heal at the rate of Sacrificed Life Points (creatures with Gnosis 35 or higher can ignore this effect).

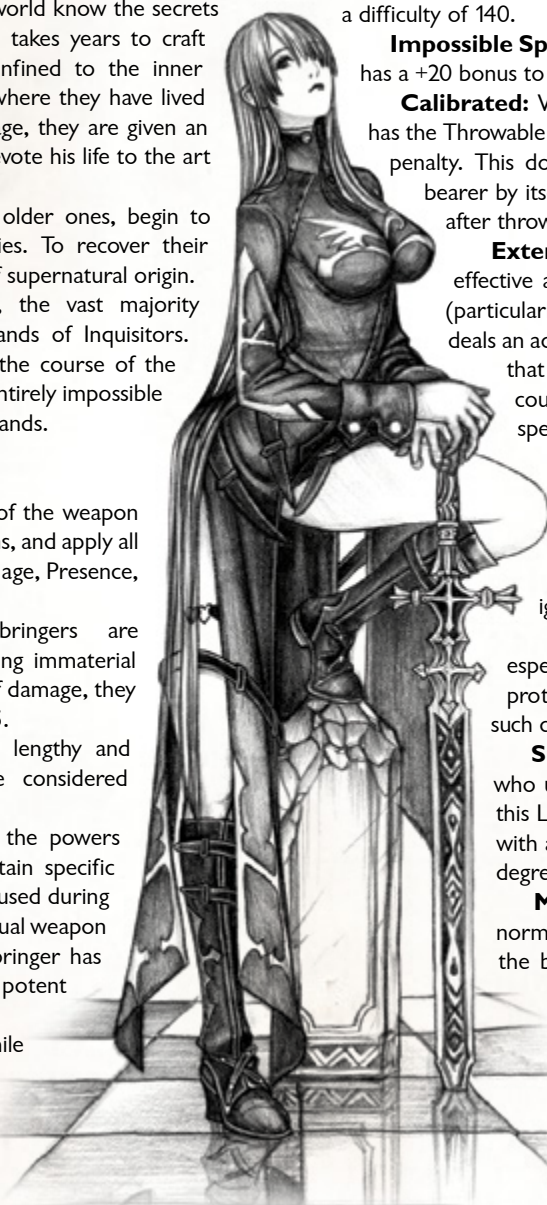
Magic Sundering: This weapon is especially effective at destroying supernatural protections, and quadruples the damage it deals to such defenses (both magical and psychic).

Suppression Aura: Any person or creature who uses a spell or psychic power within 10 feet of this Lawbringer must pass a Magic Resistance Check with a difficulty of 100 or suffer damage equal to its degree of failure.

Mystic Defender: Even if he does not normally have the ability to See the Supernatural, the bearer of this Lawbringer does not suffer the Blinded penalty when defending himself from supernatural attacks invisible to him.

Channeling: This Lawbringer increases wielder's Ki Accumulation for a Characteristic of his choice by 1 point.

Power Level: 3



The Originals

Of the eleven original Lawbringers forged in the era of the apostles of Christ, the locations of only seven are remembered today. Six are currently carried by the senior High Inquisitors, and the seventh by the Child Empress Elisabetta Barbados.

SEOMAN KEPHAS, THE IMPERIAL SWORD

Seoman Kephass, commonly known as the Sacred Sword or the Holy Imperial Sword, is the Lawbringer Abel created for Pietro Giovanni, the first of his disciples. It is not only the most famous of the eleven sacred swords, but also the most famous weapon in Gaia.

Until recently, the history of Seoman was intrinsically linked to the Giovanni family, and was the sword that carried the dynasty through the last nine centuries. It was also used by the first Emperor Zhorne Giovanni when he founded Abel's Holy Empire. Thus, Seoman is considered a symbol equivalent to the imperial crown, a sacred relic of the holy emperors to demonstrate their control over the throne. However, the story of the sword also has a dark side, as it is the only weapon that has shed the blood of a Giovanni, when Prince Lucanor used it to kill his father.

Seoman is the twin of Angelus, Abel's own Lawbringer, and both weapons are similar in appearance and share many of their powers. It is a beautiful bastard sword with a golden hilt in the form of an angel's wings, though it does not appear to have a supernatural origin.

Since the death of Lascar Giovanni, the sword has belonged to the Barbados dynasty, and the sword is carried by the Child Empress Elisabetta Barbados.

Fable: 40/240/280

Quality: The Imperial Sword is considered a +20 bastard sword capable of damaging energy.

Sacred Nature: Seoman is considered a sacred weapon.

Awakening of Power: The bearer of Seoman increases his Ki Accumulation for all Characteristics by 1 point.

Energy: The bearer of the sword regains a point of Ki every 5 Combat Turns while in combat.

Unstoppable: In addition to being capable of damaging any kind of entity, Seoman ignores any Damage Barrier or reduction that its target might have, including any kind of special immunity.

Natural Ability: Seoman allows any warrior to fight with it at full combat ability, even if that person normally cannot use bastard swords.

Omega Depranos (Notion of Use 4): Any time the wielder of Seoman uses a Ki Technique, he may treat it as though he had the Technique Pushing Advantage, but he need not spend additional Ki to activate it. Theoretically, this property only works if the weapon is wielded by a member of the Giovanni family. Otherwise, the character must make a Power Check with a difficulty of 16 each time he attempts to use this ability. If he fails, he suffers a cumulative -20 penalty to all actions. This penalty diminishes at a rate of 5 points per minute.

Power Level: 4+

Damage	Speed	Req. STR	Prim	Sec
110	-10	7/9	Cut	Impact
Weapon Type	Special	Fort.	Break.	Pres.
Sword, Two-handed	One- or Two-handed	35	13	225
Special Rules				
Sacred Nature, Awakening of Power, Energy, Unstoppable, Natural Ability, Omega Depranos				

KALAH

Kalah, the Eye of Fate, is the weapon that Abel created to mitigate the blindness of the Apostle Joshua of Zed. It is a well-known mythological artifact, mentioned in many sacred texts, and a famous symbol of the struggle against supernatural powers, which is somewhat ironic given that the object is itself one of the most mystically potent Lawbringers known to exist.

Kalah is a beautifully ornate silver sword able to channel the spiritual power of the bearer to temporarily alter the course of destiny. Sometimes even unconsciously, the bearer can achieve impossible feats far beyond his means.

Kalah has rarely been used in combat. Joshua of Zed never wielded it against another living being, and after his death it remained unused until the War of Gods. Lost for centuries, the Lawbringer was found by the High Saint Elienai Grimoire, who carried it alongside the Emperor Elijah Giovanni in the secret war against Baal, the Gate of Hell. It is believed to have fallen through the portal created by the final Messenger and its current whereabouts are a mystery, though it might be somewhere in The Wake.

Fable: 120/240/280

Quality: Kalah is considered a +15 bastard sword capable of damaging energy.

Sacred Nature: Kalah is considered a sacred weapon.

Positive Outcome: The bearer of Kalah only Fumbles in combat on a roll of 1.

Dowry of Blood: Kalah has the Disruptive Weapon and Magic Sundering Lawbringer Powers.

Destined Victor (Notion of Use 3): The wielder of Kalah may reroll a failed combat test. This power can only be used once every 10 Combat Turns.

Sightless Eyes (Notion of Use 3): The bearer of Kalah can perceive everything within 50 feet around him, even if he is naturally blind or his eyes are closed or blindfolded.

Force Destiny (Notion of Use 4): This ability uses the supernatural energy of Kalah to force an event in favor of its bearer. In play, the character's next roll is treated as an Open Roll. For example, even if the result of the die roll is 50, the player may make a second roll and add the result to 50. Of course, this second roll follows the general rules, so a 91 or more would be considered another Open Roll. Unfortunately, using this ability puts substantial pressure on the fate of the wielder. He cannot make any more Open Rolls for the next 10 Combat Turns, regardless of the results of his rolls. Force Destiny cannot be used on a roll that resulted in a Fumble.

Power Level: 4

Damage	Speed	Req. STR	Prim	Sec
100	-15	7/9	Cut	Impact
Weapon Type	Special	Fort.	Break.	Pres.
Sword, Two-handed	One- or Two-handed	30	11	175
Special Rules				
Sacred Nature, Positive Outcome, Dowry of Blood, Destined Victor, Sightless Eyes, Force Destiny				

SACRED HYMN

Teikoku, or Sacred Hymn, the Divine Voice, is the Lawbringer that belonged to the Holy King Joachim Thurston. While not considered the most sacred of these blades, it is certainly the one with the most extravagant powers. It is a longsword forged from a single piece of dark-blue metal. The entire weapon was created to harmonize with the sound of a certain pitch. This is why it has such a strange shape, separated into two parts near its tip by a spherical piece that acts as a sounding board. As a result, when moving at high speed or striking with adequate strength, the weapon produces ultrasonic phenomena. When wielded in combat, the sword seems to emit a melodious tone, almost a whisper, which has earned it the nickname "the Divine Voice."

The history of Sacred Hymn and its owners is complex. Although it originally remained in the Thurston family for generations, the weapon ended up in possession of the Brotherhood of Rah during the War of God but was absent at the end of the conflict. Centuries later it would be found in Varja, where it received the name "Teikoku," and was taken by the leading Kurokami samurai family during the ongoing War of Shadows. Upon discovering that increased activities of the Yagarema were related to the arrival of Baal, Yoshitaka Kurokami traveled to the West and worked with the Emperor Giovanni to stop the Messenger. After the War of Shadows, the weapon was claimed by the Inquisition and was used by some of the most elite High Inquisitors in recent history. Unfortunately, its last bearer died during a mission just over a decade ago, and the weapon disappeared and has not been seen since.

Fable: 140/240/280

Quality: Sacred Hymn is considered a +20 long sword capable of damaging energy.

Sacred Nature: Sacred Hymns is considered a sacred weapon.

Reduced Harm: Despite its Quality, Sacred Hymn is not a weapon specifically designed to inflict injury as a sword, so contrary to the general rules for a weapon of its profile, its Base Damage is only 70.

Sound Control (Notion of Use 3): The wielder of Sacred Hymn can control the ultrasonic vibrations generated by this Lawbringer. This requires great practice, and it is very difficult to differentiate between the possible maneuvers. Whenever the wielder wants to activate one of these capabilities, he must use his Attack Ability or Music Secondary Ability and pass a Check of the appropriate difficulty for each technique. If he fails, the sword produces an unpleasant sound and vibrates uncontrollably for 5 Combat Turns, during which time the wielder cannot use other Control of Sound techniques and suffers a -40 penalty to his Attack and Defense Ability with the sword.

The use of any Sound Control maneuver is a Full Attack Action, and its wielder cannot do anything else that Combat Turn. All of these powers have a 80 foot radius.

• Mute: Skill 140+

Decreases the volume of all the ambient sounds within range, increasing the difficulty of any Check based on hearing and decreasing the Base Damage of any sonic Attack or Resistance based on sound by -40. The effect remains for 1 Combat Turn for every 10 points by which the character exceeds the difficulty of the Check.

• Total Silence: Skill 240+

Completely nullifies any sound source, even those of a supernatural origin. The effect persists for 1 Combat Turns for every 10 points the character exceeds the difficulty of the Check.

• Dissonance: Skill 240+

The weapon produces a ultrasonic burst that causes massive damage to anyone capable of hearing it. By activating this ability, anyone within the area of effect besides the wielder must make a Physical Resistance Check with a difficulty of 120 or suffer damage equal to twice the degree of failure. Additionally, victims suffer from Pain (as per the Effect) for 1 Combat Turn for every 10 points by which they failed the Check. Given the supernatural origin of the sound, it affects any kind of creature (even those that are intangible) but beings without hearing are not affected by this power.

• Echo: Skill 280+

Unleashes an inaudible echo that disturbs the balance of anyone who can hear it, causing them to lose control of their bodies. Anyone within the area of effect besides the wielder must make a Physical Resistance Check with a difficulty of 140 or suffer a penalty to all actions equal to the degree of failure. This penalty diminishes at a rate of 5 points per Combat Turn. Characters affected by this power are never aware that their skills have been affected.

Sonic Reaper (Usage Notion 3): Allows the character wielding Sacred Hymn to make an ultrasonic attack at a distance. In mechanical terms, this power is considered a supernatural sound-based attack and uses the Attack Ability of the bearer. This attack is an Impact attack with a Base Damage of 60 plus the character's Dexterity Modifier. Because the attack is invisible to the naked eye, those in its wake must pass an Absurd (180) Awareness Check or a Hard (120) Find Check to detect it, or else suffer the penalty from Blindless when defending against it.

Using this attack requires a Full Attack Action, and the wielder cannot take any other Active Actions during that Combat Turn.

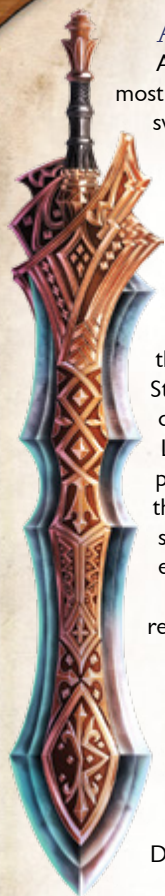
Sound Shield (Notion of Use 3): With a quick movement, Sacred Hymn creates a sonic shield that allows its bearer to defend against any kind of attack. This ability uses the rules for supernatural shields but the wielder's own Block Ability. The shield can withstand 200 points of damage before collapsing, but only Energy-based attacks can damage it. After 3 Combat Turns, the screen fades away on its own. Enabling this defense requires an Active Action during the user's Combat Turn.

Virgo Compatibility (Notion of Use 2): A character who has mastered the Ars Magnus Virgo can add +40 to the result of any Check for Sound Control and a +20 to his Attack Ability or Defense Ability when using Sonic Reaper and Sound Shield.

Divine Voice (Notion of Use 3): If the wielder of Sacred Hymn is engaged in a prolonged battle, the Lawbringer begins to emit a sound like an increasingly loud song that gradually increases the character's speed and damage. The character's Initiative, Damage, and Attack Ability increase by +10 every 3 Combat Turns during battle, up to a maximum bonus of +30. After twelve Combat Turns, the bonus resets to +0 and begins increasing once again.

Power Level: 3+

Damage	Speed	Req. STR	Prim	Sec
70	+20	6	Cut	-
Weapon Type	Special	Fort.	Break.	Pres.
Sword		33	11	225
Special Rules				
Sacred Nature, Reduced Harm, Sound Control, Mute, Total Silence, Dissonance, Echo, Sonic Reaper, Sound Shield, Virgo Compatibility, Divine Voice				



ALDEBARAN

Aldebaran, the weapon created for Julian of Zed, is the most colossal of all Lawbringers. It is a huge two-handed sword, six feet long and weighing nearly 650 pounds.

The weapon is a lot like a disproportionate version of Kalah, as both its silver color and the details of its manufacture are very similar.

Of all the Lawbringers, Aldebaran is the weapon that has been used in combat most often, and both Julian and all his descendants wielded it at the head of their armies against enemy forces. Unfortunately, the Aldebaran ended up in the possession of Demeter Stratos, a member of the Brotherhood of Rah who defeated the Holy King in battle. Like many other Lawbringers, it was lost after the war and did not have particular influence until the secret conflict against Baal, the Messenger of the Apocalypse, during which it was supposedly used to deliver the coup de grace to the earthly form of Hell's Gate.

Today, its whereabouts are unknown, but is sure to rest somewhere in Gaia.

Fable: 120/240/280

Quality: Aldebaran is considered a huge +20 two-handed sword capable of damaging energy.

Sacred Nature: Aldebaran is considered a sacred weapon.

Dowry of Blood: Aldebaran has the Mystic Defender and Channeling Lawbringer Powers.

Grip: The Bearer of Aldebaran gets a +3 to any Check to avoid being disarmed.

Absurd Weight: Aldebaran has a Strength requirement of 13.

Slam (Notion of Use 2): The bearer of Aldebaran can apply a -20 to his Attack Ability to make his hits automatically cause a Slam with a Strength equal to the wielder's own Strength Characteristic.

Power Attack (Notion of Use 2): Aldebaran allows its holder to increase his power and speed by concentrating on the sword for a moment. The wielder should declare the use of this power before rolling for Initiative. The character then gains a +20 to his Attack Ability and Damage until the end of the Combat Turn. This power can be used once every 5 Combat Turns.

Power Level: 3+

Damage	Speed	Req. STR	Prim	Sec
175	-40	13/15	Cut	Impact
Weapon Type	Special	Fort.	Break.	Pres.
Two-handed Sword	One- or Two-handed, Throwable	44	17	230
Special Rules				
Sacred Nature, Dowry of Blood, Grip, Absurd Weight, Slam, Power Attack				

PLATINUM

Platinum is the Lawbringer of Thanos Setep, the warrior of God. According to legend, Platinum is the only one of the sacred blades reforged from an existing weapon, as it was created from the two-handed sword that the Apostle himself gave along with his devotion. This Lawbringer is a large two-handed sword with a strange double handle. However, the truly unique characteristic of the weapon is that it has a gear system that allows it to split into two different long swords. When the weapon is separated, the two halves of Platinum begin to burn with magical flames, one with golden fire and the other in silver flames. In this state, the swords are named Platina and Algol, respectively.



With the disappearance of Thanos, Platinum had been missing for almost a thousand years, and was only found decades ago by Archbishop Eljared. Currently, it is in the possession of the High Inquisitor Marchosias.

Fable: 140/240/280

Quality: Platinum is considered a +20 bastard sword capable of damaging energy. When separated, it becomes two long swords, each with the same Quality bonus.

Sacred Nature: Platinum (and its component blades) are considered sacred weapons.

Dowry of Blood: Platinum has the Mystic Defender and Channeling Lawbringer Powers.

Dual (Notion of Use 1): With a simple maneuver, the bearer of Platinum can separate the sword into two, making two exceptionally effective long swords. They can be joined or separated in the same turn that the user makes an attack, but the wielder still applies the usual penalty for unsheathing a weapon to his Attack Ability.

Fire and Ice (Notion of Use 2): While using Platina and Algol, if the wielder causes damage to an opponent, the target's body momentarily ignites with flames of the same color as those enveloping the sword (golden fire for Algol and silver flames for Platina). The fire itself does not cause additional damage and dissipates on its own after three Combat Turns. During this time, any attacks made with the sword that set the target aflame in its own color deal only half damage. However, successful attacks made with the twin of the sword that ignited the target deal double damage, and the flames engulfing the opponent change to the color of the weapon that just struck. Thus, to properly use Platina and Algol, the wielder must constantly alternate between the two, but doing so makes them artifacts of terrifying destructive power.

Power Level: 3+

Damage	Speed	Req. STR	Prim	Sec
90	+20	6	Cut	-
Weapon Type	Special	Fort.	Break.	Pres.
Sword		33	11	225
Special Rules				
Sacred Nature, Dowry of Blood, Mystic Defender, Channeling, Fire and Ice				

Damage	Speed	Req. STR	Prim	Sec
110	-10	7/9	Cut	Impact
Weapon Type	Special	Fort.	Break.	Pres.
Sword / Two-handed Sword	One- or Two-handed	35	13	225
Special Rules				
Sacred Nature, Dowry of Blood, Mystic Defender, Channeling, Dual				

EQUILIBRIUM

Equilibrium, the Lawbringer of the monarch Adrian Magdalus is a very unusual weapon. Halfway between a bastard sword and a spear, it has a long shaft (about six feet long) that ends in a blade full of gears and connected chains.

True to its name and embodying the principle of balance, this Lawbringer is a superbly calibrated weapon, a perfect mechanism that can modify its size and weight to suit the bearer. In combat, the weapon twists and changes shape as needed to meet the attacks of the wielder's foes, allowing the wielder to defend himself in even the most extreme situations.

After the fall of the Magdalus family, Equilibrium was used by Marshal Nazahel, one of the great generals of Rah who survived the War of God. In the wake of his death, the weapon was given to the Lords of War, which later caused some animosity between their faction and the Church of Abel. Finally, the weapon was handed over to the Inquisition. Its current owner, a strange High Inquisitor named Radamantis who was working in secret with Imperium, then disappeared, taking the blade with him.

Fable: 140/240/280

Quality: Equilibrium is considered a +20 halberd capable of damaging energy.

Sacred Nature: Equilibrium is considered a sacred weapon.

Mystical Protection: The bearer of Equilibrium receives an Armor Type of 3 against any kind of attack (or adds 1 point to the Armor Type of any Armor he is already wearing).

Dowry of Blood: Equilibrium has the Supernatural Resistance Lawbringer Power.

Absolute Balance: The bearer of Equilibrium never applies any penalty to his Defense Ability when facing additional attacks in combat or when defending against missiles. Similarly, he ignores all penalties for defending against non-physical attacks. For the purposes of play, ignore any penalty that does not come from a magical effect or a Critical. For example, the bearer could even defend against dozens of attacks made from behind him without penalty thanks to this ability.

Power Level: 4

Damage	Speed	Req. STR	Prim	Sec
100	+5	6/11	Cut	Impact
Weapon Type	Special	Fort.	Break.	Pres.
Pole/ Two-handed	Two-handed	35	12	220
Special Rules				
Sacred Nature, Mystical Protection, Supernatural Resistance, Absolute Balance				

RUKBAT AL-RAMI

Rukbat Al-rami, the Lawbringer created for Felix Magda, is considered the most beautiful of all the sacred blades. It is an elaborate, silver-handled sword simulating a pair of wings adorned with a red gem in the center. The weapon is also known as the Arrow of Sagittarius and the Wings of the King, as its powers allow it to penetrate any kind of defense and allow its bearer to move at high speed.

Magda's family owned Rukbat Al-rami for generations, but it was stolen and passed from hand to hand for centuries. Some time later ended up in the hands of the Black Sun, becoming the jewel of their collection for several decades. With some reluctance from the Steiner family, the sword was sold for the most gold ever paid for a supernatural object in two centuries—20 million Golden Shields. The buyer was none other than a Chancellor of Gabriel, who gave the weapon to the Church for the political favor of the Supreme Archbishop. From then until today, the weapon has been in possession of the Inquisition.

Fable: 120/240/280

Quality: Rukbat Al-rami is considered a +20 Rapier capable of damaging energy.

Sacred Nature: Rukbat Al-rami is considered a sacred weapon.

Sagittarius Arrow: Rukbat Al-rami completely ignores any armor or means of protection. Similarly, it can eliminate any kind of special protection or damage barrier.

Dowry of Blood: Rukbat Al-rami has the Impossible Speed and Calibrated Lawbringer Powers.

Sagittarius Wings: The bearer of Rukbat Al-rami increases his Movement Value by 2 points and gains the Free Movement Ki Ability. If the character already has this Ability, increase his Movement Value by 3 points instead.

Major Reaction: If the bearer of Rukbat Al-rami's first action in a Combat Turn is an attack, he needs only a score of 100 to achieve Surprise. If this ability is used in conjunction with Blood of Uroboros, he needs only a score of 80 to achieve Surprise.

Power Level: 3+

Damage	Speed	Req. STR	Prim	Sec
80	+55	3	Thrust	Cut
Weapon Type	Special	Fort.	Break.	Pres.
Sword	Precision, Throwable	31	10	220
Special Rules				
Sacred Nature, Impossible Speed, Calibrated, Sagittarius Arrow, Major Reaction				

SPICA

The Swan and the Dagger of the Roses are the names by which the Lawbringer of Judiel of Daphne is best known. Spica is a silver dagger with beautiful, feathered ornamentation like that of a graceful bird. Spica is mostly a defensive weapon with the power to deflect harm from its wearer.

Spica is one of the lesser-known sacred blades, and shared the fate of Judiel, traveling with her to the distant island of Daphne. After the death of the Apostle, it was buried next to her, where it has remained to this day.

Fable: 120/240/280

Quality: Spica is considered a +20 dagger that is capable of damaging energy.

Sacred Nature: Spica is considered a sacred weapon.

Dowry of Blood: Spica has the Stigma and Disruptive Weapon Lawbringer Powers.

Protection of the Swan: The bearer of Spica gains a +20 bonus to all Resistances. If he must make a Check to avoid for some kind of automatic death or any sort of transformation, he gets a +40 bonus instead.

Wings of the Swan: The bearer of Spica can add the weapon's Quality bonus to his Dodge Ability.

Seal: Whenever Spica inflicts a Critical, the target of the attack loses D10 points from his Power Characteristic (to a minimum of 1). This loss is recovered at a rate of 1 point per hour. Seal has no effect on creatures Damage Resistance.

Revitalize: If the holder of Spica makes a successful defense against an attack of supernatural origin, he instantly regains a point of Fatigue. This ability is limited to 1 point per Combat Turn.

Lady of the Roses: Any person who attempts to attack the owner of Spica while the dagger is readied must make a Physical Resistance 160 Check or be unable to take the Attack Action. Failed Checks can be repeated once every hour or when the wielder of Spica takes some action against that opponent. This ability only works if the bearer is a woman and the attacker has eye contact with her.

Power Level: 3+

Damage	Speed	Req. STR	Prim	Sec
70	+40	3	Thrust	Cut
Weapon Type	Special	Fort.	Break.	Pres.
Short Arm	Precision, Throwable	30	6	215
Special Rules				
Sacred Nature, Disruptive Weapon, Stigma, Protection of the Swan, Wings of the Swan, Seal, Revitalize, Lady of the Roses				

JARED APOCRYTUS

Jared Apocrytus is the sacred killer, the weapon forged for the executioner Jared in order to destroy the enemies of God. Since the founding of the Holy Empire of Abel, this has been the Lawgiver wielded by the Supreme Arbiter of the Church, a symbol of that position much as Seoman Kephars represents the authority of the Imperial throne.

It is widely believed that Jared Apocrytus is the most powerful Lawgiver. It is a large two-handed sword with a golden hilt shaped like a sacred cross. The weapon is complemented by its metal sheath, which also has exceptional qualities. This is because the sword was created with such destructive power that it never should be drawn except in times of greatest need. To date, it has only been unsheathed twice.

Jared Apocrytus is also famous for being the weapon that was used as the basis for the current range of Lawgivers carried by the Inquisitors of the Church. At the moment, the sword remains in possession of Romeo Exxet, the current Supreme Inquisitor of Gaia.

Fable: 120/240/280

Quality: Apocrytus is considered a +20 bastard sword capable of damaging energy. Contrary to the general rules, its Quality also applies to the Magic and Psychic Projection of the character who uses it.

Sacred Nature: Apocrytus is considered a sacred weapon and a weapon of elemental Light.

Dowry of Blood: Apocrytus has the Stigma and Calibrated Lawgiver Powers.

Control Environment (Notion of Use 3): The power of Jared Apocrytus is very different when sheathed. In this state, the bearer has limited control over everything around him within 150 feet. Each Combat Turn, he may choose to use or maintain any of the following powers:

- **Telekinesis:** Move an object weighing up to 50 pounds. This power uses an Ability equal to 200 plus the Dexterity Modifier of the bearer.
- **Divert:** Deflect projectiles as if the wielder was carrying a medium shield, but without applying the bonus of +20/+10 that shields provide to Block and Dodge Abilities. This power uses the bearer's Defense Ability with a sword, but does not add a bonus from its Quality.
- **Luminosity:** Increase or decrease the ambient light in a certain area around the character. This ability cannot illuminate a place that completely lacks light or completely extinguish the light of a place that is lit.
- **Environmental Immunity:** If he so desires, the bearer of Jared Apocrytus does not get wet in the rain and is otherwise unaffected the natural climate around him.
- **Impact:** Apocrytus can be used to make an impact with a Strength of 8 that inflicts 20 damage on a target using the wielder's Attack Ability or Projection Ability. The attack is only visible to those can see magic or pass an Awareness Check with a difficulty of 180 or a Search Check with a difficulty of 120.

Use with Mundus (Notion of Use 2): Apocrytus can be used in an extremely effective combination with Mundus: Control of the Surroundings. This ability allows the wielder of Apocrytus to control of the environment much more effectively, increasing the Ars Magnus' Base Damage by +20 and allowing Mundus to activate two different Specialized Uses per Combat Turn instead of only one.

Power Boost (Notion of Use 2): Apocrytus is a multiplier of supernatural power that grants +10 to Magic Accumulation to its bearer, and a +2 to Ki Accumulation for Power and Willpower.

Exterminator of Gods: In addition to being able damage to any kind of being, Jared Apocrytus adds +100 damage to its Final Damage against all supernatural creature whose Gnosis is between 25 and 30. If the target has Gnosis 35 or higher, this bonus to damage increases to +250.

Divine Annulment: The bearer of the weapon is not affected by the powers of divine entities with Gnosis between 25 and 40.

Power Level: 4+

Damage	Speed	Req. STR	Prim	Sec
110	-10	7/9	Cut	Impact
Weapon Type	Special	Fort.	Break.	Pres.
Sword / Two-handed	One- or Two-handed	35	13	225
Special Rules				
+20 to Magic Project Ability and Psychic Projection Ability, Sacred Nature, Stigma, Calibrated, Control Environment, Use With Mundus, Boost Power, Exterminator of Gods, Divine Annulment				

The Lost Weapons

Nothing is know of the whereabouts of the weapons of Saul and Nathaniel, who are represented by the symbol Aquarius and Pisces, respectively. It is believed that these artifacts were destroyed by Rah, or simply lost so long ago that no trace of them remains in living memory.

THE THIRTEEN WEAPONS OF LEGEND

The well-known Thirteen Weapons of Legend are a collection of ancient artifacts of intense spiritual power. The name originates from the weapons of some of the most important heroes of history, who helped shape the course of world events.

Almost all occultists and theologians consider these weapons to be inherently related to Lilium and the great spirits, although there are two different theories about their origin. The first states that the Weapons of Legend supernatural artifacts were carried by the Lim Sidhe and that, when isolated from the flow of souls and having attained a status similar to demigods, they transcended and became things of a higher nature than mere weapons. The second asserts that each weapon was originally composed of the pure energy of one of the great spirits, physical representations of their essences that ended up in the hands of those who would become Lim Sidhe, and that this was a decision of the weapons themselves.

Either way, the fact is that despite being completely distinct objects, the Thirteen Weapons share some similarities between them and their essences resonate with one another. Some think it might be due to the myth that all were bathed in the tears of Lissandra, Queen of the Banshee, but only three can actually be confirmed to have been exposed to her mystic tears.



Illustrated by © Wen Yu Li



The Thirteen are in parallel with the real world as well as in the flow of souls, making it possible both to “find” them physically and invoke them through a resonance of souls. Currently five are in the possession of secret organizations, but the whereabouts of the others are unknown.

The Clan of the North

Although the creation of each of the Weapons of Legend is separated by centuries, the stories always say that all were the work of a civilization known as the Clan of the North. Apparently, the thirteen artifacts were forged using the same supernatural process, which according to myth was an art “stolen from the gods themselves.” Another reason why they are often called “sisters” is that they all have a similar magical basis.

Though little is known about the people of the Clan of the North, some historians believe they are the people of the late kingdom of Hvegerlmir, which was located at the foot of the Muspellhiem volcano. There are mystics who claim they studied the works of Gaudemus, the Creator of Wonders or that he taught them his secrets on his own (depending on which version of the myth one hears).

Resonance Weapons: There are descendants of the ancient Lim Sidhe who have the power to invoke one of the Thirteen. Naturally, most live their lives without ever interacting with these weapons (in most cases, they are not even aware of their connection) but others, in very specific times of need, are able to resonate with them and invoke them. Each of the Thirteen appears to respond to a different event, but all of them, from first to last, are always connected with strong feelings, especially hopelessness, helplessness, and desire. When this happens, the weapon manifests itself before the person and links to them for life. Weapons cannot resonate if they are already linked to someone else.

Pairing: Once the weapon has found someone to form a bond with and the two come into contact, that bond allows the bearer to make full use of its powers. In addition, the owner of the weapon also has the ability to invoke the weapon wherever he is by simply extending his hand and whispering its name. The weapon appears in the next Combat Turn, although the penalty for readying a weapon still applies as normal.

Twin Weapons: The wielder of a Weapon of Legend can sometimes instinctively feel when someone close to him is carrying another of the Thirteen.

Restriction to Lim Sidhe: Only the descendants of the Lim Sidhe can use the Weapons of Legend to their full potential. While anyone can brandish one of the Weapons of Legend, those without the blood of the Lim Sidhe can never fully master their powers, and the Strength Requirement to wield them increases by +4.

THE LOST FOUR

While they are called the Thirteen Weapons of Legend, in truth, only nine of them have actually been identified. The names and natures of the other four are a complete mystery, and the only thing known about them is that they complete the set of Thirteen. Some theorize that they might not even exist and are only a myth, while those who have delved more deeply into the legends say they are real, but were used by unknown persons who fought secret wars in the shadows and saved the world.

- | | |
|--------------|---------------------|
| 1 Asclepius | 8 Gae Bolg |
| 2 ? | 9 Aegis |
| 3 Nothung | 10 ? |
| 4 Gram | 11 ? |
| 5 Mjolnir | 12 ? |
| 6 Carnwennan | 13 Claidheim Soluis |
| 7 Caliburn | |

ASCLEPIUS

Asclepius, the staff of the miracles, the rod of the thousand and one wonders, is the first of the Thirteen Weapons of Legend. It is said to be an artifact of untold power, an unparalleled marvel created for the greatest of all druids of Liliun. A branch of the Sacred Oak, whose wood is stronger than metal, was used for its creation. The wood then became silver when it was dipped in the tears of the Queen of the Banshee, Lissandra.

Asclepius is a large, engraved rod with two serpents decorating the top. When the weapon is moving at high speed, the snakes writhe as if they were alive.

Currently the weapon is in possession of special agents of the Empire, but apparently the link with its carrier is not complete, and so it persists in the flow of souls, waiting to be claimed by someone more appropriate.

Pairing: Asclepius resonates with individuals who desire to gain power, to protect knowledge, and to unearth secrets.

Table: 80/280/320

Quality: Asclepius is considered a +15 quarterstaff capable of damaging energy. Contrary to the general rules, this bonus also adds to the Magic Projection Ability and Psychic Projection Ability of the character using it.

Supernatural Power: Asclepius has a Secondary Attack Type of Energy.

Power Multiplier (Notion of Use 2): The wielder of Asclepius increases his Ki Accumulation for three Characteristics by 1 point, adds +15 to Magic Accumulation, and adds +15 to Psychic Potential.

Regeneration: Asclepius increases its wielder's Level of Regeneration by 3, to a maximum of 16.

Perfect Counterattack: The bearer gains a special +20 bonus when counter-attacking with Asclepius.

Supernatural Vision: While in contact with Asclepius, the bearer gains the See Supernatural Advantage. It also provides a +20 bonus to all Perception Checks and Magic Appraisal Ability.

Staff of the Serpent: No reptile can harm the bearer of Asclepius by choice unless it passes a Magic Resistance Check with a difficulty of 160.

Speed: The bearer increases his Movement Value by 1 point.

Healing Power (Notion of Use 2): All healing spells that the character casts automatically count as being cast at one Level higher than normal.

Gate Opener (Notion of Use 3): Once per Combat Turn, at no cost, the bearer of Asclepius can cast Free Access spells at Intermediate level. The staff must be in direct, physical contact with the door, gate, or other portal that the wielder wishes to open.

Zeon Container (Notion of Use 2): Asclepius can be used as a Zeon container for a spell whose value does not exceed 200 points. The bearer may trigger the spell at will (which naturally expends the spell), using either their own Attack or Defense Ability, or the Magic Projection of the person who placed the spell into Asclepius.

The Two Snakes (Ritual): By thrusting the staff into the ground and repeating its name three times, the staff prevents anyone with negative intentions from moving closer than 130 feet to the bearer of Asclepius without first passing a Magic Resistance Check with a difficulty of 160.

Precognition (Notion of Use 4): By concentrating while closing his eyes, the bearer of Asclepius is able to perceive the imminent future, though this is usually only an approximate prediction of immediate events. Each Combat Turn that the character remains in this state, without taking any Active Actions, allows him to perceive the next ten seconds, to a maximum of one minute (or six Combat Turns of concentration). If he uses this divination in combat, the bearer gets a +30 bonus to his Initiative and any contested action against his enemies, as he knows in advance what they will do. This bonus only applies in

the first Combat Round after his meditation, since after that point in time, the actions of his enemies will have changed from what was predicted because of his intervention. This power has no effect against the actions of entities with Gnosis of 35 or higher.

The only limitation of this power is its inability to deal with something completely unknown. For example, the bearer cannot not know what will happen when he opens a door if he has no idea what is behind it.

Resurrection (Arcane Ritual): The greatest power of Asclepius allows its bearer to resurrect someone who has died but whose soul has not yet been Called Away into the Beyond. The carrier must place the staff on the body of the dead and shed his blood on the snakes, which writhe across the body as if alive. The process takes about one minute and when finished, the soul is again linked to the body and the revived individual regains Life Points until his total LP is 1. To successfully activate this ability, the bearer must make a Medicine Check with a difficulty of Absurd (240) .

This power can only be activated once every thirteen days, whether successful or not. It only works once per person, and cannot return the life of someone whose soul has been destroyed by supernatural means or whose head had been severed from his body.

Power Level: 4

Damage	Speed	Req. STR	Prim	Sec
60	+25	4	Impact	Energy
Weapon Type	Special	Fort.	Break.	Pres.
Pole	Two-handed	26	6	180
Special Rules				
+15 to Magic and Psychic Projection, Supernatural Power, Power Multiplier, Regeneration, Healing Power, Perfect Counterattack, Supernatural Vision, Gate Opener, Zeon Container, Staff of the Serpent, Speed, The Two Snakes, Precognition, Resurrection				

Illustrated by © Wen Yu Li



NOTHUNG

Nothing is the twin of Gram, the third weapon of legend, the icy edge of the imperishable cold and eternal winter. It was first used by the nigh-forgotten Lim Sidhe Gygjur Lobdrock, the dragon slayer, the first mortal to hunt and kill those great beasts.

According to the legends, the blade was forged by the Clan of the North using the first morning dew that fell on the leaves of the sacred trees, which turned to ice that covered the world. For extra strength, the metal was mingled with the tears of Lissandra, transmuting it into silver crystal. Its hilt was carved from the wood of Grand Birch Lilium.

Gram is also linked to winter and cold, but unlike her sister, Nothing is a sacred weapon, a purifying force of great power. It has a strange shape, halfway between a huge battle axe and a halberd. Its blade blends elements of metal and crystal, and is always surrounded by frost that shines with the morning light.

Nothing has been used by at least ten individuals throughout history, but is now one of the weapons that has no master.

Pairing: Nothing resonates with individuals who possess the desire to defeat enormous enemies, the drive to protect others, and a strong sense of justice.

Fable: 80/240/320

Quality: Nothing is considered a +15 two-handed axe capable of damaging energy.

Eternal Cold: Nothing's Secondary Attack Type is Cold.

Elemental Immunity: While wielding Nothing, its bearer immune to natural cold. If attacked by a magical source of cold, the bearer has immunity against up to 10 Intensities of Cold (-50 to Base Damage of the attack and +50 to the wielder's Resistance Checks).

Giant Killer: Nothing has a Base Damage of 200 against creatures of Huger size or larger.

Sacred Ice: Nothing is considered a sacred weapon, and gains a +50 bonus to Base Damage when used against supernatural creatures of unholy nature.

Edge of Dawn: When the wielder of Nothing is severely injured (his Life Points have been reduced to at least one third), the weapon grants the ability to spend a single point of Fatigue to gain a special +50 bonus to his next attack. He can use this ability only once per attack.

Power Level: 3+

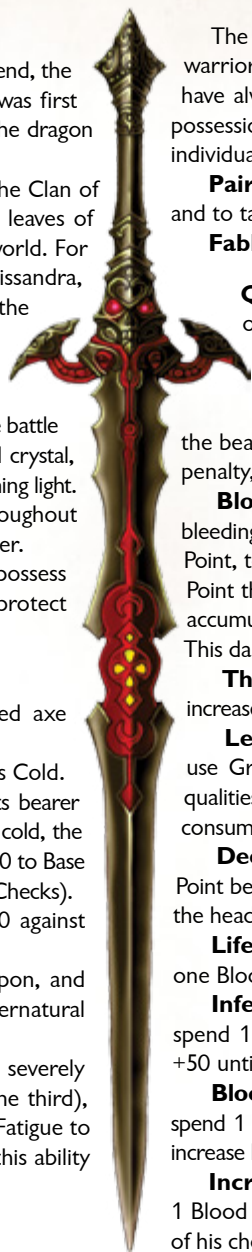
Damage	Speed	Req. STR	Prim	Sec
130	-55	9/11	Cut	Cold
Weapon Type	Special	Fort.	Break.	Pres.
Axe/Two-handed	One- or Two-handed	32	13	180
Special Rules				
Eternal Cold, Elemental Immunity, Giant Killer, Sacred Ice, Edge of Dawn				

GRAM

Gram, the black sword of Hell and fourth Weapon of Legend, is the twin of Nothing, the sacred axe. It was wielded by the Druids and, so say some historians, the most bloodthirsty and depraved of all Lim Sidhe, Dullahan the Dark King.

Like its twin, its blade was made by crystallizing the first morning dew that fell on the leaves of the Sacred Tree with tears of Lissandra, but the mixture was infused with the dark sap of White Hawthorn, whose wood was also used to make the grip.

Gram is a weapon of great power capable of countless wonders, but is inherently frightening. It appears to be a glass sword filled with thorny black vines. When wielded, it constantly weeps drops of blood, which evaporate within a few minutes.



The Black Blade has joined with many heroes and bloodthirsty warriors throughout the centuries, although all their fates have always been unhappy ones. At present, the weapon is in the possession of one of the most senior members of Samael, but this individual has no connection with the Lim Sidhe.

Pairing: Gram resonates with individuals who desire for revenge, and to take countless lives by indulging the cravings of a killer.

Fable: 80/280/320

Quality: Gram is considered a +10 two-handed sword capable of damaging energy, although its Quality counts as being +20 for the purposes the Resistance and Presence.

Eternal Cold: Gram's Secondary Attack Type is Cold.

Vorpal: Directed Attacks aimed at the head made by the bearer of Gram only suffer a -20 penalty, as opposed to the usual penalty, and add +40 to the result of any Critical they inflict.

Blood Drinker: When Gram kills an adversary capable of bleeding, the sword temporarily increases its abilities, acquiring 1 Blood Point, to a maximum of 13. Every day, the sword consumes one Blood Point that it has given to the bearer. If the owner of the sword has no accumulated Blood Points, Gram drains 50 Life Points from its owner. This damage heals at the rate of Sacrificed Life Points.

The Power of Blood: If Gram has at least 1 Blood Point, its Quality increases to +15. If it has 7 or more, its Quality increases to +20.

Legendary Weapon: Only a descendant of the Lim Sidhe can use Gram freely. Otherwise, the weapon retains all its powers and qualities, but lowers the interval at which the Blood Drinker power consumes Blood Points from once per day to once per hour.

Decapitator (Notion of Use 2): The bearer can spend a Blood Point before rolling the dice to cancel the penalty for an attack aimed at the head and gain a +80 to the result of any Critical that attack inflicts.

Life Stealer (Notion of Use 2): The carrier of Gram can spend one Blood Point to recover 40 Life Points.

Inferno of Blood (Notion of Use 2): The bearer of Gram can spend 1 Blood Point to increase the Base Damage of the weapon by +50 until the end of the Combat Turn.

Bloody Armor (Notion of Use 2): The bearer of Gram can spend 1 Blood Point to gain Armor Type 6 against any kind of attack or increase his current Armor Type by 3 until the end of the Combat Turn.

Increased Ki (Notion of Use 2): The bearer of Gram can spend 1 Blood Point to increase his Ki Accumulation for three Characteristics of his choice by 1. He can spend up to 3 Blood Points per Combat Turn on this power.

Ragnarok (Notion of Use 3): The bearer of Gram can spend 7 Blood Points to increase his Attack Ability by +100 until the end of the Combat Turn.

Doomed Spirit (Notion of Use 4): The soul of a person killed by Gram cannot rest in peace, and reappears in the world within hours of his death as a spirit filled with sadness and darkness. The master of Gram may Sacrifice 50 Life Points and spend 13 Blood Points to issue an order to one of these lost souls that it cannot refuse.

Power Level: 4

Damage	Speed	Req. STR	Prim	Sec
110/120/130	-50/-45/-40	8/10	Cut	Cold
Weapon Type	Special	Fort.	Break.	Pres.
Two-handed	One- or Two-handed	38	10/12/14	230
Special Rules				
Cold Eternal, Vorpal, Blood Drinker, The Power of Blood, Legendary Weapon, Decapitator, Life Stealer, Inferno of Blood, Bloody Armor, Increased Ki, Ragnarok, Doomed Spirit				

MJOLNIR

Mjolnir is the fifth Sidhe Weapon of Legend, known as the Hammer of Thunder and Storms. It was first wielded by the Lim Sidhe Ruatha Synn, the hero who destroyed the ancient dragon Hatherell and Bloodbane, son of the Devourer, in the war against the spirits of the beasts. It was forged in a nexus of power by the Clan of the North, who used a fragment of Rudraskha's crystal heart, given by the Aeon himself to use as a nucleus. The hammer is the embodiment of the strength of storms, a divine weapon which unleashes the unstoppable power of lightning.

Mjolnir is a golden warhammer of considerable size, inscribed with runes that change according to the personality of its wielder. In combat, electricity arcs across its surface and a storm gale swirls around the bearer.

Currently, the physical weapon is in possession of special agents of the empire, but apparently the link it has with its bearer is imperfect. Mjolnir still persists in the flow of souls, waiting to be claimed by someone worthy.

Pairing: Mjolnir resonates with individuals who possess great strength of character, the desire to excel, the desire to win, and an almost obsessive directness.

Fable: 80/280/320

Exceptional Quality: Mjolnir is considered a +20 warhammer.

Supernatural Weapon: Mjolnir is capable of damaging energy and of stopping immaterial attacks (as though it was a weapon with a Presence of 220).

Legendary Weapon: Only a descendant of the Lim Sidhe can heft Mjolnir without difficulty. Otherwise, the weapon retains all its powers and qualities, but its Strength Requirement to wield it increases to 18.

Throwing Hammer: Despite being a two-handed hammer, Mjolnir has the Throwable special rule.

Gale (Notion of Use 2): When making an attack, the Mjolnir's wielder can spend a point of Fatigue so that the weapon strikes all targets within five meters.

Earthquake (Ritual): Once per minute, instead of an attack, the bearer of Mjolnir can strike the ground to cause a massive earthquake.

Anyone within 150 feet must pass an Agility Check with a difficulty of 14 or be rendered incapable of standing for three Combat Turns. Any building with a Damage Barrier of less than 80 is destroyed immediately, while those with a Damage Barrier of 100 or more suffer minor damage. Activating this ability costs 5 points of Ki or 100 points of Zeon, which are automatically deducted from the bearer's reserve.

Power of the Storm: Any enemy who suffers a strike from Mjolnir automatically suffers an impact of Strength 12 (or the Strength of the bearer, whichever is greater).

Lord of the Storm (Ritual): Hitting the ground three times with the handle of Mjolnir, the bearer can unleash a huge blast of force that crashes around him. To use this power, the character wielding the hammer must perform a Power Check with a difficulty of 12. For each point that the result exceeds the difficulty, the weapon generates an additional bolt (each may be directed against a single target within 150 feet). If the user fails the Check, Mjolnir produces a single bolt that hits the bearer. The bolts deal 100 Base Damage (which is Electricity Damage) and attack uses the Attack Ability the wielder. Activating Lord of the Storm has a cost of 10 points of Ki or 150 points of Zeon, which are automatically deducted from the bearer's reserve.

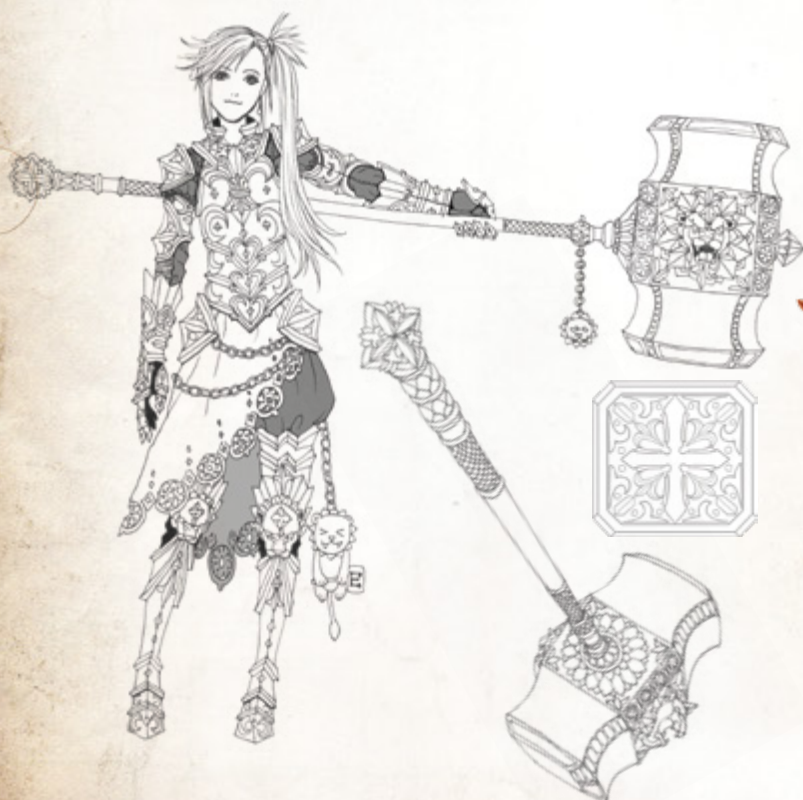
Resurrection (Arcane Ritual): In a very limited way, Mjolnir has the ability to bring the dead back to life. Unfortunately, this ritual has a number of highly specific requirements. First, no more than ten minutes can have elapsed since the deceased was killed, and his heart and head must be intact. Further, the body must be placed outdoors in the middle of a storm, in a place where lightning could strike. Finally, the bearer of Mjolnir must be in contact with the body and invoke the power of the Hammer to pass through his body to that of the deceased. In doing so, the bearer of Mjolnir automatically loses half his Life Points, Ki, Zeon, and current Power Points (which are recovered at the rates of Sacrificed Life Points, Ki, Zeon, Power Points, etc) and must pass a Physical Resistance Check with a difficulty of 120 or be slain by the lightning bolt. Whether the wielder succeeds on his Check or not, the deceased returns to life with a number of Life Points equal to those Sacrificed by the wielder of Mjolnir.

This power requires somewhere between a week and a month to recharge.

Power Level: 4

Damage	Speed	Req. STR	Prim	Sec
110	-15	7/10	Impact	
Weapon Type	Special	Fort.	Break.	Pres.
Mace	One- or Two-handed, Throwable	36	12	220
Special Rules				
Supernatural Weapon, Legendary Weapon, Throwing Hammer, Gale, Earthquake, Power of the Storm, Lord of the Storms, Resurrection				

Illustrated by © Wen Yu Li



CARNWENNAN

Carnwennan, the Silver Dagger, in the sixth Weapon of Legend. It is normally associated with Caliburn, as its first bearer was Nie, the companion of King Nuada.

It is a dagger made of alloys and ornate jade in an unusual and beautiful way. At its core is a purified fragment of the Aeon of Pandemonium, which is why it is known among occultists as "the Sacred Dark." With its dark essence, Carnwennan has power over shadows and can hasten the fate of its enemies, which makes it a terribly dangerous weapon.

Until a few months ago, it was in the possession of the Order of Magus, but its owner disappeared recently, and its current whereabouts are shrouded in mystery.

Pairing: Carnwennan resonates with individuals who desire justice, foster positive feelings, and possess a strong desire to destroy evil.

Fable: 80/240/280

Quality: Carnwennan is considered a +15 dagger capable of damaging energy.

Lightning Strikes: The bearer of Carnwennan only suffers a penalty of -10 for each additional attack he makes, instead of the usual penalty.

Peerless Assassin: When used to make a surprise attack, increase Carnwennan's Base Damage by +50 points and add +40 to the result of any Critical it inflicts.

One with Shadows: While indoors, where there is no direct sunlight, the bearer gains a +40 bonus to Stealth and Hide Secondary Skills.

Inhuman Movement: Carnwennan provides its wielder the ability to perform Inhuman Physical Actions. If the bearer already is able to perform such feats (either innately or by Ki Abilities), he instead receives a +1 bonus to his Agility and Dexterity Characteristics while the dagger is in his hands.

Cancellation: When Carnwennan causes damage to a target, all of the target's special bonuses, natural or magical, are negated until the end of the Combat Turn. This ability has no effect against creatures with Damage Resistance.

Condemn: If Carnwennan is used as a thrown weapon and causes damage to its target, it becomes lodged in the body of that target. Until the next new moon, nobody except the bearer of Carnwennan is capable of removing the weapon, and any attempt to do so leads only to further pain and injury. While Carnwennan is still stuck, lost Life Points do not recover and, until the injury heals, the target gains the Bad Luck and Unfortunate Disadvantages.

Power Level: 3+

Damage	Speed	Req. STR	Prim	Sec
60	+35	3	Thrust	Cut
Weapon Type	Special	Fort.	Break.	Pres.
Short Arm	Throwable, Precision	25	4	165
Special Rules				
Lightning Strikes, Peerless Assassin, One with Shadows, Inhuman Movement, Cancellation, Condemn				

Illustrated by © Wen Yu Li



CALIBURN

Caliburn, the sword of kings, the ultimate edge, is the seventh and most powerful of all Weapons of Legend. Some say it is the direct embodiment of the Sacred Oak and the one who carries it bears the burden of saving the world in its time of greatest need.

Caliburn is a large and beautiful bastard sword. Both its blade and its hilt are covered in golden engravings giving the sword the appearance of being made of gold. In fact, the entire list of materials used by the Clan of the North to manufacture it is a mystery, but the base material of Caliburn is a strange star metal from a meteor that fell from the heavens.

This ancient weapon has had many owners over the centuries, including the Sacred Holy Emperor himself, Emperor Lazaro Giovanni. However, for the followers of Lilium the most important owners of all is Nuada, the greatest of the Lim Sidhe, who is generally regarded to be their king.

It is common belief that Caliburn is currently in the possession of the monarch of Alberia, who personally wields it in combat. However, the truth is that this weapon is only a replica, and that the real weapon is lost somewhere in The Wake.

Pairing: Nobody knows the exact emotions to which Caliburn responds. As if driven by its own personality, Caliburn selects only those people destined to do great things in the world.

Fable: 80/240/280

Quality: Caliburn is considered a +20 bastard sword capable of damaging energy. Contrary to the general rules, its Quality bonus applies to the Magic Projection Ability and Psychic Projection Ability of the character using it.

Unbreakable: Caliburn cannot be broken by any known method.

Power of the Soul: The weapon provides a bonus of +2 to the Power Characteristic of the bearer.

Sovereign: The bearer of Caliburn gains a +80 bonus to any Leadership Check he is required to make.

Immunity: The bearer of Caliburn is incapable of bleeding, being burned, or being frozen.

Stubborn: The bearer of Caliburn gains a +3 to any Check made against someone trying to disarm him.

General: All allies fighting alongside the wielder of Caliburn get a +10 bonus to their combat actions and Resistance Checks.

Change Fate (Notion of Use 2): Once per combat the possessor of Caliburn can reroll an Attack or Defense roll. This power cannot be activated again until the wielder has either vanquished his current opponents or been defeated by them.

Increased Resistance: The bearer of Caliburn gets a bonus of +10 to all Resistances. Contrary to the general rules, this modifier stacks with any other bonuses the character gains from some other artifacts.

Avalon (Notion of Use 4): As one of greatest heroes in the world, the bearer of Caliburn cannot be vanquished. When the wielder activates this power, he becomes invulnerable for a number of Combat Turns equal to his Power Characteristic. During this time, the character cannot be damaged or negatively affected by any ability, natural or supernatural. Once the duration has elapsed, the bearer of Caliburn loses 1 point from his Power Characteristic and suffers -50 All Action Penalty that diminishes at a rate of 10 per day until it is gone. Avalon can only be activated once per day. Creatures with Gnosis 40 or higher can ignore the immunity conferred by this power.

Power Level: 4+

Damage	Speed	Req. STR	Prim	Sec
110	-10	7/9	Cut	Impact
Weapon Type	Special	Fort.	Break.	Pres.
Sword/ Two-handed	One- or Two-handed	-	13	225
Special Rules				
+20 to Magic and Psychic Projection, Unbreakable, Power of the Soul, Sovereign, Immunity, Stubborn, General, Change Fate, Increased Resistance, Avalon				

GAE BOLG

With the exception of Caliburn, Gae Bolg, the spear that precedes death, is the best known of all Weapons of Legend. It was the eighth to be created by the Clan of the North, who used the spine of a Great Beast and enchanted it with the power of the spiritual world. It is considered a link with to the world beyond and there are some priests of Lilium who associate it with the sacred Yew, since it is a weapon so perfect that it can only bring death. Its first appearance is dated a little over two millennia ago, and has since been used by some of the most important warriors in history.

Gae Bolg is a beautiful spear with a tip decorated with painstaking detail. While not as visually spectacular as other Weapons of Legend, its most striking feature is that the spearhead appears to have its own life, and is able to twist and turn until it reaches its target.

After having passed from hand to hand throughout the centuries, a descendant of the Lim Sidhe serving the Child Empress is its current owner.

Pairing: Gae Bolg resonates with individuals who need and desire victory and great power.

Fable: 80/180/240

Quality: Gae Bolg is considered a +15 spear capable of damaging energy.

Heartpiercer: Gae Bolg seeks only the heart of its foe. Attacks targeting the heart only apply a -10 to the wielder's Attack Ability, instead of the usual penalty.

Unerring (Notion of Use 2): True to the myth, the spearhead of Gae Bolg cannot fail, and always reaches its target. Even when it is deflected or diverted from its target, the entire spear twists and changes direction to score a hit. Consequently, whenever the wielder of Gae Bolg makes an attack and the defender's Final Defense is greater than the wielder's Final Attack, Gae Bolg replaces its master's result with a Final Attack score of 320. However, doing so reduces the damage of the weapon by half for that hit. This effect is not considered an additional attack, but simply replaces the result with the second Attack Ability score. Unerring does not work if the character attacks multiple targets, makes a Directed Attack or combat maneuver, or uses a Technique, Ars Magnus, or similar Ki Ability.

Celthar Luin (Notion of Use 3): When thrown, the tip of the spear becomes incandescent and punches through anything in its path until it reaches its target. For the purposes of play, Gae Bolg can be thrown 800 feet plus the maximum distance that the wielder's Strength Characteristic allows. It increases both the damage and the user's Attack Ability by +50. Furthermore, the attack affects everyone in the path drawn between the shooter and his target. When used for this attack, Gae Bolg completely ignores the armor of the defender.

Power Level: 4

Damage	Speed	Req. STR	Prim	Sec
70	+20	4/6	Thrust	
Weapon Type	Special	Fort.	Break.	Pres.
Pole	One- or Two-handed, Throwable	28	8	175
Special Rules				
Heartpiercer, Unerring, Celthar Luin				

AEGIS

Aegis is the ultimate shield, the absolute defense that allows its possessor to defend himself from any attack. It was the ninth Weapon of Legend to be created by the Clan of the North, the perfect protection that is even able to stop the destructive power of the other twelve.

Although Aegis was forged using the artifice of the Clan of the North, its creators were a dissident group working at the behest of Etheldrea, the first witch. It has the shape of a traditional shield and is beautifully carved to fit the forearm, or it can be released, in which case it magically floats above the left shoulder of its user.

Pairing: Aegis resonates with individuals who feel despair, the desire to protect others, and fear death.

Fable: 80/240/280

Quality: Aegis is considered a +20 medium shield. Contrary to the general rules, this bonus also adds to the defensive Magic Projection of its user.

Unbreakable: Aegis can not be broken by any known method.

Supernatural Resistance: The bearer of Aegis gains a +25 bonus to all Resistances.

Missile Barrier: Aegis gets a special bonus of +20 (which is added to the Quality bonus) for any defense against ranged attacks.

Absolute Screen: If the bearer of Aegis declares a Pure Defense Action, he does not suffer penalties for making additional defense actions.

Natural Defense: If the bearer Aegis cannot defend himself or does not know how, the shield creates an energy barrier that protects its owner with a Final Defense of 180.

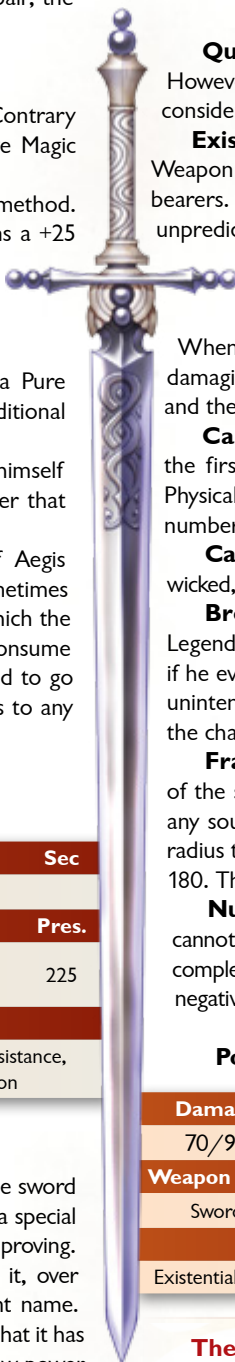
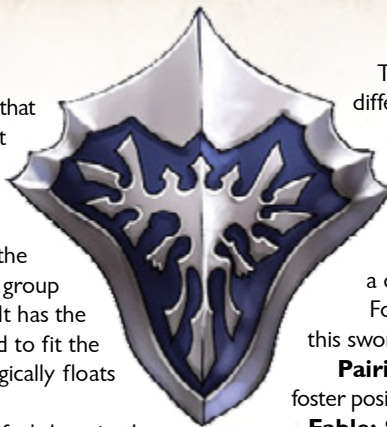
Reflection (Notion of Use 3): If the bearer of Aegis successfully defends against a ranged attack, that attack is sometimes reflected back against the attacker with the same Ability which the bearer was attacked. This ability is automatic and does not consume any action, but the bearer cannot trigger it if he was forced to go on the defensive that Combat Turn. This ability also applies to any magic shield projected through Aegis.

Power Level: 4

Damage	Speed	Req. STR	Prim	Sec
60	-25 Special	7	Impact	
Weapon Type	Special	Fort.	Break.	Pres.
Shield	+40 to Block, +30 to Dodge	-	8	225
Special Rules				
+20 to Magic Defense Projection, Unbreakable, Supernatural Resistance, Missile Barrier, Absolute Screen, Natural Defense, Reflection				

CLAIDHEIM SOLUIS

The thirteenth Weapon of Legend is Claidheim Soluis, the sword of light, the bringer of justice. Even among the thirteen, it is a special artifact, as it is the only one capable of evolving and improving. Although Claidheim is the first of the names attributed to it, over the centuries each of its five bearers has given it a different name. Dyrnwyn, Calad Bolg, Carn, Fragarach, and Nua are the five that it has worn so far. With each new name, the sword has gained a new power.



The appearance of Claidheim is also quite different from the other Weapons of Legend, as the Clan of the North used fragments of other ancient weapons, recasting them to compose an even more magnificent work. One of the original components belonged to a weapon used by an incarnation of the Beryl Azrael, which explains why the weapon has a certain sacred and elven appearance.

For more than three hundred years, no one has wielded this sword, and its current whereabouts are unknown.

Pairing: Soluis resonates individuals who desire justice, foster positive feelings, and feel compelled to vanquish the wicked.

Fable: 80/240/280

Quality: Claidheim Soluis is considered a +10 long sword. However, for the purpose of Fortitude and Presence, its Quality is considered to be +20.

Existential Legacy: Claidheim Soluis is potentially the greatest Weapon of Legend, as it inherits a special power from each of its bearers. Therefore, its powers evolve, becoming more and more unpredictable and potent over time.

Dyrnwyn (Ritual): This power manifests itself when the bearer unsheathes Claidheim Soluis to use it for good. The edge of the blade burns with a silver and purifying fire.

When activated, the sword is considered a +20 weapon capable of damaging energy. The fire does not produce Heat damage by itself, and the weapon's Primary Attack Type is Cut.

Carn: Any evil creature that observes the fire of Dyrnwyn for the first time sees it as a bright, burning light, and must make a Physical Resistance Check with a difficulty of 140 or be Blinded for a number of Combat Turns equal to its degree of failure.

Calad Bolg: Claidheim Soluis inflicts massive damage against the wicked, and does double damage against such creatures and individuals.

Broken Bond: Unlike most of the Thirteen Weapons of Legend, the bond Claidheim Soluis has with its bearer can be broken if he ever uses it to spill innocent blood or commit an evil act, even unintentionally. If this happens, the weapon never associates with the character nor answers his summons again.

Fragarach (Notion of Use 2): While in contact with the hilt of the sword, the bearer of Soluis can detect the exact position of any source of elemental Darkness or evil creatures within a 1 mile radius that do not pass a Magic Resistance Check with a difficulty of 180. This power counts as supernatural detection.

Nua: According to legend, the individual Claidheim Soluis chooses cannot die so long as his cause is just. Thus, the bearer of the sword is completely immune to all Criticals he would suffer and does not apply negative penalties in combat, even if reduced to negative Life Points.

Power Level: 3 (Potentially Level 5)

Damage	Speed	Req. STR	Prim	Sec
70/90	+10/+20	6	Cut	
Weapon Type	Special	Fort.	Break.	Pres.
Sword		33	7/11	225
Special Rules				
Existential Legacy, Dyrnwyn, Carn, Calad Bolg, Broken Bond, Fragarach, Nua				

The Truth About Soluis

Although it is indeed one of the Thirteen Weapons of Legend, Claidheim Soluis was created using the remains of a Pillar of Souls of Imperium. This is the reason the weapon can evolve, and is the source of its unusual powers.

THE STAVES OF THE MAGUS

The name of the Staff of Magus is widely known in occult circles for a variety of reasons. For most, the name conjures up the ten identical staves of legendary power carried by the greatest magicians in the world. However, very few know the real story hidden behind the myth, that the ten are merely imitations of something beyond the imagination of any even the greatest magicians today.

The true Staff of Magus is the most powerful artifact ever created. If the myth is true, its original name is the Staff of Pertho and belonged to Aityr, the god of the occult powers, and was created from part of a tooth from the first giant. Naturally, there is no way to prove any of this legend, but considering its power, it is not hard to believe it has a connection to a divine being. The myth says that the Staff was given to the one who would become the first sorcerer, thereby giving mortals the gift of magic. Interestingly, most cultures, human and non-human alike, also have myths regarding an artifact that could be the Staff of Pertho, although the entity that created it is different in each case.

In those ancient times, the Staff became a symbol of the "Supreme Sorcerer" and should have belonged to the world's most powerful sorcerer, regardless of race or creed. However, a group of Archmages decided to study the Staff and try to copy it, and their experiments would result in the ten artifacts known today as the Staves of the Magus.

STAFF OF THE MAGUS

Generally, Staves of the Magus are magic items carried by the world's best archmages. Visually, they are much simpler than one might expect of them, being merely long staves with beautiful ivory carvings on one end. They are not linked to any race, and have belonged to beings of many different species, provided that the owner can meet one simple requirement: achieving mastery in the art of magic. It is believed that there are ten because only the best sorcerer of each school of magic was worthy of having one, but the truth is that the staves are not linked to any particular school.

Fable: 140/280/320

Supernatural Enhancer (Notion of Use 2): A Staff of the Magus adds a +10 bonus to Magic Accumulation and Magic Projection Ability for channeling spells through the staff.

Resistance: The staff is a +10 artifact for purposes of Presence and Fortitude.

Spell Storage (Notion of Use 2): The staff can be used to store a spell that can be cast at any time thereafter. This spell cannot have a value exceeding 80 Zeon, and must be have been previously prepared and cast by the sorcerer while holding the staff. The spell is expended once its wielder activates this ability.

Innate Magic (Notion of Use 2): The maximum value of the character's Innate Spells increases by +10 over the amount that his Magic Accumulation would normally dictate.

Maintenance (Notion of Use 2): The magician can maintain a single spell with a value up to 5 points of Zeon per Combat Turn at no cost.

Zeon Container (Notion of Use 1): The Staff of the Magus can contain up to 800 points of Zeon.

Power Level: 3

STAFF OF PERTHO

The Staff of Pertho is the original Staff of the Magus, an artifact of unfathomable mystic power that can boost the capabilities of any sorcerer to an incredible degree. The greatest occultists believe it can only be compared to Erebuskaikel, and that no magical artifact overshadows its incredible potential.

The fate of the Staff, once carried by the greatest archmage in the world of every generation, is a mystery since the end of the War of God. Although the power of Rah is gone from the world, it is not known what he did with the Staff of Pertho after the conflict.

Fable: 240/320/440

Supernatural Enhancer (Notion of Use 2): The Staff of Pertho adds a +15 bonus to Magic Accumulation and Magic Projection Ability for channeling spells through the Staff.

Resistance: The staff is a +15 artifact for purposes of Presence and Fortitude.

Spell Storage (Notion of Use 3): The Staff can be used to store up to 3 spells that can be unleashed at any time thereafter. These spells cannot have a value exceeding 200 Zeon and must have been previously prepared and cast by the sorcerer while holding the staff. Naturally, the spells are expended once used.

Innate Magic (Notion of Use 3): The maximum value of the character's Innate Spells increases by +20 over the amount that his Magic Accumulation would normally dictate.

Maintenance (Notion of Use 3): The magician can maintain a single spell with a value of up to 10 points of Zeon per Combat Turn at no cost.

Zeon Container (Notion of Use 1): The Staff of the Magus can contain up to 3,000 points of Zeon.

Superior Power (Notion of Use 2): The Staff of Pertho increases the wielder's Power Characteristic by 1.

High Magic (Notion of Use 4): The bearer of the Staff can use High Magic spells.

Hard to Handle: Only individuals with souls of great potential can aspire to correctly use the Staff of Pertho. Each time a character with a Power Characteristic lower than 12 attempts to use the Staff of Pertho, he must succeed at a Power Check with a difficulty of 15.

Power Level: 4





Illustrated by © Wen Yu Li

THE THREE SACRED TREASURES

Except for the five Magatama, no objects of power in eastern legends surpass the Three Sacred Treasures, ancient artifacts that belonged to the imperial families of Lannet and Shivat since the appearance of Kuon Teikoku.

The origin of these objects dates back to the birth of the Eternal Emperor Amaterasu no Mikoto. When Varja decided to become an earthly entity, the Shizukana Sozoshu (the silent creators) who gave life to the great Kami also gave him three artifacts; Kusanagi no Tsurugi, the Sword of Wind, Yata no Kagami, the Mirror of Truth, and Yasakani no Magatama, the Necklace of the Soul.

During the millennia of the Eternal Empire's rule, the Three Treasures of Amaterasu were used only rarely, considering that the artifacts were tied to his former self, who he preferred to forget. They were sealed in the depths of the court, and used only when there was no other option.

Unfortunately, the fate of the Three Treasures is uncertain, since the objects were lost over the ages. The first to go was Kusanagi no Tsurugi, which vanished in the wake of the battle between Amaterasu and the Dark Aeon Orochi. The remaining two were inherited by his sons; Emperor Lannet would receive the Necklace of the Soul and Shivat was bequeathed the Mirror of Truth. Unfortunately, both were lost centuries later; Yata no Kagami was stolen by thieves who managed to enter the Golden Palace, and Yasakani no Magatama was given to an un-named Kami in exchange for its help in the Eternal War of Shadows. Currently, the exact whereabouts of the three are unknown, but is believed to Kusanagi no Tsurugi is in the hands of a runaway princess of the Asakura clan who traveled to the Old Continent.

Experts on these legendary artifacts claim that the Three Treasures are objects of great power, and not without reason. Each artifact has a divine capacity difficult for mortals to control. A legend says that the treasures are doomed to remain separated until Amaterasu himself returns to the world to take up his reign over all of Varja. If someone were to gather irrefutable proof that an individual was the incarnation of the Eternal Emperor, he would be the rightful sovereign of all of Varja. Of course, neither the rulers of Lannet nor of Shivat feel particularly comfortable with the thought of someone with an undeniable, divine claim to both thrones.

KUSANAGI NO TSURUGI

Kusanagi no Tsurugi, the sword of wind, represents the courage and ability of Varja. It is a nodachi of considerable proportions. Normal people see it simply as a beautiful sword, but higher beings can perceive its true nature, which crackles with power that they cannot approach.

The sword was used by Amaterasu no Mikoto to decapitate the Dark Aeon Orochi, and subsequently, to seal part of its unholy essence. Realizing that the weapon had been tainted with the corruption of the beast, Amaterasu got rid of the sword, sealing it for eternity. Unfortunately, the seal was broken recently, and this treasure is now somewhere in the Old Continent.

Fable: 80/180/320

Exceptional Quality: Kusanagi is a supernatural +20 nodachi capable of damaging any kind of creature with Gnosis 40 or lower.

Blood of Orochi: The blade of the sword was bathed in the blood of the Dark Aeon Orochi and tainted with its divine poison. Those injured by it become frenzied, and their bodies bleed profusely from every pore. If the weapon causes damage, the target must make a Venom Resistance Check with a difficulty of 140 or fall into a state of Rage and lose 1 Life Point per Combat Turn for number of Combat Turns equal to his degree of failure. The poison acts immediately and affects its victim until he can quell his anger or his Life Points fall to 0.

Reaper: Able to penetrate any defense, Kusanagi ignores up to 8 points of the defender's Armor Type (including bonuses for Quality).

Unbreakable: Except for the possible case of divine intervention, there is no known way to break Kusanagi.

Kaze no Nagi (Notion of Use 3): At will of its wielder, the nodachi can create vast wind blades that cleave everything in their path. As a Full Attack Action, the Kusanagi's wielder can make a Cut attack at a range of 300 feet. This attack has a Base Damage of 100, plus the Power Modifier of the wielder. The wind blade can extend to cover all targets within 15 feet of the primary target, but there is -50 penalty to the attack against these secondary targets. Kaze no Nagi reduces the Armor Type of its targets by 4 points.

Agility of the Winds: Any person who carries Kusanagi increases his Movement Value by 3 (up to a maximum of 15) and gains the ability to perform Inhuman actions based on Agility.

Channeler: Any warrior who carries Kusanagi gains a +1 bonus to all of his Ki Accumulations.

Power Level: 4

Damage	Speed	Req. STR	Prim	Sec
120	-15	8/10	Cut	
Weapon Type	Special	Fort.	Break.	Pres.
Two-handed Sword	One- or Two-Handed	-	12	240
Special Rules				
Blood of Orochi, Reaper, Unbreakable, Kaze no Nagi, Agility of the Winds, Channeler				

YATA NO KAGAMI

Yata no Kagami, the Mirror of Truth, is the second of Three Sacred Treasures, and the most famous of the three. It is a small silver mirror decorated with carved crescents. Its current whereabouts remain a mystery, but some think it never left Shivat's borders, and even venture that it might be found somewhere in the city of Yokai.

Fable: 80/180/320

Reflection of the Truth (Ritual): As the legend goes, Yata no Kagami only reflects the truth. Therefore, any alteration of appearance, illusions, invisibility, metamorphism, or similar powers that alter reality lose their power in its presence. All that is reflected in the mirror returns to its true form, immediately ending any spell or special ability that allowed the reflected target to change or hide his nature. This ability can be avoided by passing a Magic Resistance Check with a difficulty of 180, although on the night of a full moon, the difficulty of the Check increases to 220.

Beyond Lies (Ritual): The mirror cannot reflect lies. If someone utters a lie while looking in the mirror, his reflection in the mirror tells the truth unless he passes a Magic Resistance Check with a difficulty of 180. On the night of a full moon, the difficulty of the Check increases to 220.



Written Truth (Ritual): The power of the mirror works even with written lies. If a text has a lie within it, the reflection of it in the mirror shows the truth. To avoid this effect, the writer must pass a Magic Resistance Check with a difficulty of 160. The writer does not use the Magic Resistance he has at the time when the mirror reflects the lie, but the rating he had at the time the lie was written, even if he is no longer alive.

Limited Knowledge (Ritual): Yata no Kagami only reveals the lies of those who are aware of the falsehoods they perpetuate, so if a character does not know the truth of a matter, the mirror has no power over him. If a character does know that he is lying but does not know the truth, the mirror lacks the power to disclose information unknown to the speaker. In this case, the reflection just produces nonsense words and letters.

Wisdom: While in contact with the mirror, the bearer of the artifact increases his Intelligence Characteristic by 1 (to a maximum of 15).

Shield of Truth (Notion of Use 3): Yata no Kagami is able to create a reflective screen that functions as a supernatural shield. The holder of the mirror can use either an Ability of 240 or his own Magical Projection Ability with a +20 bonus to his defense. When the shield successfully stops a supernatural effect, it reflects the effect against the attacker with the Attack Ability increased by +50. The shield can absorb damage equal to the character's Power Characteristic multiplied by 100, and recovers at a rate of 50 points per Combat Turn. Sustaining this ability costs 10 points of Zeon per Combat Turn, which are taken directly from the character's reserve.

Reflection of the Soul (Notion of Use 4): The holder of Yata no Kagami can create a copy of any person or thing that is reflected in its surface. The creature or object is under the control of the master of the mirror, and wields the full extent of the original's powers and abilities. The wielder can only have a number of reflected creations equal to twice his Presence Characteristic.

Copied creatures cannot be more than five Levels higher than the holder of the Mirror. Old copies must be dispelled before new ones can be created. The mirror takes a full Combat Turn to create a copy. After each use, power cannot be used again until the next full moon. This ability can not copy things with Gnosis of 35 or higher.

Seal (Notion of Use): The Mirror can be used to call off any kind of Spirit or Being Between Worlds reflected in it. The Mirror's user is treated as having an Ability of 320 and Gnosis 30 for the purposes of dispelling such creatures. The character must still pay the Zeon cost to dispel the creatures.

Power Level: 4

YASAKANI NO MAGATAMA

Yasakani no Magatama is the greatest of the Three Sacred Treasures, and symbolizes benevolence and imperial power. It is a jade necklace with a huge green Magatama in its center.

Fable: 80/180/440

Eyes of the Soul: The bearer of Yasakani no Magatama can see spirits, and automatically detects any gap or portal in reality within a radius 1 mile.

Elemental Protection: The wearer of the Necklace is protected from the natural elements, which cannot cause him any damage. The character is immune to up to 10 Intensities of Fire, Cold, and Electricity (the character gains a +50 to Resistance Checks against any elemental attacks and reduces Base Damage from those attacks by -50).

Aura of Benevolence: Any individual who attempts to cause damage to the bearer of Yasakani no Magatama must first pass a Magic Resistance Check with a difficulty of 140 or be unable to take any action against the bearer. The affected individual may try again after an hour or whenever the bearer of the Magatama does something to incur his wrath.

Essence: The Magatama creates a barrier against any supernatural attempt to affect the wearer. Any spell or supernatural power that forces the wearer to make a Magic Resistance Check with a difficulty of 120 or lower simply fails (it is treated as if the wearer had passed the Check).

Physical Immunity: The owner gains a Damage Barrier of 80 against physical attacks and a Damage Barrier of 40 against attacks of supernatural origin.

Supernatural Stability: The spells of a sorcerer who carries the necklace never create rifts to Samsara, regardless of their Zeon value.

Magic Enhancer (Notion of Use 2): The pendant grants a bonus of +20 Magic Accumulation and +20 to Magic Projection Ability.

Divine Power (Notion of Use 4): A person who achieves complete harmony with the powers of the Magatama can choose to transcend his mortality, becoming something close to a deity. At that time, the character gains Gnosis 30 and gains four additional Levels (up to a maximum of Level 15) to acquire skills and powers either as a Being Between Worlds or as Spirit. If someone who synchronized with the Magatama breaks his bond with it for any reason, he loses all skills that have been granted this way and irreversibly reduces his Power Characteristic by half.

Power Level: 4+



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OMEGA CLASS

Above all the artifacts that have been revealed so far, there are “things,” for want of a better term, that possess power so horrifying and absurd that they overshadow any other devices. These artifacts are “Omega Class.”

THE BOOK OF THE DEAD

No object in Gaia so feared and coveted as the Book of the Dead. Some believe that it is the original codex that compiles all of the necromantic knowledge of mankind. Others see it as the very basis of necromancy, the grimoire that gave birth to this unholy magic.

From the beginning, the volume itself has had no name and its author has been unknown, so the name “Book of the Dead” was just a way of referring to it by those who have studied it. It is a huge compendium made from human skin, paper, and metal, and has more than three thousand pages written in blood. Inside are hidden secrets, processes, and experiments that can shatter the laws of death and create untold nightmares.

Although the book is possibly the most powerful source of necromantic knowledge in creation, its nature and its principles seem to oppose the idea of necromancy as a magical art. The text is written in a cold, mechanical way, as if it were a science, as opposed to the usual approach to the necromantic art.

But the Book of the Dead is much more than just a grimoire of spells and rituals; it is an artifact of enormous existential power in its own right. It might not have been created for this purpose, but the secrets hidden in its pages give power over the imagination, embodying the most obscure concepts in a worldly object. Perhaps most frightening of all, the text seems to have its own agenda, a vague desire to continue to exist at any cost, all for the purpose of revealing more of its monstrous mysteries and moving inexorably toward a universe of infinite death.

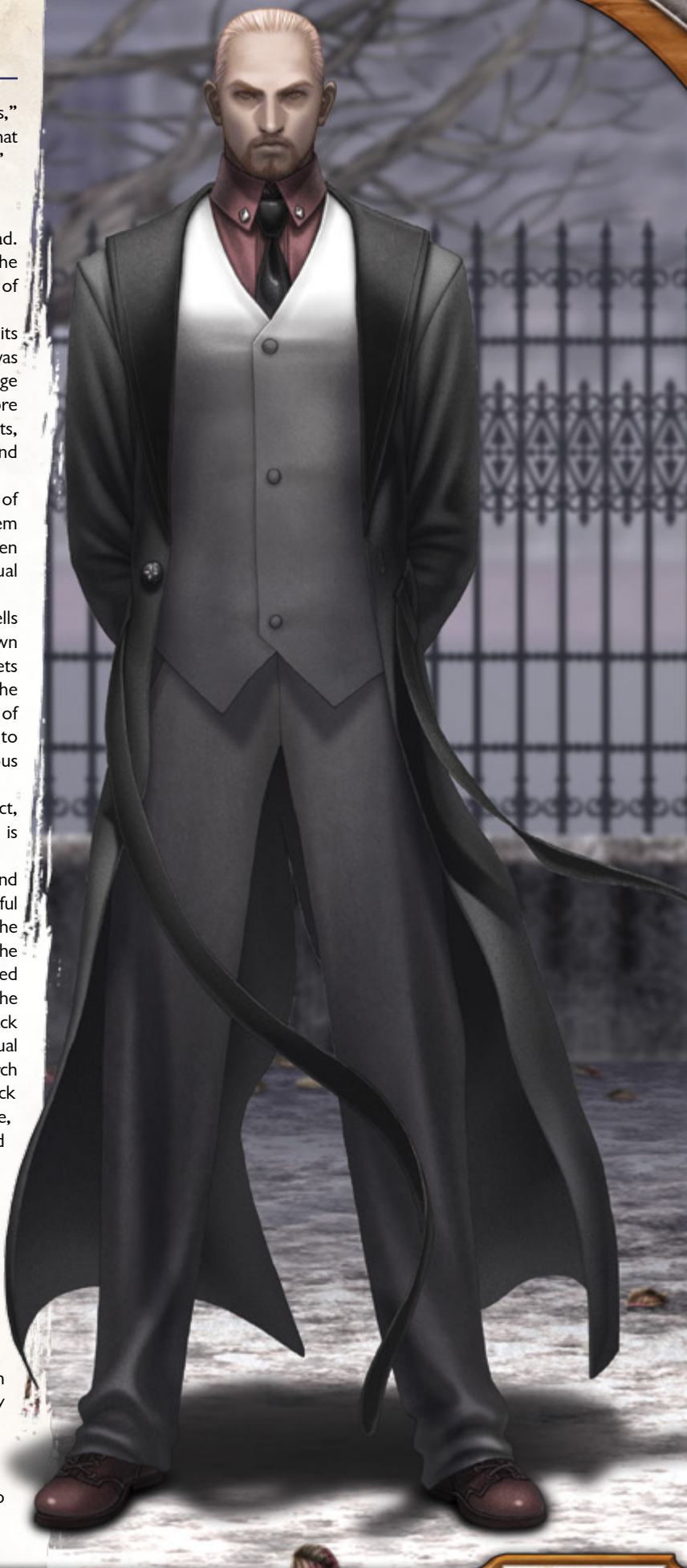
Naturally, the book does not recognize any master. In fact, those who think it their own are but instruments for the book; it is manipulative entity, able to grant power and rescind it just as easily.

The book has appeared at very specific moments in known history and has been in the possession of those considered to be the most powerful necromancers in history. Though it last vanished a century before the arrival of Abel, a few decades ago, the Book of the Dead was found by the Black Sun. Since then, the organization has used the knowledge contained in it to create their most dangerous necromantic weapons. While the organization has been unable to unravel all of its secrets to date, the Black Sun has undoubtedly been able to go further than any other individual or group in the past. Currently, the book is in possession of the patriarch of the Delacroix family, sealed in a vault in the secret base of the Black Sun in Beckent. In order to move forward with their projects elsewhere, they have created incomplete copies of the book, containing fragmented information that has been decoded. Meanwhile, Adrian Delacroix himself is using the knowledge of the tome to produce an artificial god of necromancy, a “ghost angel” that, if completed, would create the most powerful artificial creature that Gaia has ever seen.

Fable: 180/320/440

Dark Consciousness: The book is not really a living artifact, nor is it able to communicate, but certainly it has a “will” that allows it to influence its surroundings. Thus, by manipulating events by giving or denying information and increasing the speed with which Necromantic Transformation occurs in its owners, the book subtly influences those around it.

Undead Anathema: The book cannot be touched by undead entities. If an undead creature does touch it, it must make a Magic Resistance Check with a difficulty of 240 or suffer damage equal to twice its degree of failure.



Necromantic Transformation: Anyone in direct contact with the book is influenced by the necromantic energies it gives off. The book tends to corrupt its owners' souls and bodies, making them into powerful undead creatures with unparalleled powers. This transformation is never the same, and is based on the innate potential of each individual—the stronger a person's presence, the greater are the abilities he gains. The change is not immediate or voluntary, and its beginnings are never obvious. The process takes between three and seven days to come to completion, during which time the person feels strange, but cannot pinpoint why. A natural being acquires 100 Development Points to spend on Monster Powers for every 5 points of Gnosis he has over his Natura. For instance, a human being with 15 Gnosis would gain 300 Development Points. In the case of a Being Between Worlds, the creature gains 50 Development Points for every 5 points of Gnosis it has above 15. In both cases, Development Points are spent as if the character had Gnosis 30. These undead creatures are always superior undead creatures, and can choose whether or not to be affected by powers that only affect necromantic creatures.

To avoid being affected by this transformation, the book must be sealed in a secure place with powerful supernatural protection. Creatures with 35 or higher Gnosis ignore the effects of this ability.

Eternal: The book senses danger and manipulates its surroundings to protect itself at all times. If it feels its existence is in peril, it always manages to manipulate something or someone to rid itself of the threat. There have even been cases in which the book simply vanished without explanation when faced with danger.

Undead Potential: The presence of the book affects any undead entity in the vicinity, increasing the abilities of these creatures. It grants every necromantic creature within 6 miles a bonus of +20 to all actions and +2 to its Intelligence Characteristic (up to a maximum of 10).

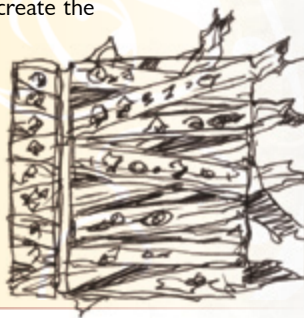
Avatar: The least-known ability of the book is also the most potent, although it is extremely unusual for anyone to run across it. It only happens when the book considers a person useful for its purposes and urgently needs "power" or else be destroyed. In such circumstances, the book can choose to confer a part of itself on its holder, making the individual its "avatar." This transformation gives increases the character's Level to 10, or adds 5 Levels (to a maximum of Level 15). Additionally, the character gains the ability to automatically control any undead creature that has been created using the experiments detailed in the book.

The avatar of the book always suffers a drastic change in appearance, and his whole body is surrounded by dozens of the swirling pages. Naturally, in the same way the book grants this power, it can also remove it any time, if it considers that its owner no longer requires its powers or it has been disappointed.

Power Level: 5

Knowledge

It is important to note that the powers listed here are those of the Book of the Dead as a supernatural artifact, rather than volume of knowledge. Within its pages are countless experiments, necromantic rituals, and processes to create the most terrifying creatures, some so powerful that they could make even the gods shudder. Therefore, no matter how powerful the book itself, it pales compared to the information in its pages. This knowledge is, without a doubt, the greatest "power" of the book.



THE KEY OF YGGDRASYLL

It is difficult to discuss the artifact that, lacking better name, is called the Key of Yggdrasyl. All that is known comes from fragmented myths originating in legends and ancient writings, stories that are more fairy tale than hard truth. Top experts from Tol Rauko can only make vague conjectures about it, and even higher authorities and quasi-divine entities seriously doubt its existence.

And yet it is real.

The name of the Key of Yggdrasyl comes from the fact that the device was found inside the clock of souls, the vast mega-structure seated in the center of reality. Although alluded to at various points in history, there are three clear references to the artifact. The first time is in the writings of Ghestal, but how he had access to such information, he does not say. It is thought that the Duk'zarist Emperor searched for the Key in the last days of the War of Darkness to turn the conflict around, but was unable to find it. The second time it is clearly mentioned is in the investigations of the Empire of Solomon during the seven hours of fire, when some speculated on the possibility of using it as a source of unlimited energy. Ages later, both Zhorne Giovanni and Karla Sith spoke of having seen it during their time inside Yggdrasyl, but neither took it with them.

It is no exaggeration to say that the Key of Yggdrasyl is not only one of the most powerful artifacts of Gaia, but of all existence, and its even surpasses that of some entities called "gods" by certain cultures. It is virtually impossible to fully define its capabilities, but it apparently reflects one's will and thoughts, channeling an almost unlimited amount of power to realize any "desire" of its possessor. It could be said that, it grants the godlike power to create and destroy at will. However, this power is not without its dangers, for the key does not respond to conscious thought, and even subconscious desires of its possessor can cause vast destruction merely by existing.

It is usually described as a crystalline sphere surrounded by several rings of gold leaves. When activated, the gilded leaves begin to rotate around the sphere.

The history of the Key would be a simple story if not for the fact that, at some point in the last seven hundred years, someone took it from inside the clock and used it for a limited time. Although no one knows the extent of what was done with the Key or if it destroyed whoever used it, apparently the person's last action was to put it back in its place of origin, possibly to never again fall into the hands of any person or entity.

Fable: 320/440/560

The Power of Creation: The bearer of the Key of Yggdrasyl can create anything he can imagine simply by visualizing it in his mind. Whether an object or living being, with a mere thought it materializes before him. Unlike the things created by spells, items created by the Key are completely real in form and substance, with no lingering connection to supernatural forces. Thus, there would be no difference, as it were, between a castle built in a traditional way and one created with the Key, just as there would be no difference between a normal person and one created by Yggdrasyl. The limits of this ability are virtually nonexistent. The objects that it creates have a Presence of 240, regardless of what the objects themselves are. Living beings, creatures, or animated objects can be up to Level 15. Nothing created by the Key can have Gnosis higher than 30.

The Power of Destruction: Just as he can create, so too can, the bearer of the Key of Yggdrasyl use it to destroy anything through sheer will. Whether it is physical or spiritual, living or inanimate, the wielder of this artifact can erase it from existence. This ability allows the bearer to destroy inanimate object with a Presence of 180 or less, and living beings of Level 10 or lower, although a creature can increase its effective Level for the purposes of this resisting this ability by 1 for every 5 points of Natura the entity has above its base value. So, for example, a Level 8 creature with Natura 15 points above its base would be the equivalent of Level 11, and could not be targeted by this power. Beings with Gnosis between 35 and 40 are partially affected by this ability, but cannot be destroyed by it completely. The holder of the Key can wish for such a being's end, and its existence would be greatly weakened, but it would not be fully erased. This ability cannot be resisted, except by beings with Gnosis 45 or higher, which are unaffected by the Key of Yggdrasyl.

Use: The Key can only create or destroy one thing per Combat Turn.

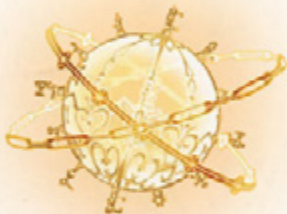
Gnostic Protection: The holder of the Key is immune to the Auspice power of beings with Gnosis 40 or lower.

Overload: When creating or destroying something absurdly powerful, even the Key feels some stress. After creating something with a Presence between 160 and 180, or a being between Levels 10 and 12, or trying to destroy something with Presence is 140, the Key becomes inactive for one minute. After creating something with a Presence between 180 and 200, or a being between Levels 13 or 14, or trying to destroy something with Presence is 160, the Key becomes inactive for one hour. Finally, for higher values, such as creating a being of Level 15, the Key stops working for a full day.

Key Control: Controlling a power such as that of the Key of Yggdrasyl is a much more complex task than it might seem. A strong will and a cool head are both vital factors for someone who intends to use its powers, because an errant thought or a simple question can easily carry the user to his own destruction. For example, if the person fears he might lose control of the Key, it means that part of him is thinking about that and so, as a consequence, he loses control of the object as his confidence falters. More terrible still is the case in which the user briefly wonders if the Key could be able to destroy him, which often leads to an immediate end. Therefore, any feelings of insecurity, fear, and terror that lurk in the wielder of the Key's heart or mind are his most dangerous enemies, and such emotional vulnerabilities account for the vast majority of cases of the destruction the bearer of the Key.

Generally, someone who does not know these effects and dangers cannot control them, and it is up to the discretion of the Game Master to determine the consequences of the character's desires and thoughts. If, on the other hand, the character is aware of the danger and tries to use the powers of the Key, he must pass two consecutive Checks (the first an Intelligence Check, the second a Willpower Check, each with a difficulty of 14) achieve what he wants and not lose control. If the character is nervous, scared, or frightened, the difficulty increases to 16, 18, or 20 respectively. Failing either of these Checks does not necessarily mean that the character himself perishes, but a lapse in control should always have terrible negative consequences.

Power Level: 5+



MEGAS THERION

Megas Therion is without doubt the largest and most powerful artifact ever built. It is even difficult to consider an "object," because it is a vast city, many miles in length. Each of the buildings and their construction is part of a huge supernatural structure that links it with the highest node of supernatural existence. The whole city is also the largest grimoire of magic, for its streets and walls are inscribed in endless verses and lists of all spells ever created.

Megas Therion is also called the "original city" and was the first metropolis that emerged in the earliest days of Gaia. All of today's metropolises, regardless of culture, have common origins in Megas Therion. It was the birthplace of the races that populate the world, and there was a time when all of them lived there. Naturally, all of the knowledge and power it contained was created not only by mortal hands, but also by countless deities, including Shajads and Beryls, who walked with us in those times of darkness.

Originally, the system allowed all residents of Megas Therion to use its power. However, city leaders decided to modify it so that the city's energies were focused only on a smaller number of people, under the pretext that they could undertake even more glorious works. Slowly the process continued until all power was channeled to a single person, the "Meister" of the city, who would then possess divine power. Of course, this caused many conflicts, which raged until the gods became disenchanted and sought one another's counsel, and ultimately "closed" Megas Therion for five thousand years. Time passed, and the city was forgotten, sealed away, until it again attracted the attention of individuals and entities eager to master over the power within.

While it is possible for any number of people to reside in Megas Therion, only one has power over all, the true "landlord," the Meister. To become Meister requires much more than simply entering the city and going to its core. A person must synchronize with it and make the city recognize him as a master. Of course, Megas Therion is not alive, nor does it have will or consciousness, but its nature does resonate with a certain type of person. Some might think that "she" chooses her owners, although in reality the bond with its owner has nothing to do with preferences; only a few souls are sufficiently similar to the city's power to rule over it.

Becoming the Meister of Megas Therion is a feat that borders on the impossible, requiring complex rites and rituals. However, once the city is linked to a person, that individual has the power of a true god at his disposal. There are no known limits to this power. But control of Megas Therion does not last forever. Every one hundred and seventy-three years, in a process that has been called the Breath of Renewal, the lord of the city completely loses control and cannot renew the bond in any way. At this time, a power vacuum is created and the City needs a new Meister to take control.

In ages past, when Megas Therion was still widely known, the largest organizations of Gaia sent their agents to the city to determine who was worthy of its power during each Breath of Renewal. To avoid large-scale conflict, each group agreed that they could only send a single candidate, but sometimes allowed a guardian. This custom disappeared when its penultimate owner felt that the power of a god should not be in the hands of one man, and carried the entire city to the middle of the ocean, sealing it and hiding it away from the world by the most powerful spells known.

The City remained there for over a thousand years until its location was found by chance during a shipwreck a century and a half ago. After that, the last Meister was a bonded agent of Imperium, but a decade has passed since he lost his connection to Megas Therion. Under the Covenant, neither of the Powers in the Shadows can intervene in the fate of the city, and have turned away from it until someone is able to claim control. When someone does, Imperium might offer that person a position in their organization or arrest him, for such power cannot be ignored.

File: 180/440/560

The Gift: The Megas Therion Meister gains The Gift as an Advantage (if he does not already possess it).

One Million Spells: The Megas Therion Meister knows all existing magical spells. This power does not require the character to be in the city.

Supreme Node (Notion of Use 5): The Megas Therion is a stable and controlled Power Node. In game terms, the Meister is considered to be in contact with a Power Node at all times and applies a -3 to the difficulty of Power Checks. Supreme Node does not require the character to be in the city.

Magna Sacra Sanctum Sanctorum (Notion of Use 3): The whole city is a Sanctum Sanctorum for the Meister, which grants the following Minor and Major Effects: Increased Power, Exceptional Resistances, Linked Maintenance, Sealing, Presence, Supernatural Link, Sealed, Tireless, Immortal, Nexus Recuperation, Major Area, and Physical Perfection.

Power Level: 5



In the Shadow

The former Meister of Megas Therion was a priest named Grim who was shipwrecked with seven other people on the island. Grim belonged to Nathaniel, the specialized body of the Church of Abel dedicated to supernatural research. Understanding the kind of place they had accidentally uncovered, Grim was able to gain control of Megas Therion, although the rest of the survivors died in the process, slain by the monstrous traps left by the previous lord of the city.

As the wielder of divine powers, Grim was contacted by Imperium, who asked him to join their ranks, granting him the title of Godkiller. Grim worked actively in the organization, although he sometimes feared he would lose the control of the City. On the day marking the one hundred seventy-third year of his ascension, he decided to commit suicide in the Tower of the Infinite, an act of desperation that would create a powerful Wake Specter eager to return to take control of the city.

Realizing that Imperium would not send anyone to take his place, the entity hatched a twisted plan, and sent coded messages regarding the existence of Megas Therion to different parts of Gaia, hoping that several individuals could solve the chain of clues and discover the location of the city on the ocean. Grim's aim is simple, as he believes that among those who unravel the mystery, there is someone who he will be able to manipulate and possess, becoming Meister once again in a reborn body. However, even Grim has not imagined that his summons have also attracted some extremely powerful entities.

MEISTER

Typically, the Meister must perform four rituals to facilitate his link with Megas Therion, followed finally by the Heart of the Soul ritual to claim dominion over the city. Strictly speaking, none of this is absolutely necessary, but performing this rituals makes taking control much easier. It is possible to "seize" control of the city from its current owner if someone becomes more synchronized with the City than its current Meister.

In game terms, synchronization with Megas Therion is rated with a value between 0 and 10, which indicates the degree of a character's link with the city. The higher the value, the stronger the connection. If no one has claim over the city at a given time, then the first person to reach 10 synchronization points immediately becomes the Meister. If someone is already the Meister, anyone can seize control if his synchronization value is higher than that of the current Meister. Below is a list of rituals and their associated synchronization values.

Innate Link	0 to 5
Heart of the Soul	4
Ultimate Sacrifice	2
Seal of Control	2
Ritual of Union	2
Ritual of Power	2

- **Innate Link:** Represents the natural affinity that a character has with the city. There is no known way to identify what causes such a connection but, simply put, there are people with a closer link to Megas Therion than others. Someone with a 0 does not have any affinity, while an individual with 5 would have been born by and for the city. Usually, very gifted sorcerers or individuals with Gnosis well above their Natura have a link that rates between 2 and 3. The Game Master should determine the level of Innate Link that a character has.

- **Heart of the Soul:** In the center of the city, deep beneath its buildings, is a sealed chamber called the Heart of the Soul. It is the most important part of Megas Therion, the "core" of the metropolis. Inside, there is a crystalline building that acts as control center and link with a Node of Power. Anyone who is inside the room and touching the crystal gets 4 points of synchronization, but only while inside the room.

- **Ultimate Sacrifice:** This ritual should be conducted at the highest part of Megas Therion, the so-called Tower of the Infinite, located in the

central area near the Heart of the Soul. There, the character must sacrifice either a person or thing to the city. By doing so, the city absorbs the soul or the essence of sacrifice and gives the character 2 points of synchronization. It is appropriate to add that this ritual is the darkest and most forbidding of all such rituals that exist in Megas Therion, and if the character who conducts it does become Meister, the whole city becomes darker and looks more gloomy than usual. It is necessary to renew the sacrifice every thirty-three years to maintain the synchronization points that have been granted.

- **Seal of Control:** The Seal of Control is a small, coin-shaped device attached to the Heart of the City. It has no power in itself, but anyone who has the Seal in direct contact with his body gets 2 points of synchronization with the city. Usually, whoever is Meister embeds the Seal in his hand or chest to make sure that he never loses contact and that the Seal is never separated from him.

- **Ritual of Union:** This is a complex process by which someone travels on foot to the four key points of Megas Therion and performs a ritual at each location to bond even more with the city. The process requires the person performing the ritual to shed his own blood and inscribe magic circles and runes with it at the four sites, which requires an Occultism Check with a difficulty of 280 at each of the sites. The four locations are the North Gardens, The Museum of Magic, The Library, and the Southern Observatory. If he succeeds on all four rituals, the character gains 2 points of synchronization. This ritual must be performed every year to maintain the synchronization points obtained.

- **Ritual of Power:** This dangerous ritual must be performed in the amphitheater of the City, and consists of a test of strength in which the character must face the guardian Eriald'ar, a Seraphim Potestas of Megas Therion sealed by the power of the Node. The confrontation is completely optional, and the entity always gives the challenger the opportunity to withdrawn before the fight, but shows no mercy once it begins. Vanquishing Eriald'ar awards 2 points of synchronization to the character. This fight must be repeated every thirty-three years to maintain the synchronization points.

INTERMEDIATE LINK POWERS

A person who has at least 5 points of synchronization with the City receives the following Sanctum Sanctorum Effects: Increased Power, Exceptional Resistance, Linked Maintenance, and Nexus of Recuperation. Those with 8 synchronization also earn the Physical Perfection ability.

Following the Trail of Grim

An interesting adventure could involve the characters competing with other individuals and organizations to solve the clues left by Grim, a search that culminates in the discovery of the island. Once there, they discover they are not alone, and at least three other groups like them are trying to seize the power of Megas Therion. The first is led by a wealthy nobleman who hopes to become a god, and who would be the ideal target for possession by Grim. The second is a group of agents of Nathaniel led by a saint named Evangeline, whose goal is to destroy the island so that no one can control its powers. The third and most terrible of all is the triumvirate, the three Messengers who, according to the prophecy of the Grimoire, will bring an end to the world.



SUPERNATURAL COMBAT

*Do not fear the sword,
but the hand that carries it.*

-Kisidan-

While most characters in Anima employ their own powers to fight, either through magic, psychic matrices, or Ki abilities, there are also those whose primary means of attack and defense are based on the expert use of magical artifacts.

While a magician, psychic, or a master of Ki can easily create fire with his magic, mentalism, or Ki techniques, the bearer of a gauntlet that produces flames could also hone his abilities with this device such that he could be as skilled as any of these other masters.

In this chapter, we delve into how mystical artifacts are used in combat, as well as various specialized benefits that wielders of such wonders receive.

Basic Combat

The most basic magical artifacts, especially weapons, do not require any specific knowledge to use. That is, a fighter who wants to properly use a long sword with supernatural powers that increases his fighting ability would simply have to know how to fight with that sort of sword to benefit from all of those advantages. Of course, it is also possible that a weapon or similar device could have a power or special ability that is not linked to combat. For example, a mace that has the ability to create an energy field that prevents any dark creature from approaching its wielder can be employed as a perfectly effective bludgeoning weapon by anyone capable of using the weapon correctly, even if the wielder does not know how to activate its other power. In such cases, refer to Notion of Use pertaining to the powers of the object.

SUPERNATURAL COMBAT MODULES

Below are different Combat Modules of special supernatural techniques that characters wielding magic items can learn. Each shows the following:

Artifact Required: Explains the general type of magic item needed to perform the maneuvers of the Combat Module.

Required Abilities: This refers to the Abilities needed to master the powers described.

Cost: The value in Development Points and/or Martial Knowledge that a character must invest to learn and master the abilities described here.

Effects: The ability that the character gains from mastering this Combat Module.

Consumption: If activating the ability has some sort of associated cost, it is indicated here.



Illustrated by © Wen Xia Li

ENSNARE

Artifact Required: Any object with the ability to transmute or change its physical shape, or with the power to move things at a distance.

Required Abilities: 120+ Attack Ability.

Cost: 20 Development Points/10 Martial Knowledge

Effect: This ability allows the character to perform Trapping Special Purpose Attacks against his adversaries. If the character is fighting with a weapon that does not have the Trapping rule, it gains this ability. If he is using a weapon that does have the Trapping rule, he can perform the maneuver with only a -10 to his Attack Ability, instead of the usual penalty.

Consumption: None.

REMOTE CONTROL

Artifact Required: Any object that can move on its own or control objects at a distance.

Required Abilities: 140+ Attack Ability/Defense Ability 140+.

Cost: 20 Development Points/20 Martial Knowledge

Effects: Gives the character the ability to fight from a distance with the artifact or with different weapons that the artifact can move. Allows the user to wield weapons at a distance with at -20 to Attack Ability and Defense Ability without touching those weapons. Enemies must be within line of sight in order for the user to attack them with this power.

Consumption: None.

RANGED ATTACK

Artifact Required: Any artifact capable of generating or controlling Energy Intensities of Cold, Heat, or Electricity. This maneuver can also be performed with any artifact that controls Air, Earth, or Water (and, in some cases, even Light or Darkness).

Required Abilities: 120+ Magic Projection Ability, Psychic Projection Ability, or Attack Ability.

Cost: 20 Development Points/20 Martial Knowledge

Effects: The character manipulates the offensive capabilities of the device, unleashing its power as a means of attack. In game terms, the wielder can execute this power using the same rules as any offensive spell, but he can use his Magic Projection Ability, Psychic Projection Ability, or even his Attack Ability to cast it.

The character must declare this action one Combat Turn in advance of using it in order to perform this attack, taking time to accumulate and control the energy. The damage of the attack depends on the power the artifact can produce, as shown in **Table 16**. If the artifact produces effects without Intensities, the Game Master should determine the potency of the attack.

This maneuver is considered a Full Attack Action, and so the artifact's wielder cannot perform any other Active Action during that Combat Turn.

Consumption: Activating this attack uses 1 point of Ki or 10 points of Zeon. If the user wishes to activate it again within 5 Combat Turns of a previous activation, he must spend one point of Fatigue.

TABLE 16: RANGED ATTACK BASE DAMAGE INTENSITIES

Intensities	Base Damage
1 to 4	20
5 to 8	40
9 to 12	60
13 to 20	100
21+	140

ACCELERATED MOVEMENT

Artifact Required: Any artifact capable of moving organic objects at a distance.

Required Abilities: Weight Elimination (Ki Ability).

Cost: 20 Development Points

Effect: This power uses telekinesis to supernaturally increase the speed of the character who possesses it, creating invisible platforms and lifting him into the air when required.

In game terms, the bonus to the character's Movement Value is determined by the amount of weight the object can move, in some cases giving the user the ability to perform Inhuman Actions in areas related to Agility. For these values, consult **Table 17**.

Consumption: None.

TABLE 17: ACCELERATED MOVEMENT

Weight	Increase	Maximum Value	Special
Up to 50 lbs	+1	10	
Up to 100 lbs	+2	10	
Up to 200 lbs	+3	11	Inhuman
Up to 500 lbs	+4	12	Inhuman
Up to 1,000 lbs	+5	12	Inhuman
Up to 1 ton	+6	13	Inhuman

ENHANCE DAMAGE

Artifact Required: Any artifact capable of generating Energy Intensities of Cold, Heat, or Electricity.

Required Abilities: None.

Cost: 20 Development Points/20 Martial Knowledge

Effects: The character can use the device to strengthen the power of his attacks, increasing the Base Damage that they inflict. The increased damage value depends on the Intensities that the artifact provides, as shown in **Table 18**.

TABLE 18: ENHANCE DAMAGE

Intensities	Bonus
1 to 4	+10
5 to 8	+20
9 to 12	+30
13 to 20	+40
21+	+50

PROTECTIVE SHIELD

Artifact Required: Any artifact capable of generating or controlling Energy Intensities, elemental forces, or modifying and manipulating inorganic elements.

Required Abilities: Combat Module: Full Shield.

Cost: 10 Development Points/10 Martial Knowledge

Effect: This skill allows the character to create shields that protect against ranged attacks. This defense applies the same rules as using a Full Shield (+30 to Defense Ability), but without any penalties. Since it is not a true supernatural barrier, such as a magic or psychic shield, the character suffers penalties to additional attacks and applies the usual combat modifiers. However, the character can choose which defensive Ability to use: Magic Projection Ability, Psychic Projection Ability, or Defense Ability.

This protection only works against projectiles; if the character uses it against physical attacks, he does not add the defensive bonus of the Full Shield and instead defends applying a -50 penalty to his Ability.

Depending on the effect of the artifact, the visual appearance of the shield varies, although this does not create any differences in the applicable rules. Characters who control different elements defend in different ways—the wind could deflect arrows, flames could consume oncoming projectiles, or barriers of earth and stone could rise from the ground to intercept the missiles.

Whether or not this ability defends against intangible Energy attacks depends entirely on the artifact itself, and whether or not the elemental force that creates or controls is supernatural.

Consumption: None.

PHYSICAL REINFORCEMENT

Artifact Required: Any artifact capable of affecting organic objects at a distance.

Skills Required: None.

Cost: 20 Development Points/10 Martial Knowledge

Effect: This power uses telekinesis to supernaturally increase physical the parameters of the person who holds the artifact. In game terms, the device increases the bearer's Strength Characteristic by an amount determined by the weight of the object and, at certain levels, provides the wielder with the ability to perform certain Inhuman Actions based on Strength. For these values, consult **Table 19**.

Consumption: None.

TABLE 19: PHYSICAL REINFORCEMENT

Weight	Increase	Maximum Value	Special
Up to 50 lbs	+1	10	
Up to 100 lbs	+2	10	
Up to 200 lbs	+3	11	Inhuman
Up to 500 lbs	+4	12	Inhuman
Up to 1,000 lbs	+5	12	Inhuman
Up to 1 ton	+6	13	Inhuman

SIGNATURE TECHNIQUES

Artifact Required: This is a very broad category, and any object that controls an element, creates some kind of energy, alters the body of the fighter or reality, or can generally be used in an imaginative way falls within its bounds.

Required Abilities: 120+ Attack Ability/120+ Defense Ability.

Cost: 40 Development Points/30 Martial Knowledge

Effect: This power represents the character developing a type of attack or defense that specifically involves the artifact, a unique technique that uses one or more of its powers in combat as part of a special maneuver. To use it, the character must declare that he is performing the technique the Combat Turn before he executes it. The specific powers provided are varied, depending on how the character developed them. The player should choose one of the following advantages for the power to confer upon use:

- Grants a +40 bonus to the wielder's Attack Ability for one of the attacks in the next Combat Turn. An opponent who has already seen the attack or has suffered its effects is ready for it, and so the bonus diminishes to +10 from the second use on a particular foe forward.
- Grants a +20 bonus to Attack Ability and Base Damage.

• Allows the wielder to make an extra attack without suffering a penalty to the his Attack Ability. The wielder can only make a single additional attack with the chosen weapon in the Combat Turn in which he uses this ability (he can still make additional attacks with additional weapons, as normal).

• Grants a +50 bonus to Initiative.

• Creates an area attack that affects all enemies within 3 feet.

• Eliminates the penalty for the first two additional defenses each Combat Turn.

• Grants a +20 bonus to Defense Ability against a particular attack.

• Grants a +50 bonus to Attack Ability when making a counterattack.

• For every Combat Turn that the character spends concentrating (to a maximum of 5 Combat Turns), he gets a +20 cumulative bonus to Base Damage. For example if the character concentrates for three Combat Turns, the damage bonus is +60. While concentrating, the character can attack normally, but does not get the bonus until triggering the power.

These powers can be freely combined with any other combat maneuver, either from the standard selection or from this section. However, they cannot be used in combination with Ki Techniques, Spells, or Psychic Powers.

A character can develop several techniques based on this table, but cannot combine them.

Consumption: Using this ability automatically consumes 1 point of Ki or 10 points of Zeon. It can be activated again after 5 Combat Turns.

MAJOR TECHNIQUES

Artifact Requirements: As Signature Technique, above.

Required Abilities: 180+ Attack Ability/180+ Defense Ability, Signature Technique.

Cost: 20 Development Points/20 Martial Knowledge

Effect: This skill increases the effectiveness of the Signature Technique of the character, granting one of the following benefits to that particular ability:

• If the technique provides a bonus of +40 to Attack Ability, enemies who already have seen the character use it only reduce the bonus to +20 (instead of reducing the bonus to +10).

• If the technique has the ability to accumulate power to increase the wielder's damage, for every Combat Turn of build-up, the character gains an additional +5 bonus to Attack Ability.

• Increases the area of effect of a radius attack to a 10 foot radius.

• The character must wait only 2 Combat Turns after activating the power before using it again.

• Halves the penalties for Directed Attacks.

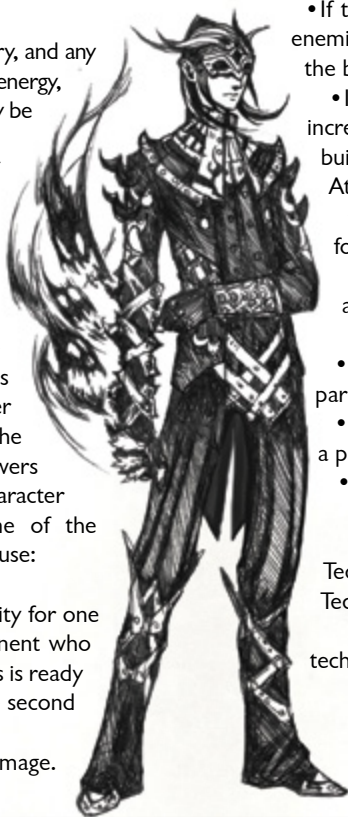
• Grants an additional +10 bonus to Attack Ability for a particular attack.

• Grants an additional +10 bonus to Defense Ability against a particular attack.

• Grants an additional +25 bonus to Initiative.

A character can upgrade any number of Signature Techniques using this Table, but each particular Signature Technique can only be upgraded once.

Consumption: This upgrade increases the cost of the technique to 2 points of Ki or 20 points of Zeon.





APPENDIX I PRICES

*Everything has a price, even dreams.
You just need to discover the costs of your own.*

-Victor Steiner-

In Gaia, the Black Sun and other unique individuals have been selling supernatural artifacts for centuries. Below is a list of the approximate prices at which these artifacts might be acquired. It is important to underscore the fact that a given price does not reflect the cost of fabricating one of these artifacts, but is instead an estimation of their market value for an interested buyer. The listed prices can serve as a reference in any setting.

The artifacts in this volume that are not on the list below have been excluded because their value is inestimable, and one simply cannot place cash values on such miraculous devices.

Cost: This is the artifact's average price in Gold Coins. Depending on the circumstances and availability, this price can fluctuate up or down by up to 25%.

Availability (Avail.): This indicates how complicated it is for a member of the Black Sun or other trader of artifacts to acquire such an object for a buyer. The objects with no rating in this category represent those that are easiest to obtain, and it is likely that most establishments of the organization have at least a few in stock, or can acquire them with only a short delay. Those marked with the letter "B," on the other hand, are much stranger or more specialized objects; obtaining such an object takes between a week and three months. Those marked with the letter "A" are artifacts that the Black Sun does not currently have in its possession, although it might be able to acquire them by sending its agents to seek them out. Finally, those marked with "N/A" are objects that cannot normally be acquired for clients by a vendor, although the listed Price reflects the cost if they could be bought this way.

Level I	Cost	Avail.
Displacer	1,400	B
Grinding Stone	900	
Ouija of Connection	300	
Bag of Thorns	1,200	
Ashes of Darkness	500	
Haadia	1,150	
Lamp of Onieros	1,200	
Supernatural Analyzer	980	
Canteen of Purity	1,100	B
Roc's Eyes	1,350	B
Pan	1,200	
Small Fire Gem	250	
Medium Fire Gem	800	
Large Fire Gem	3,000	
Enormous Fire Gem	25,000	B
Soul Shard	500	
Eru Pelegri	2,500	
Gorm-nah, Jaws of the Beetle	2,200	

Level 2	Cost	Avail.
Ondinias	8,500	N/A
Droksmog	25,500	N/A
Argon	3,500	
Gnome Ares	18,000	N/A
Serpent Ring	9,000	B
Supernatural Devourer	15,000	A
Ring of Rudraska	8,000	B
Seiken	28,500	N/A
Duman	24,000	N/A
Envy of Spring	16,000	B
Jealous Fang	6,500	
Nihilims	8,000	B
Gem of the Morning	32,000	N/A
Bells of Sorcery	3,200	
Artisan's Nails (single)	300	B
Artisans Nails (full set)	4,500	B
Astronomical Clock of Belasarius	15,000	A
Chronos Clock	4,200	
Olgol	9,000	A
Splinter Tracker	2,800	
Pen of the Oath	17,500	B
Naga Flute	2,800	
Ego, Book of the Inner Self	12,000	N/A
Psychic Disruptor	7,500	
IO	2,200	
Nullum Lusec	9,500	B
Gem of the Night	500	
Standard of Syr	18,000	A
Compass of Uriel	7,500	N/A
Sisiphus	2,200	
Living Map	3,500	B
Elemental Statuette (single)	20,000	
Beads of Brahma	7,200	B
Boots of Light	1,850	B
Containment Trap	1,250	
Manticore Pelt	12,500	A
Feast	4,500	
Runes of Divination	1,350	B
Veilar	28,000	N/A
Hexxen	21,500	N/A
Sacramentum	25,000	N/A
Nosphos	1,800	
Sanguinius	150	
Canace	1,650	
Kaithel	2,100	
Ring of Rafael	2,500	B
Winged Cape	1,750	B
Nudus	1,050	
Arachne	2,100	N/A

Phase Cape	1,350	B
Ring of the Undead	1,500	B
Veritas	2,000	B
Halum	2,200	B
Slave Collar	5,000	B
Ring of Erebus	1,400	
Hands of the Witch	3,500	N/A
Pledge of Security	1,200	
Dragon Armor	16,000	B
Zebah	900	
Mournhåven	500,000	N/A
Dragon Bracelet	6,000	B
Disruptor Bolts	280	
Mantincore Nets	650	
Macahuitl	2,500	N/A
Ramudah	2,200	N/A
Syl'granai, Exterminator Arrows	220	
Sylphide	13,500	B
Dagger of Exile	4,800	
Taiyonotsuki	1,800	B
Daggers of the Sun and the Moon	125,000	N/A
Lok-nar, Claws of the Mantis	3,200	
Nya'stur, Plague Wing	12,500	B
Y'ha-nthlei	3,200	

Level 3	Cost	Avail.
Kyu Sylvanus	110,000	N/A
Glam, Axe of Baal	650,000	N/A
Phylis	78,500	B
Opanim	460,000	N/A
Echidna	240,000	N/A
Daedalus	580,000	N/A
Ruin	180,000	N/A
Kasaneru Tsumi	320,000	N/A
Kitsune-Yuki	178,000	B
Zetsubou	97,000	N/A
Polt	900,000	N/A
Mirror to the Other Side	12,000	B
Sands of Time	220,000	N/A
Candle of the Black Flame	80,000	N/A
Ceridwen	280,000	A
Soul Mirror	232,000	N/A
Mask of Gnose	87,000	N/A
Amulet of Nine Lives	24,000	A
Onydas	234,000	A
Boiling Gory	210,000	N/A
Staff of Destruction	35,000	B
Chinomi	42,000	A
Necrom	75,000	N/A
Uldruen, Bow of Light	285,00	A
Ryu Ying	135,000	N/A
Hephistios	580,000	N/A
Blutige Rose	285,000	A
Wonne Stieg	315,000	A

Zephyrs, the Wind Fan	150,000	B
Susano'o	95,000	A
Srebro	185,000	A
Dunkelschwert	320,000	A
Jinki	320,000	B
Gy-goronak, Unicorn of Death	435,000	A
Staff of the Magus	200,000	A
Silfur	1,200,000	N/A

Potions	Cost	Avail.
Livanne	300	B
Livanne (Intermediate)	900	B
Livanne (Major)	2,500	B
Nill, the Absolute Antidote	1,500	B
Essence of Fascination	1,200	
Frenzy	450	
Shadow of Death	3,500	B
Spiritual Incense	120	
Danu, the Water of Life	100,000	N/A
Qiyamah	300	B



APPENDIX II

ALPHABETICAL LIST

A		F		M		S	
Aegis	104	Feast	52	Macahuil	43	Sacramentum	58
Aldebaran	94	Fire Gems	35	Manticore Pelts	51	Sacred Hymn	93
Amulet of Nine Lives	74	Frenzy	84	Mantincore Nets	41	Sands of Time	66
Arachne	48			Mask of Gnose	67	Seiken	41
Argon	47	G		Megas Therion	111	Seoman Kephas	92
Artisan's Nails	57	Gae Bolg	103	Mirror to the Other Side	72	Serpent Ring	39
Asclepius	98	Gem of the Morning	42	Mjolnir	101	Shadow of Death	84
Ashes of Darkness	37	Gems of the Night	53	Mournehäven	44	Silfur	89
Astronomical Clock of Belasarius	52	Gift of Uruz	82			Sisiphus	58
B		Gilgamesh	80	N		Slave Chain	49
Bag of Thorns	37	Glam, Axe of Baal	66	Naga Flute	59	Soul Mirror	65
Beads of Brahma	51	Gnome Ares	40	Necrom	66	Soul Shards	36
Bells of Sorcery	50	Gorm-nah	87	Nekonosekai	82	Spica	95
Blutige Rose	61	Gram	100	Nihilims	42	Spiritual Incense	86
Boiling Gory	73	Grinding Stones	37	Nill, the Absolute Antidote	84	Splinter Tracker	54
Book of Guinn	62	Gy-goronak	88	Nosphos and Sanguinius	53	Srebro	64
Boots of Light	52			Nothung	98	Staff of Destruction	75
C				Nudus	46	Staff of Pertho	105
Caliburn	103	Haadia	37	Nullum Lusec	50	Staff of the Magus	105
Canace	41	Halum	53	Nya'stur, Plague Wing	86	Standard of Syr	69
Candle of the Black Flame	76	Hand of Lenas	70			Supernatural Analyzer	38
Carnwennan	102	Hands of the Witch	50	O		Supernatural Devourer	39
Ceridwen	69	Hephistios	70	Olgol	60	Susano'o	61
Chinomi	76	Hexxen	53	Ondinias	56	Syl'Granai	48
Chronos Clock	54			Onydas	77	Sylphide	47
Chronos Containment System	75	I		Opanim	76		
Cladheim Soluis	104	IO	58	Ouija of Connection	35	T	
Compass of Uriel	47	J				Taiyonotsuki	43
Containment Trap	55	Jared Apocrytus	96	P		Tartarus Apollyon	81
D		Jealous Fang	39	Pan	38	The Book of the Dead	109
Daedalus	73	Jinki	64	Pandora's Prison	81	The Crown of UI	90
Dagger of Exile	43			Pen of the Oath	54	The Key of Yggdrassyl	110
Daggers of the Sun and the Moon	44	K		Phase Cape	48	The Portal Key	67
Danu, the Water of Life	85	Kaithel	44	Phylis	77	The Rose of Azrael	82
Displacer	39	Kalah	92	Platinum	94	Triterparzerton	87
Disruptor Bolts	49	Kasaneru Tsumi	78	Pledges of Safety	50		
Dragon Armor	45	Kitsune-Yuki	74	Polt	62	U	
Dragon Bracelet	42	Kusanagi no Tsurugi	107	Psychic Disruptor	56	Uldruen, Bow of Light	71
Droksmog	59	Kyu Sylvanus	42	Purity Canteen	38		
Duman	42			Q		V	
Dunkelschwert	68	L		Qiyamah	85	Veilar	55
E		Lamp of Oneiros	36			Veritas	51
Echidna	61	Lawbringers	91	R			
Ego, Book of the Inner Self	55	Livanne, Potion of Life	84	Ramudah	95	W	
Envy of Spring	40	Living Map	57	Ring of Erebus	55	Winged Cloak	39
Equilibrium	94	Lok'nar, Claw of the Mantis	86	Ring of Rafael	46	Wonne Stieg	61
Erebuskaikel	70			Ring of the Undead	47		
Eru Pelegri	35			Roc's Eyes	38	Y	
Essence of Fascination	85			Rudraskha Ring	40	Y'ha-nthlei	87
Exuberwulf	45			Ruin	71	Yasakani no Magatama	108
				Rukbat Al-Rami	95	Yata no Kagami	107
				Runes of Divination	56		
				Ryu Ying	66	Z	
				Ryushushoku	36	Zabiel	89
						Zebah	60
						Zelber	89
						Zephyrs, the Wind Fan	78
						Zetsubou	78

APPENDIX III

COSTS OF ARTIFACT POWERS

This section lists the Power Point allocations of the artifacts listed in Chapter 3, to use as a reference when creating other artifacts or using these artifacts as power sources. If the Quality power is not listed here, it represents that it is an innate property of the artifact's forging, and was not magically imbued. Similarly, other powers not listed here are not truly supernatural, and are intrinsic physical qualities of the object itself.

Aegis

Quality: 75 PP Lvl 4, 50 PP Lvl 2
Unbreakable: 40 PP Lvl 3
Supernatural Resistance: 40 PP Lvl 3
Missile Barrier: 100 PP Lvl 4
Absolute Screen: 50 PP Lvl 4
Natural Defense: 200 PP Lvl 3
Reflection: 20 PP Lvl 4

Aldebaran

Quality: 50 PP Lvl 4, 50 PP Lvl 2
Sacred Nature: 60 PP Lvl 2
Dowry of Blood: 60 PP Lvl 2
Grip: 30 PP Lvl 1
Slam: 50 PP Lvl 3
Power Attack: 50 PP Lvl 3

Amulet of Nine Lives

Nine Lives / Recompense: 100 PP Lvl 4

Arachne

Fascinating: 160 PP Lvl 3
Dressed for the Occasion: 100 PP Lvl 1
Tongue of the Tarantula: 40 PP Lvl 2
Pristine: 40 PP Lvl 1
Protection: 50 PP Lvl 3
Femininity: -20 PP Lvl 1

Argon

Quality: 100 PP Lvl 2
Burning Blade (Notion of Use 1): 30 PP Lvl 2, 20 PP Lvl 1
Bringer of Flames (Concept of Use 1): 130 PP Lvl 1, 20 PP Lvl 2
Increased Area (Notion of Use 2): 80 PP Lvl 1
Disarmament: 20 PP Lvl 2

Artisan's Nails

Nails of Strength: 20 PP Lvl 2
Water Nails: 20 PP Lvl 2
Ice Nails: 20 PP Lvl 2
Sand Nails: 20 PP Lvl 2
Foundry Nails: 40 PP Lvl 2

Asclepius

Quality: 100 PP Lvl 3, 50 PP Lvl 2
Supernatural Power: 20 PP Lvl 3
Power Multiplier: 100 PP Lvl 3, 250 PP Lvl 2
Regeneration: 100 PP Lvl 2
Perfect Counterattack: 25 PP Lvl 3
Supernatural Vision: 75 PP Lvl 3
Staff of the Serpent: 40 PP Lvl 3
Speed: 50 PP Lvl 1
Healing Power: 30 PP Lvl 3
Gate Opener: 70 PP Lvl 1
Zeon Container: 50 PP Lvl 4, 250 PP Lvl 3
The Two Snakes: 180 PP Lvl 3
Precognition: 40 PP Lvl 4
Resurrection: 120 PP Lvl 4

Ashes of Darkness

Zone of Darkness: 150 PP Lvl 1

Astronomical Clock of Belasarius

Hidden Magic: 80 PP Lvl 2
Spell Storage: 200 PP Lvl 3
Contain Entities: 50 PP Lvl 2

Bag of Thorns

Thorns: 20 PP Lvl 2

Beads of Brahma

Katsu: 200 PP Lvl 2
Supernatural Protection: 100 PP Lvl 2
Tethering: 120 PP Lvl 2
Enhancer: 150 PP Lvl 2, 150 PP Lvl 1

Bells of Sorcery

The Sound of Magic: 120 PP Lvl 2

Blutige Rose

Quality: 50 PP Lvl 3, 50 PP Lvl 2
Accuracy: 150 PP Lvl 3
Electricity: 30 PP Lvl 2

Boiling Gory

Quality: 50 PP Lvl 3, 80 PP Lvl 2
Igneous Charge / Infernal Flames: 50 PP Lvl 3
Igneous Charge / Pit of Flames: 140 PP Lvl 2
Elemental Immunity: 80 PP Lvl 2
Invocation of Fire: 40 PP Lvl 3
Rage: -20 PP Lvl Variable

Book of Guinn

Living Artwork: 40 PP Lvl 4
Reuse: -10 PP Lvl Variable
Vulnerable to Water: -10 PP Lvl Variable

Boots of Light

Speed / Aerial Leap: 100 PP Lvl 2

Caliburn

Quality: 100 PP Lvl 4, 50 PP Lvl 2
Unbreakable: 40 PP Lvl 4
Power of the Soul: 80 PP Lvl 3
Sovereign: 30 PP Lvl 3
Immunity: 100 PP Lvl 2
Stubborn: 30 PP Lvl 1
General: 40 PP Lvl 4
Change Fate: 100 PP Lvl 4
Increased Resistance: 40 PP Lvl 3
Avalon: 50 PP Lvl 5

Canace

Quality: 50 PP Lvl 2
Drill: 20 PP Lvl 2

Candle of the Black Flame

Area of Darkness: 50 PP Lvl 2
Blaze: 60 PP Lvl 2, 50 PP Lvl 3
Eternal Flame: 40 PP Lvl 2

Carnwennan

Quality: 50 PP Lvl 3, 40 PP Lvl 2
Lightning Strikes: 150 PP Lvl 3
Peerless Assassin: 50 PP Lvl 3
One with Shadows: 60 PP Lvl 2
Inhuman Movement: 80 PP Lvl 2
Cancellation: 40 PP Lvl 4
Condemn: 20 PP Lvl 4

Ceridwen

Animal Form: 100 PP Lvl 2
Control Plants / Entangle: 120 PP Lvl 2
Mystical Protection: 50 PP Lvl 3
Knowledge of Nature: 40 PP Lvl 2
Spiritual Form: 50 PP Lvl 3

Chinomi

Quality: 100 PP Lvl 2
Electricity: 30 PP Lvl 2
Chain Lightning: 20 PP Lvl 3, 30 PP Lvl 2
Channel Electricity: 20 PP Lvl 2
King of Storms: 160 PP Lvl 3

Chronos Clock

Compress Time: 100 PP Lvl 2

Chronos Containment System

Supernatural Cancell. / Spiritual Seal: 150 PP Lvl 3

Cladheim Soluis

Quality: 50 PP Lvl 3
Dyrnwyn: 25 PP Lvl 4, 50 PP Lvl 2
Carn: 100 PP Lvl 1
Calad Bolg: 100 PP Lvl 3
Fragarach: 75 PP Lvl 2
Nua: 50 PP Lvl 4

Compass of Uriel

Freedom: 80 PP Lvl 2
Free Spirit: 100 PP Lvl 2

Containment Trap

Activation / Resistance: 40 PP Lvl 2
Draining: 80 PP Lvl 2

Daedalus

Quality: 50 PP Lvl 2
Sentient: 80 PP Lvl 3
Mystic Direction: 50 PP Lvl 3
Magic Edge: 100 PP Lvl 2
Zeon Container: 100 PP Lvl 3

Dagger of Exile

Exile: 80 PP Lvl 2
Ritual: 20 PP Lvl 3

Daggers of the Sun and the Moon

Sun Dagger: 50 PP Lvl 2
Sunshine: 40 PP Lvl 2
Moon Dagger: 50 PP Lvl 2
Crescent: 50 PP Lvl 2

Danu, the Water of Life

Water of Life: 50 PP Lvl 3
Return Life / Single Use: 50 PP Lvl 4

Displacer

Gravity: 150 PP Lvl 1

Disruptor Bolts

Penetrating: 120 PP Lvl 2
Electric Shock: 80 PP Lvl 2

Dragon Armor

Quality: 100 PP Lvl 2
Elemental Resistance: 120 PP Lvl 2

Dragon Bracelet

Dragon's Breath: 60 PP Lvl 3
Resistance: 50 PP Lvl 2
Fire Protection: 80 PP Lvl 2

Droksmog

Quality: 150 PP Lvl 2
Racial Hatred: 50 PP Lvl 3
Fire Within: 100 PP Lvl 3

Duman

Quality: 150 PP Lvl 2
Red Mist: 50 PP Lvl 3
Disperse: 100 PP Lvl 2
Lacerating Persecutor: 20 PP Lvl 2

Dunkelschwert

Quality: 50 PP Lvl 3, 50 PP Lvl 2
Fusion: 150 PP Lvl 2
Unholy: 60 PP Lvl 2
Hidden Weapon: 60 PP Lvl 2
Call Blades / Symbiosis: 50 PP Lvl 3
Thief of Happiness: -20 PP Lvl 2

Echidna

The Power of Magic: 150 PP Lvl 3
Obsessive Monopoly: -20 PP Lvl Variable

Ego, Book of the Inner Self
Diary / Narration: 30 PP Lvl 3

Elemental Statuettes
Elemental Link: 100 PP Lvl 3
Elemental Container: 50 PP Lvl 3
Enhancer: 50 PP Lvl 2

Envy of Spring
Quality: 100 PP Lvl 2
Elemental Union: 50 PP Lvl 2
Naturalize: 50 PP Lvl 1
Fury of the Earth: 50 PP Lvl 2
Woodland Path: 50 PP Lvl 1

Equilibrium
Quality: 50 PP Lvl 4, 50 PP Lvl 2
Sacred Nature: 60 PP Lvl 2
Mystical Protection: 30 PP Lvl 3
Dowry of Blood: 20 PP Lvl 2
Absolute Balance: 20 PP Lvl 5

Erebuskaikel
Ring Enhancers: 200 PP Lvl 2
Amulet Enhancer: 150 PP Lvl 3
Connect With Erebus: 100 PP Lvl 5

Eru Pelegri
Union: 20 PP Lvl 2

Essence of Fascination
Aroma: 100 PP Lvl 2

Exuberwulf
Quality: 150 PP Lvl 2
Power: 40 PP Lvl 4
Impenetrable: 100 PP Lvl 2
Heavy: -50 PP Lvl 2

Feast
Regeneration: 20 PP Lvl 2
Living Armor: 100 PP Lvl 2
Undead: 20 PP Lvl 2

Fire Gems
Fire Eater: 100 PP Lvl 1, 20 PP Lvl 2, 50 PP Lvl 2, 20 PP Lvl 3 (depending on size and purity)
Explosion: 50 PP Lvl 1, 10 PP Lvl 2, 40 PP Lvl 2, 20 PP Lvl 3 (depending on size and purity)

Frenzy
Frenzy: 40 PP Lvl 2

Gae Bolg
Quality: 50 PP Lvl 3
Heartpiercer: 20 PP Lvl 2
Unerring: 120 PP Lvl 4
Celthar Luin: 220 PP Lvl 2

Gem of the Morning
Quality: 20 PP Lvl 2
Aqueus Impact: 230 PP Lvl 2
Water Shield: 100 PP Lvl 2
Sculpt Water: 50 PP Lvl 2

Gems of the Night
Dome of Darkness: 50 PP Lvl 2

Gift of Uruz
Quality: 50 PP Lvl 4
Supernatural Arrows: 50 PP Lvl 4
Monster Slayer: 100 PP Lvl 3
Bolts: 20 PP Lvl 3
Superior Distance: 40 PP Lvl 2

Gilgamesh, Staff of the Dominator
Quality: 50 PP Lvl 4, 100 PP Lvl 3, 50 PP Lvl 2
Indestructible: 50 PP Lvl 4
Magic Enhancer: 200 PP Lvl 4
Namenoth: 200 PP Lvl 4
Arcane Cancellation: 150 PP Lvl 4
Communion of Souls: 50 PP Lvl 3

Glam, Axe of Baal
Quality: 50 PP Lvl 2, 50 PP Lvl 3
Death Wing: 50 PP Lvl 2
Avatar of Hell: 250 PP Lvl 3
Magic Boost: 200 PP Lvl 2
Sons of Baal: 20 PP Lvl 3
Door to Hell: 250 PP Lvl 3
The Weight of Evil: -10 PP Lvl 2

Gnome Ares
Quality: 150 PP Lvl 2
Offensive Skill: 100 PP Lvl 2
Fissure: 120 PP Lvl 2

Gorm-nah, Jaws of the Beetle
Unbreakable Bone: 50 PP Lvl 1
Bonebreaker: 80 PP Lvl 2

Gram
Quality: 25 PP Lvl 3, 50 PP Lvl 2
Eternal Cold: 30 PP Lvl 2
Vorpal: 50 PP Lvl 3
Blood Drinker / The Power of Blood: 50 PP Lvl 3
Blood Drinker / Decapitator: 75 PP Lvl 3
Blood Drinker / Life Stealer: 180 PP Lvl 2
Blood Drinker / Inferno of Blood: 20 PP Lvl 3
Blood Drinker / Bloody Armor: 120 PP Lvl 2
Blood Drinker / Increased Ki: 40 PP Lvl 3
Blood Drinker / Ragnarok: 120 PP Lvl 3
Blood Drinker / Doomed Spirit: 100 PP Lvl 4

Grinding Stones
Mystic Charge: 80 PP Lvl 1
High Energy: 40 PP Lvl 1

Gy-goronak, Unicorn of Death
Quality: 150 PP Lvl 2
Drill: 40 PP Lvl 3
Enhancer: 50 PP Lvl 3
Primal Magic: 50 PP Lvl 4
Mental Rupture: 100 PP Lvl 3
Earthquake: 80 PP Lvl 3
Primal Summoning: 30 PP Lvl 3
Madness: -20 PP Lvl Variable

Haadia
Protection of the Spirits: 200 PP Lvl 1
Detect Spirits: 50 PP Lvl 2

Halum
Link to the Light: 20 PP Lvl 2
Celestial Resistance: 40 PP Lvl 2
Luminous Booster: 50 PP Lvl 2

Hand of Lenas
Absorption of Souls: 50 PP Lvl 4, 60 PP Lvl 3
Wither: 150 PP Lvl 3
Half-Life: 20 PP Lvl 2
Booster: 300 PP Lvl 2

Hands of the Witch
Extension / Spiritual Energy: 120 PP Lvl 2
Monofilament: 50 PP Lvl 2

Hephastios
Quality: 50 PP Lvl 3
Ki Enhancer: 100 PP Lvl 3, 80 PP Lvl 2
Martial Domain: -20 NV Lvl Variable
Eternal Flames: 150 PP Lvl 2
Ifreet: 50 PP Lvl 3, 100 PP Lvl 2
Hephastios Crest: 100 PP Lvl 3
Immunity to Flames: 80 PP Lvl 3

Hexxen
Quality: 150 PP Lvl 2
Dark Fiber: 120 PP Lvl 2
Without Shadow: 20 PP Lvl 1

IO
Gem of Recording: 80 PP Lvl 2
Crystal of Reproduction: 20 PP Lvl 2

Jared Apocrytus
Quality: 100 PP Lvl 4, 50 PP Lvl 2
Sacred Nature: 60 PP Lvl 2
Dowry of Blood: 50 PP Lvl 3, 20 PP Lvl 2
Control Environment: 40 PP Lvl 4
Use with Mundus: 60 PP Lvl 3
Power Boost: 50 PP Lvl 2, 100 PP Lvl 3
Exterminator of Gods: 150 PP Lvl 4
Divine Annulment: 25 PP Lvl 5

Jealous Fang
Quality: 150 PP Lvl 2
Poison Boost: 50 PP Lvl 2

Jinki
Dual: 150 PP Lvl 2 / 150 PP Lvl 2
Swirl: 50 PP Lvl 3, 150 PP Lvl 2
Call: 30 PP Lvl 2
Shield: 50 PP Lvl 1
Flying Blade: 150 PP Lvl 1
Martial Dominion: -20 PP Lvl Variable

Kaithel
Quality: 100 PP Lvl 2
Superior Range: 20 PP Lvl 2
Resonant Cords: 50 PP Lvl 2

Kalah
Quality: 50 PP Lvl 3, 50 PP Lvl 2
Sacred Nature: 60 PP Lvl 2
Positive Outcome: 25 PP Lvl 3
Dowry of Blood: 160 PP Lvl 2
Destined Victor: 100 PP Lvl 4
Sightless Eyes: 100 PP Lvl 2
Force Destiny: 75 PP Lvl 4

Kasaneru Tsumi
Quality: 120 PP Lvl 2
Spiritual Damage: 150 PP Lvl 2
Unstoppable: 70 PP Lvl 3
Extinguish Energy: 50 PP Lvl 3
Physical Impairment: 100 PP Lvl 2
Final Death: 50 PP Lvl 3

Kitsune-Yuki
Quality: 50 PP Lvl 3, 30 PP Lvl 2
Call Winter: 150 PP Lvl 2
Ice Edge: 40 PP Lvl 2
Martial Domain: -10 PP Level Variable
Ice Reflection: 80 PP Lvl 2
Frozen Hell: 100 PP Lvl 3, 20 PP Lvl 4
Elemental Immunity: 80 PP Lvl 2

Kusanagi no Tsurugi
Exceptional Quality: 50 PP Lvl 4, 50 PP Lvl 2
Blood of Orochi: 240 PP Lvl 2
Reaper: 20 PP Lvl 4
Unbreakable: 40 PP Lvl 4
Kaze no Nagi: 20 PP Lvl 3, 80 PP Lvl 2
Agility of the Winds: 50 PP Lvl 3, 50 PP Lvl 2
Channeler: 300 PP Lvl 2

Kyu Sylvanus
Quality: 20 PP Lvl 3
Sentient: 160 PP Lvl 3
Perceive Imperfections: 20 PP Lvl 3
Bringer of Life: 50 PP Lvl 4
Protection: 40 PP Lvl 3
Nature Attunement: 50 PP Lvl 2
Seal: 50 PP Lvl 3
In the Wrong Hands: 50 PP Lvl 2

Lamp of Oneiros
Lamp of Dreams: 50 PP Lvl 2
Observer: 20 PP Lvl 2

Lawbringers

Exceptional Quality: 100 PP Lvl 2
Supernatural Weapon: 50 PP Lvl 2
Sacred Nature: 60 PP Lvl 2
Dowry of Blood (Supernatural Resistance): 20 PP Lvl 2
Dowry of Blood (Major Lawbringer): 50 PP Lvl 3 (replaces Exceptional Quality)
Dowry of Blood (Disruptive Weapon): 120 PP Lvl 2
Dowry of Blood (Reaper): 50 PP Lvl 2, 10 PP Lvl 1
Dowry of Blood (Fiery Blood): 30 PP Lvl 2
Dowry of Blood (Supernatural Perception): 25 PP Lvl 2
Dowry of Blood (Impossible Speed): 20 PP Lvl 2
Dowry of Blood (Calibrated): 20 PP Lvl 2
Dowry of Blood (Exterminator): 100 PP Lvl 2
Dowry of Blood (Stigma): 50 PP Lvl 3
Dowry of Blood (Magic Sundering): 40 PP Lvl 2
Dowry of Blood (Suppression Aura): 60 PP Lvl 2
Dowry of Blood (Mystic Defender): 150 PP Lvl 2
Dowry of Blood (Channeling): 150 PP Lvl 2

Livanne, Potion of Life

Regeneration: 50 PP Lvl 2

Living Map

Seamless Cartography: 60 PP Lvl 2
Supernatural Barriers: -20 PP Lvl 2

Lok'nar, Claw of the Mantis

Quality: 100 PP Lvl 2
Catch: 20 PP Lvl 2
Sacrifice: 40 PP Lvl 1
Boomerang: 50 PP Lvl 2

Macahuatl

Quality: 100 PP Lvl 2
Ceremonial Mace: 10 PP Lvl 2

Manticore Pelts

Quality: 150 PP Lvl 2
Unstoppable: 60 PP Lvl 2
Energy Burn: 20 PP Lvl 2
Inexhaustible: 150 PP Lvl 3

Mantincore Nets

Quality: 160 PP Lvl 2
Supernatural Entangling: 40 PP Lvl 2

Mask of Gnose

Link / Identity Thief / Copycat: 50 PP Lvl 3
Undetectable: 150 PP Lvl 2

Message Locket

Messages: 60 PP Lvl 1
Recorded Sorcery: 60 PP Lvl 3

Mirror to the Other Side

The Other Side: 50 PP Lvl 2
Portal: 150 PP Lvl 2
Sleepers: 30 PP Lvl 2

Mjolnir

Exceptional Quality: 100 PP Lvl 3
Supernatural Weapon: 50 PP Lvl 2
Throwing Hammer: 20 PP Lvl 2
Gale: 20 PP Lvl 2
Earthquake: 75 PP Lvl 4
Power of the Storm: 70 PP Lvl 3
Lord of the Storm: 150 PP Lvl 3
Resurrection: 50 PP Lvl 4

Mournehäven

Quality: 50 PP Lvl 3, 50 PP Lvl 2
Ice Edge: 30 PP Lvl 2

Naga Flute

Snake Charmer: 100 PP Lvl 2
Protection: 20 PP Lvl 3

Necrom

Quality: 150 PP Lvl 2
Mortal Blows: 50 PP Lvl 3
Curse: -60 PP Lvl Variable
Bringer of Misfortune: 20 PP Lvl 3
Instrument of Death: 20 PP Lvl 2

Nekonosekai

A World of Cats: 200 PP Lvl 4
Feline Empathy: 20 PP Lvl 2

Nihilims

Quality: 150 PP Lvl 2
Dark Weapon: 60 PP Lvl 2

Nill, the Absolute Antidote

Antidote / Prevention: 50 PP Lvl 2

Nosphos and Sanguinius

Quality: 100 PP Lvl 2
Bat's Eyes: 80 PP Lvl 2
Sanguinius: 20 PP Lvl 1

Nothing

Quality: 50 PP Lvl 3, 50 PP Lvl 2
Eternal Cold: 30 PP Lvl 2
Elemental Immunity: 80 PP Lvl 2
Giant Killer: 100 PP Lvl 2
Sacred Ice: 120 PP Lvl 2
Edge of Dawn: 60 PP Lvl 3

Nudus

Boon of the Animal: 40 PP Lvl 2
Boon of the Supernatural: 50 PP Lvl 2
Boon of the Spiritual: 50 PP Lvl 2

Nullum Lusec

Enhancer: 50 PP Lvl 3

Nya'stur, Plague Wing

Quality: 100 PP Lvl 2
Disease Carrier: 200 PP Lvl 3
Slow Healing: 100 PP Lvl 2

Olgol

Music Rolls (Peace): 120 PP Lvl 2
Music Rolls (Sleep): 200 PP Lvl 2
Music Rolls (Delirium): 160 PP Lvl 2
Music Rolls (Courage): 140 PP Lvl 2
Music Rolls (Despair): 100 PP Lvl 3

Ondinias

Quality: 100 PP Lvl 2
Elemental: 20 PP Lvl 2
Water Axe: 50 PP Lvl 2
Wave: 80 PP Lvl 2

Onydas

Quality: 50 PP Lvl 3, 50 PP Lvl 2
Scorpion Sting: 50 PP Lvl 3
Tail of the Scorpion: 50 PP Lvl 2
Scorpion Venom: 20 PP Lvl 2
Ki Enhancer: 150 PP Lvl 2

Opanim

Quality: 50 PP Lvl 3, 50 PP Lvl 2
Just Cause: 50 PP Lvl 3
Exterminator of Evil: 100 PP Lvl 3
Glare: 100 PP Lvl 1
Repel Evil: 100 PP Lvl 4
Sacred Armor: 50 PP Lvl 3

Ouija of Connection

Message from the Other Side: 200 PP Lvl 1

Pan

Quality: 100 PP Lvl 2
Penetration: 20 PP Lvl 2
Climbing: 30 PP Lvl 2

Pandora's Prison

Ultimate Prison / Costly Ritual: 50 PP Lvl 5
Final Sacrifice: 50 PP Lvl 2

Pen of the Oath

Blood Pact / False Signature: 50 PP Lvl 3
Unbreakable: 50 PP Lvl 4

Phase Cape

Phase Step: 40 PP Lvl 3

Phylias

Quality: 80 PP Lvl 2
Combat Magic: 50 PP Lvl 3
Spell Focus: 100 PP Lvl 3
Magic Enhancer: 100 PP Lvl 3
Zeon Container: 50 PP Lvl 3

Platinum

Quality: 50 PP Lvl 4, 50 PP Lvl 2
Sacred Nature: 60 PP Lvl 2
Dowry of Blood: 300 PP Lvl 2
Fire and Ice: 50 PP Lvl 4

Pledges of Safety

Mental Shield: 50 PP Lvl 3
Sense Matrices: 10 PP Lvl 2

Polt

Quality: 50 PP Lvl 3
Immunity: 150 PP Lvl 3
Ease of Use: 200 PP Lvl 2

Psychic Disruptor

Locator: 20 PP Lvl 2
Destroyer: 140 PP Lvl 2
Psychic Connection: 20 PP Lvl 2

Purity Canteen

Distillery: 120 PP Lvl 1
Pure Water: 40 PP Lvl 2

Qiyamah

Monster Blood / Poison: 200 PP Lvl 2

Ramudah

Quality: 100 PP Lvl 2
Distance: 50 PP Lvl 1
Firing: 80 PP Lvl 2

Ring of Erebus

Enhance: 150 PP Lvl 1
Increased Range: 100 PP Lvl 1

Ring of Rafael

Non-Magical: 100 PP Lvl 2
Regeneration: 100 PP Lvl 2
Unique Bearer: -20 PP Lvl 1

Ring of the Undead

Essence of Undeath: 20 PP Lvl 2

Roc's Eyes

Looped Vision: 100 PP Lvl 2

Rudraskha Ring

Elemental Immunity: 80 PP Lvl 3
Lightning: 100 PP Lvl 3

Ruin

Quality: 100 PP Lvl 2
Pain: 20 PP Lvl 2
Cycle of Suffering: 200 PP Lvl 2
Voice of the Banshee: 50 PP Lvl 3
Immunity: 40 PP Lvl 2
Banshee's Touch: -10 PP Lvl Variable
Misery: -20 PP Lvl Variable

Rukbat Al-Rami

Quality: 50 PP Lvl 4, 50 PP Lvl 2
Sacred Nature: 60 PP Lvl 2
Sagittarius Arrow: 200 PP Lvl 4
Dowry of Blood: 40 PP Lvl 2
Sagittarius Wings: 50 PP Lvl 3
Major Reaction: 180 PP Lvl 3

Runes of Divination

Runecast: 20 PP Lvl 3

Ryu Ying

Quality: 170 PP Lvl 2
Alter Size / Damage / Monstrous Reach: 200 PP Lvl 2
Pole Vault: 100 PP Lvl 1

Ryushushoku

Environment: 50 PP Lvl 1
Training: 50 PP Lvl 1

Sacramentum

Quality: 150 PP Lvl 2
Weight of Sin: 160 PP Lvl 2

Sacred Hymn

Quality: 50 PP Lvl 4, 50 PP Lvl 2
Sacred Nature: 60 PP Lvl 2
Reduced Harm: -20 PP Lvl Variable
Sound Control: 150 PP Lvl 3
Sonic Reaper: 100 PP Lvl 3
Sound Shield: 180 PP Lvl 2
Virgo Compatibility: 20 PP Lvl 2
Divine Voice: 100 PP Lvl 4

Sands of Time

Extra Time: 50 PP Lvl 4

Seiken

Quality: 150 PP Lvl 2
Deny Protection: 40 PP Lvl 2
Diminished Reaction: 20 PP Lvl 2
Deny Motion: 40 PP Lvl 2

Seoman Kephas, The Imperial Sword

Quality: 50 PP Lvl 5, 50 PP Lvl 2
Sacred Nature: 60 PP Lvl 2
Awakening of Power: 300 PP Lvl 2
Energy: 50 PP Lvl 3
Unstoppable: 20 PP Lvl 4
Natural Ability: 25 PP Lvl 3
Omega Depranos: 10 PP Lvl 5

Serpent Ring

Hiss: 100 PP Lvl 1
Immune to Poison: 20 PP Lvl 3
Snake Eyes: 50 PP Lvl 2
Undetectable: 40 PP Lvl 3

Shadow of Death

False Death: 10 PP Lvl 3

Silfur

Quality: 50 PP Lvl 4, 60 PP Lvl 2
Scythe Form: 50 PP Lvl 2
Brilliant Charge: 20 PP Lvl 2

Sisiphus

Activation / Invisible / Resilience: 80 PP Lvl 2
Damage: 140 PP Lvl 2
Recharge: -60 PP Lvl 2

Slave Chain

Unbreakable: 20 PP Lvl 2
Chain of Command: 20 PP Lvl 2
Punishment: 180 PP Lvl 2

Soul Mirror

Increased Resistance: 20 PP Lvl 2
Reflection / Maintenance: 250 PP Lvl 3

Soul Shards

Reflections of the Soul: 80 PP Lvl 1
See Spirits: 100 PP Lvl 1
Vessel: 50 PP Lvl 2

Spica

Quality: 50 PP Lvl 4, 50 PP Lvl 2
Sacred Nature: 60 PP Lvl 2
Dowry of Blood: 50 PP Lvl 3, 120 PP Lvl 2
Protection of the Swan: 30 PP Lvl 3
Wings of the Swan: 40 PP Lvl 4
Seal: 300 PP Lvl 3
Revitalize: 150 PP Lvl 3
Lady of the Roses: 280 PP Lvl 3

Spiritual Incense

Astral Form: 100 PP Lvl 1

Splinter Tracker

Needle / Tracker / Tattoo: 50 PP Lvl 2
Extraction: 20 PP Lvl 2

Srebro

Quality: 50 PP Lvl 3, 60 PP Lvl 2
Aura of Power: 200 PP Lvl 2
Tireless Arrows: 50 PP Lvl 2
Special Perception: 80 PP Lvl 3

Staff of Destruction

Supernatural Enhancer: 90 PP Lvl 2
Commune with Destruction: 50 PP Lvl 3
Zeon Container: 50 PP Lvl 3

Staff of Pertho

Supernatural Enhancer: 50 PP Lvl 3, 150 PP Lvl 2
Resistance: 50 PP Lvl 2
Spell Storage: 140 PP Lvl 4
Innate Magic: 50 PP Lvl 3
Maintenance: 70 PP Lvl 3
Zeon Container: 50 PP Lvl 4
Superior Power: 60 PP Lvl 2
High Magic: 60 PP Lvl 4

Staff of the Magus

Supernatural Enhancer: 100 PP Lvl 2
Resistance: 100 PP Lvl 1
Spell Storage: 120 PP Lvl 3
Innate Magic: 50 PP Lvl 2
Maintenance: 70 PP Lvl 2
Zeon Container: 30 PP Lvl 3

Standard of Syr

Inspiration: 80 PP Lvl 3

Supernatural Analyzer

Decipher Magic: 40 PP Lvl 2

Supernatural Devourer

Magic Eater: 50 PP Lvl 3

Susano'o

Physical Combat: 200 PP Lvl 1, 50 PP Lvl 2
Electric Vortex: 25 PP Lvl 3
Area Defense: 10 PP Lvl 2
Electrification: 50 PP Lvl 2
Conversion: 50 PP Lvl 3
Absorption Limit: -10 PP Lvl Variable

Syl'Granai, Exterminator Arrows

Quality: 50 PP Lvl 2

Sylphide

Quality: 100 PP Lvl 2
Speed: 20 PP Lvl 2
Final Thrust: 20 PP Lvl 3

Taiyonotsuki

Heaven Unsheathed: 20 PP Lvl 2

Tartarus Apollyon

Quality: 50 PP Lvl 4, 50 PP Lvl 3
Sentient: 200 PP Lvl 3
Bringer of Death: 100 PP Lvl 4
Inexorable: 100 PP Lvl 4
Spectral: 50 PP Lvl 3
Aura of Death: 120 PP Lvl 3

The Crown of UI

Aura of Power: 60 PP Lvl 3
Clarity: 150 PP Lvl 3
Unbreakable Oath: 100 PP Lvl 4

The Portal Key

Any Lock: 50 PP Lvl 1
Mystic Lock: 100 PP Lvl 2
Portal: 10 PP Lvl 4
At-Tawil U'mr: 80 PP Lvl 2

The Rose of Azrael

Shifting From / Quality: 100 PP Lvl 4, 50 PP Lvl 3, 150 PP Lvl 2
Linked: 40 PP Lvl 2
Destroyer of Evil: 150 PP Lvl 2
Enhancer: 150 PP Lvl 3
Form of Light: 50 PP Lvl 3, 350 PP Lvl 4
Do No Evil: -20 PP Lvl Variable

Triterparzerton

Indestructible: 40 PP Lvl 4
Enhancer: 100 PP Lvl 3
Linked to the Horror: 60 PP Lvl 3
Visions: 20 PP Lvl 3
Living Nightmares: 100 PP Lvl 4
Prelude to the End: 50 PP Lvl 3
Engulfed by Nightmare: 50 PP Lvl 2
Descent into Nightmares: -30 PP Lvl Variable

Uldruen, Bow of Light

Quality: 50 PP Lvl 3
Arrows of Light: 160 PP Lvl 2
Will: 50 PP Lvl 2
Delayed Fire: 100 PP Lvl 2
Luminous Destroyer: 40 PP Lvl 3

Veilar

Quality: 50 PP Lvl 3
Speed: 40 PP Lvl 2
Incombustible: 40 PP Lvl 2
Essence of the Beast: 20 PP Lvl 2

Veritas

Guardian of Truth: 80 PP Lvl 2

Winged Cloak

Angelic Leap: 60 PP Lvl 3
Gliding: 50 PP Lvl 1
Defensive Momentum: 20 PP Lvl 2
Armor: 20 PP Lvl 2

Wonne Stieg

Quality: 50 PP Lvl 3, 80 PP Lvl 2
Electrocute: 80 PP Lvl 2

Y'ha-nthlei

Quality: 50 PP Lvl 2
Unholy Projectile: 250 PP Lvl 2

Yasakani no Magatama

Eyes of the Soul: 50 PP Lvl 3, 100 PP Lvl 2
Elemental Protection: 120 PP Lvl 2
Aura of Benevolence: 220 PP Lvl 3
Essence: 180 PP Lvl 3
Physical Immunity: 100 PP Lvl 3
Supernatural Stability: 20 PP Lvl 3
Magic Enhancer: 200 PP Lvl 3
Divine Power: 100 PP Lvl 5

Yata no Kagami

Reflection of the Truth: 120 PP Lvl 3
Beyond Lies / Written Truth: 80 PP Lvl 3
Wisdom: 80 PP Lvl 3
Shield of Truth: 100 PP Lvl 4
Reflection of the Soul: 20 PP Lvl 5
Seal: 180 PP Lvl 4

Zabiel

Quality: 50 PP Lvl 4, 40 PP Lvl 3
Absolute Armor: 150 PP Lvl 3
Linked to the Body: 40 PP Lvl 2
Immortal: 60 PP Lvl 4

Zebah

Quality: From its forging
Eternal Flame: 100 PP Lvl 1

Zelber

Quality: 50 PP Lvl 4, 50 PP Lvl 3, 50 PP Lvl 2
Final Blade: 150 PP Lvl 4
Lethal: 100 PP Lvl 4

Zephyrs, the Wind Fan

Gale: 75 PP Lvl 3, 290 PP Lvl 2
Missile Screen: 50 PP Lvl 2
Swirl: 140 PP Lvl 3

Zetsubou

Quality: 100 PP Lvl 2
Rings of Power: 25 PP Lvl 4
Charge: 25 PP Lvl 3
Ecstasy: 200 PP Lvl 2

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