

EPHEMERA OBJECTS

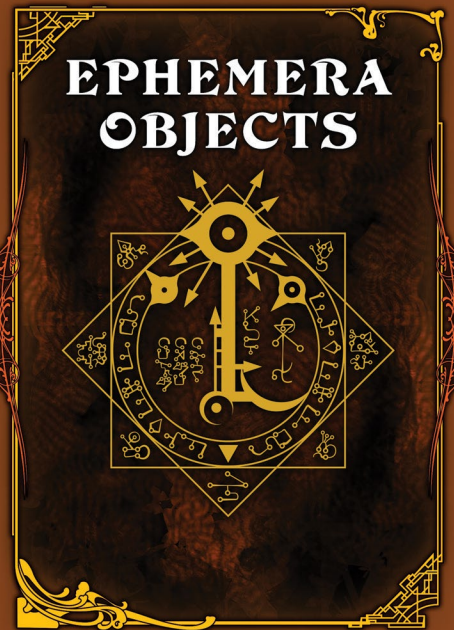
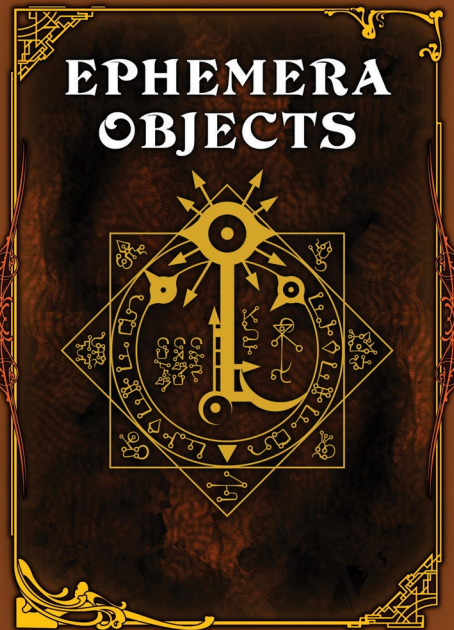
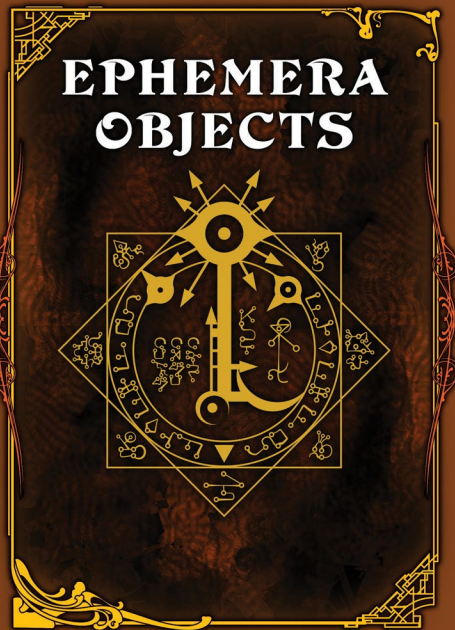
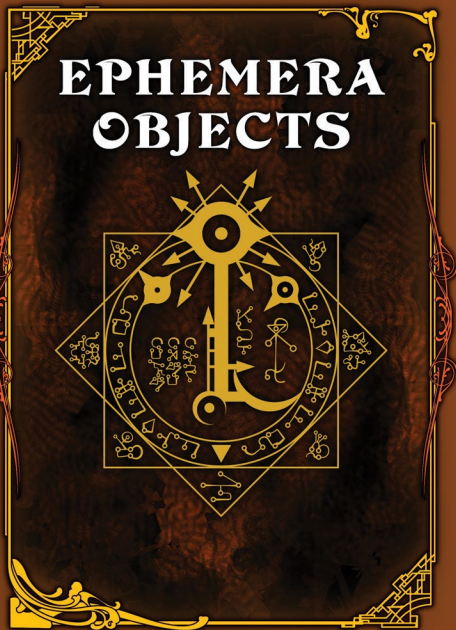
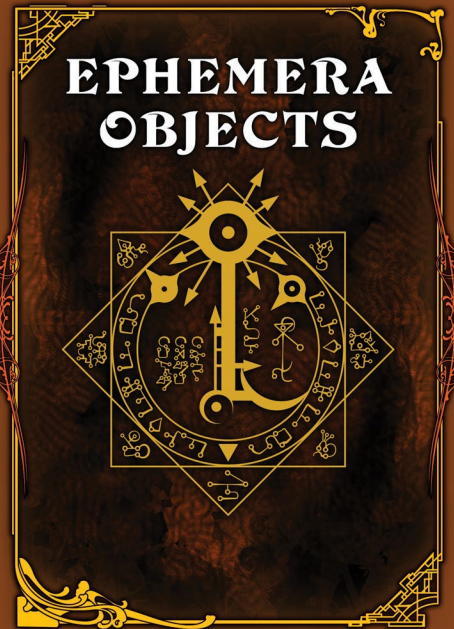
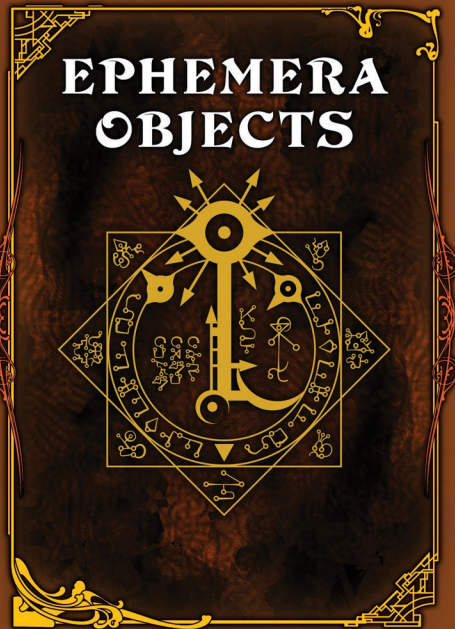
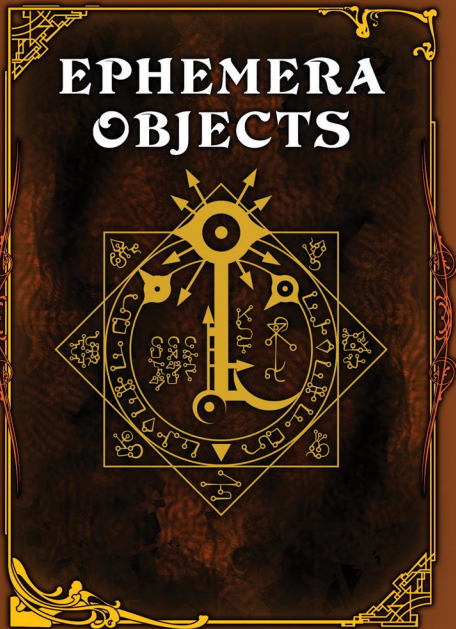


To print your Ephemera Objects deck, set your double-sided printer to **short-edge binding** and print on a cardstock material. Then, with a sharp utility knife and straight edge, use the crop marks as guides to trim the cards apart.

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

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

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ANIMAL VISAGE

Level: 1

Form: Pen that makes a single red mark

When you apply this to your face, your head takes on the appearance of the head of an animal of your choosing until the sun next rises.

Color: Gold

ANANYM

Level: 6 (+1 die)

Form: Icon of a creature that is half demon, half angel

If this icon is touched to a demon, the demon becomes an angel. If touched to an angel, it becomes a demon. The being's level and powers do not change (unless they must to fit the creature's new nature), but their appearance and outlook does. Their name also changes, becoming whatever it used to be, but backward, or as close as possible while still being pronounceable. They may not be happy about the change, but they will always act according to their new nature. When the effect ends, they may be even less happy as they return entirely to normal.

Depletion: 0 (check each round)

Color: Gold

ABROGATION

Level: 5

Form: Amulet

You automatically resist the next spell or effect that you encounter, regardless of level.

Color: Invisible

ADIABATIC FLAME

Level: 1

Form: Red and black madstone

The stone burns with a powerful flame (like a burning bit of phosphor) until the sun next rises, but it gives off no heat and burns nothing it touches—unless you wish it to.

Color: Gold

ALCOHOLIC SUCCOR

Level: 3

Form: Brown potion

You heal 1 Wound or Anguish but are intoxicated for about an hour afterward, suffering a –1 penalty on all actions other than interactions.

Color: Green

THE ALL-ALLERGEN

Level: 3 (+1 die)

Form: Handful of dust

A living creature inhaling the dust chokes, itches, and sneezes, suffering a –1 penalty on all actions.

Depletion: 0 (check each round)

Color: Red

ANGELOPHANY

Level: 8

Form: Icon in the shape of an angel

A level 4 angel appears and aids you in any action you undertake (+1 to all your ventures). It never leaves your side.

Depletion: Ends when the sun next sets

Color: Pale

ANONYMOUS MARK

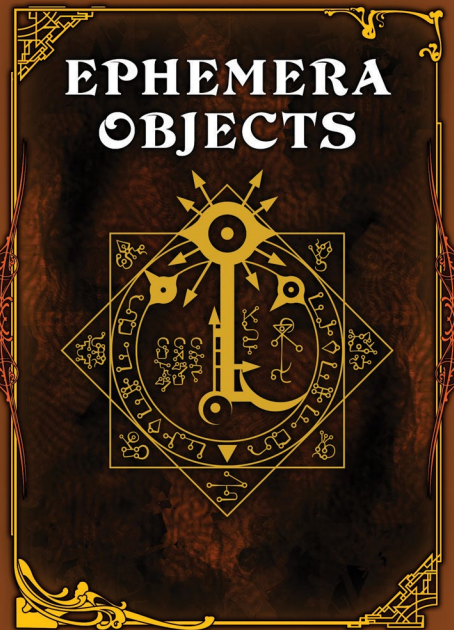
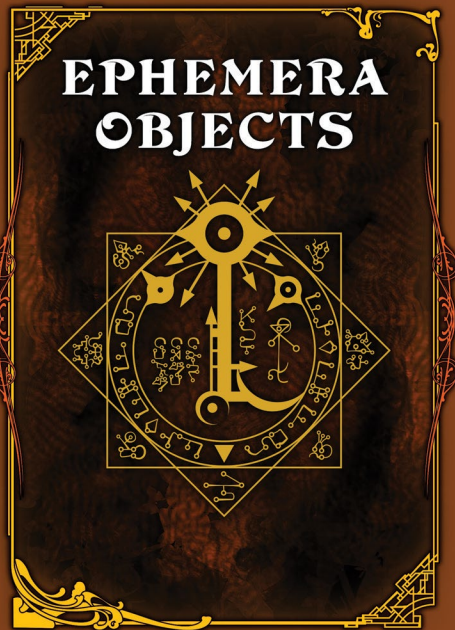
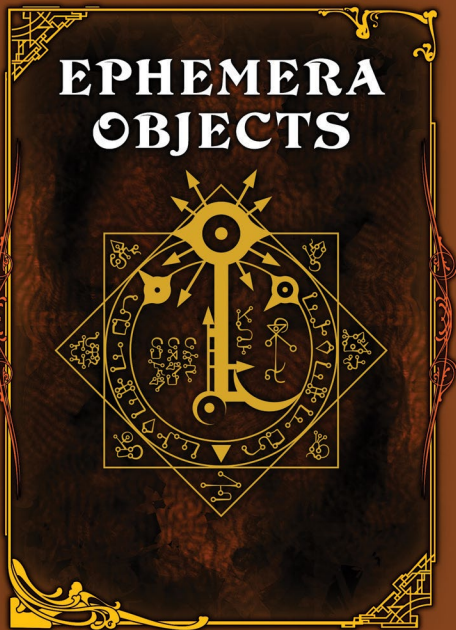
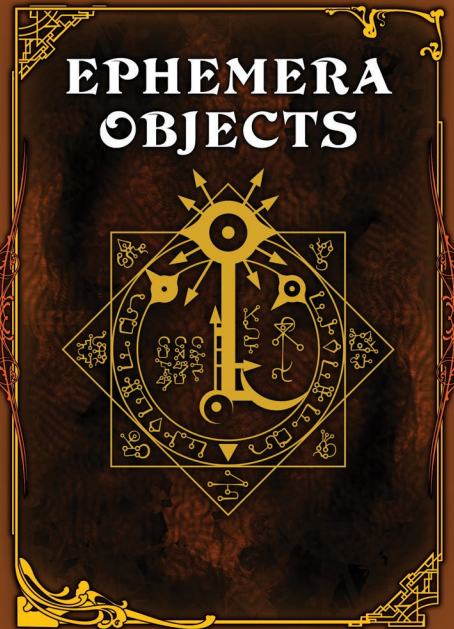
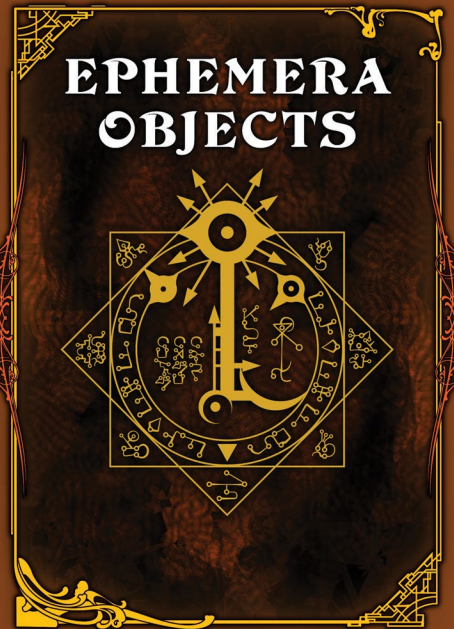
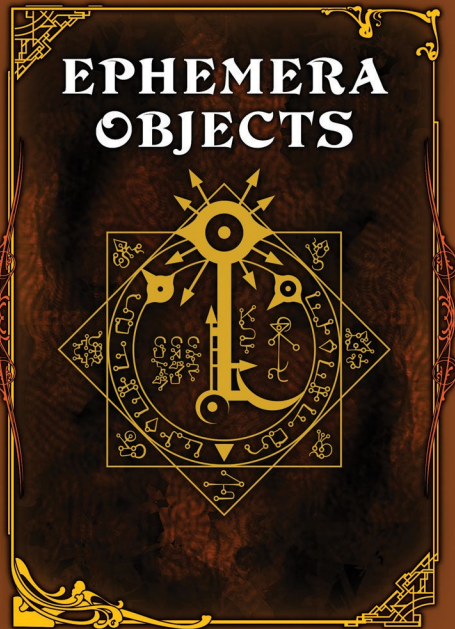
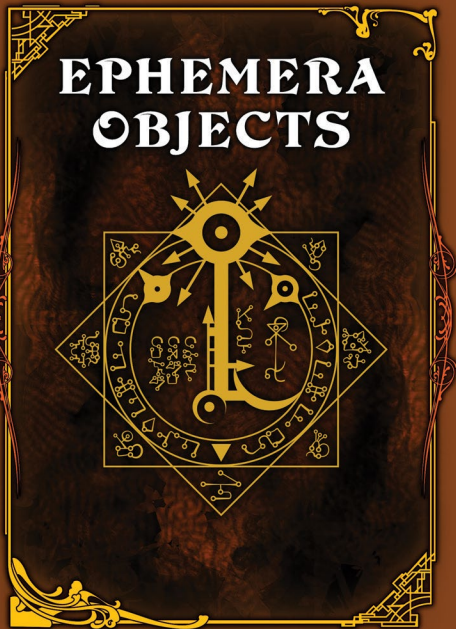
Level: 3

Form: Pen that makes a single black mark

Applied to the face, this mark makes you a stranger to all who would normally recognize you.

Depletion: Ends when the sun next sets

Color: Grey



ARMORING SHELL

Level: 5

Form: Fist-sized animal shell
Tiny slug-like things rapidly crawl out of the shell and cover your body, providing 2 points of Armor.

Depletion: 0–1 (check after each combat encounter)

Color: Invisible

ARTIST'S INTENT

Level: 7

Form: Bluish oil
When this oil is applied to a statue, the statue animates as a level 4 creature. When applied to a painting or photograph, a figure in the image leaps out and animates as a level 4 creature. The creature obeys your commands but cannot leave your sight. When the effect ends, the artwork returns to its original location and condition.

Depletion: 0 (check each round)

Color: Gold

ASCENDING BOLUS

Level: 6

Form: Brown pill
You gain +2 to climbing actions.

Depletion: Ends automatically when the sun next sets

Color: Red

A small coven in Silver makes these and sells them to travelers headed into the mountains.

ASOMATOUS HAND

Level: 2

Form: String to tie around a finger
Your hand becomes ghostly and can pass through matter selectively, albeit quite slowly. So you can pass it through a door and flip the latch on the other side. You can reach through someone's chest and grab their heart (although they'd have to stand very still for a considerable time).

Depletion: 0–3 (check each hour)

Color: Pale

APOTROPAIC TALISMAN

Level: 4

Form: Silver talisman
You gain +1 to all defenses against demons and spirits.

Depletion: Ends automatically when the sun next rises

Color: Pale

You'll find these for sale in quantity in particularly haunted or demon-plagued neighborhoods of Satyrine.

ARTHROPOD HAND

Level: 3

Form: Creature part (hair of a silver yak woven into an existing glove)
You sever your hand (painful, but there is no real damage). It transforms into a large beetle that still looks a lot like your hand. The beetle moves and acts as you desire, and you can see through its eyes. It is a level 1 creature, and if it is slain you suffer 1 Wound and your hand appears back in its proper place.

Depletion: 0 (check each hour)

Color: Gold


THE PATH
Silver yak, page 133

ARTHROPOD FEET

Level: 3

Form: Dark red potion
Each of your feet grows six tiny jointed appendages like the legs of an insect. These legs carry you along while your feet and legs do not move. The arthropod feet can climb walls and even cling to ceilings.

Depletion: 0 (check each hour)

Color: Gold

BABBLER

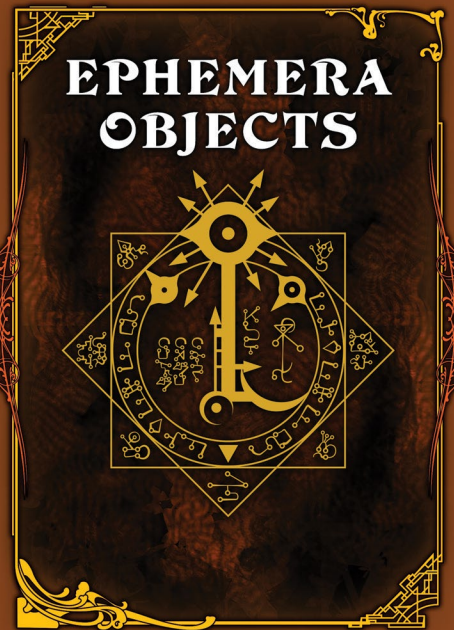
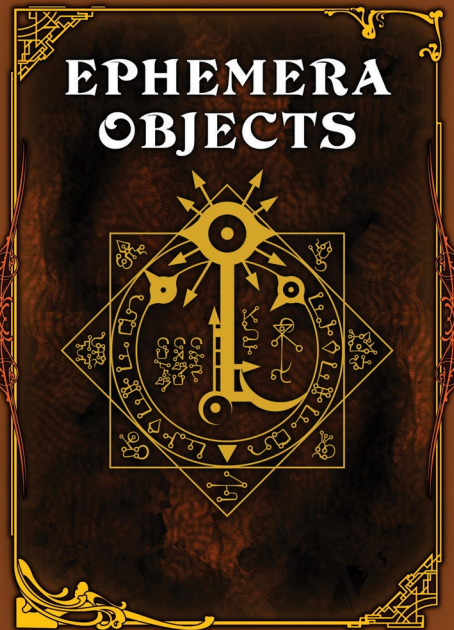
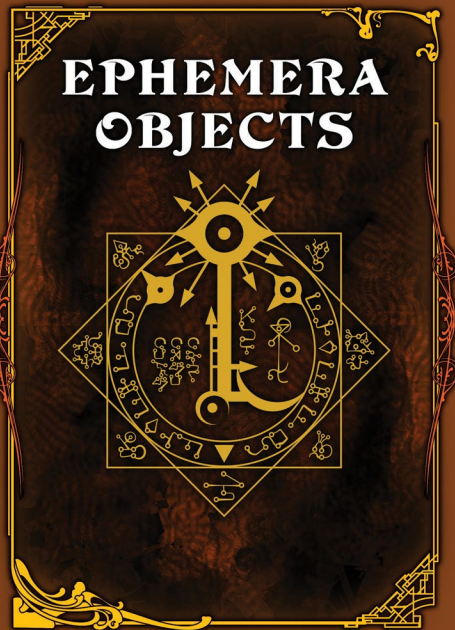
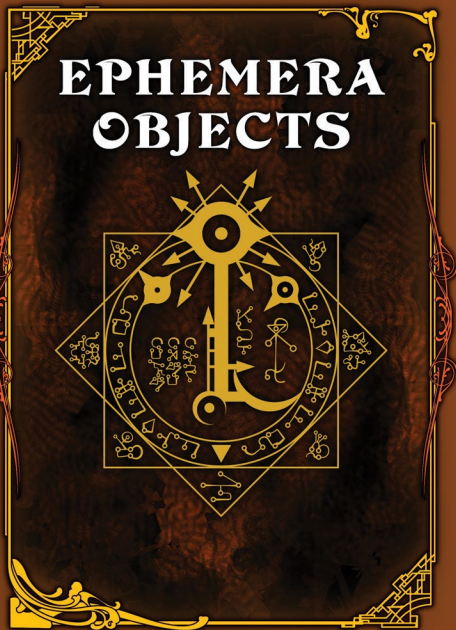
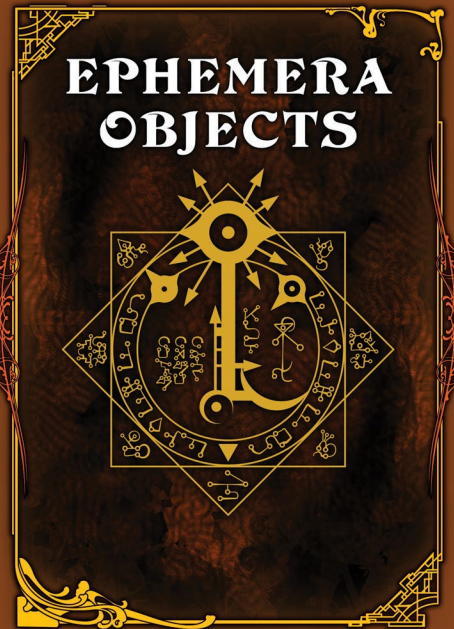
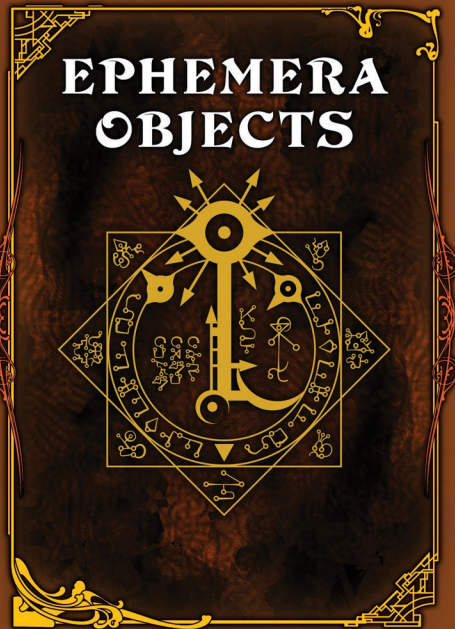
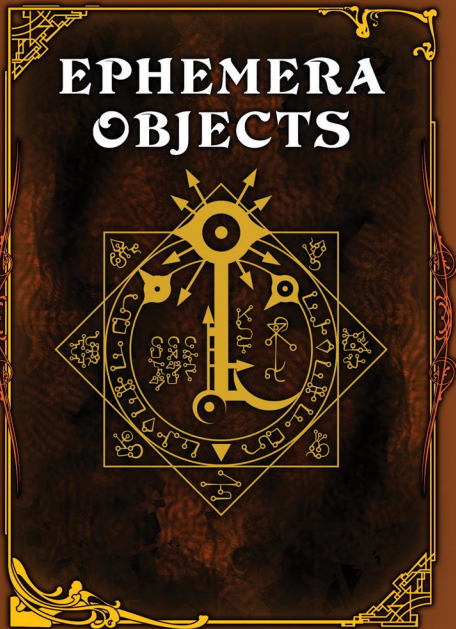
Level: 1

Form: 4-inch (10 cm) white sphere

When tossed into the air, this sphere hovers, forms a bright red mouth with human teeth and tongue, and begins babbling incoherently. These devices are often used by thieves and others as distractions.

Depletion: 0 (check each round)

Color: Grey



BASTION ICON

Level: 7

Form: Icon of a castle

You create a large puff of smoke within very long range. It grows and becomes a small castle that lasts until the next sunrise.

Color: Silver

BEAUTY MACABRE

Level: 1

Form: Talisman

The flesh on your head becomes transparent, and your skull gains filigree and inset jewels until the sun next rises.

Color: Gold

BEGOTTEN CUBE

Level: 4

Form: Tiny white cube

When activated, this cube turns into a 15-foot (5 m) ladder, a level 3 pistol with ammo, or a bag of food (including water, enough for three meals). You choose the form it takes when you activate it.

Depletion: Ends when the sun next sets

Color: Gold

BEGUILING EYES

Level: 4

Form: Purple potion

Your eyes become particularly alluring, and you gain a +1 bonus to a single attempt at seducing another person.

Color: Blue

THE BLACK HAND

Level: 7

Form: Icon of a hand made of ebony

Once active, the Black Hand prevents anyone near it from dying. Anyone who would normally die is only unconscious.

Depletion: 0 (check each round)

Color: Pale

THE BLACKSTAR

Level: 5

Form: Medallion

If someone nearby dies, you can choose to die in their stead. The wound or illness that would have killed them kills you. They are entirely hale.

Color: Pale

THE BLUE FLAME

Level: 4

Form: Golden talisman set with a blue stone

You touch a person and learn who they answer to or work for, if anyone.

Color: Indigo

"The yellow flame is unimportant—the blue flame at the heart of a fire burns hottest."

THE BLUE POTION

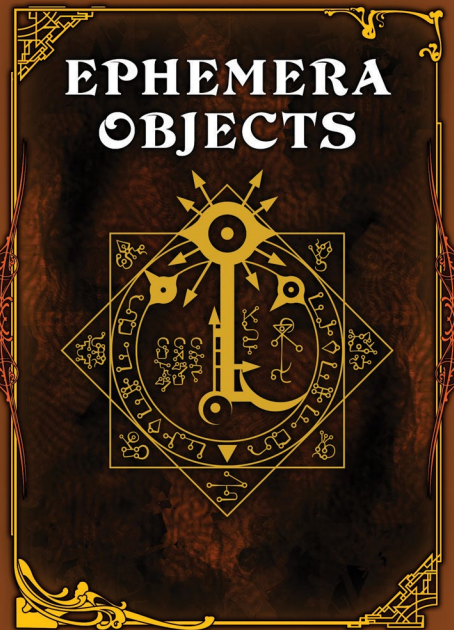
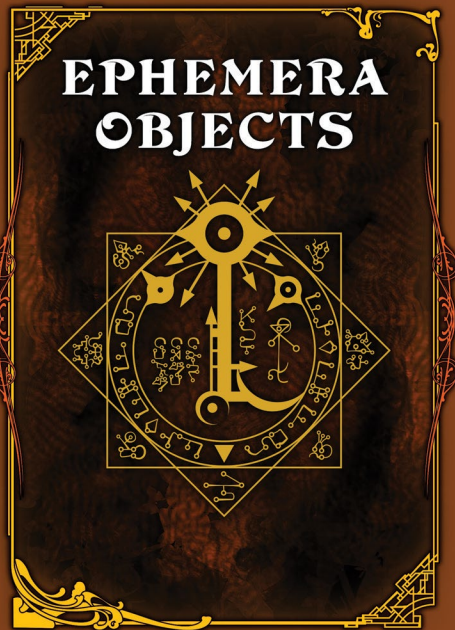
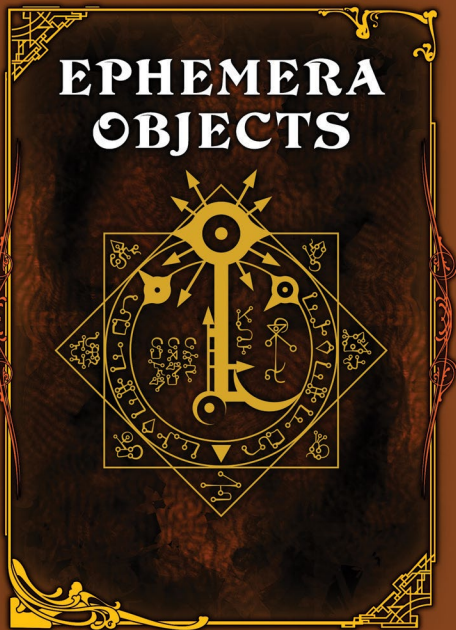
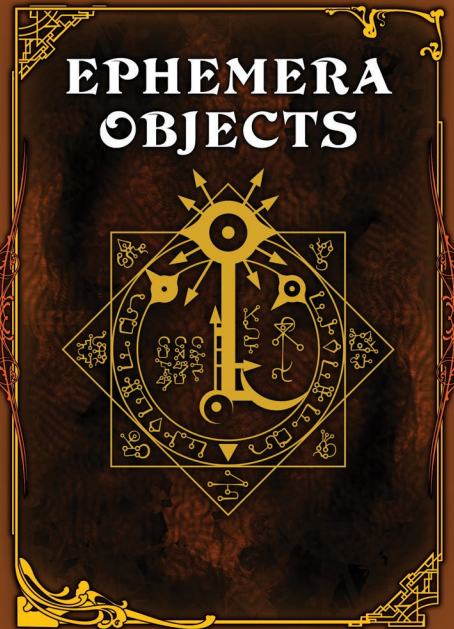
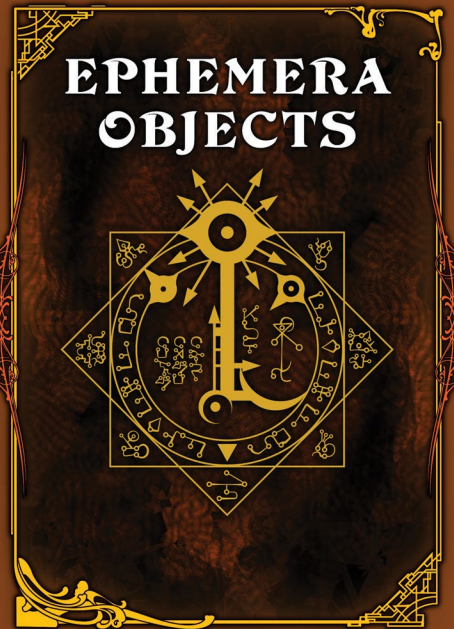
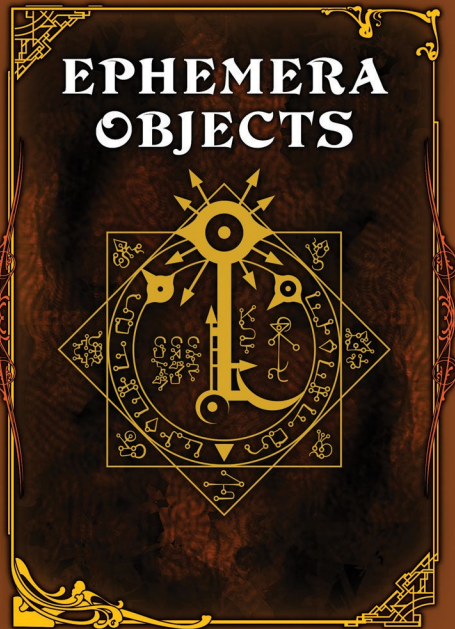
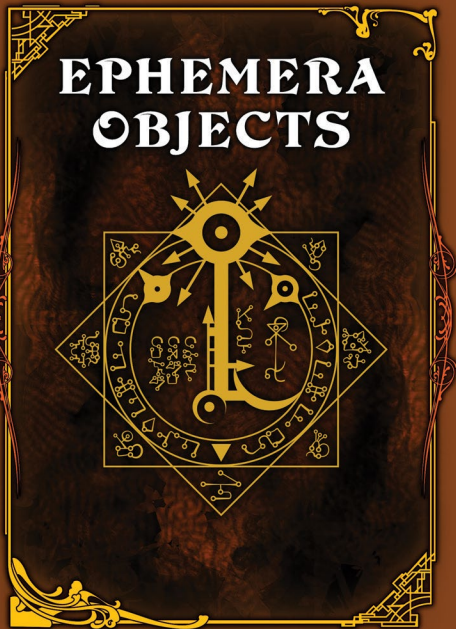
Level: 3

Form: Blue potion

You gain 3 bene to Intellect and 1 bene to Sorcery.

Color: Blue

Rumor has it that these are twice as simple to brew in the Blue.



BONEDEATH

Level: 5 (+1 die)

Form: White potion (poison)

Your own bones become poisonous to your body. You suffer 1 point of damage every hour until an antidote is used.

Color: Gold

BONESEEDS

Level: 3

Form: Creature parts

(powdered **zi-wolf** bone) Sprinkled on the ground, this powder grows overnight into a copse of trees that fills a small area.

Color: Green

Zi-wolves are semi-artificial creatures from a Leech World clinging to the Green.

BOUNDING BOLUS

Level: 6

Form: Brown pill

You gain +2 to jumping and similar acrobatic actions.

Depletion: Ends automatically when the sun next sets

Color: Red

BLOODMILK

Level: 10

Form: Thick red potion

You speak aloud a name, and that becomes your new secret soul name. Anyone who knew your prior secret name now does not have that information. Certain beings would literally kill for this potion.

Color: Gold

BOTTLED DANGER

Level: 7

Form: Bottle with a snake coiled within it

When the bottle is uncorked, the small snake comes out and grows to a length of 30 feet (9 m). It is a level 5 creature with 1 Armor that does as you command until it turns to goo.

Depletion: 0 (check each round)

Color: Pale

BOTTLED FAME

Level: 4

Form: Clear potion

Until the sun sets, everyone you meet recognizes you and knows your name as if you were extraordinarily famous.

Color: Grey

THE BOX OF SCREAMS

Level: 2

Form: Small wooden box

When you open this box, dozens of screaming faces emerge and create a loud racket that is unnerving or just annoying, depending on the listener.

Depletion: 0 (check each round)

Color: Silver

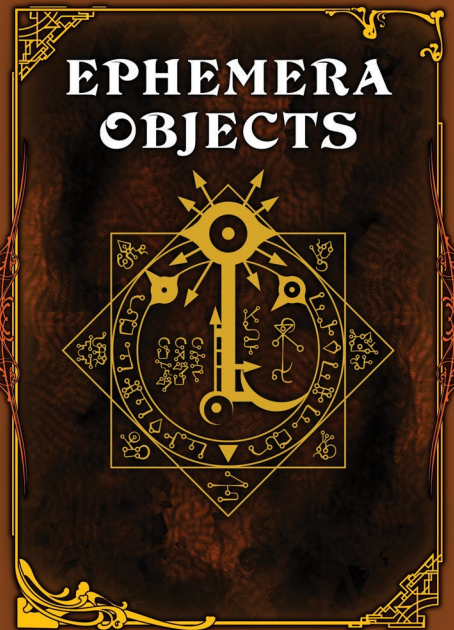
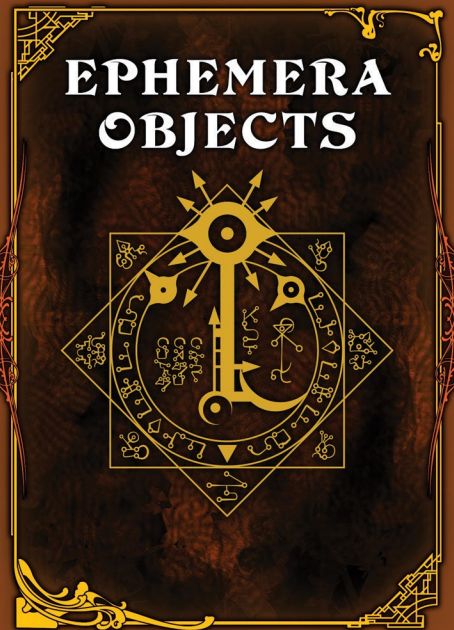
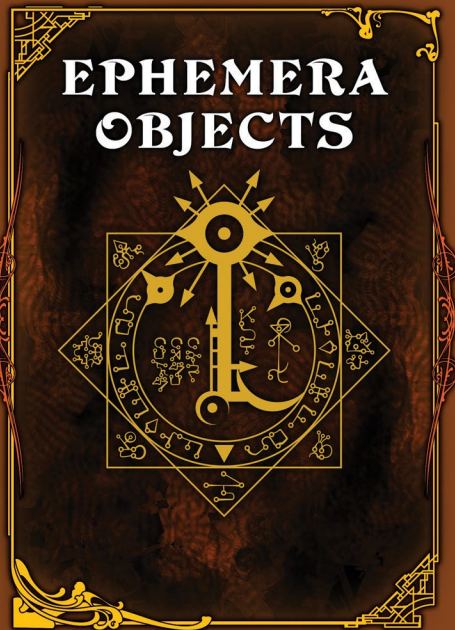
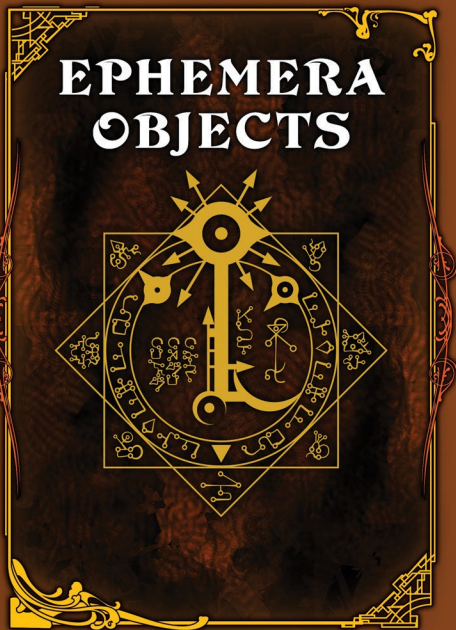
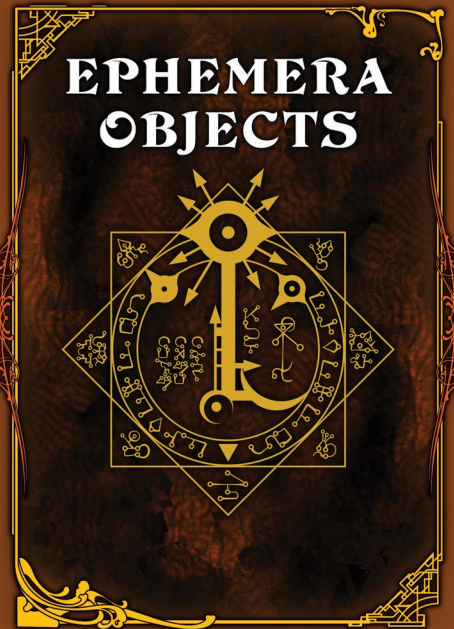
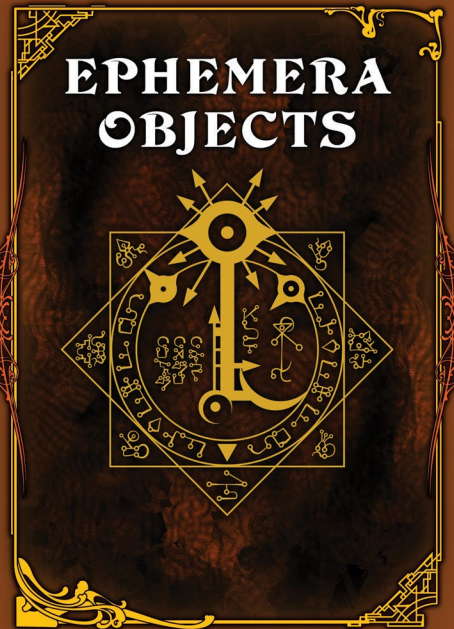
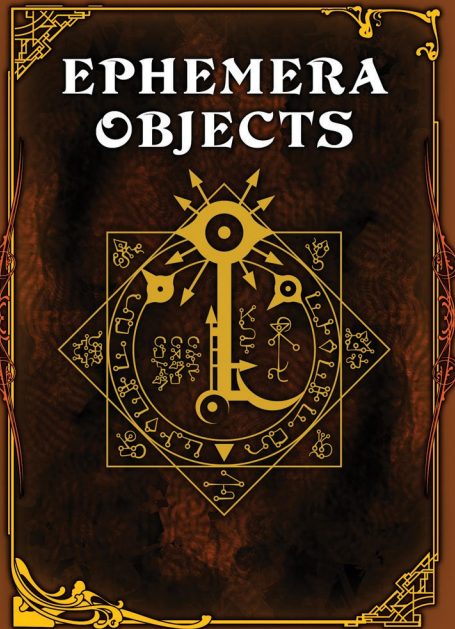
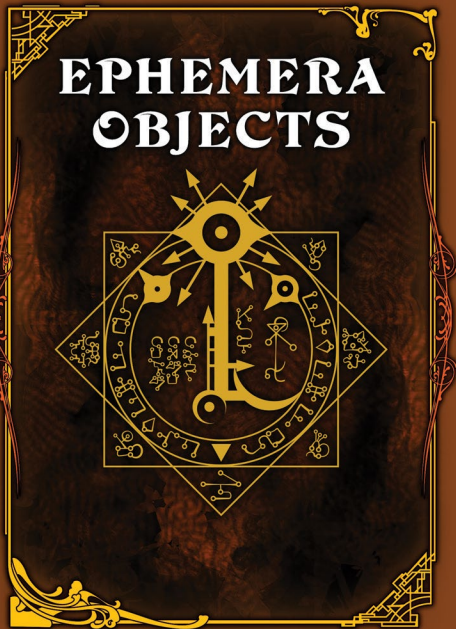
BRAINFIRE

Level: 5 (+1 die)

Form: Herb (poison)

Ingesting this herb inflicts 1 Anguish as your brain feels as though it is being consumed by flame.

Color: Blue



BREATH OF HELL

Level: 4 (+1 die)

Form: Herb

After sucking on this root, you expel an invisible but noxious cloud in the small area around you. While you cannot smell it, to any other breathing creature, it is so foul that they are compelled to move out of the cloud and won't re-enter it.

Depletion: 0 (check each round)

Color: Silver

BURN BLOOD

Level: 4 (+1 die)

Form: Creature part (errix hound blood)

Applied to an object no bigger than a human child, the blood causes the object to burst into flame and then immediately liquefy. Alternatively, it can be used to burn a portion of a larger object (like a hole in a wall) of about the same size.

Color: Red


THE PATH
Errix hound, page 129

BURNING POWER

Level: 2

Form: Red potion

You suffer 1 point of damage from this burning admixture, but it grants you 3 bene for any Certes pool.

Color: Red

CAT'S SIGH

Level: 5

Form: Jade cat icon

When buried in the ground, this icon gradually—over a period of weeks and months—makes the surrounding large area more conducive to movement, acrobatics, and similarly sprightly activities. The temperature and climate move toward the mild, local environmental dangers lessen, and barriers crumble or become useful ledges to spring from or objects from which to swing, dangle, or vault. Hiding places fade. Eventually, the area becomes a place of preternatural freedom. The length of time depends greatly on where the icon is buried. Amid one of Satyrine's more open districts, it might take a few weeks. In a vault or prison, it would take years.

If planted by an **Ardent**, the Cat's Sigh works more efficiently and quickly.

Color: Gold


THE KEY
Ardent, page 68

CAT'S SOUL

Level: 4

Form: Icon of a muscular, cat-headed being

You gain +1 to all movement-related actions such as jumping, climbing, dodging, and running.

Used by an **Ardent**, the icon is level 6 and grants a +2 bonus.

Depletion: Ends automatically when the sun next sets

Color: Green


THE KEY
Ardent, page 68

CECULICULA

Level: 6 (+1 die)

Form: Blue spiritstone with faint images of moving hands inside it
This creates a spark that ignites magic as if it were combustible. If touched to a magical device or an ongoing magical effect (like a magical barrier) lower than level 6, the device or effect bursts into flame, inflicting 3 points of damage to all close targets (except for me). A device is destroyed and an effect is permanently negated.

Color: Red

CEPHALIC SEEKER

Level: 3

Form: Creature part (head of a titan beetle)

Once activated, the beetle's head hums for one round when brought into the presence of magic. Thus, if there's magic around when it is activated, it hums immediately, but then only the presence of new magic can make it hum again.

Depletion: Ends automatically when the sun next sets

Color: Indigo

Titan beetles dwell in the Green and are the size of a horse.

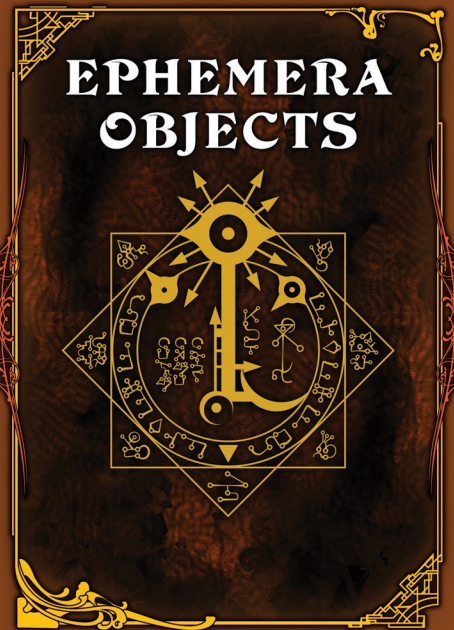
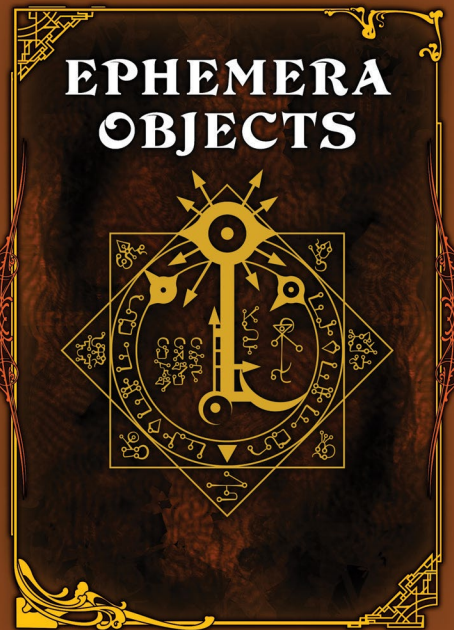
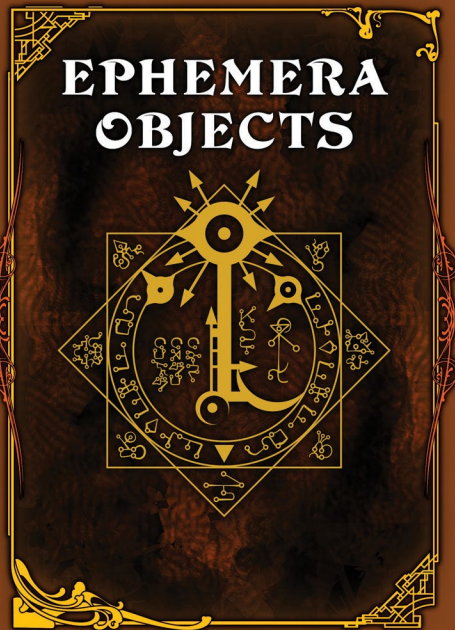
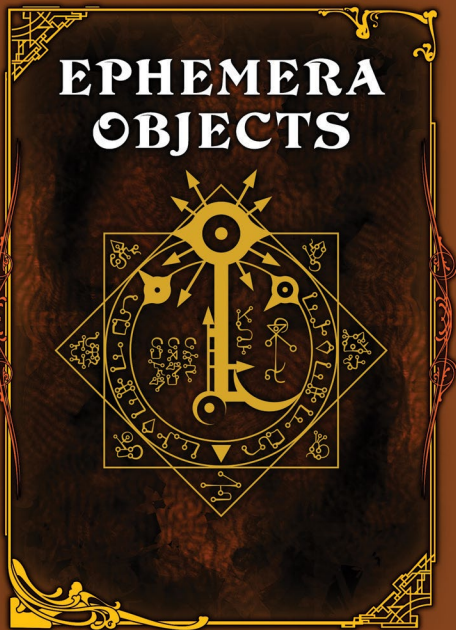
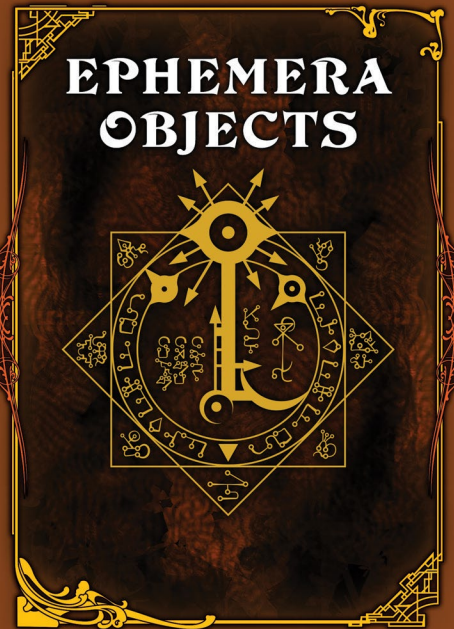
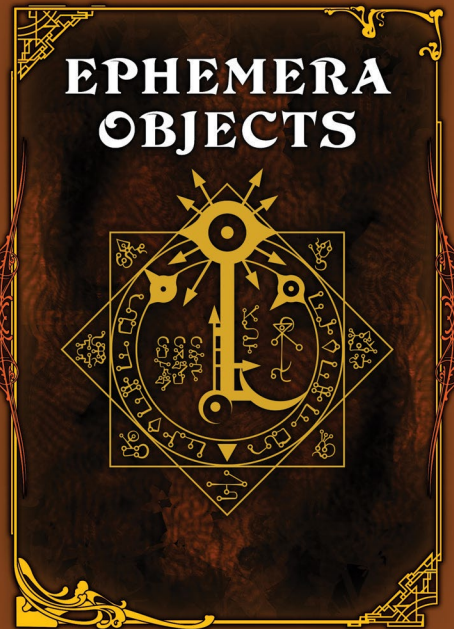
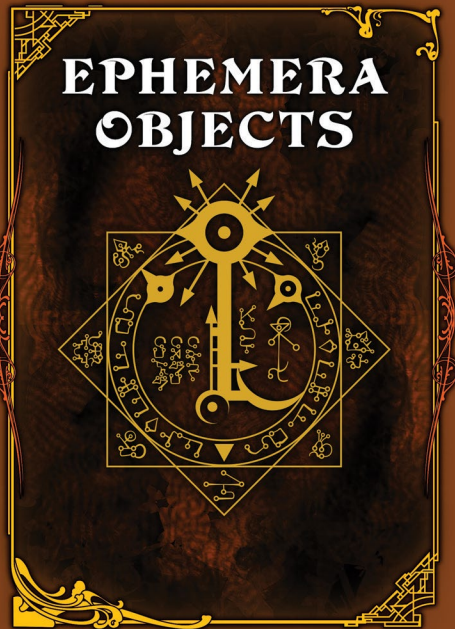
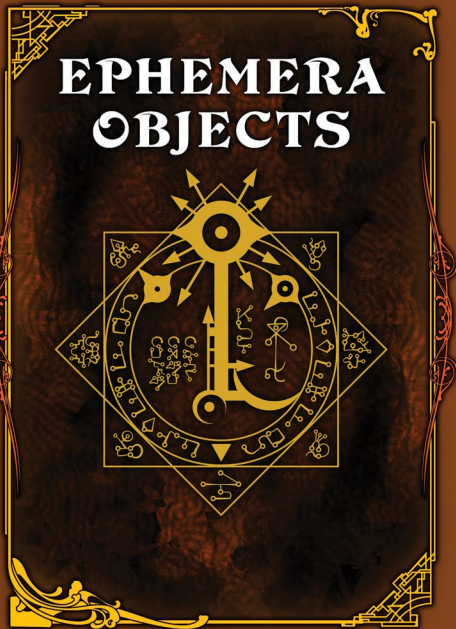
CHARLATE SEEDS

Level: 3

Form: Seeds

You plant this handful of seeds and whisper up to twenty-five words to them as you do. At the next sunrise, the seeds grow into a large flowering plant that whispers your words over and over.

Color: Green



CHILLBANE

Level: 6

Form: Bluish white potion
You gain 5 Armor that applies only to cold damage.

Depletion: Ends automatically when you suffer 5 points of cumulative cold damage

Color: Invisible

COADUNATING MIST

Level: 8 (+1 die)

Form: Glass sphere

The gas released when the sphere shatters joins every solid thing it touches into a horrific congealed mass. The gas cloud fills a small area. Objects are ruined, and creatures are slain.

Color: Gold

COMBAT BOLUS

Level: 3

Form: Red pill

You gain 4 bene to Accuracy.

Color: Red

The common misconception is that these are like candy in the Red. The truth is, most natives of the Red scoff at them.

COMPANIONABLE TEARS

Level: 5

Form: Talisman

You begin to weep. Streams of dark tears wash down your face, and the liquid takes the form of a dog, a cat, an owl, or a small child. The level 2 creature obeys your every command. It is not a real creature, but a simulacrum that fades away when the sun sets.

Color: Silver

COMPLEX TONGUE

Level: 3

Form: Creature part (demon tongue)

When speaking with a conjured being, you gain +1 to all interactions.

Depletion: Ends automatically at the end of the next interaction encounter

Color: Blue

CORROSIVE SPEW

Level: 5

Form: Black and green pill

You immediately expel a thick, phlegmy mass at a nearby object that weighs no more than 200 pounds (90 kg). The object corrodes and rusts, becoming brittle and useless.

Color: Red

CORVINE MEDALLION

Level: 7

Form: Medallion of a raven's head

An enormous level 5 raven appears, willing to carry you aloft on its back. It will carry you to a single location within 200 miles (320 km) in just an hour, and then disappear. Alternatively, if you give it an object, it will travel up to 100 miles (160 km) and deliver the object to a being you name if you know their exact location and if any guards, locks, and barriers are lower than level 7. This also takes just an hour.

If you are a *Galant* and choose the first option, the raven is even larger and will carry you and up to four other people or 500 pounds (230 kg) of goods.

Color: Silver



THE KEY
Galant, page 67

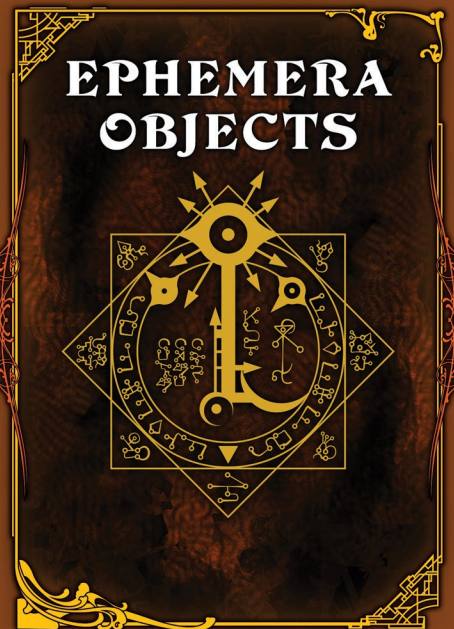
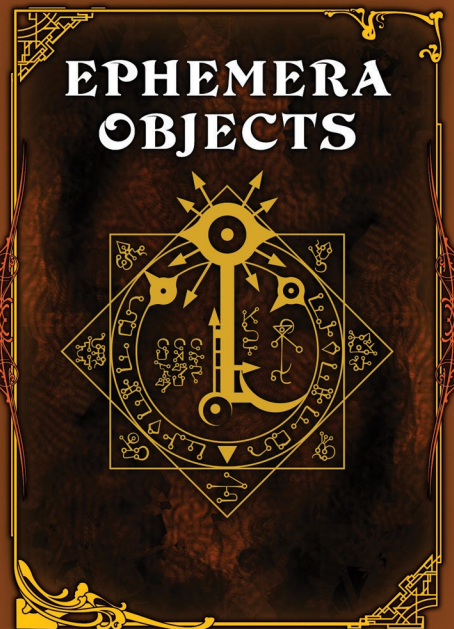
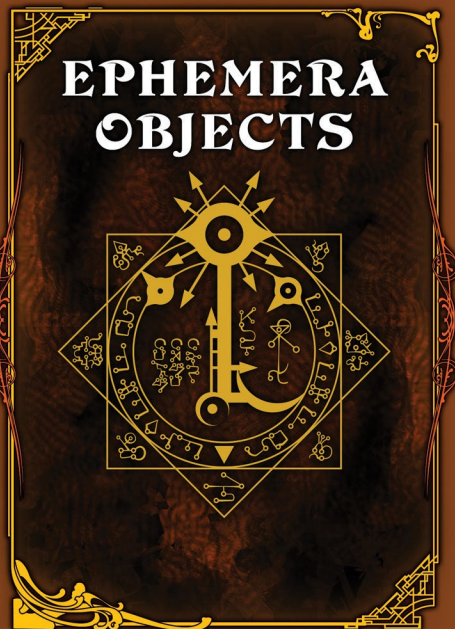
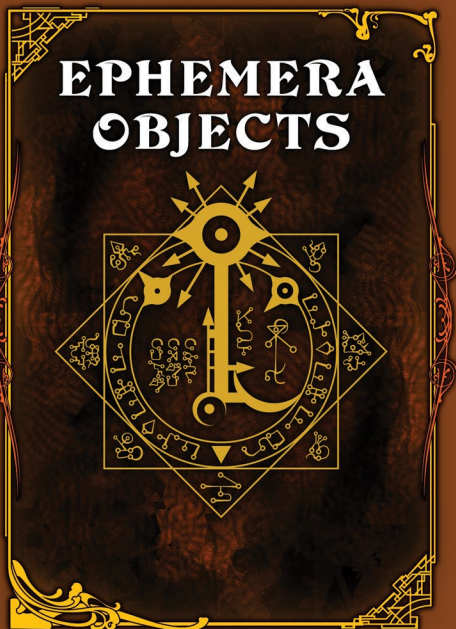
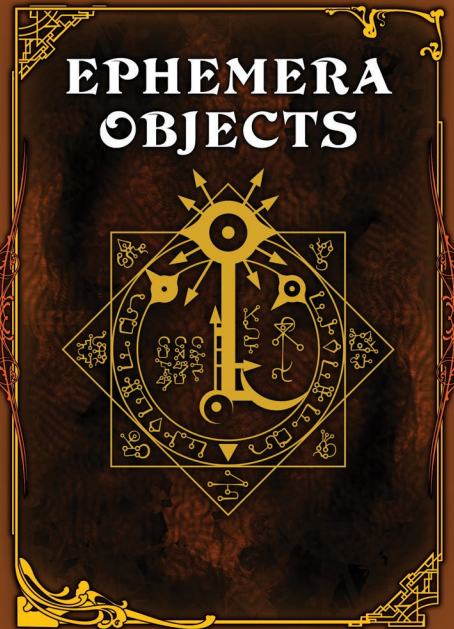
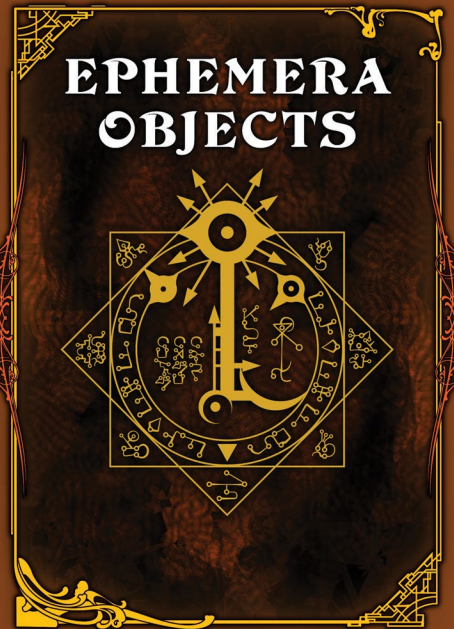
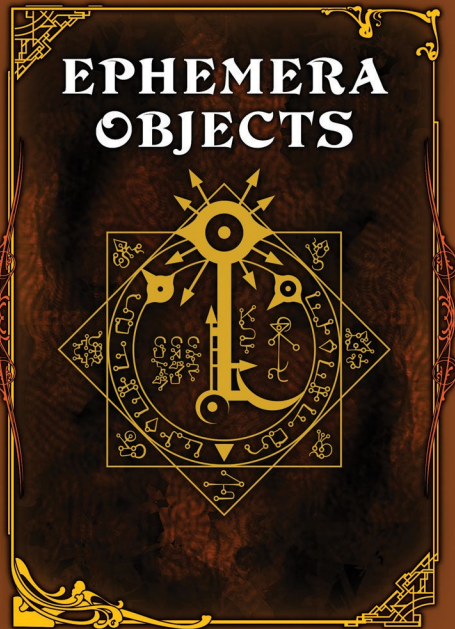
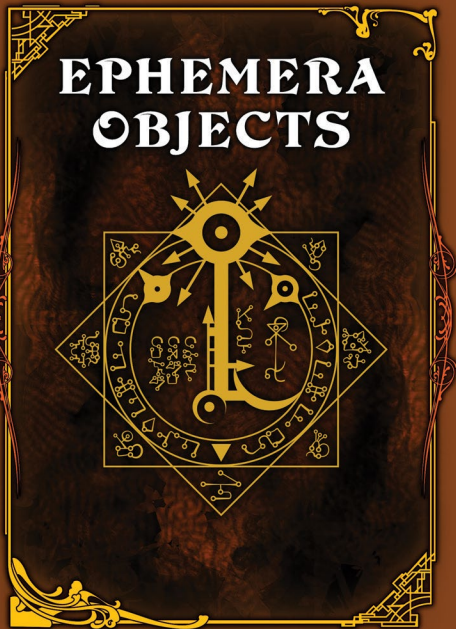
COSMETIC ALLUREMENT

Level: 3

Form: Cosmetics

It takes ten minutes to apply these cosmetics, but afterward, you add +5 bene to your Interaction pool.

Color: Gold



CRUCIFORM OF DEATH

Level: 6 (+1 die)

Form: Icon in the shape of a cross

A living creature touched by this cross is struck dead if they are of a level lower than the icon. If they are not, they suffer 1 Wound from the deathly energies unleashed.

Color: Pale

CRYSTAL REPOSITORY

Level: 5

Form: Small shard of crystal
You can store up to 500 pounds (230 kg) of equipment, goods, and other objects in the crystal shard. When you desire it, the crystal produces everything stored within it, and then shatters.

Color: Pale

CURATIVE BLUE

Level: 3

Form: Remedy (thick blue oil)
If you ingest this and rest for a full day and night, you are cured of any common or simple diseases or physical afflictions (level 3 or less).

Color: Green

CURATIVE GREEN

Level: 7

Form: Remedy (thick green oil)
If you ingest this and rest for a full day and night, you are cured of any diseases, infections, or physical afflictions (level 7 or less).

Color: Blue

CYGNINE MEDALLION

Level: 7

Form: Amulet of a swan's head
An enormous level 5 swan appears, willing to carry you aloft on its back. It will fly you to a single location within 500 miles (800 km) in just an hour, and then disappear. (It will not fight or perform other tasks.)

If you are an **Empath**, the swan is even larger, and will carry you and up to four other people or 500 pounds (230 kg) of goods.

Color: Silver



THE KEY
Empath, page 68

DAMNING OIL

Level: 3

Form: Dark red oil
When spread across a weapon (or a bunch of bullets, arrows, or other ammo), that weapon inflicts +2 damage until the sun next rises. The damage is a thing of Darkness, and demons of the Dark gain pleasure and sustenance from it (which can be useful as a bribe to them).

Color: Pale

DARK EXPULSION

Level: 6 (+1 die)

Form: Black potion
You immediately expel a cloud of thick, oily smoke as black as midnight. All close creatures (except you) are poisoned, suffering 1 point of damage per minute until they get an antidote or are exposed to direct, bright sunlight.

Color: Red

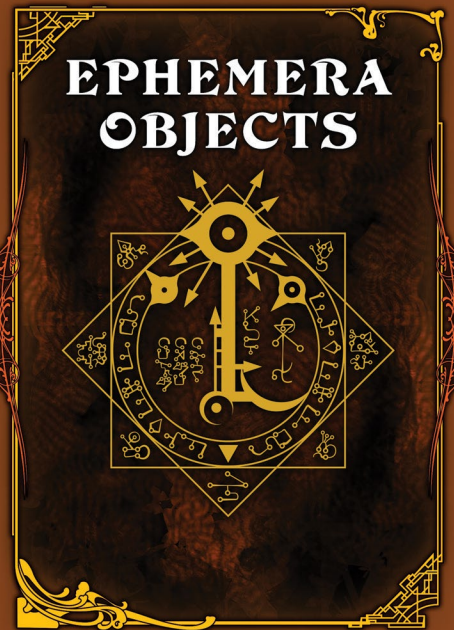
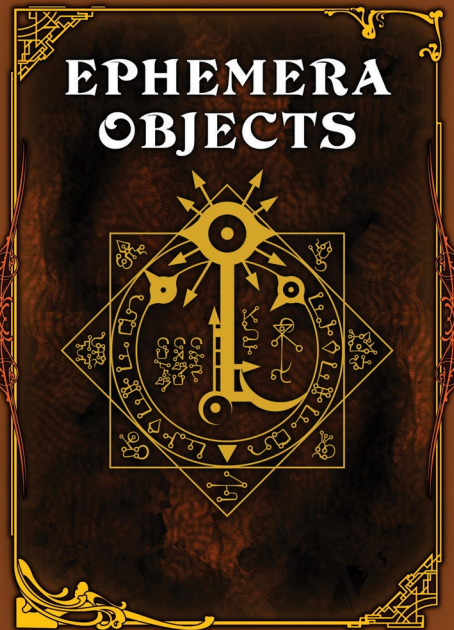
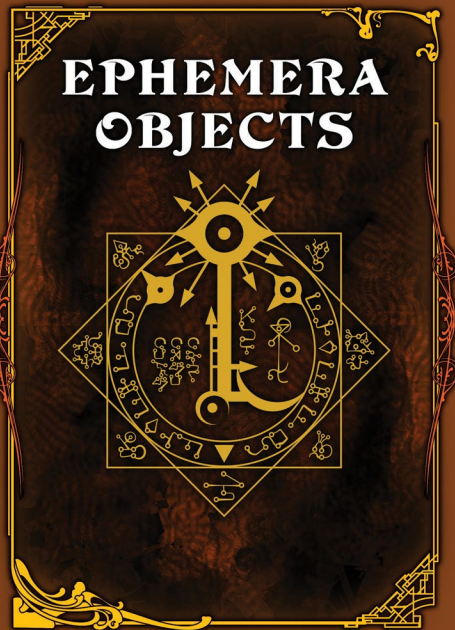
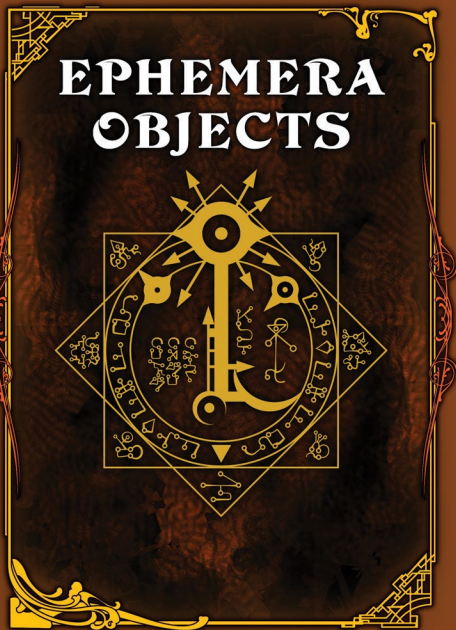
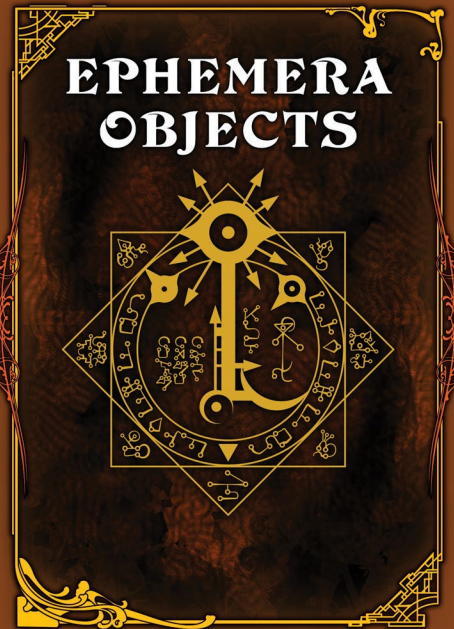
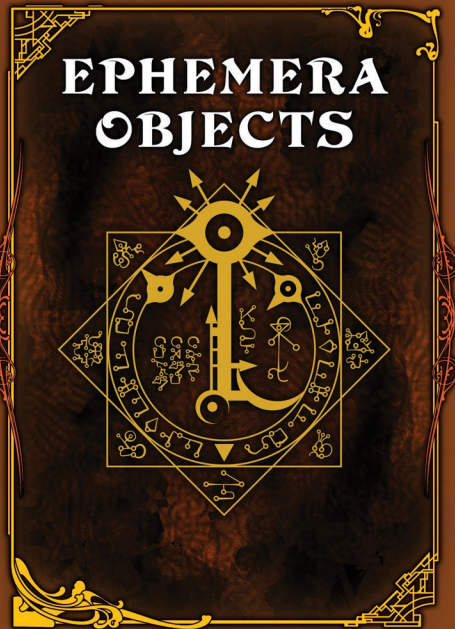
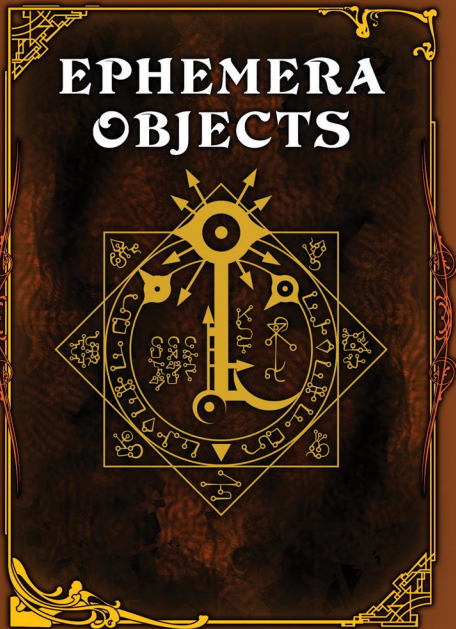
DEATHEATER

Level: 5 (+1 die)

Form: Talisman
Ghosts will not come near you. If forced to do so, the ghost's actions are hindered by 1.

Depletion: Until the sun next rises or sets

Color: Invisible



DEATH'S EXCHANGE

Level: 5

Form: Death's head amulet

When you take a blow or suffer an effect that would normally kill you, the wound is negated and instead you are possessed by a level 5 demon.

Color: Pale

DEFENDING ARMS

Level: 6

Form: Green pill

You grow a mass of tendrils from your torso that wave off attackers and deflect attacks. You gain +2 to Dodge actions.

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

Color: Gold

DEMONIAC PORTER

Level: 5

Form: Enruned amulet

You summon a level 4 demon. It takes up to 200 pounds (90 kg) of goods, equipment, and other materials, and then disappears. At any time after that (once), you can recall the demon and take the material back.

Color: Pale

DEVOURING VALISE

Level: 2

Form: Bezoar

After the bezoar is placed in a small bag or case, it disappears. Afterward, you can place one object in the bag that cannot be found until you wish it, whether the bag is full of other things or completely empty. Further, the bag resists any indication that it is magical for those who can discern such things as if it were level 8.

Color: Grey

DIABLERIE

Level: 4

Form: Enruned amulet

You summon a diabolic entity to consult with for a few minutes on whatever matter you choose. The devil will (perhaps begrudgingly or contemptuously) offer sound and wise advice and insight. The devil is generally knowledgeable, but doesn't necessarily know the answer to every question. It's more about counsel than answers.

Color: Pale

DIABROTIC HURLANT

Level: 4 (+1 die)

Form: Glass sphere

When this sphere breaks open, it releases a caustic substance in a small area that inflicts 1 point of damage on everything.

Color: Red

DIAMONDFLESH

Level: 7

Form: Poultice

Your flesh becomes like diamond, and you gain +3 Armor until the sun next sets.

Color: Gold

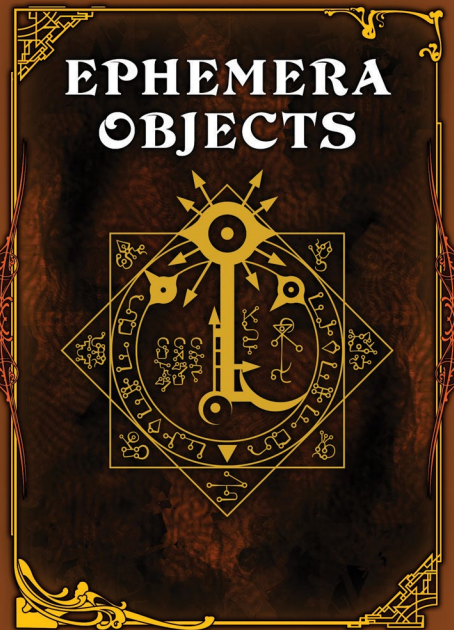
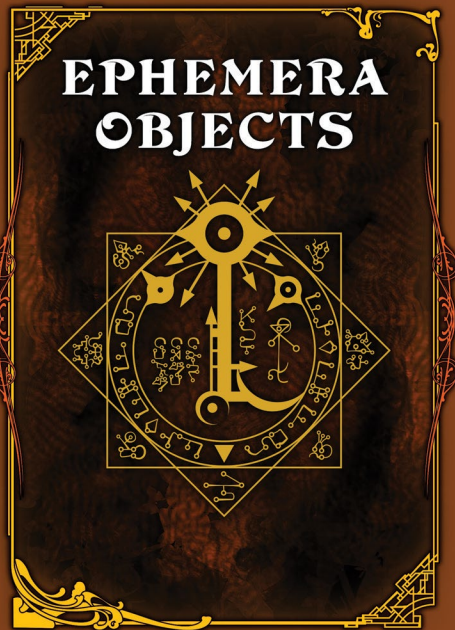
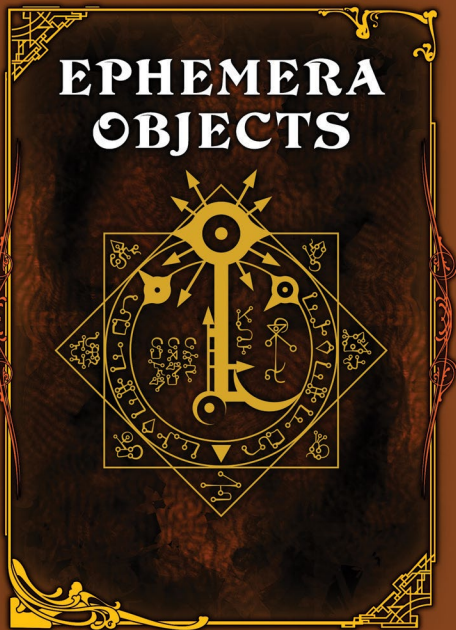
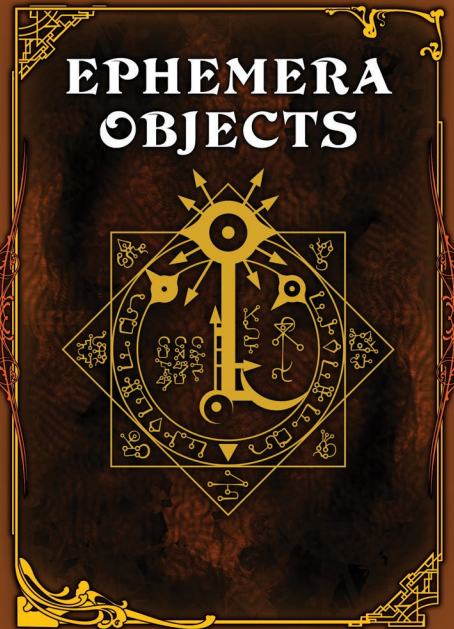
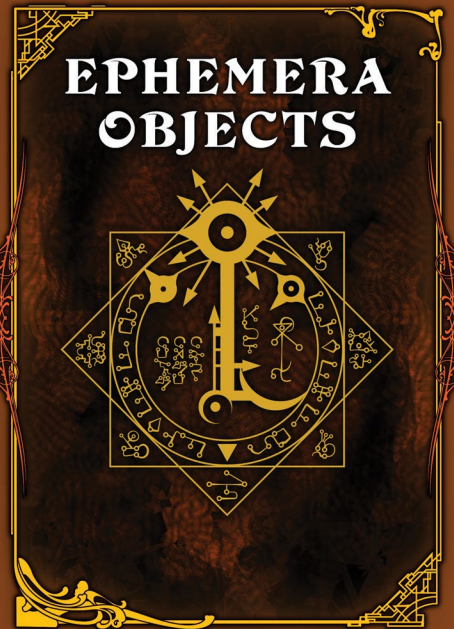
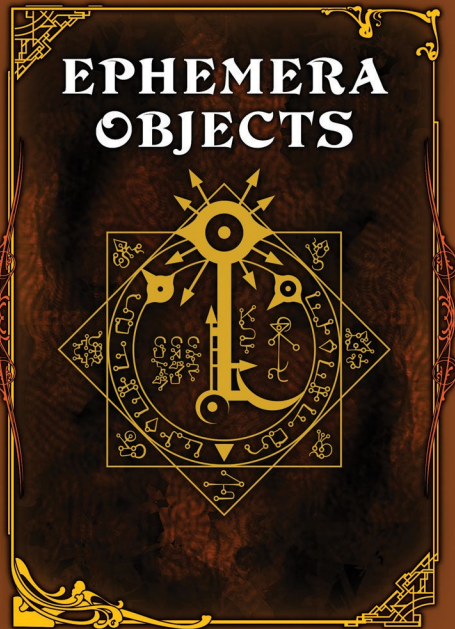
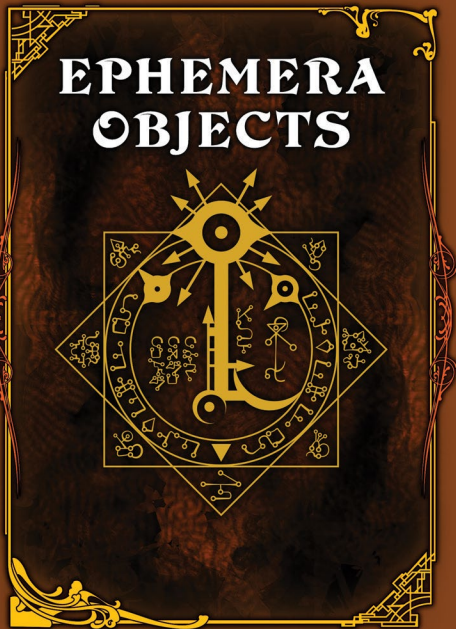
DIRE REFLECTOR

Level: 8 (+1 die)

Form: Silvery madstone

Creates an exact duplicate of a close being. The duplicate hates the original being that it reflects and mercilessly attacks. It fights to the death or until its reflection is dead. In either case, it then dissolves into slime. It is a duplicate in every way—if the original being is already wounded, the duplicate is as well. It has duplicates of the being's equipment (if any), but they also dissolve into slime.

Color: Silver



DOLORIFUGE

Level: 3

Form: Herb

The smoke from this burning herb fills a small area. It relieves any unnatural negative emotional influence and renders those who inhale it immune to such influence until the sun next sets.

Color: Blue

DRAGONTONGUE

Level: 5 (+1 die)

Form: Herb

Ingesting this herb after it has been soaked in animal fat allows you to expel a stream of fire from your mouth. It travels up to a short distance and inflicts 5 points of damage on one target.

Color: Silver

DRAGONSOU

Level: 5 (+1 die)

Form: Green potion

You roar monstrosly and gain +2 Armor against any mental damage until the sun next sets. Further, if anyone attacks you with a mentally damaging effect, they suffer 1 point of mental damage in retaliation and see the vision of a monstrous reptilian head attacking them.

Color: Gold

DRAVEN'S OIL

Level: 5

Form: Oil

You can transfer bene from one of your Certes pools to another in any amount you wish, even over the normal maximum. Refreshing the pools returns them to normal.

Color: Green

EBULLIENT ELIXIR

Level: 4 (+1 die)

Form: Bubbling blue elixir (poison)

Bottled enthusiasm. Anyone drinking this eagerly agrees to whatever is next suggested to them and continues to think it is a fantastic idea, unless it is eventually clearly proven otherwise.

Color: Blue

ESCHAROTIC OIL

Level: 5

Form: Grey oil

When a weapon such as a sword or a club is coated with this oil, it inflicts +2 damage.

Depletion: 0–3 (check at the end of each combat encounter)

Color: Red

ELIXIR OF PINCERS

Level: 3

Form: Brown potion

You grow huge crab-like arms in addition to your normal arms. The crab-like arms have pincer claws that inflict 4 points of damage if you strike someone with them. Further, they add 1 bene to Physicality. If and when you want, the arms detach from your body but continue to grip anything they are holding. They last until you use the additional bene.

Color: Gold

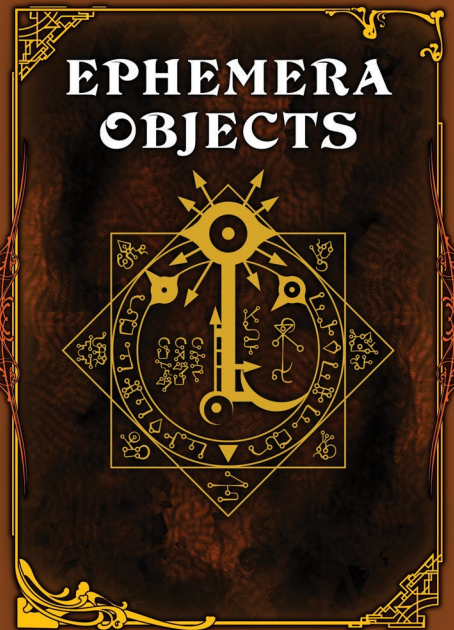
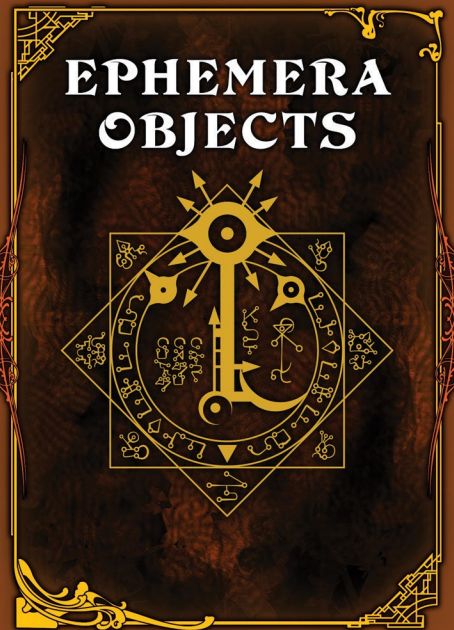
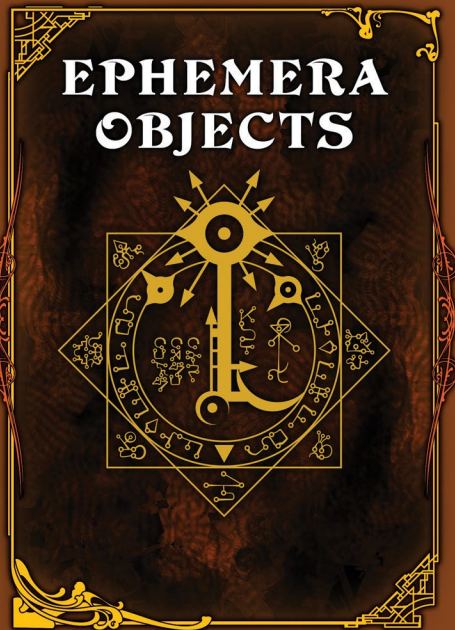
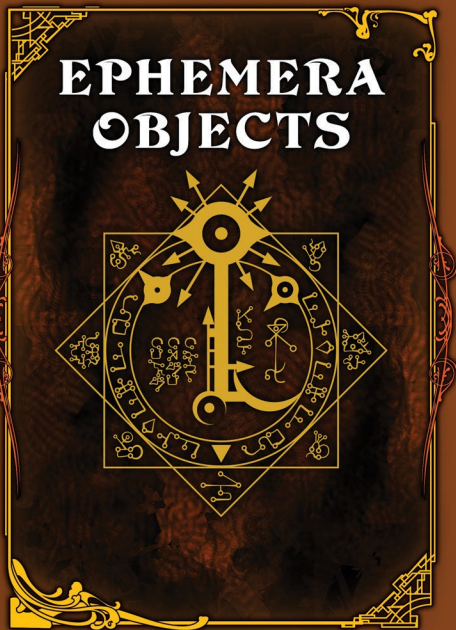
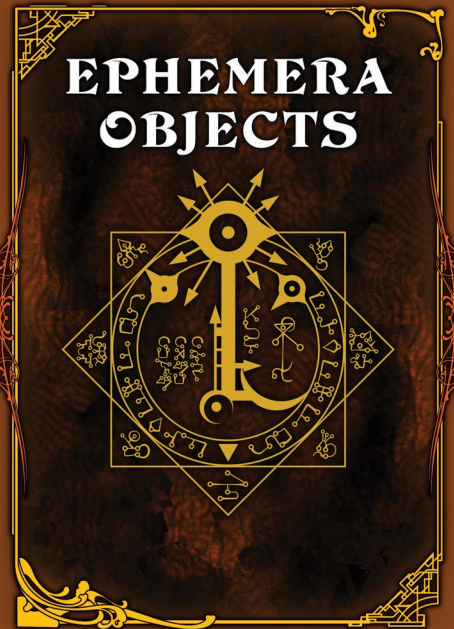
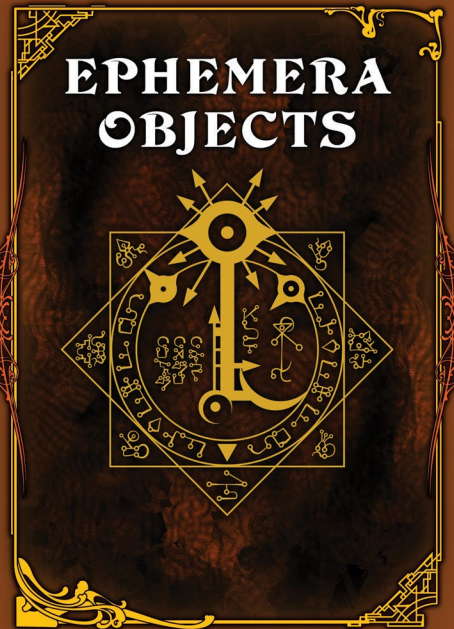
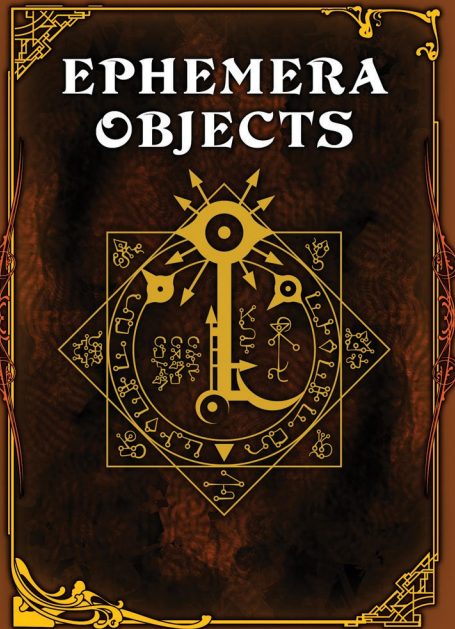
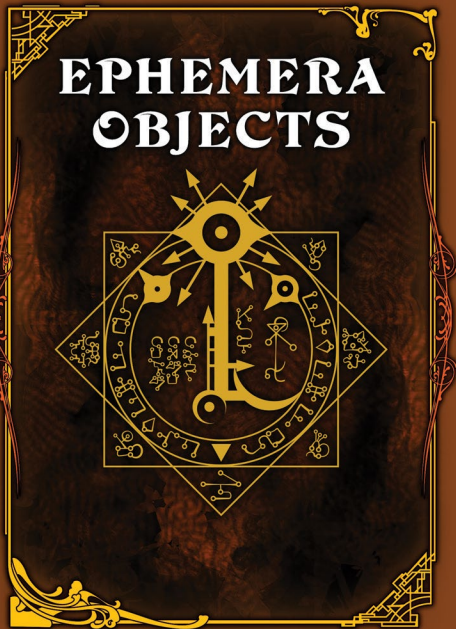
EPIPHORIC

Level: 4 (+1 die)

Form: Powder you inhale and toss into your eyes

You begin to weep, and the torrent of tears flies from you, striking close creatures. Those you love, or at least approve of, have one Certes pool restored. Those you hate, or disapprove of, suffer 4 points of damage, burned as if by acid.

Color: Gold



EXISTENCE ANTIDOTE

Level: 13 (+3 dice)

Form: Black potion (poison)

You vanish from existence forever.

Color: Red

The Samrajni Edullama killed the goddess Mu-u-on by tricking her into drinking an Existence Antidote.

EYE OF THE SPIDER

Level: 5

Form: Creature part (a

truespider's eye soaked in alcohol for a year and a day)

After ingesting, you see in your mind's eye a location up to 100 miles (160 km) away that you are at least passably familiar with, or a location that someone you know currently occupies.

You can view (but not hear) this location for up to a few minutes.

Color: Indigo

THE PATH

Truespider, page 145

FELINE MEDALLION

Level: 7

Form: Medallion of a cat's face

An enormous level 5 cat appears, willing to carry you on its back. It will carry you to a single location within 100 miles (160 km) in just an hour, and then disappears. Alternatively, it will travel up to 50 miles (80 km) and retrieve (or kidnap) a creature you name if you know their exact location and if any guards, locks, and barriers in the way are lower than level 7. This also takes just an hour and the creature is always brought to you unharmed.

If you are an **Ardent** and choose the first option, the cat is even larger and will carry you and up to four other people or 500 pounds (230 kg) of goods.

Color: Silver



THE KEY

Ardent, page 68

FINAL DRAUGHT

Level: 10 (+2 dice)

Form: Dark green potion (poison)

You die.

Color: Red

FINGERTIPS OF LIGHT

Level: 6

Form: Mark

This mark must be applied to all ten fingertips (or the nearest approximation). This turns your hands into level 3 weapons usable on ghosts, spirits, and demons. Just touching such a being inflicts 3 points of damage, and you can affect an intangible spirit. Last, you can touch a creature and heal 1 Wound, but doing so ends the effect immediately.

Depletion: Ends automatically at the end of the next combat encounter

Color: Pale

FIRE'S NEMESIS

Level: 6

Form: Herb (dsendril leaf)

When you chew this leaf, you gain 5 Armor that applies only to fire damage.

Depletion: Ends automatically when you suffer 5 points of cumulative fire damage

Color: Invisible

FLAME'S MYSTERY

Level: 5 (+1 die)

Form: Herb (poison)

You cannot see or feel fire, although it still burns. Thus, you could burn to death and not even realize it.

Depletion: Ends when the sun next sets

Color: Grey

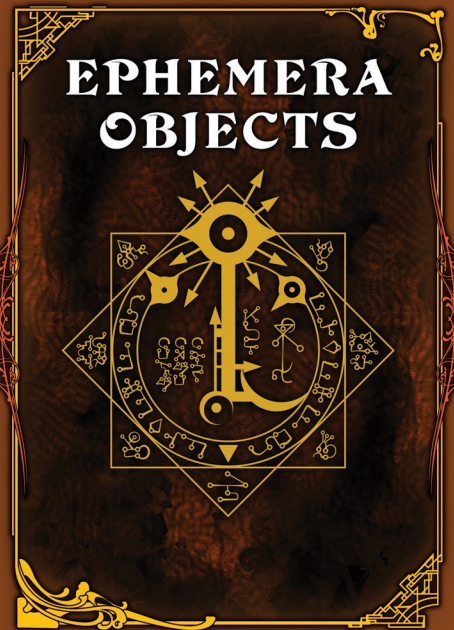
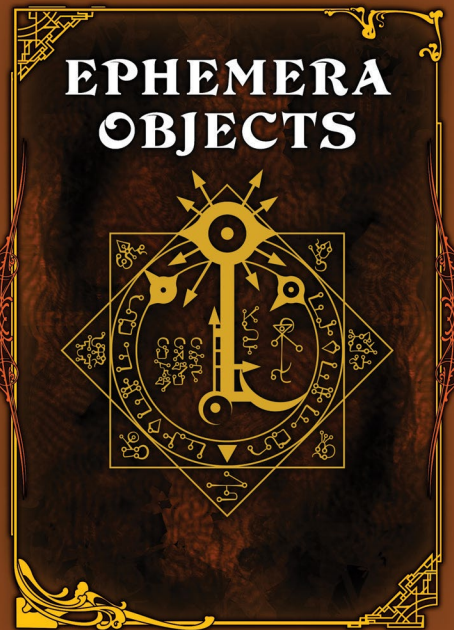
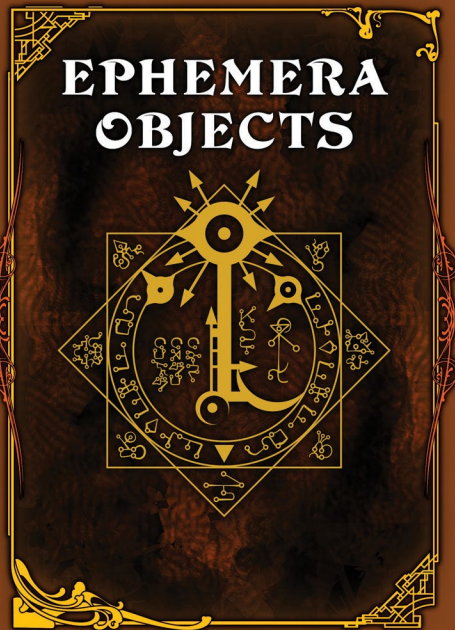
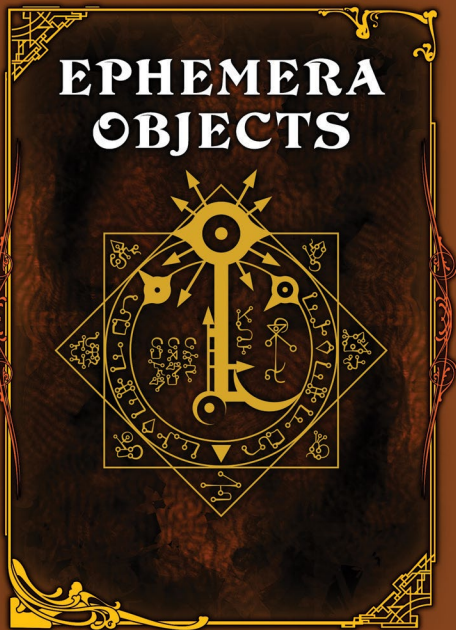
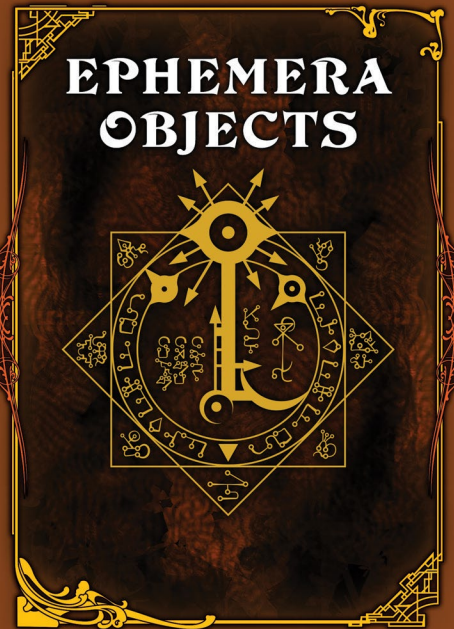
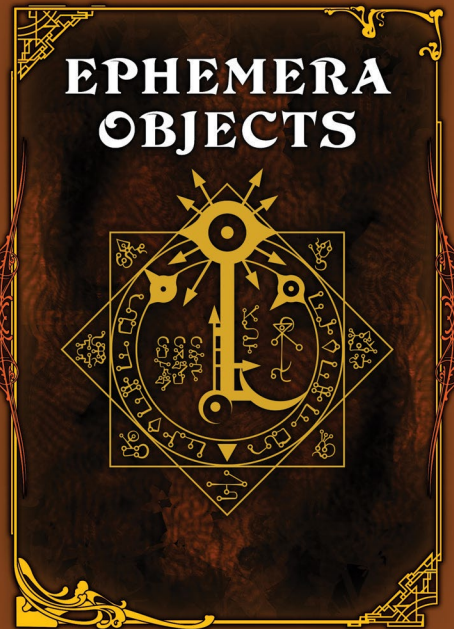
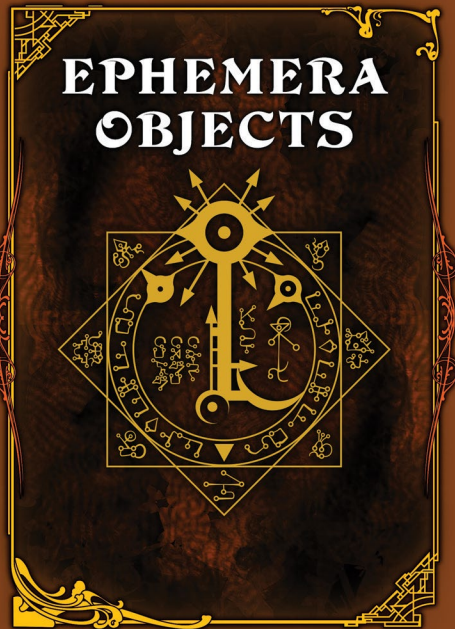
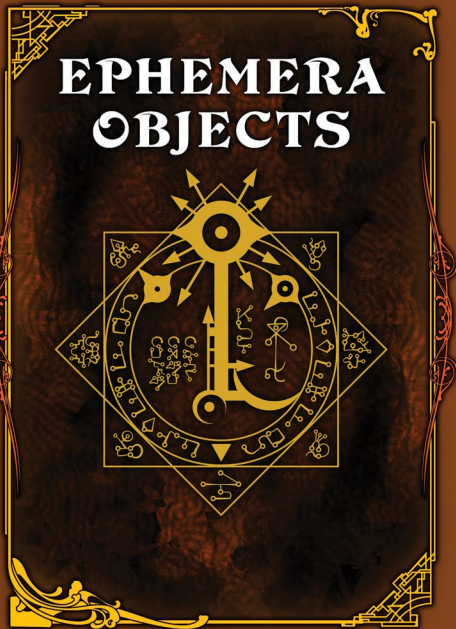
FEROCITY IN MINIATURE

Level: 7

Form: Icon of a small reptile

For one round, the icon transforms into a giant reptile. It bites one target you select, inflicting 5 damage. Further, it swallows targets of level 5 and lower whole. A swallowed target is safely teleported somewhere random within 100 miles (160 km).

Color: Green



FLEETFOOT

Level: 4

Form: Creature part (the blood of a *jerymal*)

You run extremely fast, moving about 100 miles (160 km) in an hour.

Depletion: 0 (check each hour)

Color: Green

THE PATH

Jerymal, page 130

FLOATBERRY

Level: 2

Form: Dark blue berry

You become slightly lighter than air. You float into the air at a rate of about 3 feet (1 m) per round. You have no control over your ascent or descent unless you are able to use a physical aid like a rope. These berries grow wild in remote areas of Silver as well as the Green.

Depletion: 0–2 (check each hour)

Color: Green

FLOATING WISH

Level: 4

Form: Purple potion

You float in the air, moving up or down as you wish, up to a short distance in one round.

Depletion: Ends when the sun next sets

Color: Green

FRATAUM

Level: 5

Form: Small prism

When activated, this prism attaches to an object of power of the user's choice. If affixed to an object of power with a ranged effect, the range is increased by one step: touch becomes close, close becomes near, near becomes far, far becomes very far, and very far becomes 1 mile (1.5 km).

If used by a *Maker*, this ephemera does not deplete. Its alteration to the object of power is permanent.

Depletion: 0 (check each sunrise)

Color: Gold



THE KEY

Maker, page 42

FREEZING CRYSTALS

Level: 4

Form: Packet of small blue crystals

Sprinkled into water or other liquid, these crystals immediately freeze it. Up to a small area can be frozen. It lasts until the liquid melts naturally, depending on conditions.

Color: Gold

FRUITING BODIES

Level: 3 (+1 die)

Form: Grey potion (poison)

Mushrooms and fungi sprout and grow all over your body. Even if you pull them or cut them off—which is painful, but doesn't inflict damage—they grow back in a few minutes. (Eating them makes one sick.) You look and smell terrible, and suffer a –1 penalty on all interactions.

Color: Green

GAPHAN ROOT

Level: 3

Form: Herb

If dissolved in liquid and imbibed, this herb adds 3 bene to your Accuracy pool. If eaten, it adds 3 bene to Accuracy but 1 vex to Perception as your vision gets blurry.

Color: Gold

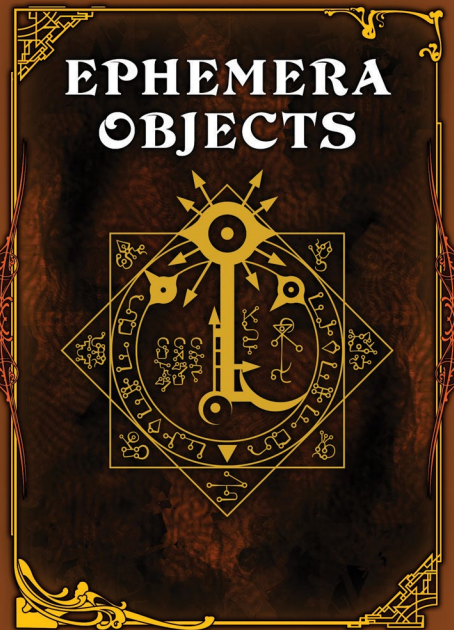
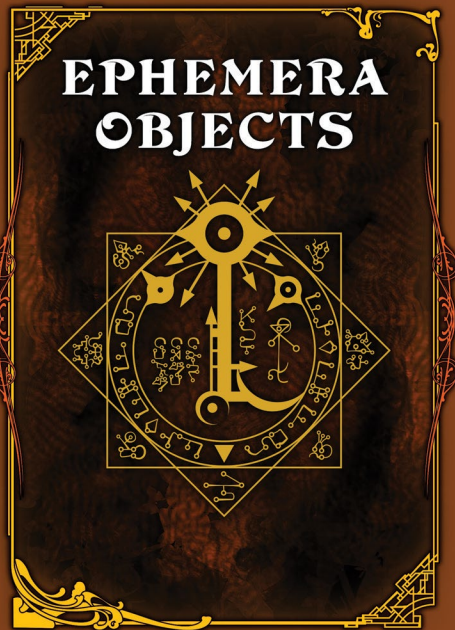
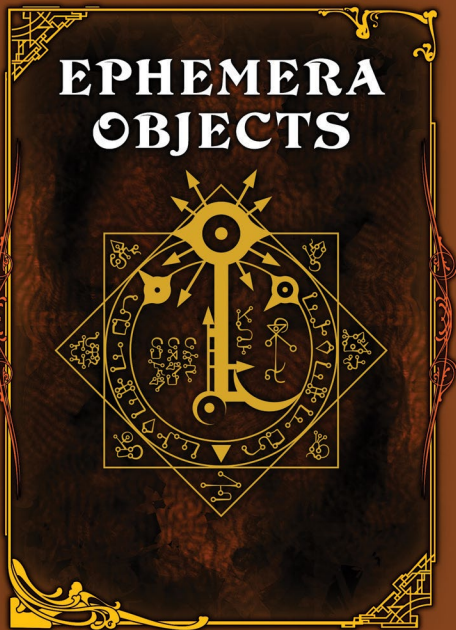
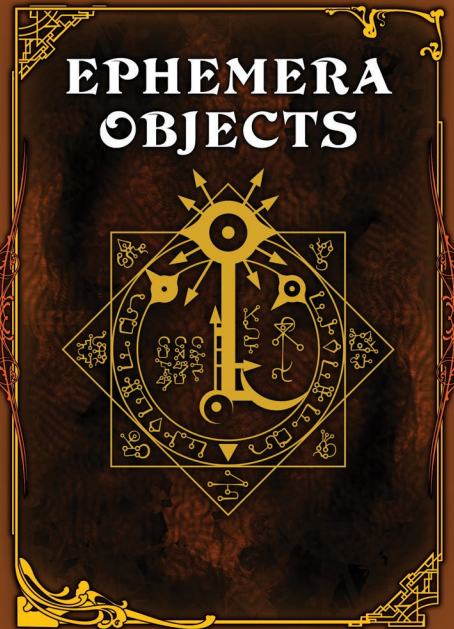
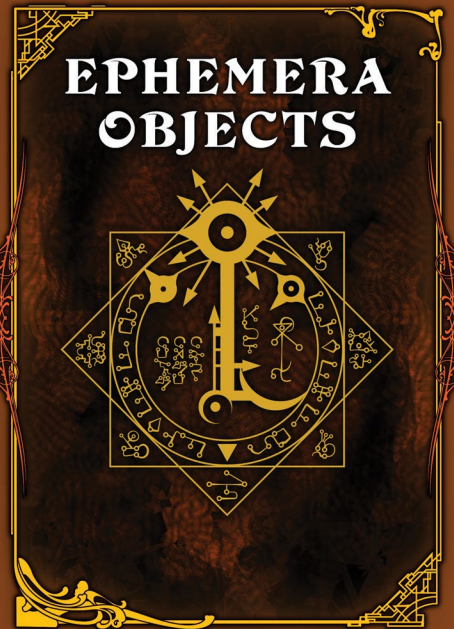
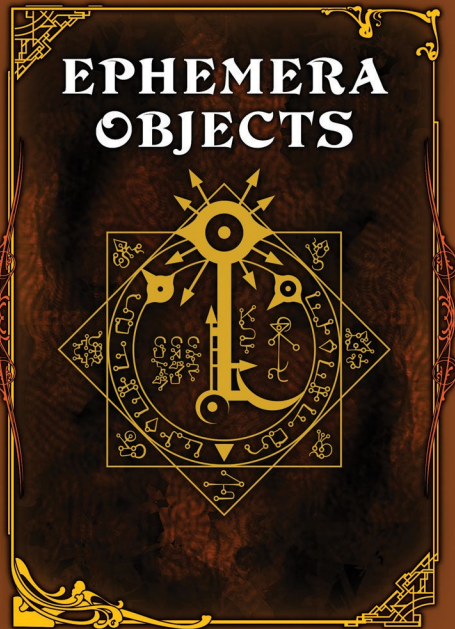
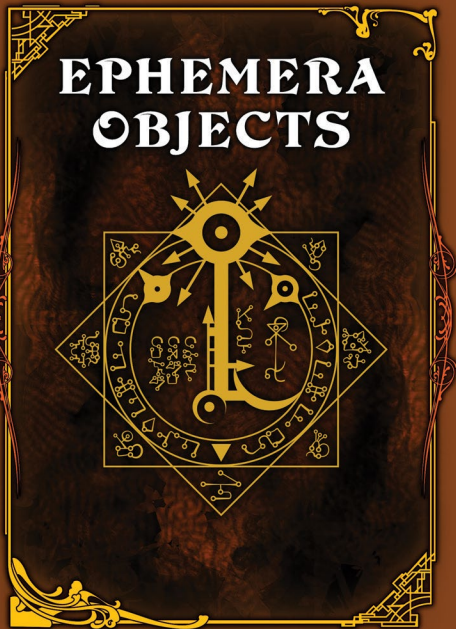
GHOST BULLET

Level: 6 (+1 die)

Form: Bullet for a medium-sized pistol

Etched with weird runes, this bullet was fashioned from a level 6 ghost. Anyone struck by it when it's been fired becomes possessed. Alternatively, if fired at an insubstantial ghost, this bullet inflicts normal damage to it (but there is no possession).

Color: Pale



GHOST PRISON

Level: 5 (+1 die)

Form: Talisman

The next ghost that attacks you is trapped within your soul (no action required). You can draw upon the ghost for power, giving you 1 additional Sorcery bene for as long as you keep this “reverse possession” going. At any point, you can choose to expel the ghost.

There is, of course, a potential drawback. The ghost can attempt to control you. Each day, you must take a Resist action, with the challenge being the level of the ghost plus the number of days you have held it. If you fail, the ghost controls your body until the sun sets, and then leaves forever.

Color: Pale

GHOST SNARE

Level: 4 (+1 die)

Form: Silver rod 4 inches (10 cm) long

If the rod is touched to the incorporeal form of a ghost, the ghost is trapped within it. Upon depletion, the ghost is freed next to where the rod is, and is likely quite angry.

Depletion: 0 (check each hour).

Ends automatically when the sun next rises or sets.

Color: Pale

GHOSTBANE

Level: 4

Form: Yellowish oil

Sprinkled on an object no larger than you, the oil makes the object something that ghosts, spirits, and other intangible things cannot pass through (and vice versa). Obviously, if placed on a weapon, the oil makes it possible to harm even an insubstantial spirit.

Depletion: Ends automatically when the sun next rises or sets

Color: Pale

GOETIC TALISMAN

Level: 5

Form: Talisman

If you are a **Goetic**, the next summoning you attempt takes half the time and you gain +1 to all attempts at colloquy. If you are not a Goetic, you gain 1 bene to Sorcery.

Color: Pale


THE KEY
Goetic, page 52

THE GOLD POTION

Level: 4

Form: Gold potion

You gain 3 bene to Movement and 1 bene to Accuracy.

Color: Gold

THE GREEN POTION

Level: 3

Form: Green potion

You gain 3 bene to Movement and 1 bene to Physicality.

Color: Green

Some wealthy people find the flavor of the Green Potion so delicious that they drink it just for the taste.

THE GREY POTION

Level: 3

Form: Grey potion

You gain 3 bene to Interaction and 1 bene to Movement.

Color: Grey

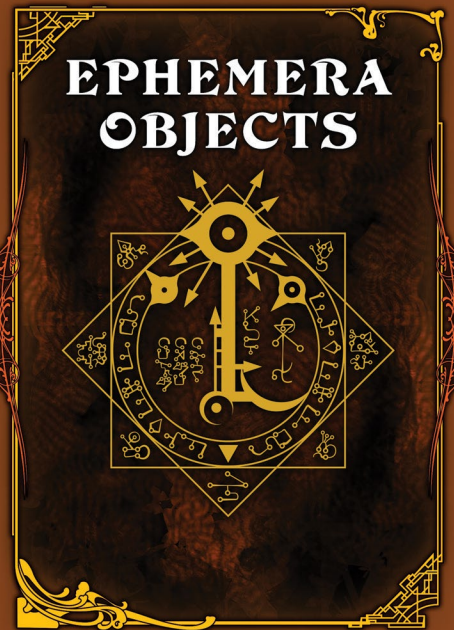
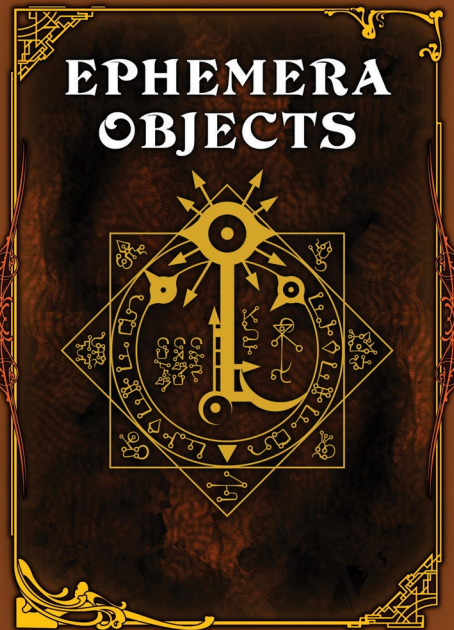
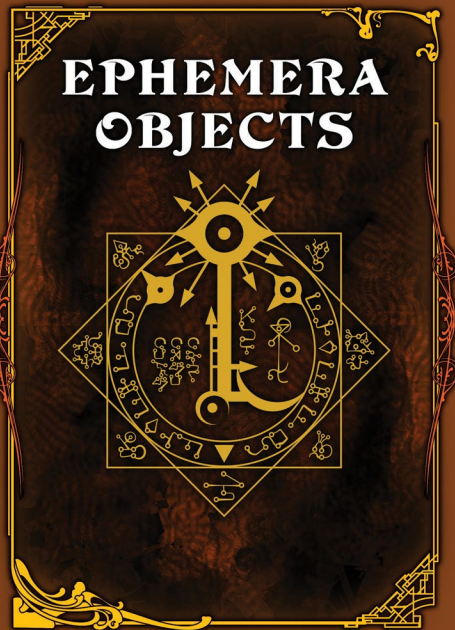
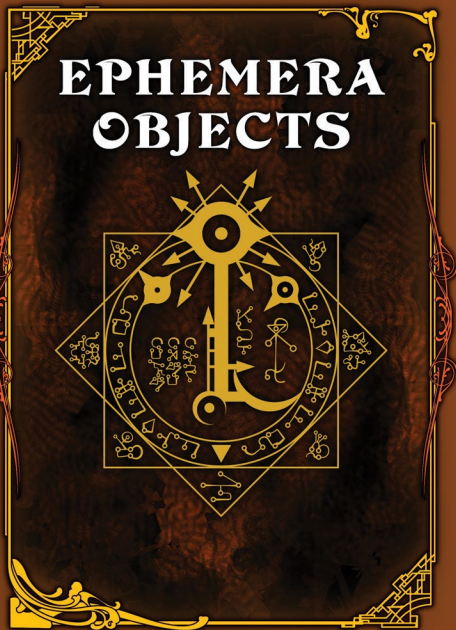
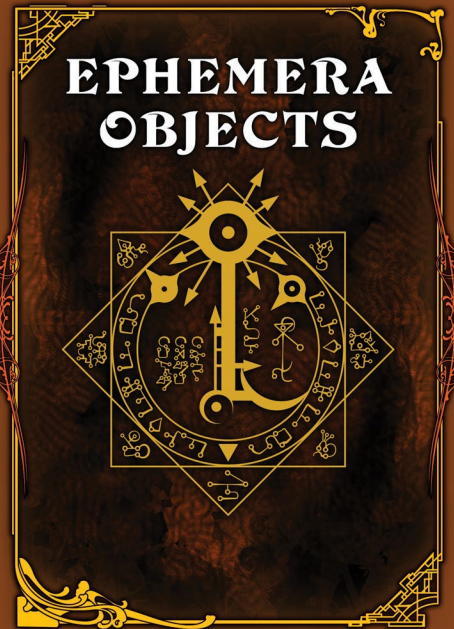
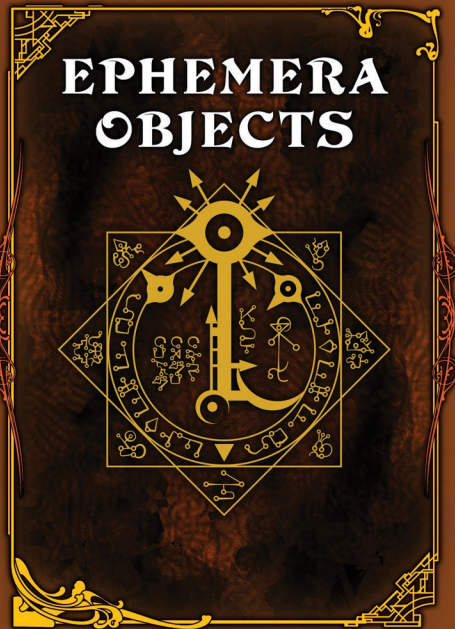
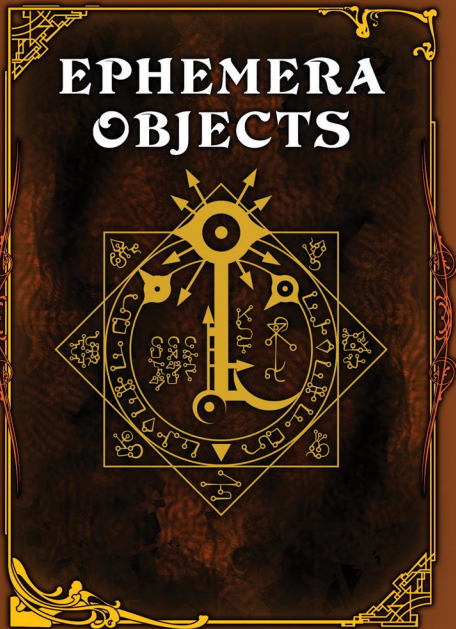
HEALTH ELIXIR

Level: 4

Form: Blue elixir

You heal 1 Wound or Anguish, but the elixir's potency makes you convulse so much that you lose your next action.

Color: Green



HEART'S CAGE

Level: 5

Form: Creature part (prepared kithra heart)

A spray of blood and bile from within the creature's squeezed heart solidifies in the air, forming a dark red cage large enough to hold a single person. You can try to trap a target in it while it forms, requiring a roll, or you can use it as a traditional cage with a latching door.

Depletion: 0 (check each day)

Color: Silver

THE PATH
Kithra, page 130

HESTERNAL

Level: 5 (+1 die)

Form: Herb

If burned and inhaled, this herb grants you the ability to ask one question about an action an NPC took since the last sunrise, and get a yes or no answer. "Did Saint Dellia visit King Nine?" is an appropriate question. "Did Saint Dellia get captured?" is not, because it is not based on her action.

Color: Indigo

THE WAY
Divinations and Information-
Gathering Magic, page 17

HIDDEN ENNEAGON

Level: 6

Form: Nine-angled amulet

You are better hidden from divinations and other magic used to locate you. You gain +2 to related defense rolls.

Depletion: 0 (check each hour)

Color: Grey

HYMEK'S BESPOKEN ROOT

Level: 5

Form: Herb

If you ingest or inhale this herb, you have a vision of something that will happen in the future. You have no control over what you see, but you are aware that it will happen unless something changes. The vision may depict something as soon as next week, but it might be more like next year.

Color: Indigo

THE WAY
Divinations and Information-
Gathering Magic, page 17

ILLNESS LEECH

Level: 4

Form: Bezoar

All illnesses and maladies in your body are leeches out into the bezoar over the course of a few minutes. The bezoar then becomes a toxic weapon that can be thrown a short distance, releasing a cloud of corruption that inflicts 4 points of damage on all within close range.

Color: Red

IMAGO

Level: 5 (+1 die)

Form: Herb (burned leaf)

Anyone close to the burning leaf sees the image of one of their parents or another important authority figure in their life. The image tells them not to do whatever activity they are currently doing. If affected, they stop whatever they are doing for one round. The leaf burns in one round.

Color: Blue

INANILOQUENCE

Level: 4 (+1 die)

Form: Orange potion (poison)

You cannot help but constantly talk under the effects of this poison, but you can say only trivial things and inanities.

Depletion: Ends automatically when the sun next sets

Color: Blue

THE INDIGO POTION

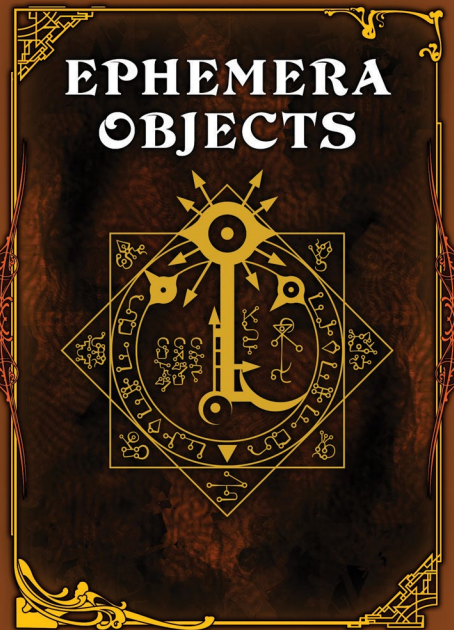
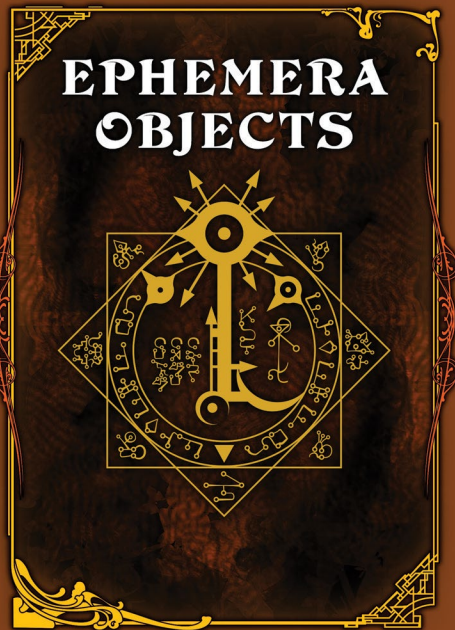
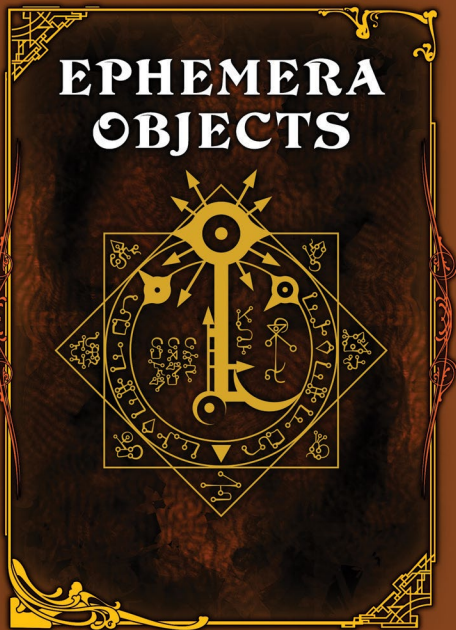
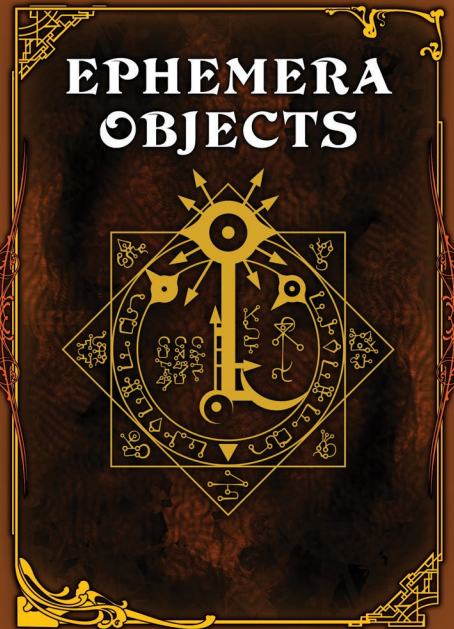
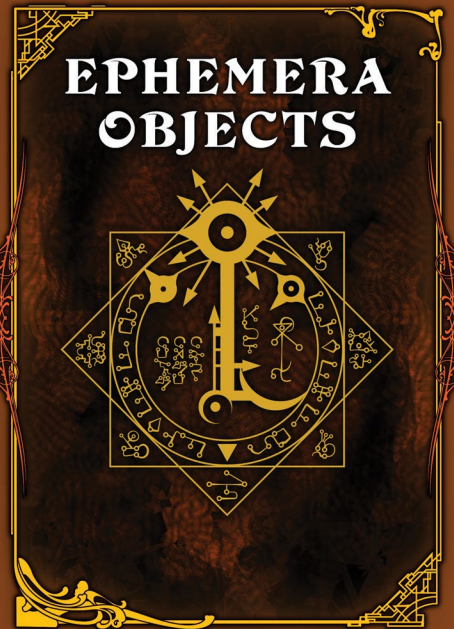
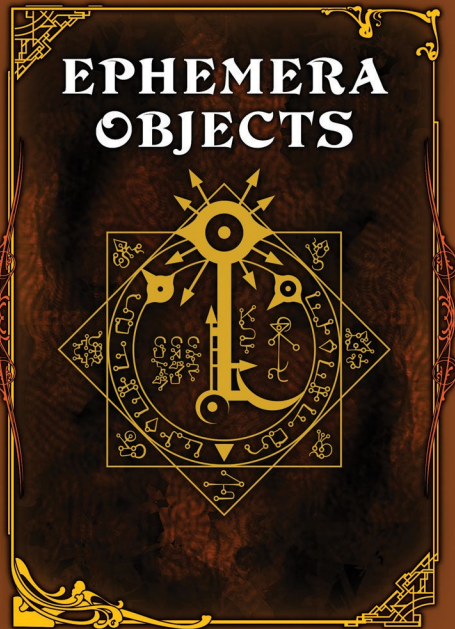
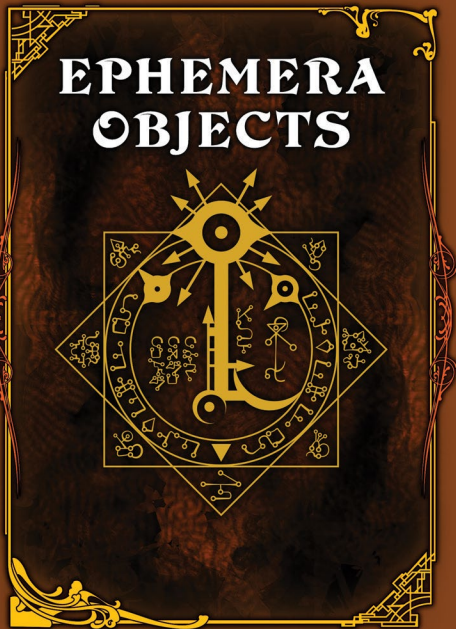
Level: 3

Form: Indigo potion

You gain 3 bene to Perception and 1 bene to Intellect.

Color: Indigo

This potion is also called "liquid insight."



INNER BURN

Level: 6 (+1 die)

Form: Red potion (poison)

Great heat grows within your belly and your chest. You suffer 1 point of damage per round until five rounds have passed, and then the heat flares and inflicts 5 points of damage before flaming out.

Color: Red

INTERACTION BOLUS

Level: 3

Form: Blue pill

You gain 4 bene to Interaction.

Color: Blue

INVERSE PHILTRE

Level: 3 (+1 die)

Form: Clear liquid potion (poison)

This is a hate potion. The imbiber instantly feels irrational hatred toward the first person they see. The feelings from the potion last naturally, so it's possible for the hated person to regain the imbiber's goodwill, but it probably takes a long time.

Color: Blue

THE INVISIBLE POTION

Level: 6

Form: Utterly transparent potion

You gain +1 to all defenses and become invisible.

Depletion: 0 (check each round)

Color: Invisible

Locating something invisible normally requires two successes.

IRONFLESH

Level: 5

Form: Poultice

Your flesh becomes like iron, and you gain +2 Armor until the sun next sets.

Color: Gold

JANAUM

Level: 7

Form: Small silver cylinder

When activated, this cylinder attaches to an object of power of the user's choice. If attached to a depleted object of power, it restores the object to full power.

Otherwise, it has no effect.

Color: Gold

JUICE OF LIFE

Level: 2

Form: Clear elixir

You drip this on the ground, which causes a vine to grow and sprout pods containing enough food to sustain one person for a day.

Color: Green

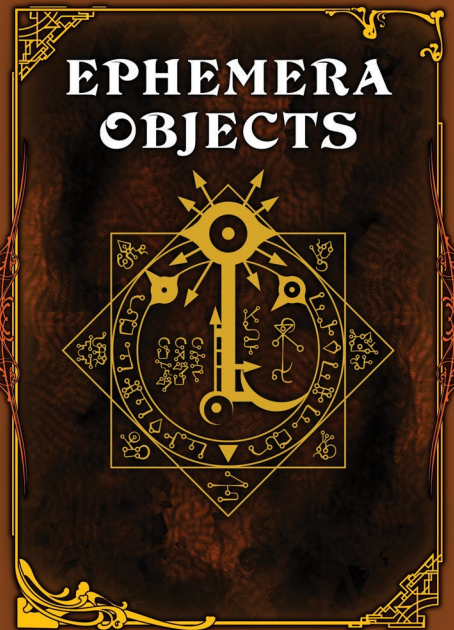
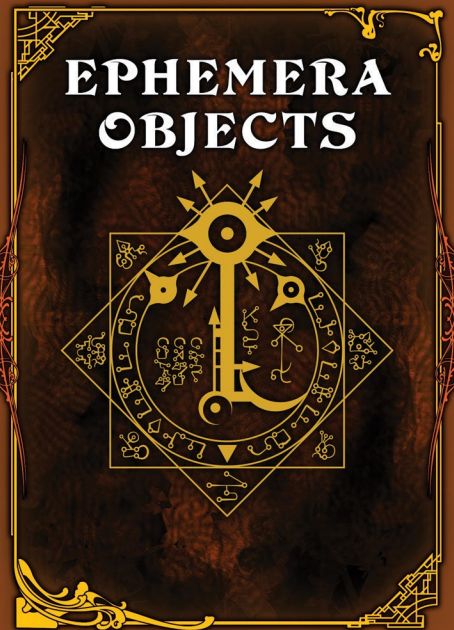
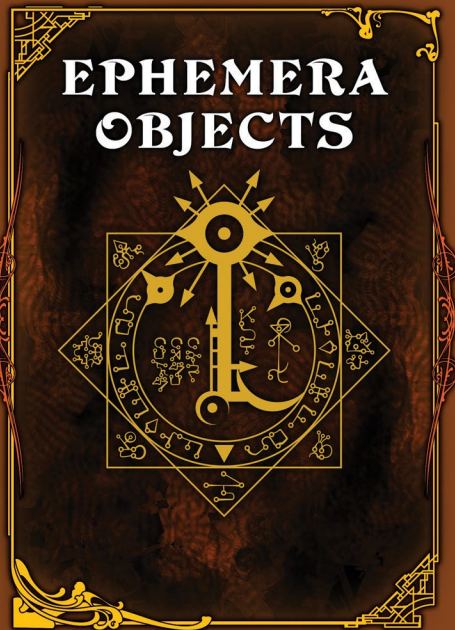
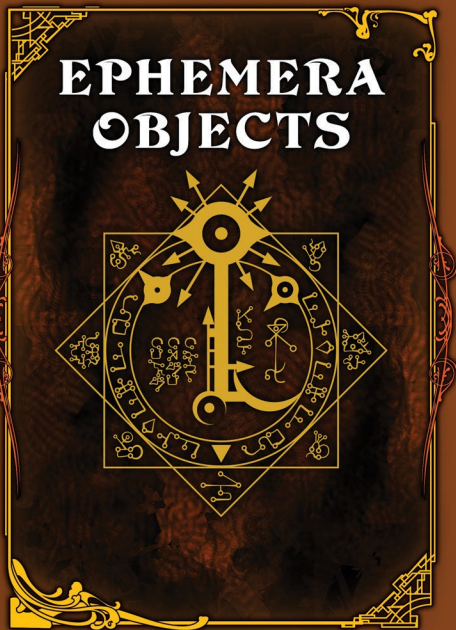
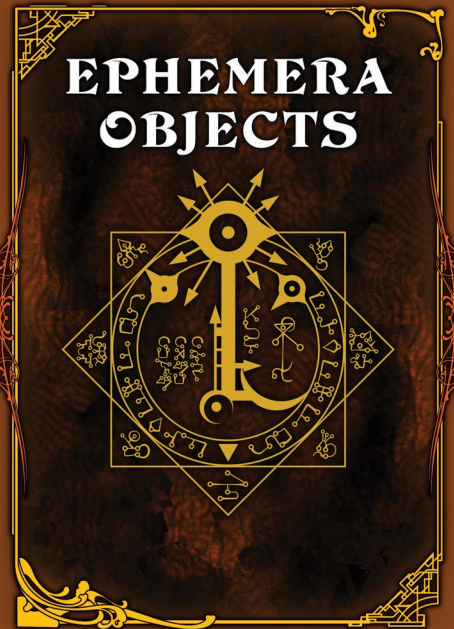
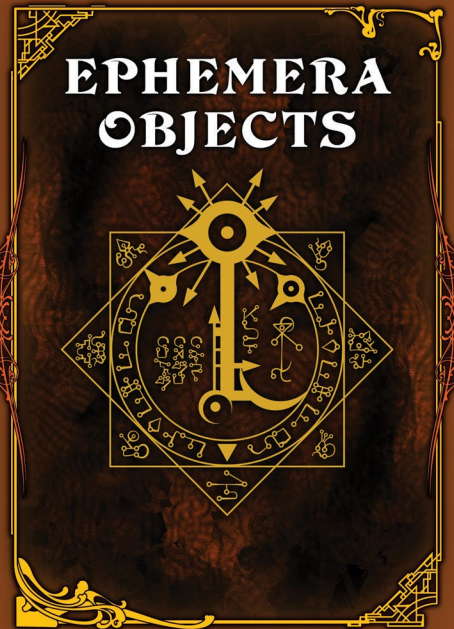
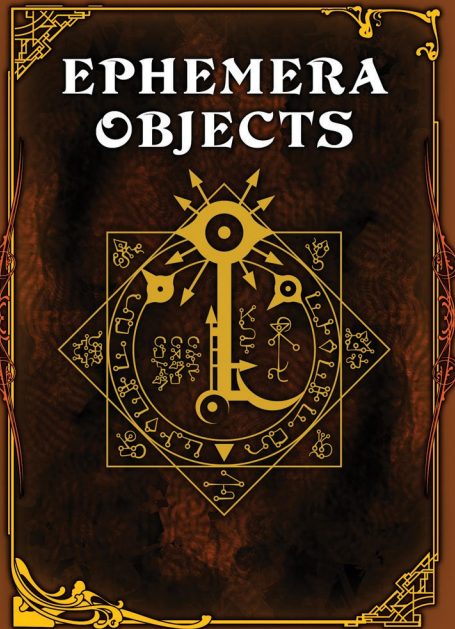
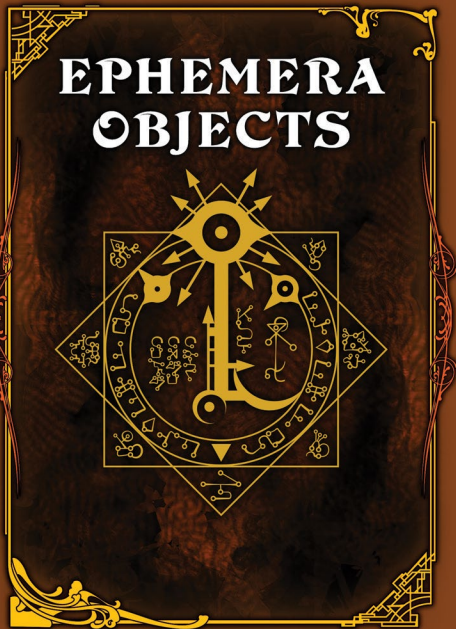
JULION'S FEATHER

Level: 2

Form: Fetish in the form of a blue feather, its tip dipped in gold

With this feather in hand, you can create a breeze within long range strong enough to snuff out candles, blow papers and other light objects about, knock over delicate objects, and so on. It carries the scent of jasmine and lasts a round.

Color: Silver



KEY TO THE PITHICAN HORDE

Level: 8

Form: Glass rod

You bring into being six angry, ape-like things (level 3) that attack everyone nearby, other than you. These pithicans howl and smash things, causing a huge commotion.

Color: Silver

THE PATH

Pithican, page 131

KIALIC POWDER

Level: 2

Form: Herb

If you ingest this herb, you feel comfort and happiness until the sun next rises. (This feeling can be entirely irrational.)

Color: Blue

KNOWLEDGE BOLUS

Level: 3

Form: White pill

You gain 4 bene to Intellect.

Color: Blue

LIQUID SORCERY

Level: 5

Form: Reddish-purple potion

All spells you cast until the sun next rises cost 1 less Sorcery (minimum 0).

Color: Gold

LISSOME ACCESS

Level: 7

Form: Spiritstone

Stretching nearby material like rubber, you create a bridge, a ramp, a spiraling incline, or a similar construct that provides access to a spot within long range. It appears impossibly thin but it is perfectly safe. It crumbles, however, when the sun next rises.

Color: Gold

LONGING FOR HOME

Level: 5

Form: Trinket in the shape of a small silver house

When next you sleep, you return to your home, and you awaken in your own bed.

Color: Green

LOST DEPTH

Level: 6

Form: Red and blue madstone

You become flat—virtually two-dimensional. You can slip through the narrowest of cracks and gain +2 to any stealth-related activities.

Depletion: 0 (check each round)

Color: Gold

LÔLI UZHÛRI

Level: 5

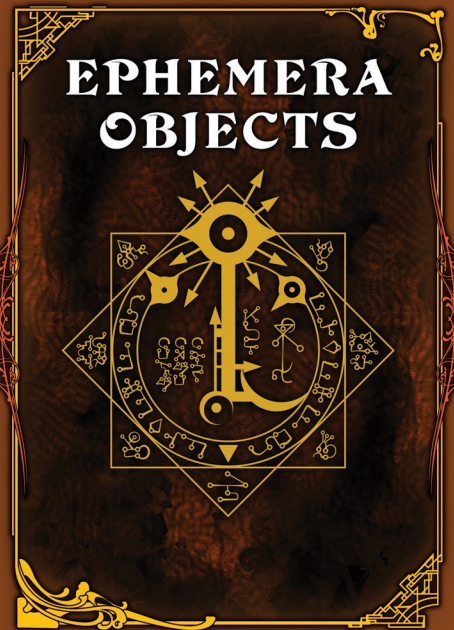
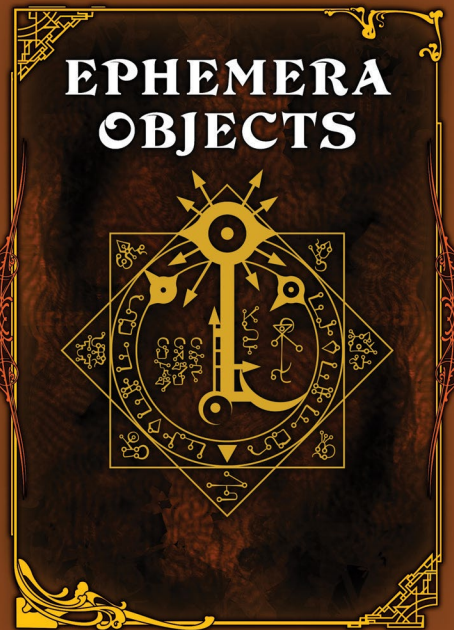
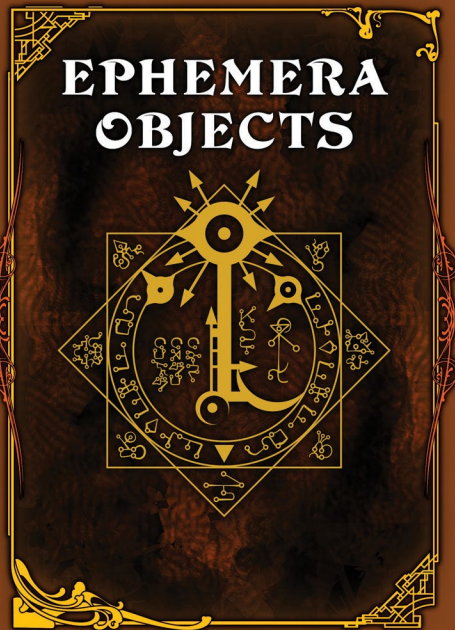
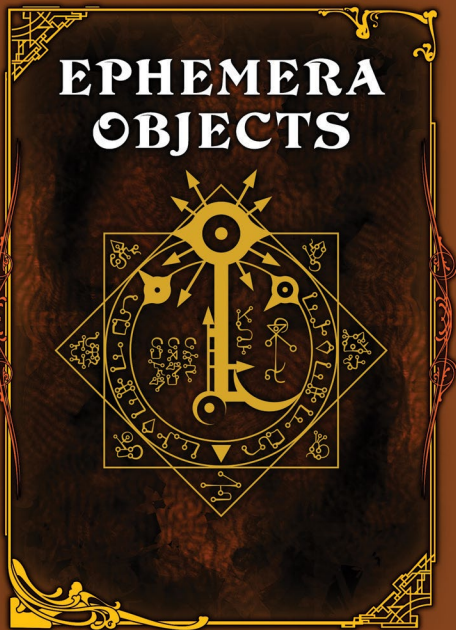
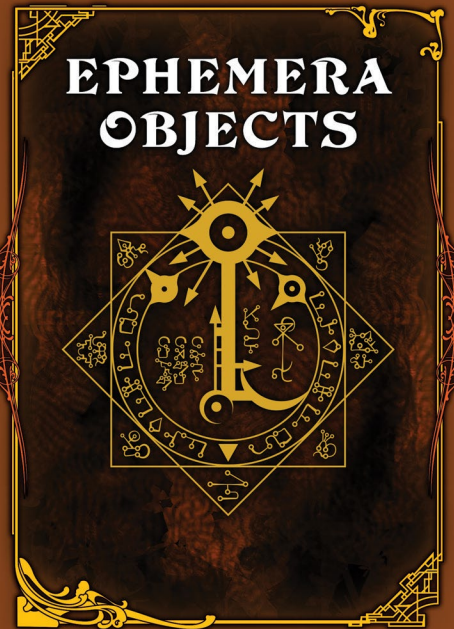
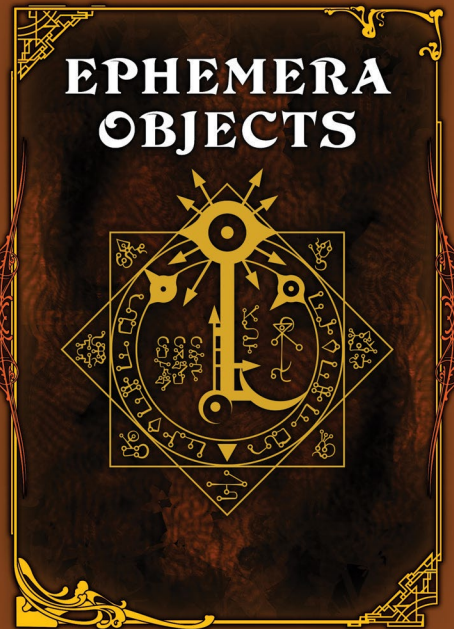
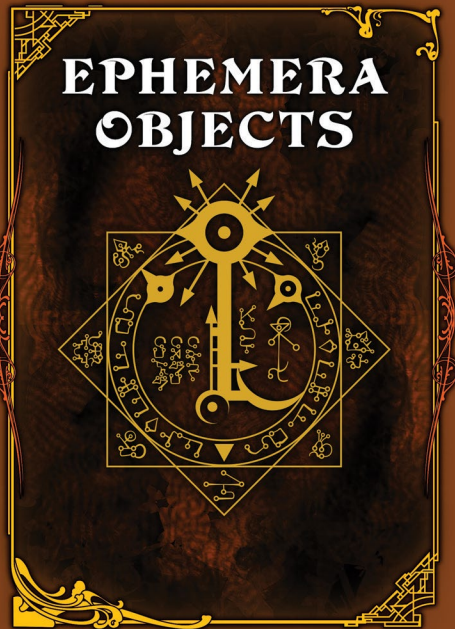
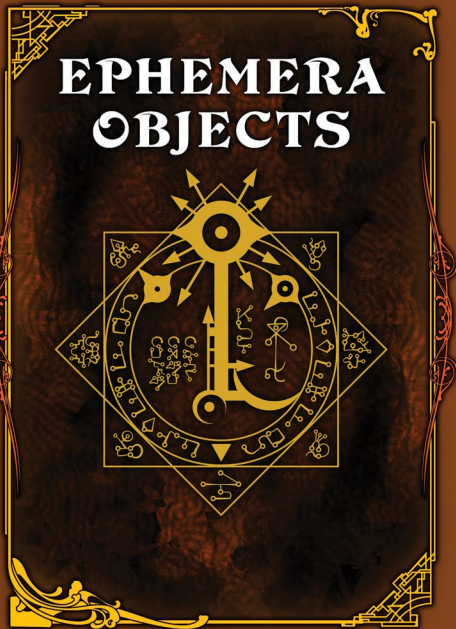
Form: Flower

Rubbed on your skin while you dream, this flower takes you to the second level of sleep, known as the *Deeps of Sleep*, where all dreams and dreamers are connected.

Color: Blue

THE PATH

Deeps of Sleep, page 45



LUPINE MAJESTY

Level: 6

Form: Poultice

After you rub this paste on your flesh, you become a beastly werewolf at the next sunset, and remain so until sunrise. As a werewolf, you add 3 bene and 1 enhancement to all Certes pools, and 1 scourge to all Qualia pools. You gain +3 Armor against all physical attacks not made by silver weapons.

Color: Gold

LUSTER DUST

Level: 1

Form: Gold and silver dust
Sprinkled on an inanimate object, this dust makes the object appear more beautiful, impressive, and desirable.

Depletion: Lasts until the sun next sets

Color: Grey

LYSIS

Level: 7 (+1 die)

Form: Coin-like token

You touch this token to a living creature, and that creature is disintegrated over the next three rounds (they can still act during that time).

Color: Red

MADNESS JUICE

Level: 4 (+1 die)

Form: Potion (poison)

This potion inflicts 4 points of mental damage as it conjures paranoid delusions.

Color: Blue

MAKER TALISMAN

Level: 4

Form: Talisman

If you are a **Maker**, the next item you create takes half the time. If you are not a Maker, you gain 1 bene to Sorcery.

Color: Silver

MANTIC APOCALYPSE

Level: 3

Form: Clear potion

You see a vision of the most likely, nearest apocalypse. In this case, "apocalypse" is any catastrophic event that ends a civilization or a significant portion of one. This information is rarely useful, but seeing what will cause a possible ending can occasionally provide some insight.

Color: Indigo

MASTICATING STONE

Level: 5 (+1 die)

Form: Glowing green madstone

Disembodied, shark-like mouths appear around you. The mouths attack all beings close to you, inflicting 4 damage.

Depletion: 0 (check each round)

Color: Red

MEONOXIAN TALISMAN

Level: 4

Form: Gold talisman

You gain +1 to all defenses against angels and similar spirits.

Depletion: Ends automatically when the sun next sets

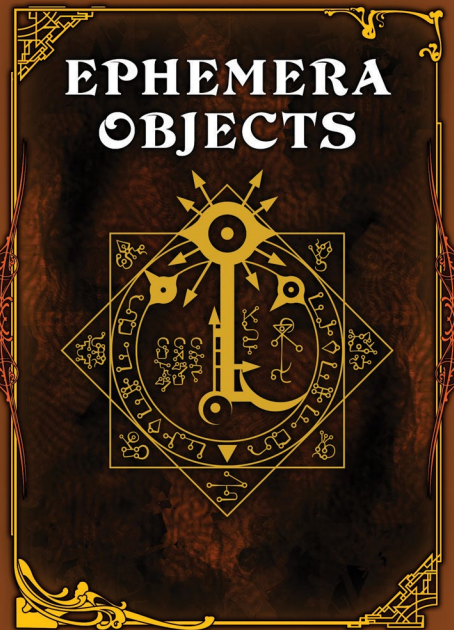
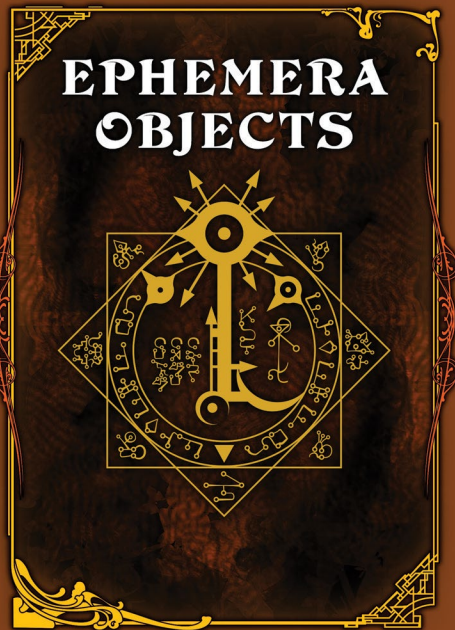
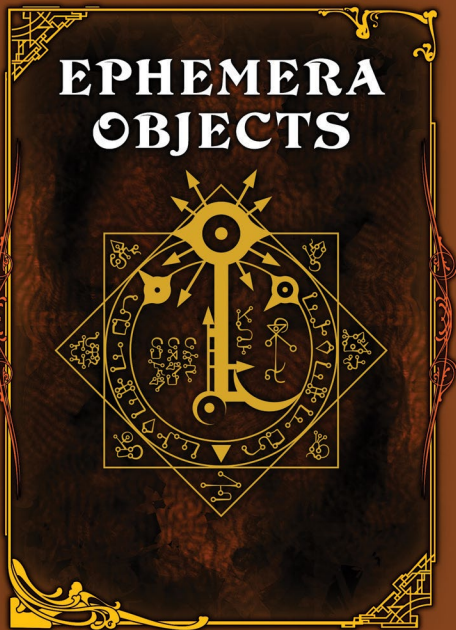
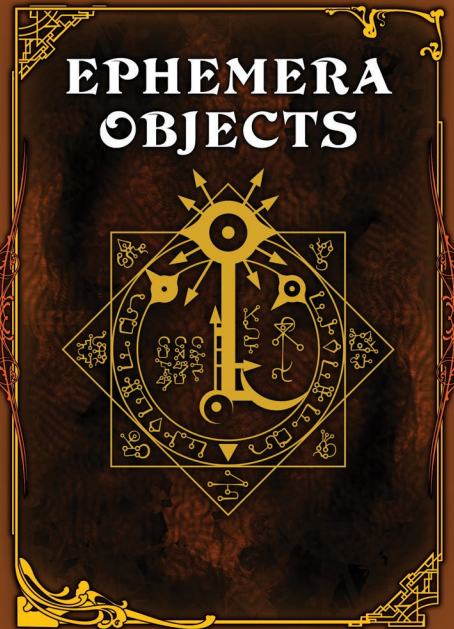
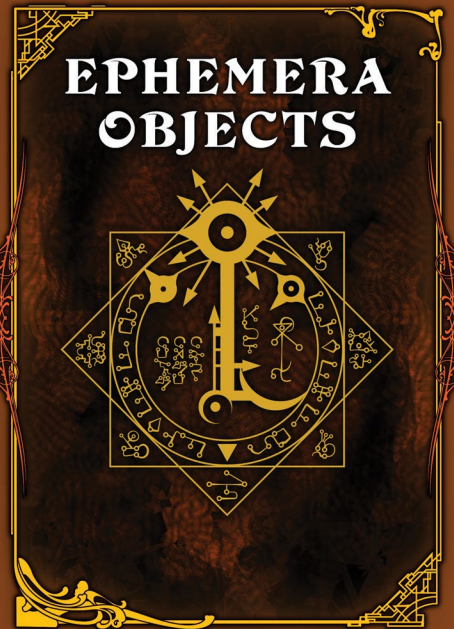
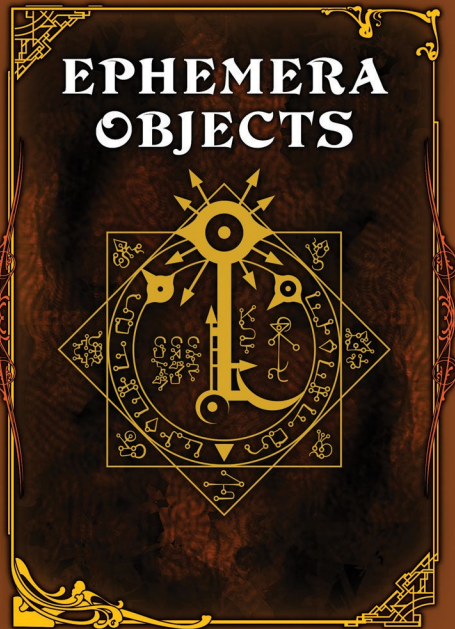
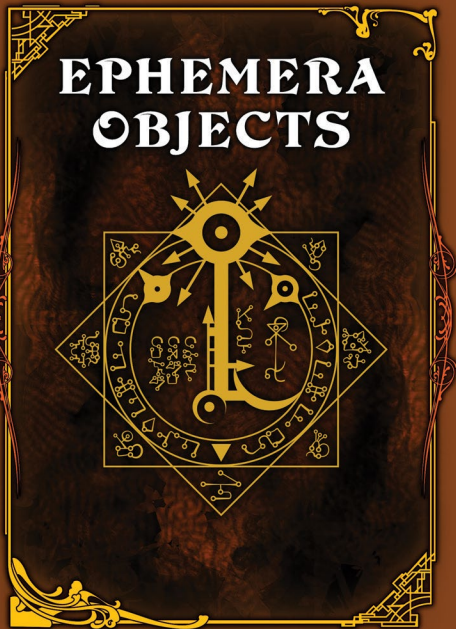
Color: Pale



THE KEY
Maker, page 42

THE WAY

Divinations and Information-
Gathering Magic, page 17



MERTHAUM

Level: 3

Form: Small gold cube

When activated, this cube attaches to an object of power of the user's choice. If affixed to an object of power that inflicts damage, the damage is increased by +2, and the object flashes with power with each use.

If used by a **Maker**, this ephemera does not deplete. Its alteration to the object of power is permanent.

Depletion: 0 (check each sunrise)

Color: Gold



THE KEY
Maker, page 42

MIASMA MARK

Level: 8 (+2 dice)

Form: Mark applied to one palm

Your palm forms a sphincter-like mouth that issues forth a cloud of toxic vapor that fills a small area within short range. The flesh of creatures within the miasma decays and sloughs away. They suffer 3 points of damage immediately, and 1 point of damage per round after that.

Depletion: 0 (check each round)

Color: Red

MIND'S GRIP

Level: 5

Form: Mark applied to both hands and one temple

You can move an object weighing up to 200 pounds (90 kg) from up to a far distance. You can move it quickly and even hurl it, turning it into a level 5 weapon that inflicts 5 damage.

Depletion: 0–1 (check each new object affected)

Color: Green

THE MIND'S SUCCOR

Level: 8

Form: Clear potion

Madness, catatonia, and other mental afflictions are cured. All Anguish is healed.

Color: Blue

MIST ETERNAL

Level: 5

Form: Glass sphere

When you shatter this sphere, it releases thick, cold mist in a medium area that clings to the ground, to a depth of about 2 feet (60 cm). This mist is permanent, and even a strong wind can't remove it.

Color: Silver

MONSTROUS

Level: 6

Form: Yellow and black madstone

You are transformed into a hairy, bestial creature. You gain 3 bene to Accuracy and 2 to Physicality, and your bare hands and teeth are level 4 weapons that inflict 4 points of damage. You gain +1 to Armor. However, you also gain 2 vex to Interaction.

Depletion: Ends automatically at the end of the next combat encounter

Color: Gold

MOON MILK

Level: 5

Form: Milky white potion

As long as the moon is in the sky, you can fly at twice the speed you can run.

Color: Green

The vislae Numal said that this liquid runs in rivers across the surface of the moon. But that's nonsense. The moon isn't a place you can visit. Is it?

MOONLIGHT'S CARESS

Level: 5

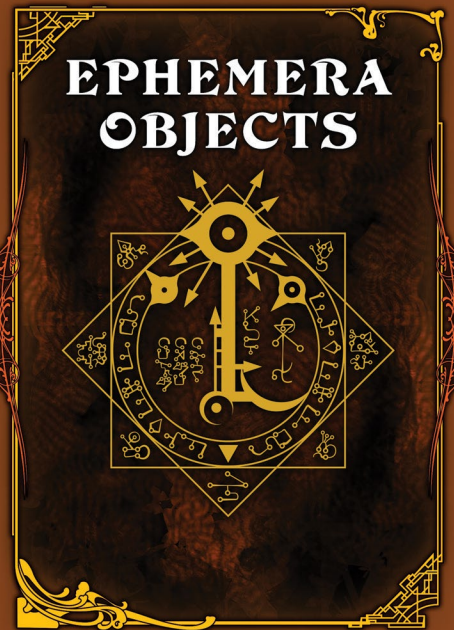
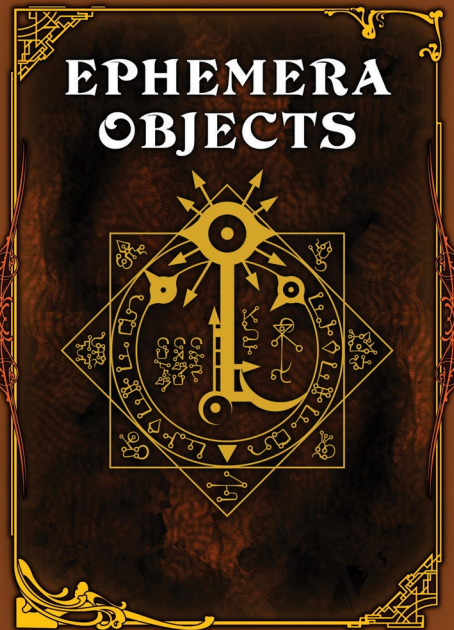
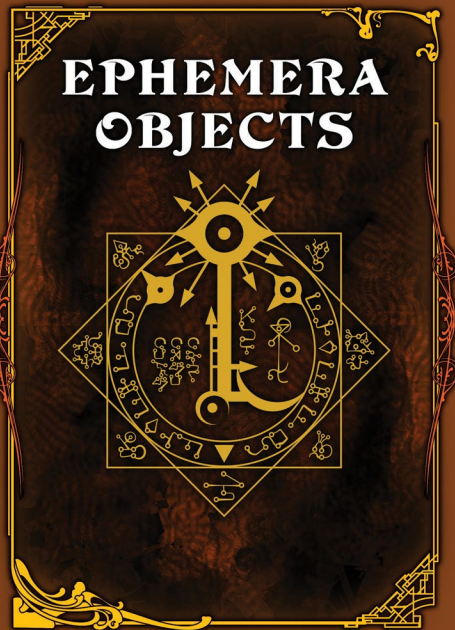
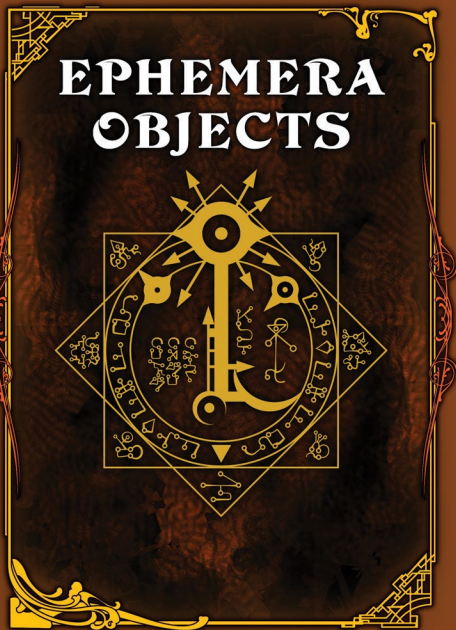
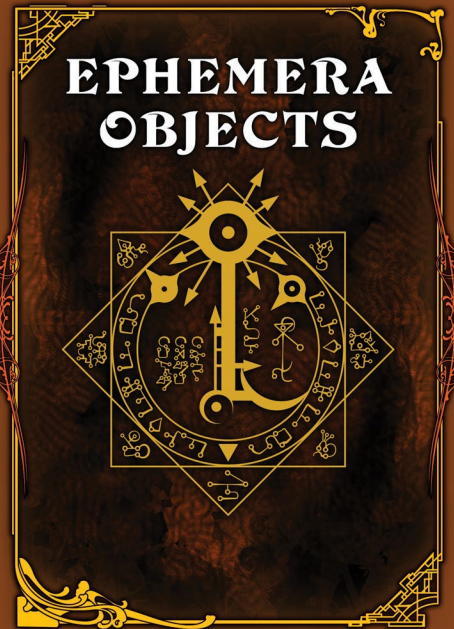
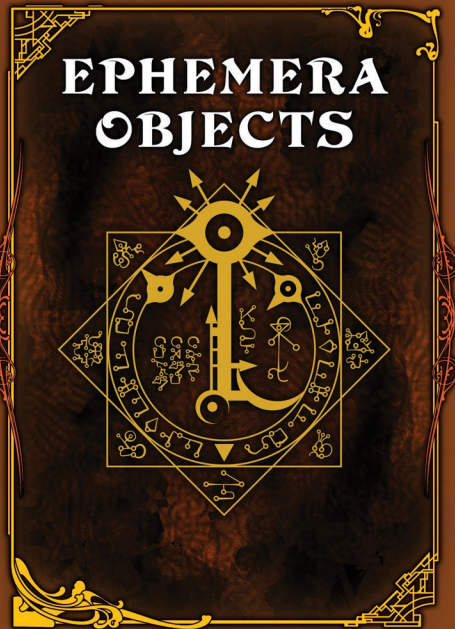
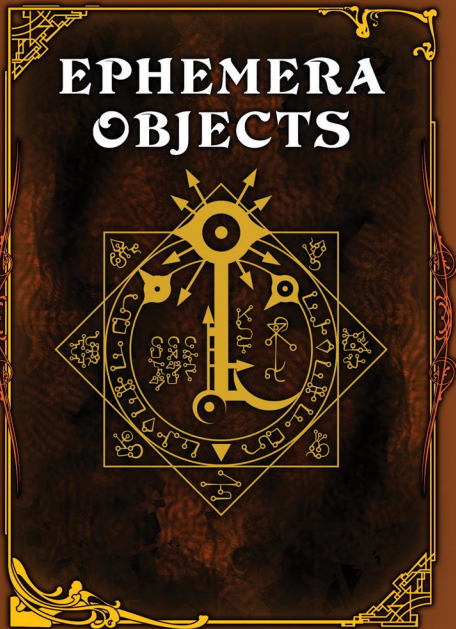
Form: Creature part (hairs of a moon fox woven into a pair of existing gloves)

Chains of moonlight extend from each of your hands and toward one or two creatures, attacking them. If an attack is successful, the chain threads through the creature's eyes and binds them to you. If unsuccessful, the chains fade. The chains make the yoked creature docile, and it will obey your commands. You must keep a hand holding a chain free or the chain disappears. The chains are broken only when you or the creature loses consciousness or dies, or the sun rises.

Color: Silver



THE PATH
Moon fox, page 131



MOUNTAIN CROWN

Level: 4

Form: Oil

You grow long, curving horns, like a goat. These are level 4 medium weapons that last until the sun sets.

Color: Gold

MOUSE MARK

Level: 5

Form: Ink that looks like a mouse when applied to flesh. You transform into a mouse.

You are small and fast (+2 to Dodge). You cannot use any of your normal physical skills, nor any of your spells or abilities. If you take even 1 point of damage, you return to normal. Otherwise, this lasts until the sun next sets.

Color: Gold

MOVEMENT BOLUS

Level: 3

Form: Orange pill

You gain 4 bene to Movement.

Color: Green

Crude Makers call this "the laxative."

MURINE MEDALLION

Level: 7

Form: Medallion of a rat's face

An enormous level 5 rat appears, willing to carry you on its back. It will carry you to a single location within 100 miles (160 km) in just an hour, and then disappear. Alternatively, it will travel up to 50 miles (80 km) and retrieve or steal an object you name if you know its exact location and if any guards, locks, and barriers are lower than level 7. This also takes just an hour. If you are a **Stoic** and choose the first option, the rat is even larger and will carry you and up to four other people or 500 pounds (230 kg) of goods.

Color: Silver


THE KEY
Stoic, page 67

NAMELESS STEED

Level: 6

Form: Glass icon of a horse

You conjure an invisible mount that seems to be roughly horselike. The steed is level 3 and will carry you wherever you wish, but it will not fight or perform other actions. It moves about 30 miles (48 km) per hour.

Depletion: 0–1
(check each hour)

Color: Silver

NATATION BOLUS

Level: 6

Form: Brown pill

You gain +2 to swimming and other water or underwater actions.

Depletion: Ends automatically when the sun next sets

Color: Red

NEFANDOUS

Level: 9

Form: Black madstone

The stone liquefies into black oil in your clenched fist. For just a moment, you know and speak one of the Seven Unutterable Words. The ground in a very large area around you quakes and inflicts 4 points of damage to everything except you. Plants wither. Creatures of level 3 and lower sicken and die over the next few days.

Color: Red

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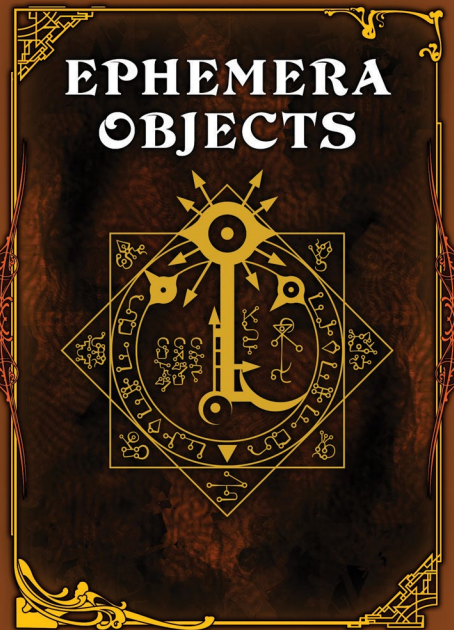
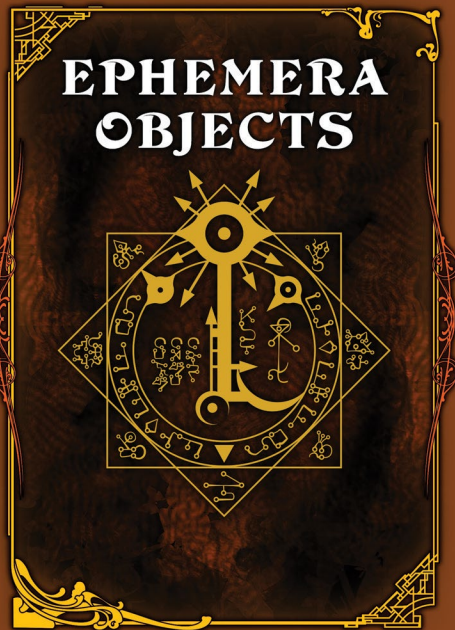
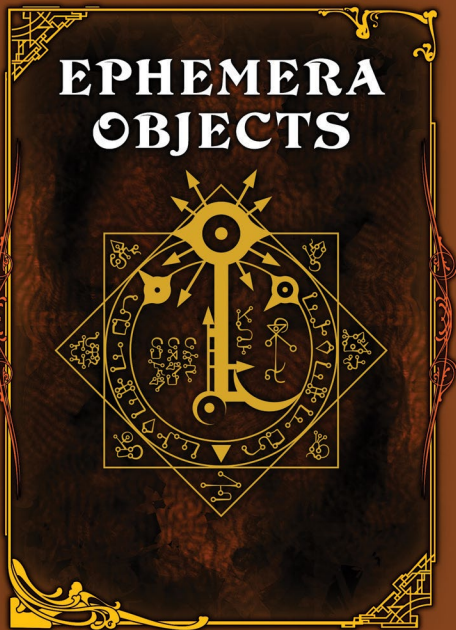
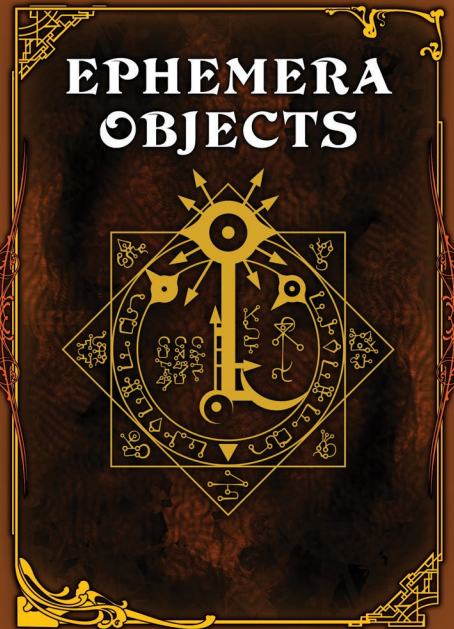
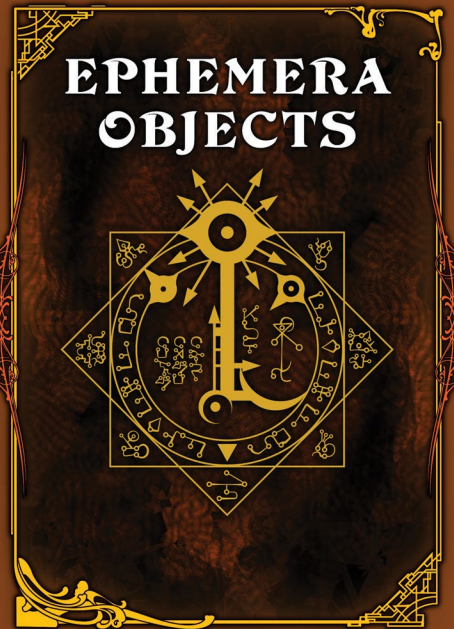
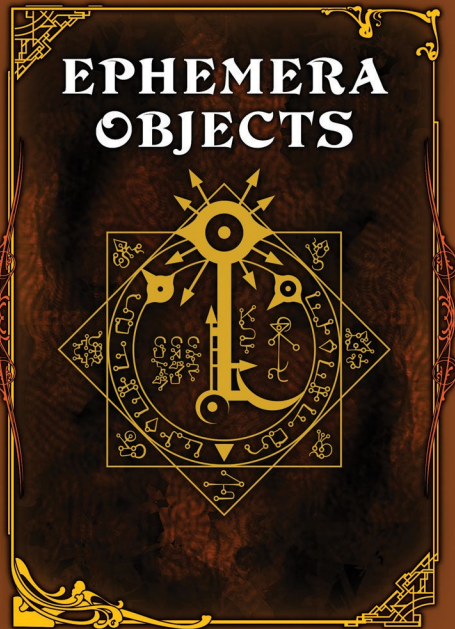
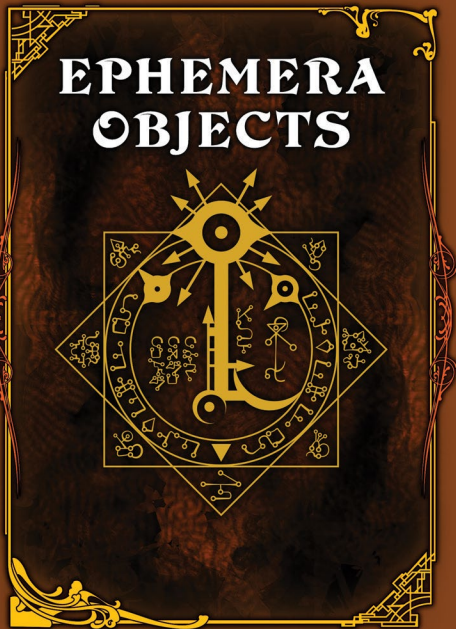
Level: 4

Form: Yellow elixir

Your grief and sadness fade.

Any supernatural effects causing you sadness or misery are canceled. You also lose 1 Despair and gain 1 Joy.

Color: Blue



NOEGENESIS

Level: 6

Form: Herb

After burning this herb and inhaling the smoke, your mind is flooded with information. You gain 6 bene to Intellect and 1 point of Hidden Knowledge. If you attempt to use this herb again within the next thirty days, it is instead a poison that inflicts 6 points of mental damage.

Color: Blue

NOUS AMULET

Level: 4 (+1 die)

Form: Brass amulet

You access the Noösphere. While this lasts, you can search for a person whose name and general appearance or nature you know and learn their physical location or send them a message of about twenty-five words (and receive a reply).

This task takes about an hour.

Depletion: 0–2 (check each hour)

Color: Blue

THE PATH
Noösphere, page 14

OIL OF REPAIR

Level: 4

Form: Greenish oil

This oil restores any object no larger than a human that it is poured over. The object is as good as new, with all scuffs, scratches, and dirt removed and all tears, cracks, and breaks mended, as long as the majority of the object is present.

Color: Gold

OPEN TONGUE

Level: 4

Form: Oil

You can speak one language of your choosing until the sun next sets. The language must be one that is known by a close being.

Color: Indigo

ORGANON

Level: 10

Form: Dark red elixir

You gain knowledge of a spell of level 4 or lower. This is permanent. If you ever drink an elixir like this again, it is a poison that will kill you outright.

Color: Indigo

THE PALE POTION

Level: 3

Form: Pale white potion

You gain 3 bene to Sorcery and 1 bene to Physicality.

Color: Pale

Tastes like death.

THE PANSOPHIC HEAD

Level: 5

Form: Icon of a stylized male head

You ask the icon a single question. If the knowledge is level 5 or less, you gain a short answer.

Color: Indigo

THE WAY
*Divinations and Information-
Gathering Magic, page 17*

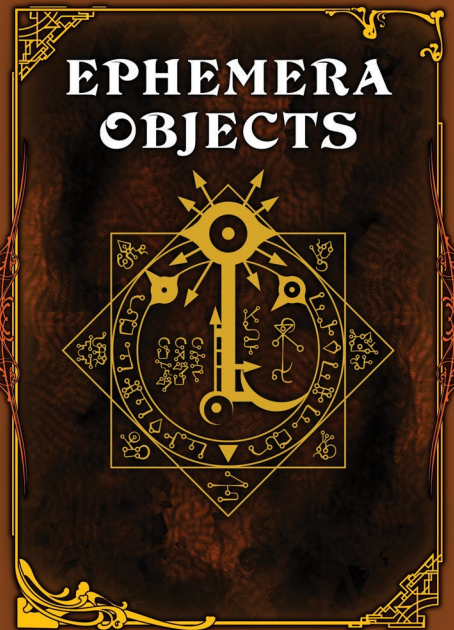
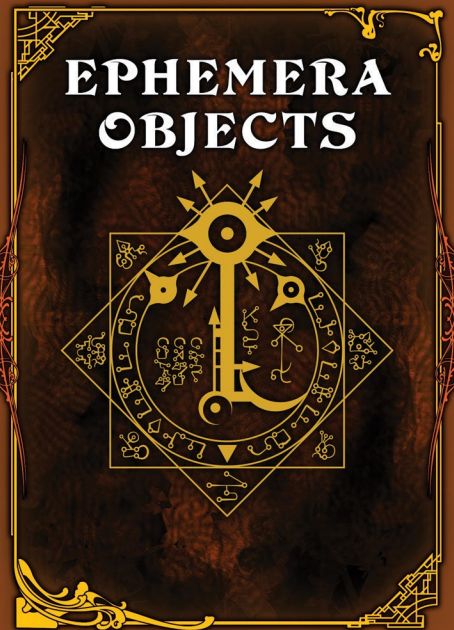
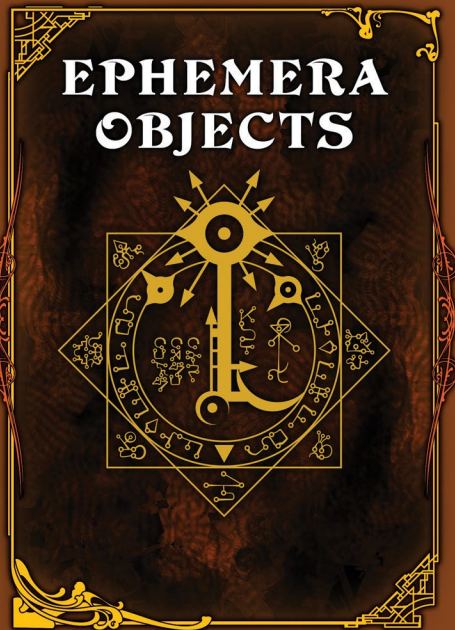
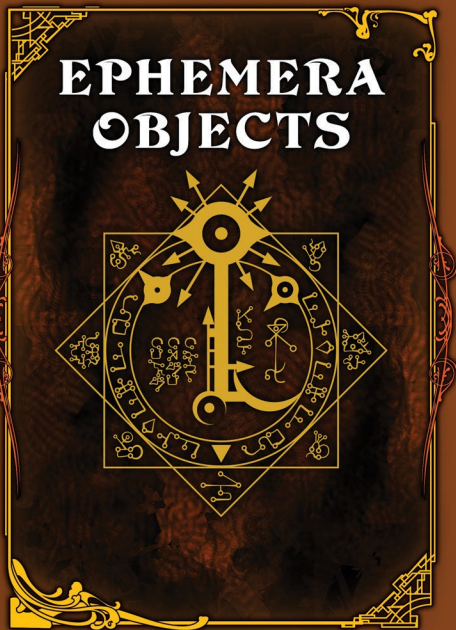
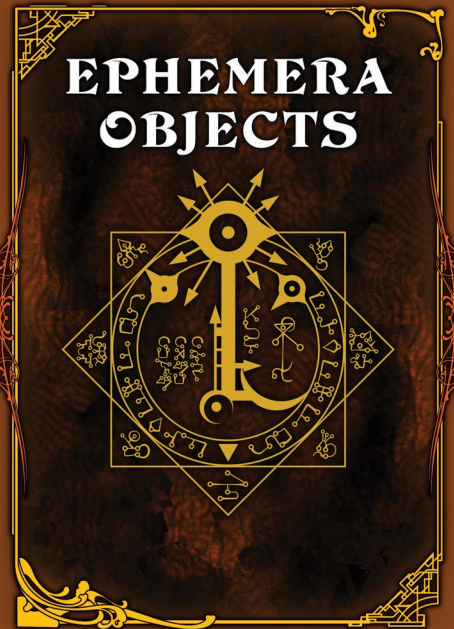
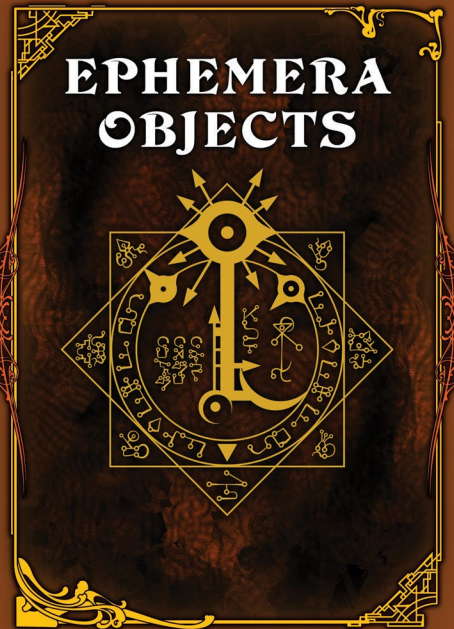
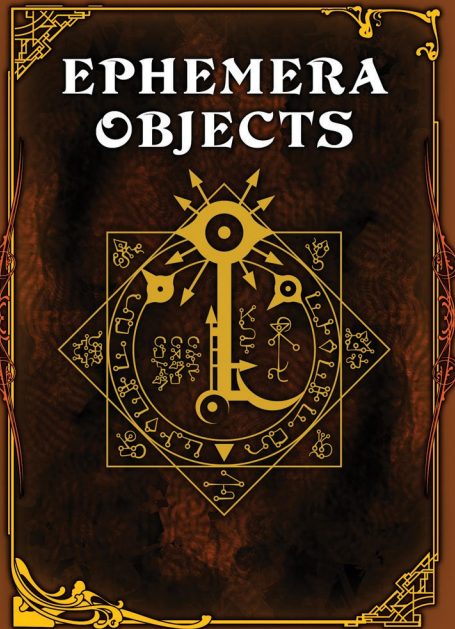
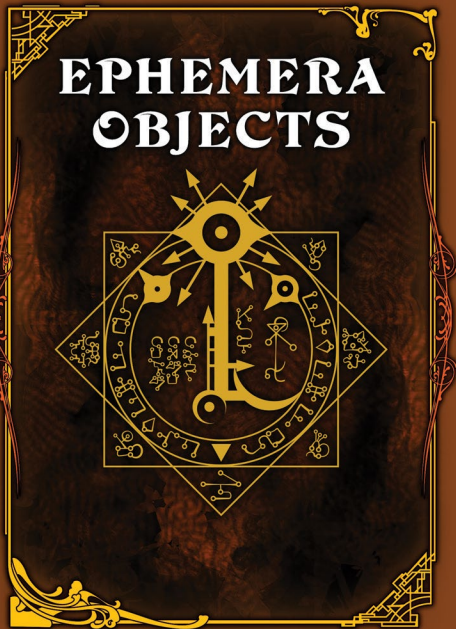
PAREGORIC ANODYNE

Level: 6

Form: White pill

You heal 1 Wound and all Injuries.

Color: Green



PERCEPTION BOLUS

Level: 3

Form: Blue pill

You gain 4 bene to Perception.

Color: Indigo

PERIPHESCENCE

Level: 2

Form: Lightly glowing blue-white potion

This is the very essence of that first blush of love and connection, experienced in the first week or so of a powerful romance. Lust, excitement, potential, joy . . . all in one little swallow.

Color: Blue

PHILONOIST

Level: 9

Form: Dark blue elixir

You gain 1 level in a skill in which you have no training. This is permanent. If you ever drink an elixir like this again, it is a poison that will kill you outright.

Color: Indigo

PHILTRE

Level: 3

Form: Clear liquid potion (poison?)

This is a love potion. The imbiber begins to feel irrationally drawn toward the person who gave it to them, even if it was given surreptitiously. The effect is not immediate. It is gradual and usually requires a night's sleep to take effect. The feelings from the potion last naturally, but it likely takes multiple doses to instill true and lasting affection. It doesn't work on someone who is violently hostile to the person who gives the philtre.

Color: Blue

PHYSICALITY BOLUS

Level: 3

Form: Red pill

You gain 4 bene to Physicality.

Color: Green

POISONWARD

Level: 4

Form: Talisman

Negates all poisons of level 4 and lower, and grants +1 to Withstand defense actions against poison.

Depletion: 0 (check each sunrise)

Color: Invisible

POLYPHONIC POISON

Level: 4 (+1 die)

Form: Blue potion (poison)

A random number of mouths form on your body and begin babbling incoherently, singing, or screeching. You suffer a -1 penalty on all actions due to the distraction.

Depletion: 0 (check each round)

Color: Gold

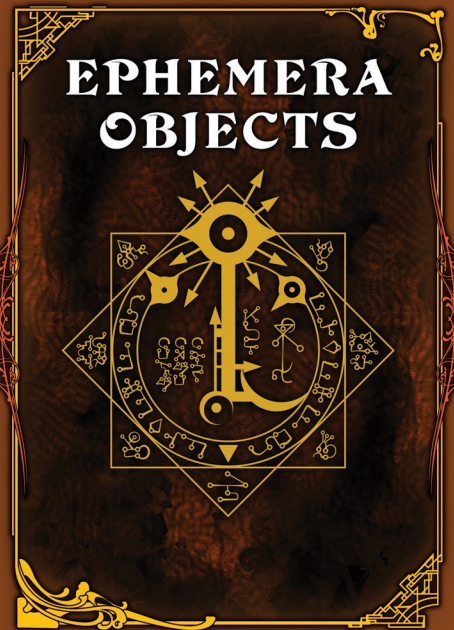
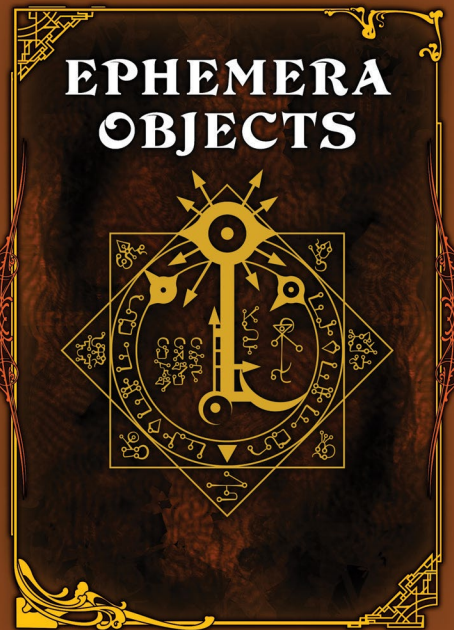
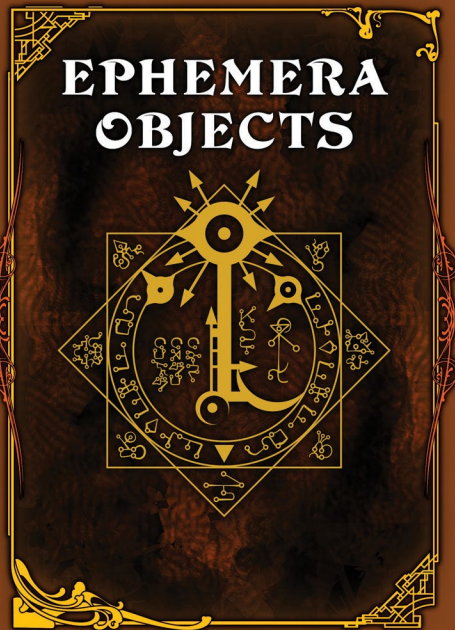
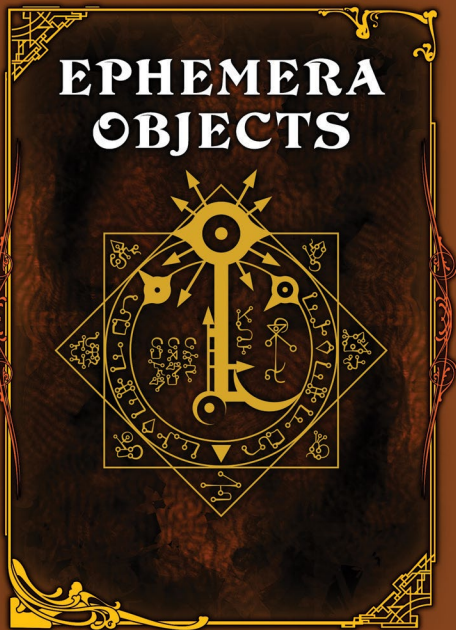
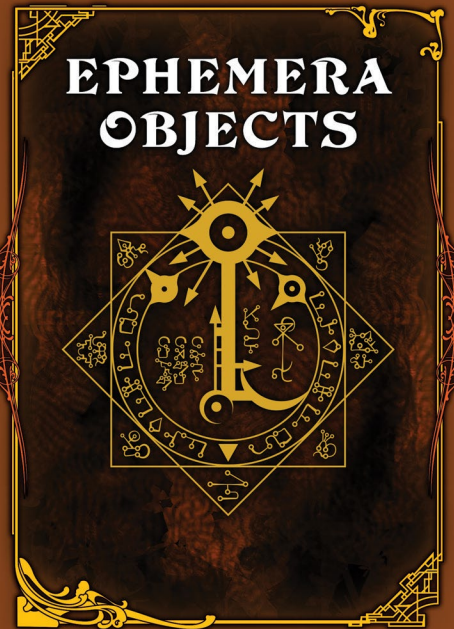
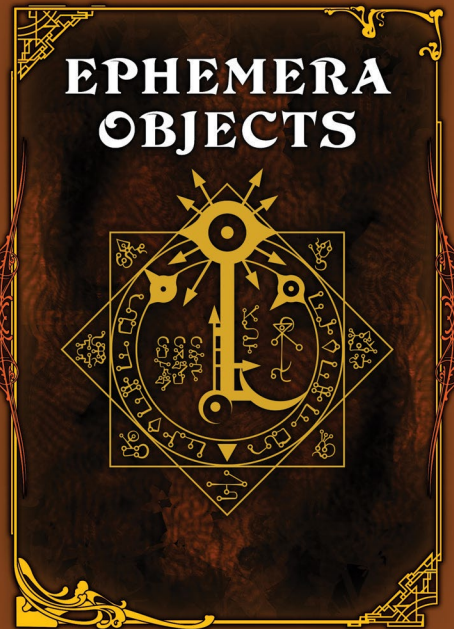
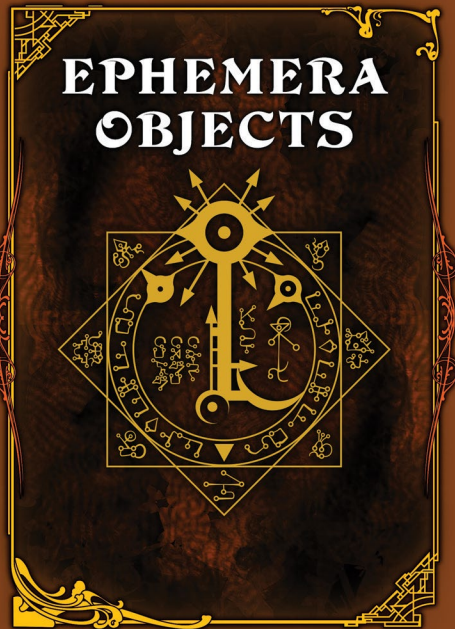
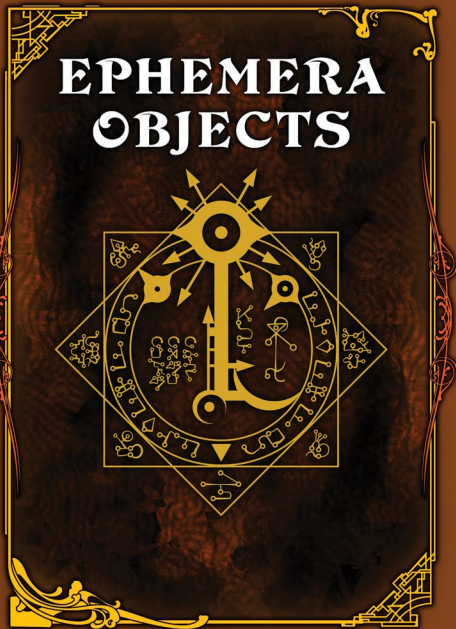
POTION OF ILLITERACY

Level: 2 (+1 die)

Form: Orange potion (poison)

If you drink this clear liquid, you lose the ability to read or write.

Color: Blue



POWDER OF THE UNENDING FEAST

Level: 4

Form: Herb (yellow powder)

You sprinkle this on a large amount of food, but only you gain the benefit. You can eat as much of the food as you want without getting full or risking injury. Every hour you spend eating, you add 1 bene to your Physicality pool. When you stop eating, or when the effect depletes, you gain nothing further.

Depletion: 0–1 (check each hour of eating)

Color: Green

POWDERED PAIN

Level: 5 (+1 die)

Form: Handful of dust

A living creature exposed to the dust suffers immediate fiery pain. They have a –2 penalty on all actions.

Depletion: 0 (check each round)

Color: Red

PRAXIS OF THIEVES

Level: 2

Form: Icon of Diamelu, Goddess of Thieves

This icon can transform into a lockpick, an oilcan (with oil), wire cutters, or a small prybar. The form is chosen when you use the icon, and the object disappears after one use.

Color: Gold

PROTECTIVE EXIT

Level: 8

Form: Spiritstone

When you're in danger and wish to escape, you appear somewhere safely no more than a mile away (you don't control where). This item requires no action on your part; the spirit within the stone activates it.

Color: Green

PSYCHOGENIC ENNEAGON

Level: 6

Form: Nine-angled amulet

Your mind is better protected from mental attacks, madness, and effects that would cause your mind harm or affect it in undesirable ways. You gain +2 to related defense rolls.

Depletion: 0 (check each hour)

Color: Invisible

PSYCHOMACHIAN ENNEAGON

Level: 6

Form: Nine-angled amulet

Your soul is better protected from attacks or effects that would cause it harm or affect it in undesirable ways. You gain +2 to related defense rolls.

Depletion: 0 (check each hour)

Color: Invisible

QAAT LEAF

Level: 3

Form: Herb

After ingesting this herb, you can see magic residuum such that if a spell or other magical practice has been cast or performed in the area near you since the last sunrise, you can identify it.

Depletion: 0–3 (check each hour)

Color: Indigo

In certain areas of Satyrine (and elsewhere) where spellcasting is very common, a user of a qaat leaf can be quite overwhelmed with information.

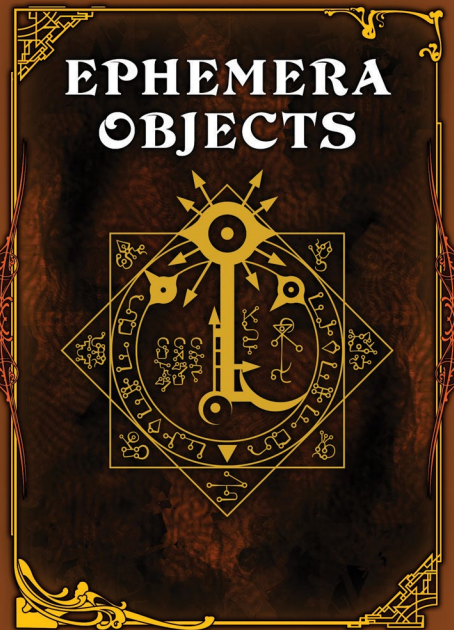
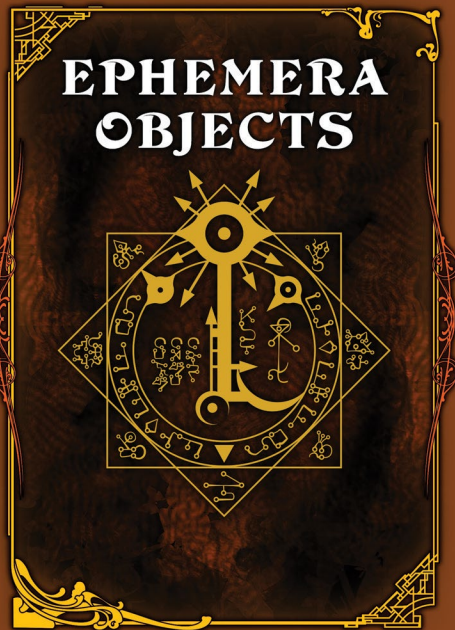
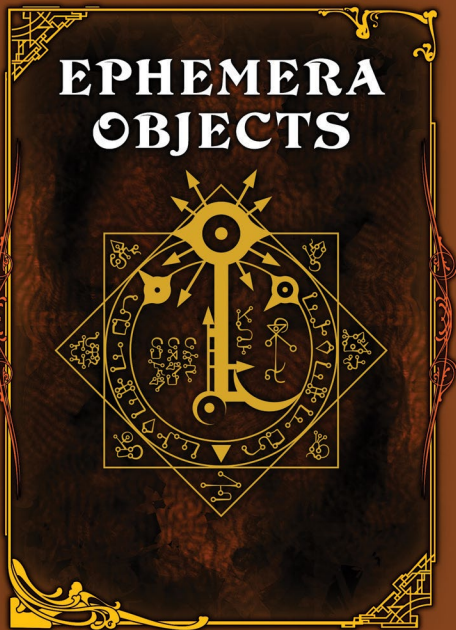
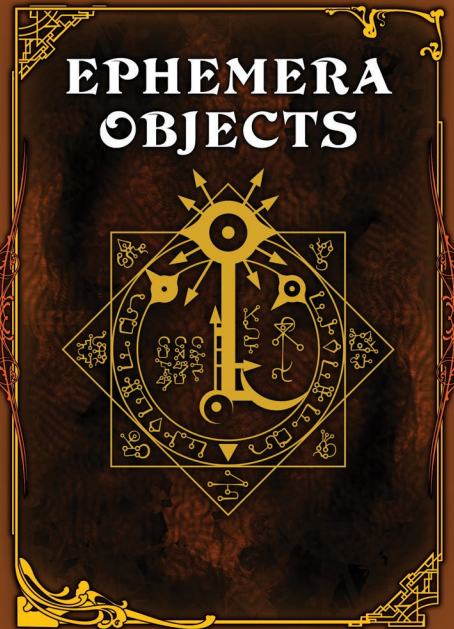
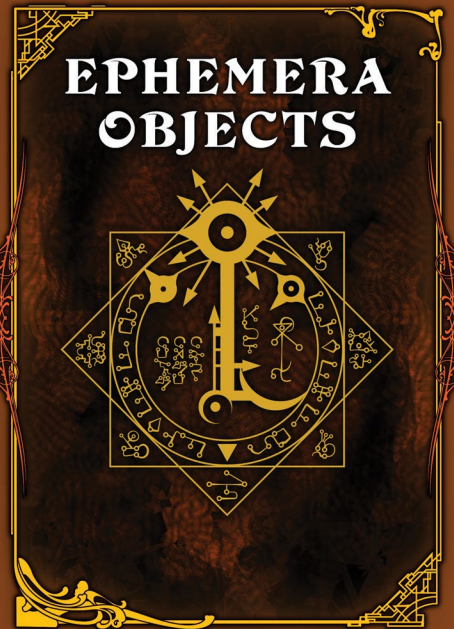
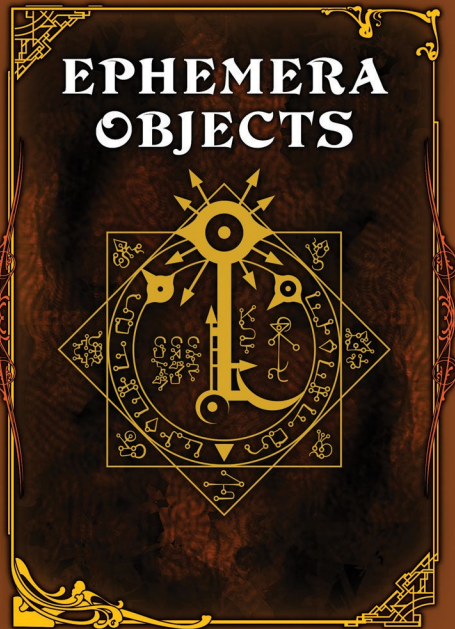
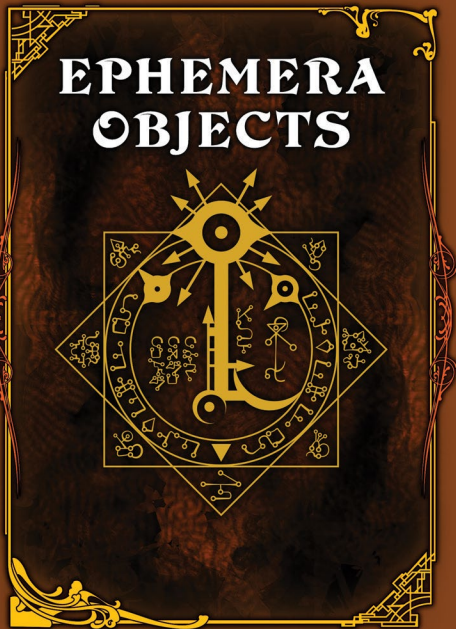
RAMMING STONE

Level: 5

Form: Green and black madstone

You select a single solid object up to about 500 pounds (230 kg) and hurl it at a target within very long range. This inflicts 6 damage.

Color: Green



RAMPAGE STONE

Level: 10

Form: Red and brown madstone

You transform into a gigantic ape-like monstrosity until your Physicality pool is empty. Any clothing or other items worn are destroyed. You add 3 bene and 1 enhancement to all Certes pools, and 1 scourge to all Qualia pools. You gain +2 Armor against all physical attacks and ignore the penalties normally suffered with wounds. Your fists are heavy weapons (level 4).

Color: Gold

RAT'S WINK

Level: 5

Form: Onyx rat icon

When buried in the ground, this icon gradually—over a period of weeks and months—makes the surrounding large area safer and easier to hide within. The temperature and climate move toward the mild, local environmental dangers lessen, predators and antagonistic beings steer clear, numerous hiding places form, and the terrain alters to be more mazelike. Eventually, it becomes a place of preternatural secrecy. The length of time depends greatly on where the icon is buried. In a back alley in Satyrine, it might take a few weeks. In the middle of the Blue, it would take years.

If planted by a **Stoic**, the Rat's Wink works more efficiently and quickly.

Color: Gold



THE KEY
Stoic, page 67

RAT'S SOUL

Level: 4

Form: Icon of a sleek rat-headed man

You gain +1 to all stealth actions, including sneaking, hiding, sleight of hand, and picking locks.

Used by a **Stoic**, the icon is level 6 and grants a +2 bonus.

Depletion: Ends automatically when the sun next sets

Color: Grey



THE KEY
Stoic, page 67

RAVEN'S GLANCE

Level: 5

Form: Ebony raven icon

When buried in the ground, this icon gradually—over a period of weeks and months—makes the surrounding large area more conducive to storing and protecting valuables. The temperature and climate move toward the mild, local environmental dangers lessen, greedy or thieving beings steer clear, and numerous storage and hiding places form. Natural traps and barriers develop over time, and valuables (particularly beautiful treasures) seem to multiply on their own. Eventually, it becomes a place of preternatural security. The length of time depends greatly on where the icon is buried. Amid some rocky outcroppings in the Pale, it might take a few weeks. In the middle of a burgeoning forest in the Green, it would take years.

If planted by a **Galant**, the Raven's Glance works more efficiently and quickly.

Color: Gold



THE KEY
Galant, page 67

RAVEN'S SOUL

Level: 4

Form: Icon of a stout raven-headed figure

You create a visual illusion that fills a medium area. It has no other qualities (auditory, olfactory, or the like) and lasts as long as you do nothing but concentrate on it.

Used by a **Galant**, the icon is level 6 and fills a large area.

Color: Grey



THE KEY
Galant, page 67

THE RED POTION

Level: 3

Form: Red potion

You gain 3 bene to Accuracy and 1 bene to Physicality.

Color: Red

The imbiber literally sees red after drinking this.

REGAUM

Level: 3

Form: Small crystalline lozenge

When activated, this lozenge attaches to an object of power of the user's choice. If affixed to an object of power, it increases the level of the object by +1. It glows with power while active.

If used by a **Maker**, this ephemera does not deplete. Its alteration to the object of power is permanent.

Depletion: 0 (check each sunrise)

Color: Gold



THE KEY
Maker, page 42

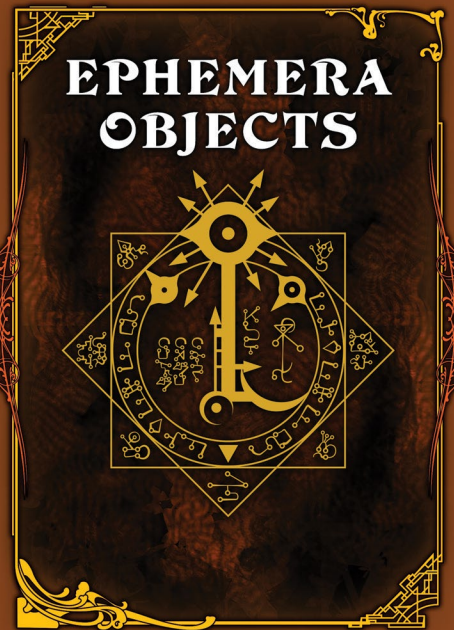
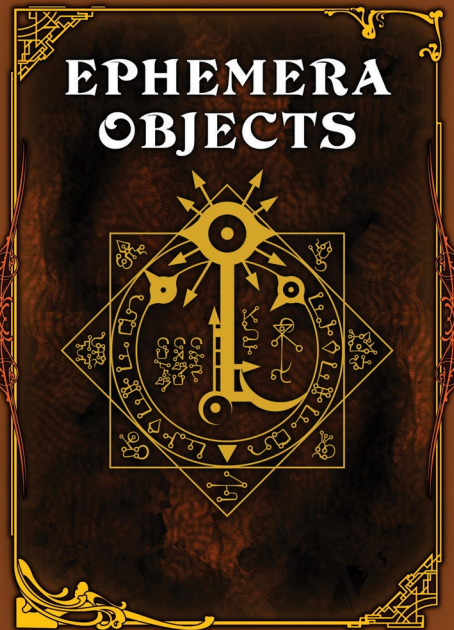
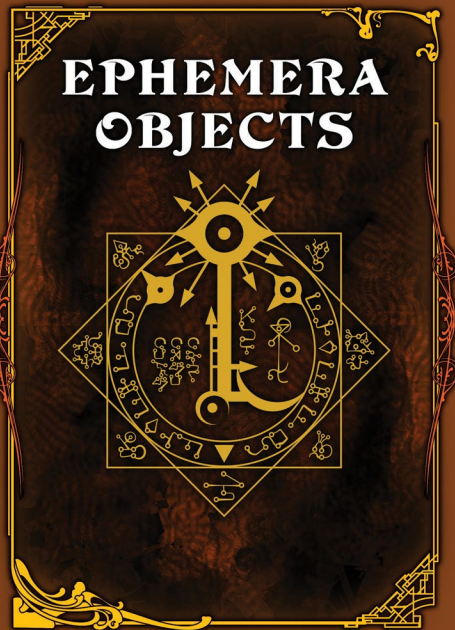
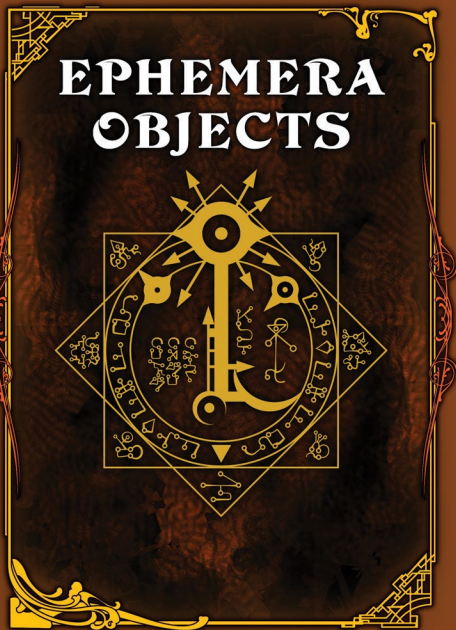
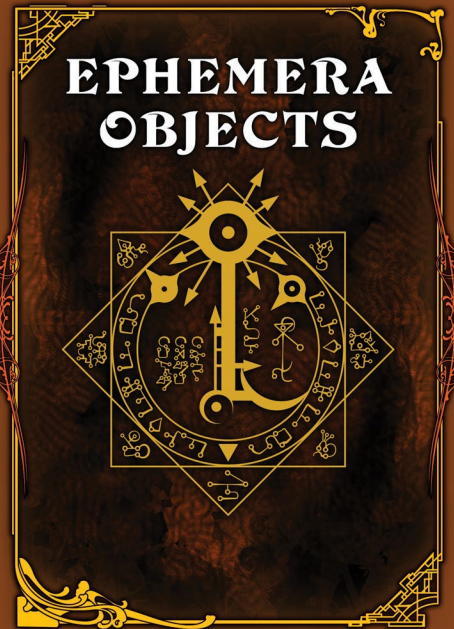
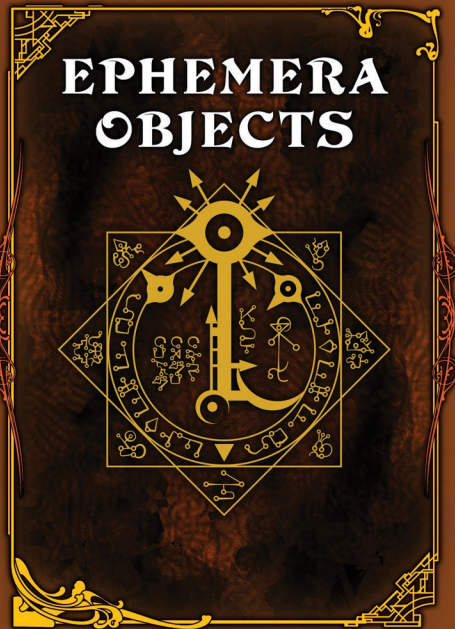
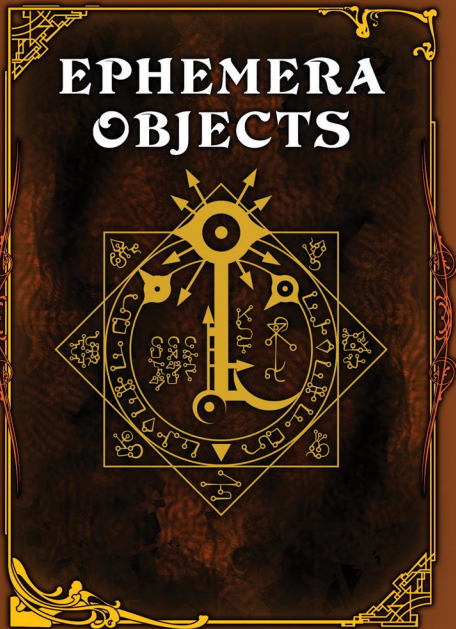
RESCISSION

Level: 5

Form: Amulet

Once this is active, the next spell cast on you is reflected back on the caster.

Color: Invisible



RESTORATIVE OF THE GODS

Level: 8

Form: Poultice

This remedy removes any unwanted physical transformations, curses, or other bodily maladies. It also heals all wounds.

Color: Green

RETRIBUTIVE STONE

Level: 7 (+2 dice)

Form: Red and black madstone

This stone bursts into a conflagration of heat and telekinetic energy, inflicting 4 points of damage on all in a small area.

Color: Red

REVERSAL STONE

Level: 4

Form: Silver and white madstone

Within short range, glass becomes iron, and iron and steel become glass.

Color: Gold

ROAD TO REMEDY

Level: 5

Form: Pill

This pill heals 1 Wound, heals 1 Anguish, or restores one pool—your choice.

Color: Green

ROTTING BOMB

Level: 6 (+1 die)

Form: Creature part
(minor demon's brain)

This bursts in a small area. All in the area become infected with a rotting disease that inflicts 1 Wound each day until cured.

Color: Red

SACRIS BLOOM

Level: 8

Form: Red and white flower
This rare bloom grows only in remote spots in the Red. It will restore a dead creature to life, but only if they had no love in their life.

Color: Pale

THE SCARLET ARCH

Level: 8

Form: Amulet

Every round, there is a 50 percent chance that you don't exist.

At the end of every action you take, draw a Sooth card. If the card's number is even, nothing happens. If it is odd, you blink out of existence until your next turn.

Color: Invisible

Depletion: Ends automatically at the end of the next Action Mode encounter

SCREAMING SILENCE

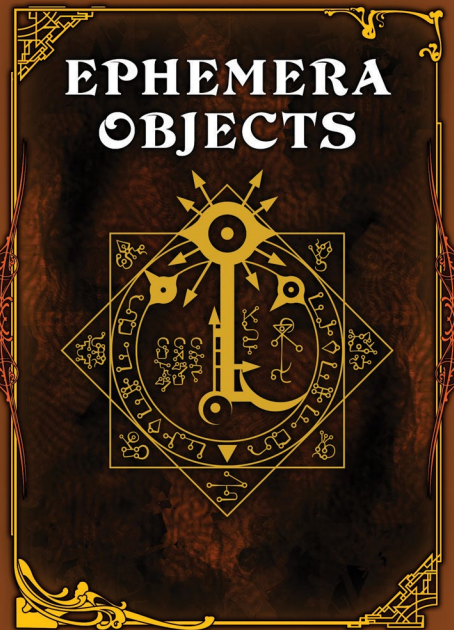
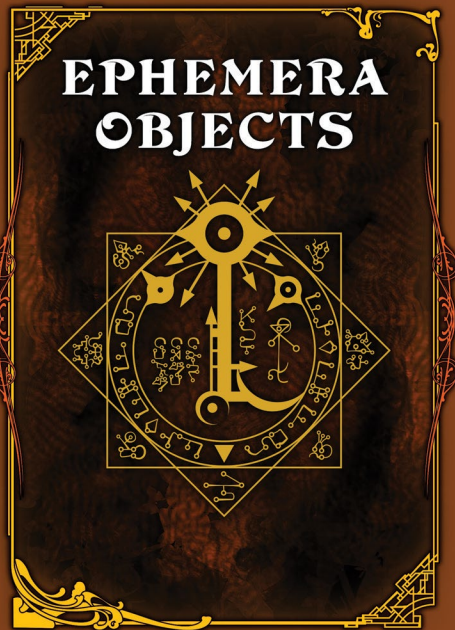
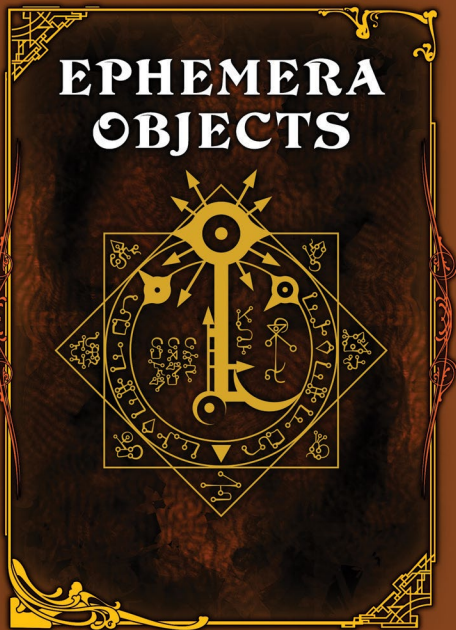
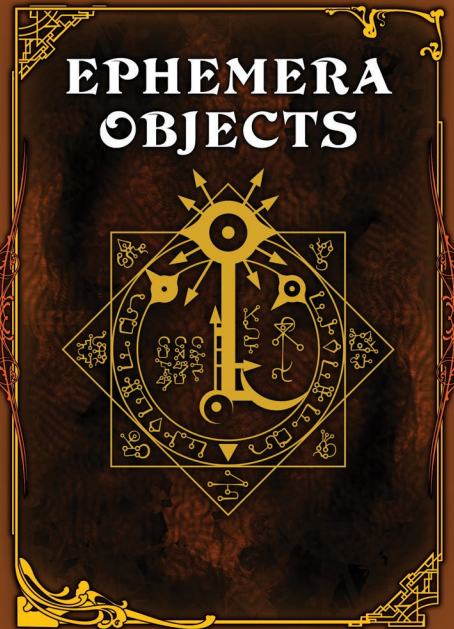
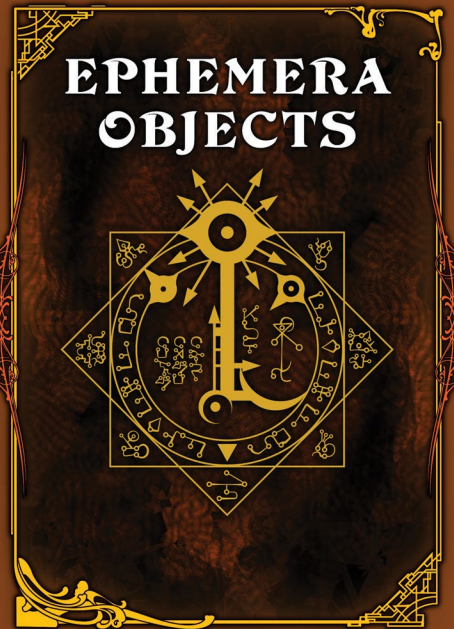
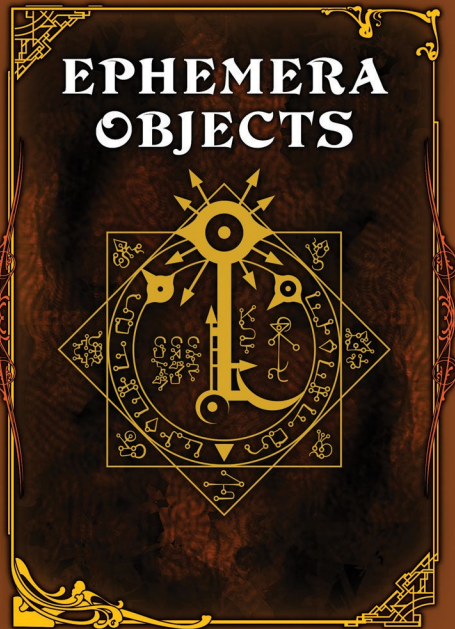
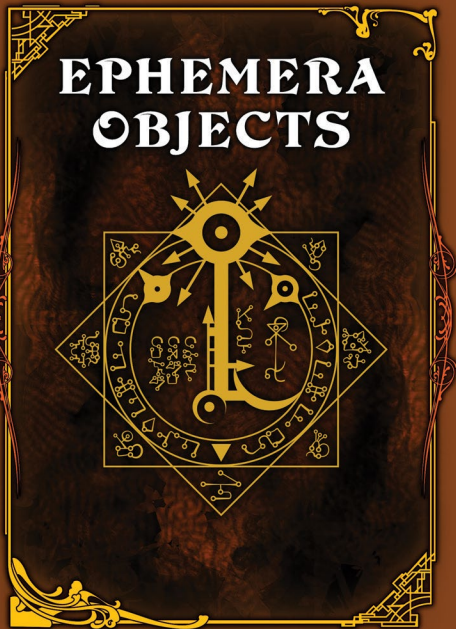
Level: 6 (+1 die)

Form: Madstone

Creates a small area within long range where sound is impossible, but anyone in the area suffers 1 point of damage and is stunned, losing their next action. Further, even if they leave the area, they are deafened until the point of damage is restored.

Depletion: 0 (check each round)

Color: Red



SERAPHIC LIGHT

Level: 3

Form: Amulet

The amulet emits a soft but brilliant light like a lightbulb. Demons, devils, vampires, and ghosts are disrupted and suffer a -1 penalty on all actions if they come near.

Depletion: Ends automatically when the sun next rises

Color: Pale

SERVANTS OF THE WICKED SUN

Level: 5 (+1 die)

Form: Glass sphere

When this sphere shatters, the mist inside congeals into a swarm of red scorpions. All in a small area suffer 1 point of damage and are injected with a level 4 poison that inflicts 1 Wound per hour (1 rest).

Color: Red

SEVERED DIRECTION

Level: 5 (+1 die)

Form: Powder (poison)

After inhaling or ingesting this, you forget where anything and everything is. You don't know where your home is, where you put your keys, or how to get to the bookshop. You retain all other memories, including the memories that these places and things exist, but not where they are located.

Color: Blue

SHARED SENSATION

Level: 4

Form: Herb

If you and someone else ingest this herb at exactly the same time while touching, you can use each other's senses until the sun next sets. Either one can use their own sight, for example, or see through the other's eyes, switching back and forth at will.

Color: Indigo

SIGHTED DIGITS

Level: 1

Form: Mark

Placed on each fingertip, this mark turns into a functioning eye. You see out of all of your eyes normally.

Color: Gold

Depletion: 0 (check each hour)

SILVER DROPS OF RESTORATION

Level: 8

Form: Silvery potion

Imbibing this potion restores all your pools.

Color: Green

THE SILVER POTION

Level: 3

Form: Silver potion

You gain 3 bene to Sorcery and 1 bene to Sortilege.

Color: Silver

Effects that add bene last until the bene are used.

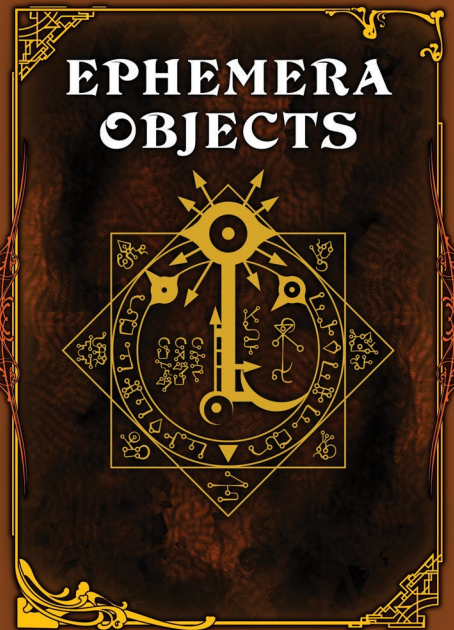
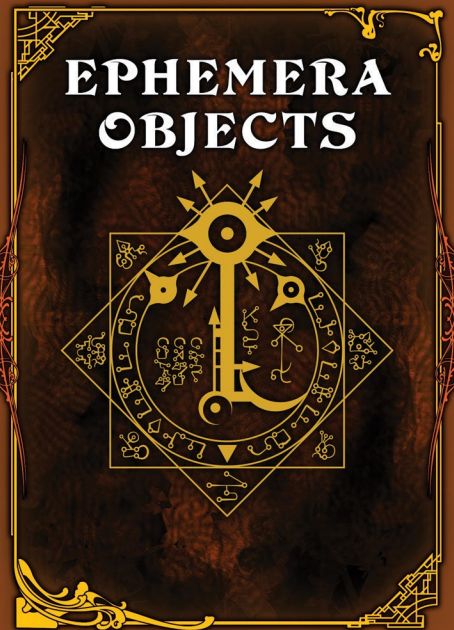
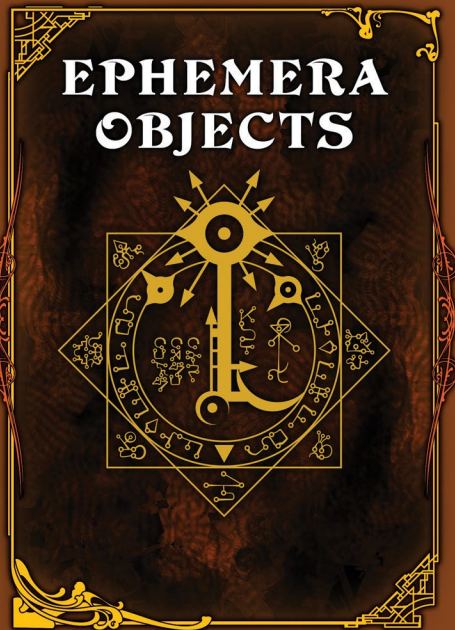
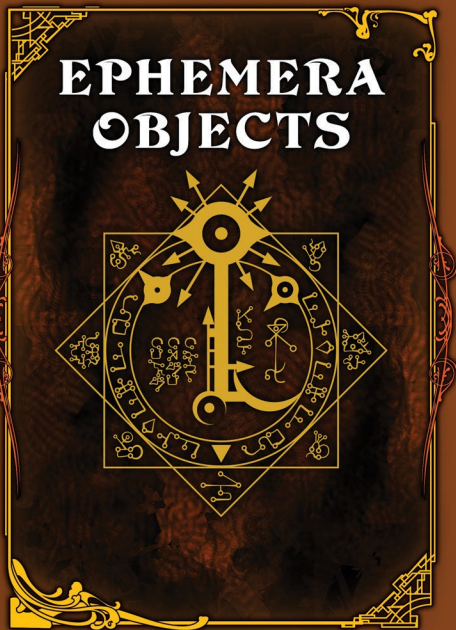
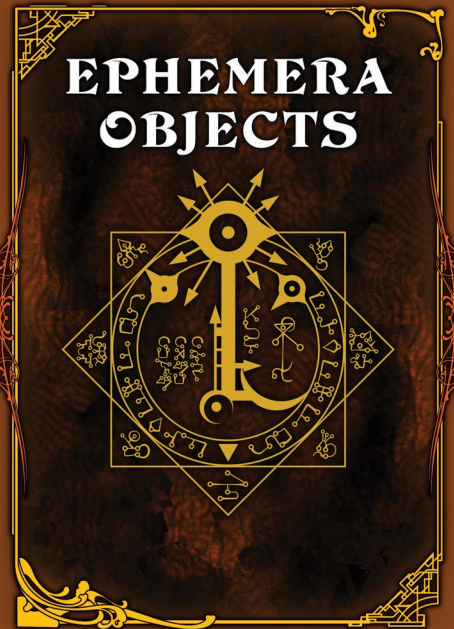
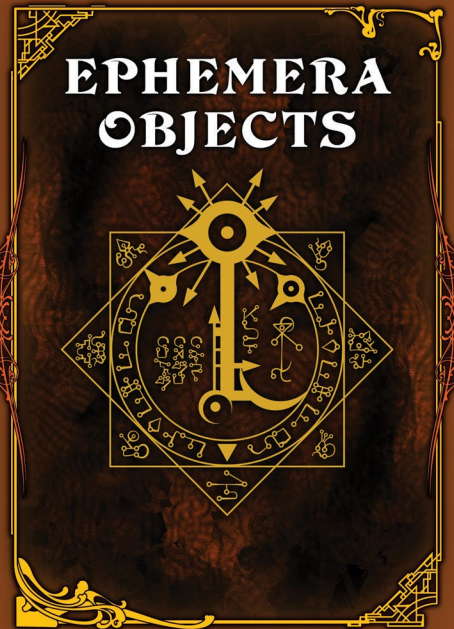
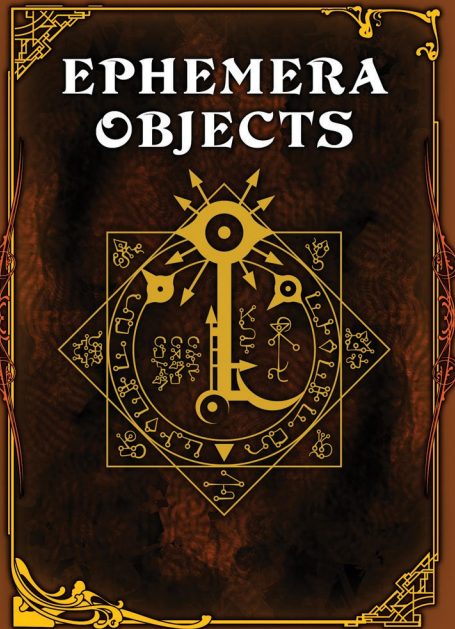
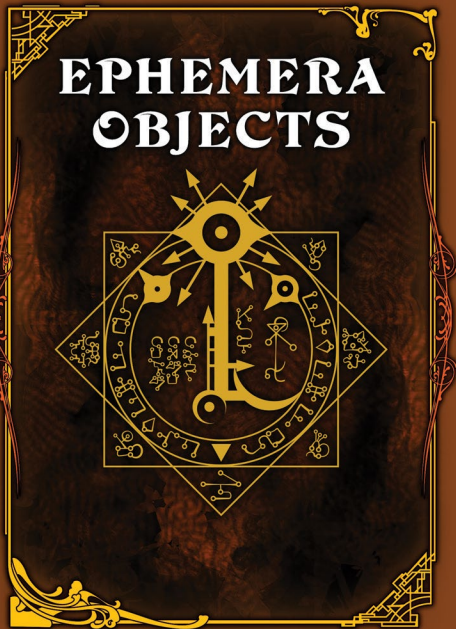
SLEEP ETERNAL

Level: 8 (+1 die)

Form: Black potion (poison)

The next time you sleep, you will not awaken. This can be alleviated only by magic (level 8 or higher) that lifts curses or restores mental damage.

Color: Blue



SLEEP POWDER

Level: 5 (+1 die)

Form: Brown powder

Thrown into the air, this powder puts all creatures in a small area to sleep. This is a light sleep, and the slightest jostle or loud noise will awaken them.

Color: Blue

SLEEP'S WINDOW

Level: 2 (+1 die)

Form: Blue and black madstone

You can spy on a sleeper's dreams. You cannot affect them in any way.

Color: Blue

SLEEPWINGS

Level: 6

Form: Green pill

The next time you sleep, you automatically travel to the *Deeps of Sleep*. Further, you gain +1 to all actions while there.

Depletion: Ends automatically when the sun next rises

Color: Blue

THE PATH

Deeps of Sleep, page 45

SMOKE PILL

Level: 6

Form: Black pill

Your body and whatever you wear and carry are transformed into smoke. You can float about as you wish, even through tiny holes, but even a moderate wind will control your movement. Normal physical attacks inflict no harm, but you cannot affect physical objects or creatures at all beyond making them cough a little.

Depletion: 0–5 (check each hour)

Color: Gold

SORCEROUS STABILIZER

Level: 5

Form: Amulet

The next time you trigger *magical flux*, this amulet prevents it, requiring no action on your part.

Color: Invisible

THE WAY

Magical flux, page 13

SORCERY BOLUS

Level: 3

Form: Yellow pill

You gain 4 bene to Sorcery.

Color: Invisible

SORROW'S FEAST

Level: 7

Form: Creature part

(*Sorrowsong* flesh)

You feed on the sorrow of others. If there are at least ten beings feeling intense sadness within a short distance for ten minutes, you gain 1 Joy. You cannot partake of Sorrow's Feast again for a year and a day.

Color: Blue

A sorrowsong is a wispy creature of misery in the Blue.

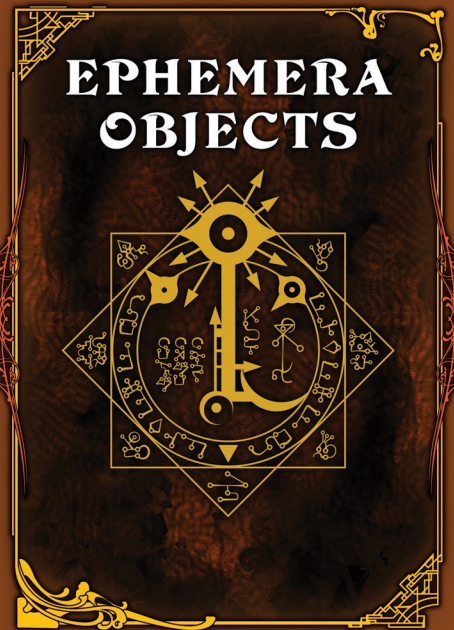
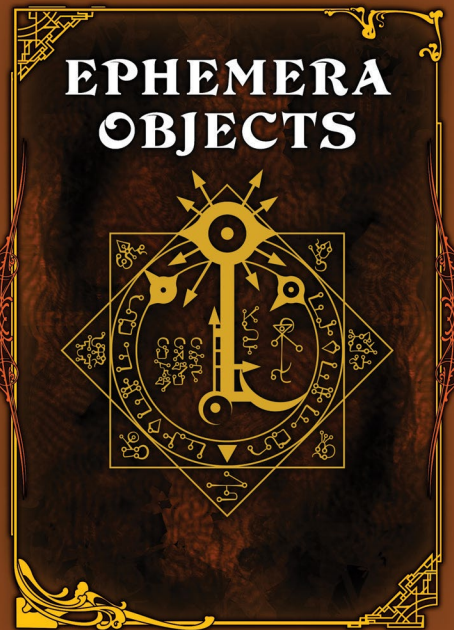
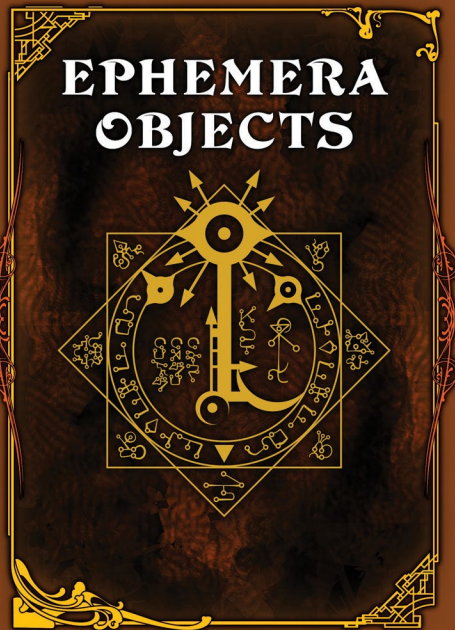
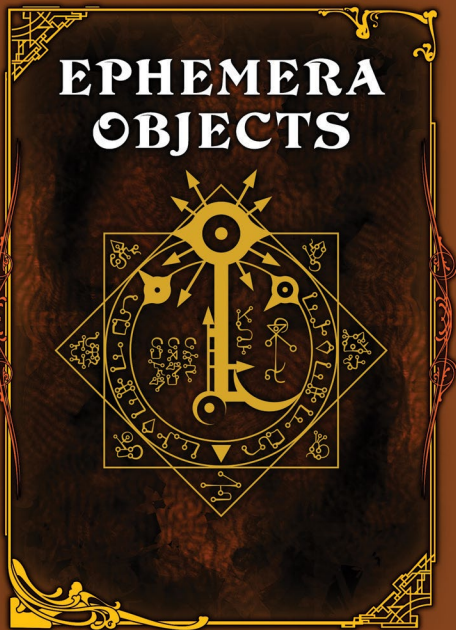
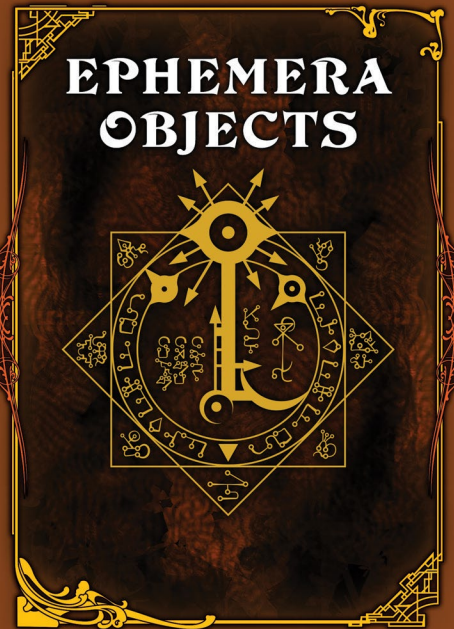
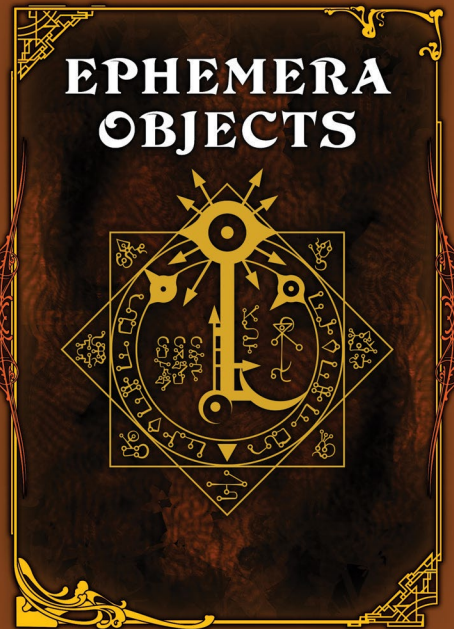
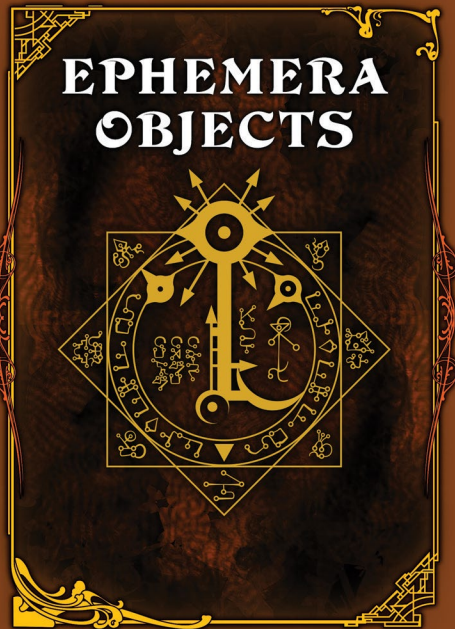
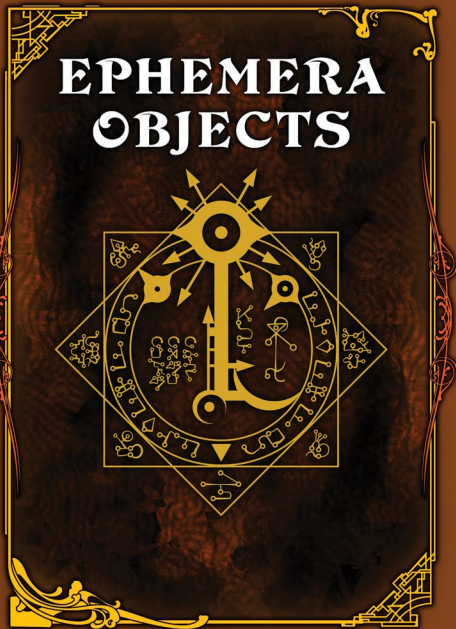
SORTILEGE BOLUS

Level: 3

Form: Black pill

You gain 4 bene to Sortilege.

Color: Invisible



SOUL TRAP

Level: 8 (+1 die)

Form: Needle and a bit of thread
If used to pierce a creature's flesh, the needle captures their soul in the thread. The thread can be placed within any crystal container (such as a bottle) and the soul will be stored indefinitely. Otherwise, the soul returns to its body when the sun next rises.

Color: Pale

SOUL'S COMPANION

Level: 7

Form: Icon that always looks like the Soul Guardian of whomever is looking at it
You can call upon your **Soul's Guardian gift** without spending Crux.

Color: Blue



THE KEY

Soul Guardian, page 140

SPARROW'S ESSENCE

Level: 4

Form: Green potion

You become a sparrow.

You can fly and are small and fast (+2 to Dodge).

If you take even 1 point of damage, you return to normal. Otherwise, this lasts until the sun next sets.

Color: Gold

SPECTER BULLET

Level: 5 (+1 die)

Form: Bullet for a rifle

Once fired, this bullet passes through solid objects (even walls), ignoring all Armor, never stopping until it strikes flesh. In addition, it inflicts +2 damage as compared to a normal bullet of its kind.

Color: Pale

SPITTLE OF A MADMAN

Level: 5

Form: Translucent, murky potion

In your next battle, you fight like a maniac, attacking with +2 levels of skill and inflicting +2 damage.

Color: Red

STALWART ENNEAGON

Level: 6

Form: Nine-angled amulet

You are better warded against poison, disease, and other afflictions that affect you physically, granting you +2 to related defense rolls.

Depletion: 0 (check each hour)

Color: Invisible

STATUE'S GIFT

Level: 4

Form: Oil

You apply this to a statue that has eyes and a mouth, and it will tell you about something it has seen (you can ask one question).

Color: Indigo

THE WAY

Divinations and Information-
Gathering Magic, page 17

STOLEN VISAGE

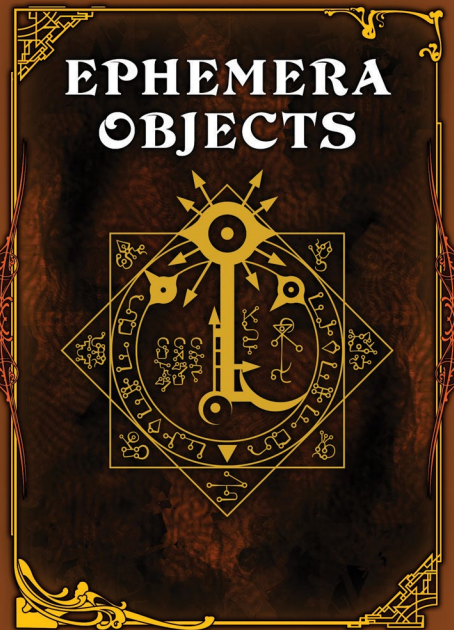
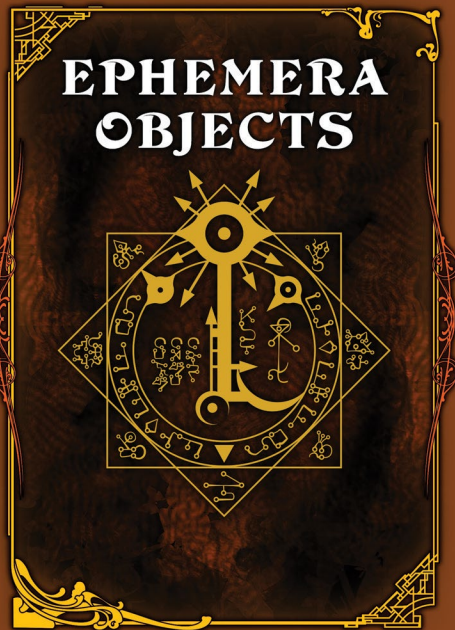
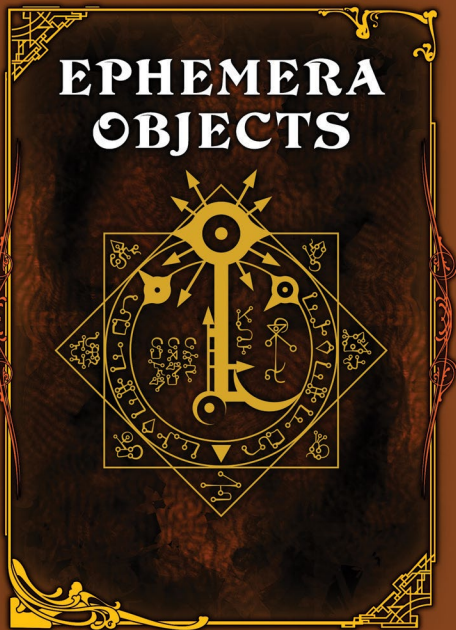
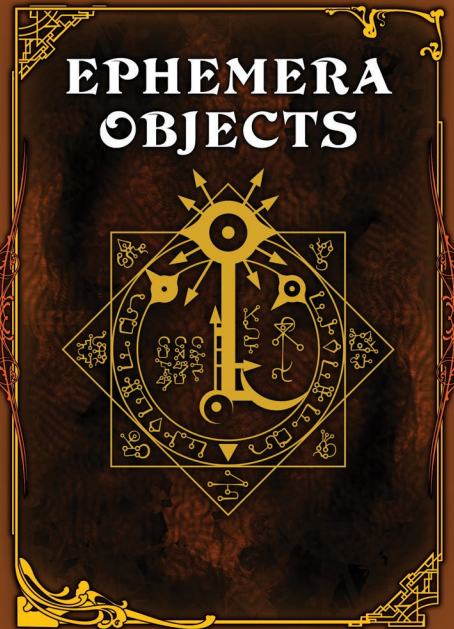
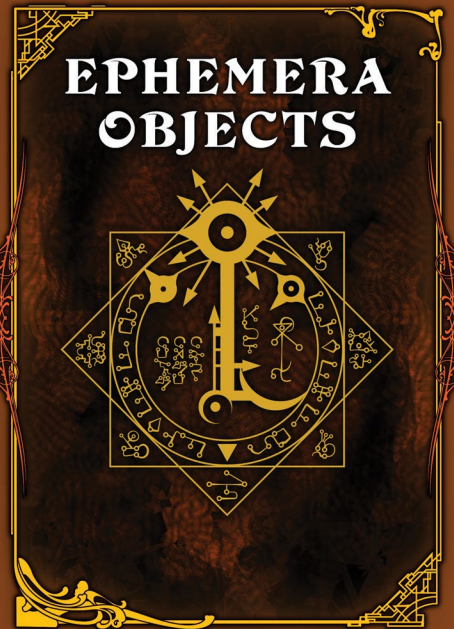
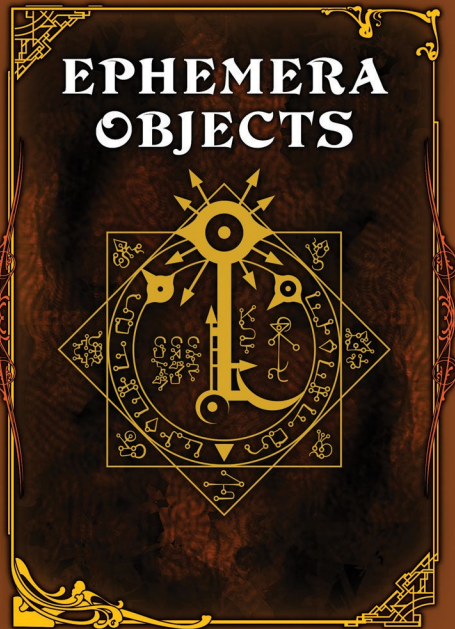
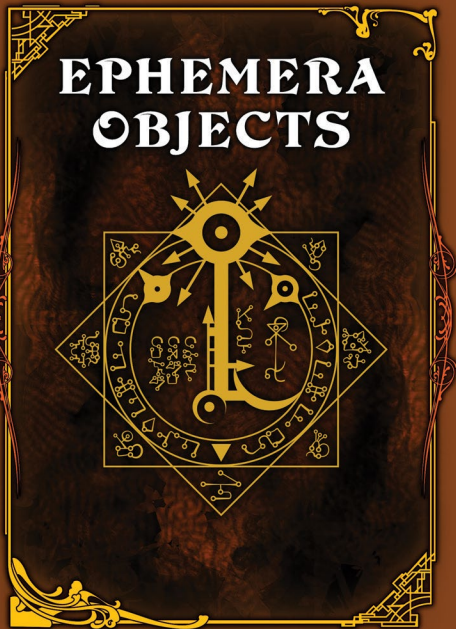
Level: 5

Form: Talisman

You take on the appearance of another person that you have touched in the recent past.

Depletion: 0-1
(check each hour)

Color: Grey



SUNFLESH OIL

Level: 2

Form: Oil

Your flesh takes on the color of the sun. This lasts as long as you wish it.

Color: Gold

SWAN'S KISS

Level: 5

Form: Crystal swan icon

When buried in the ground, this icon gradually—over a period of weeks and months—makes the surrounding large area more pleasant. The temperature and climate move toward the mild, local environmental dangers lessen, predators and antagonistic beings steer clear, and edible, nutritious plants grow. Eventually, it becomes a place of preternatural rest and comfort. The length of time depends greatly on where the icon is buried. In a simple field in Indigo, it might take a few weeks. In the middle of a volcanic field in the Red, it would take years.

If planted by an **Empath**, the Swan's Kiss works more efficiently and quickly.

Color: Gold



THE KEY
Empath, page 68

SWAN'S SOUL

Level: 4

Form: Icon of a swan-headed woman

You know the location and status of the one person you are closest to (a spouse or lover, if you have one—otherwise, your closest friend or family member).

Used by an **Empath**, the icon is level 6 and grants the ability to send the person a seventeen-word telepathic message, regardless of how far away they are.

Color: Indigo

Depletion: Ends automatically when the sun next sets



THE KEY
Empath, page 68

TALENT'S TOUCH

Level: 2

Form: Brown pill

You gain a bit of musical talent that you don't naturally have. You sing with a gorgeous voice (not necessarily your own), or you play an instrument beautifully (even if you've never seen it before).

Depletion: 0

(check each sunrise)

Color: Gold

TALISMAN AGAINST EVIL MAGIC

Level: 5

Form: Talisman

Calling upon protective spirits, you gain +2 to your Resist actions.

Depletion: Ends automatically when the sun next rises or sets

Color: Invisible

TASTE OF ALACRITY

Level: 4

Form: Clear elixir

The next time you enter **Action Mode**, you start the first round with two actions due to your eager readiness.

Color: Green



THE GATE
Action Mode, page 5

TERACAUM

Level: 5

Form: Tiny bronze sphere

When activated, this sphere attaches to an object of power of the user's choice. If the object depletes while the sphere is active, it does not lose power. It must deplete twice in order to lose all power.

If used by a **Maker**, this ephemera does not deplete. Its alteration to the object of power is permanent.

Depletion: 0 (check each sunrise)

Color: Gold



THE KEY
Maker, page 42

THALASSOPHOBIC ZEMI

Level: 4

Form: Zemi

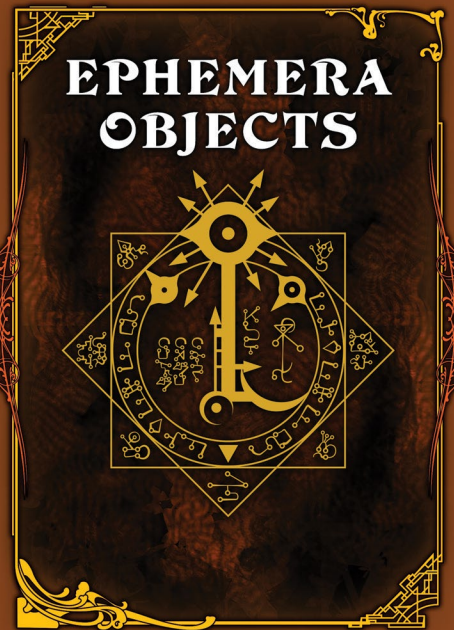
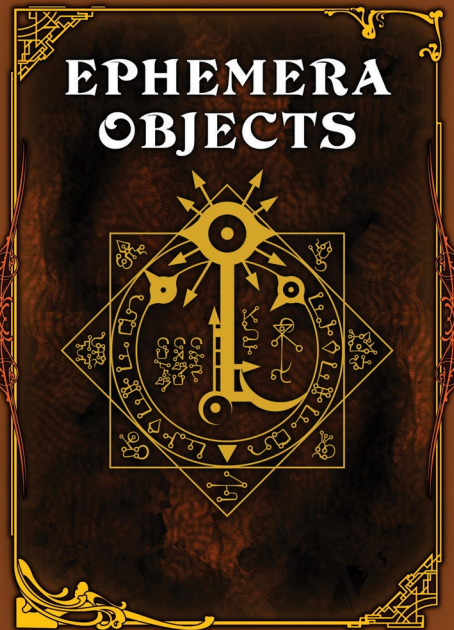
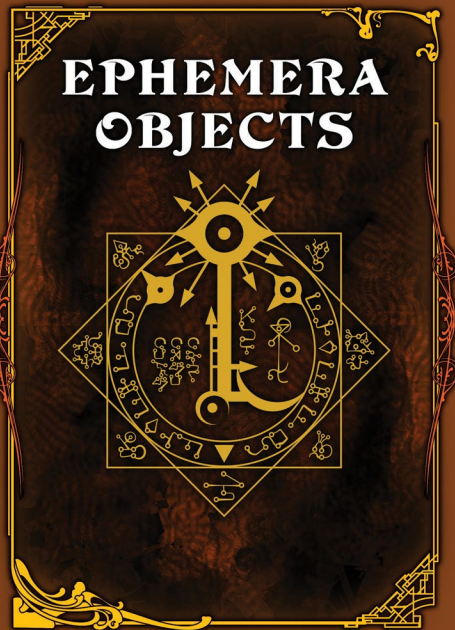
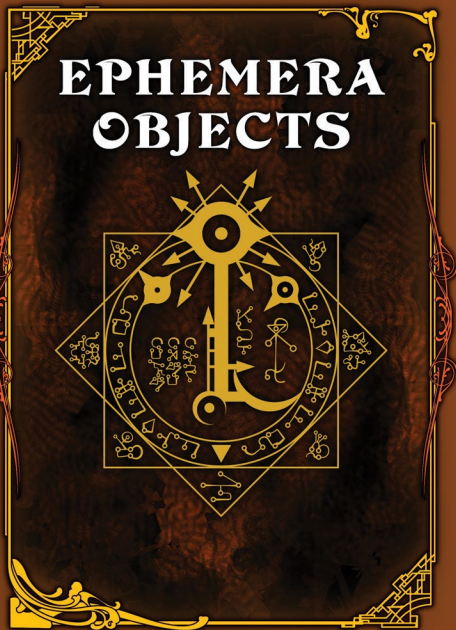
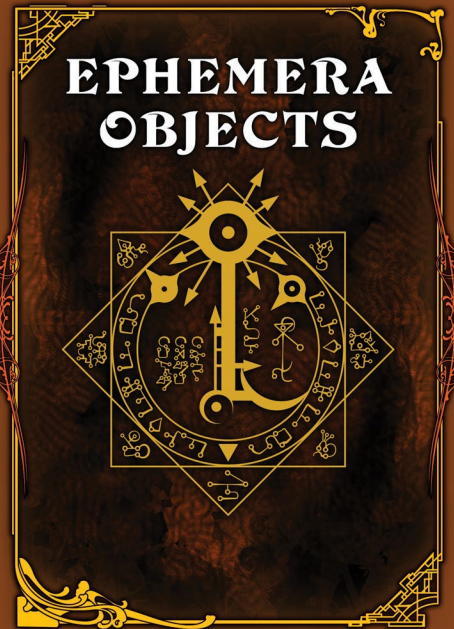
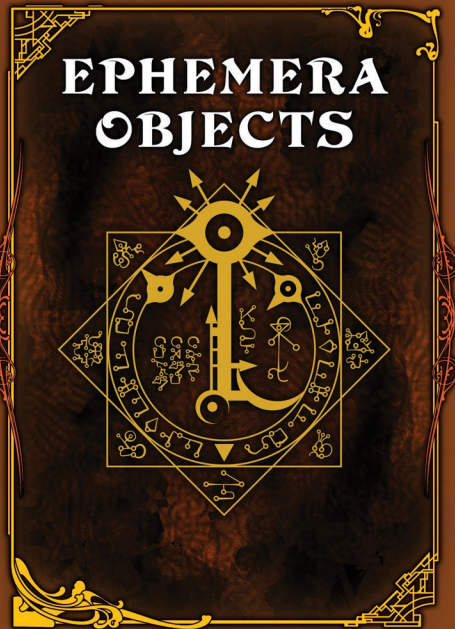
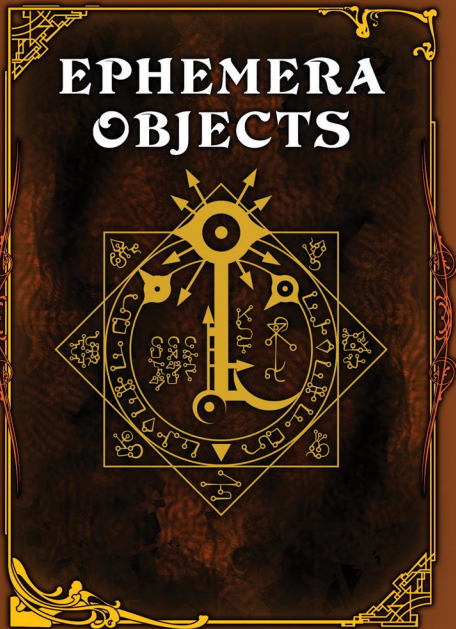
If you stand near or within a body of water, it suddenly appears as if an enormous deep-sea beast, with writhing tendrils and a massive maw of jagged teeth, rises up to devour all nearby. You do not need to concentrate or even see the **illusion**, as it acts (aggressively and realistically) on its own.

Depletion: 0 (check each round)

Color: Grey



THE WAY
Illusions, page 19



THEANDRIC HABERGEON

Level: 8

Form: Spiritstone

Accessing the godlike protective power of this stone grants 3 Armor, but there is no visible effect.

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

Color: Invisible

THUNDER BULLET

Level: 4 (+1 die)

Form: Bullet for a medium pistol

When fired from a gun, this bullet transforms into powerful energy, adding +4 damage and creating an extremely loud, thunderous sound (even for a gun).

Color: Red

TIME'S SECRET DOOR

Level: 5

Form: Talisman

You escape your current location by moving sideways through time. You disappear and reappear anywhere within 1 mile (1.5 km).

Color: Green

TOKEN OF BEAUTIFUL INCEPTION

Level: 6

Form: Tiny golden token

You touch this token to a living creature. In one year, the token will become an exact duplicate of that creature (identical to the moment when you touched it).

Color: Gold

TOUCH OF BENEVOLENCE

Level: 3

Form: Clear oil

An object anointed with this oil becomes important to creatures of the *Legacy*, such as angels. They want to be certain it is kept safe and treated with respect. Likewise, the item is abhorred by demonkind—they fear its touch. The item can be a useful bargaining chip when dealing with either sort of entity.

Color: Pale

TOUCH OF MADNESS

Level: 5 (+1 die)

Form: Fetish (tiny bird claw)

You touch this claw to a creature and they suffer 1 Anguish. Further, until they recover that Anguish, they act erratically and sometimes violently. They cannot form complete sentences and cannot focus on a single goal.

Color: Blue

UNBENDING SMILE

Level: 4

Form: Blue pill

You gain an additional rest (one round) today.

Color: Green

UNIVERSAL ANTIDOTE

Level: 7

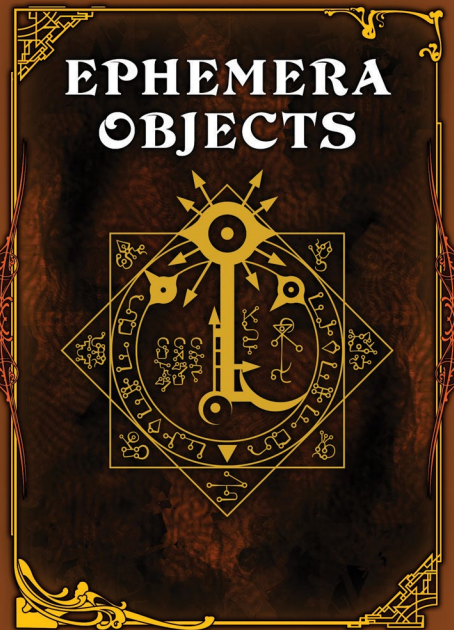
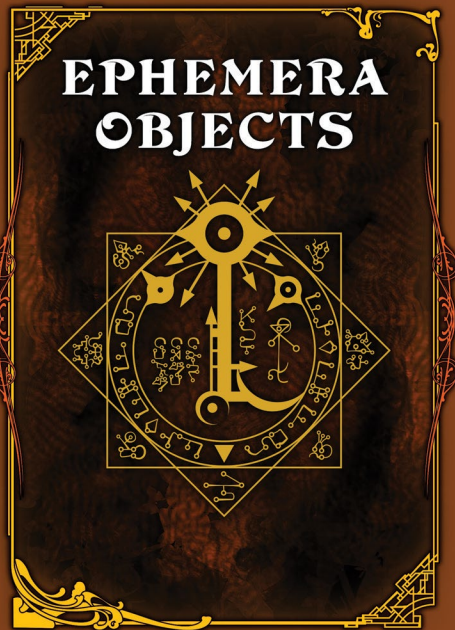
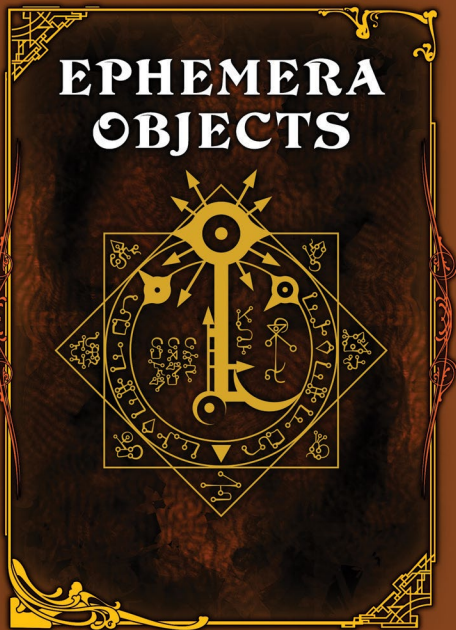
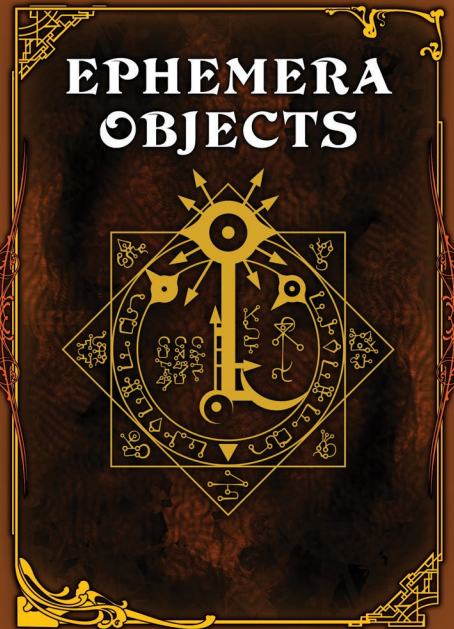
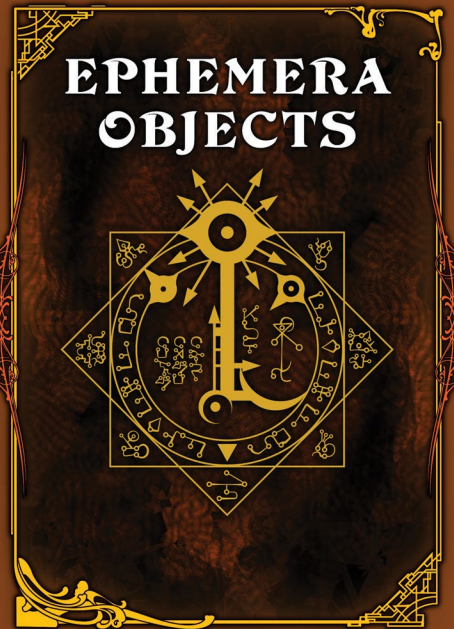
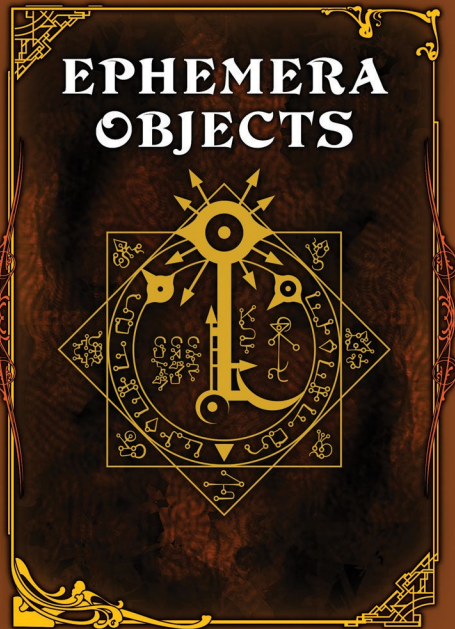
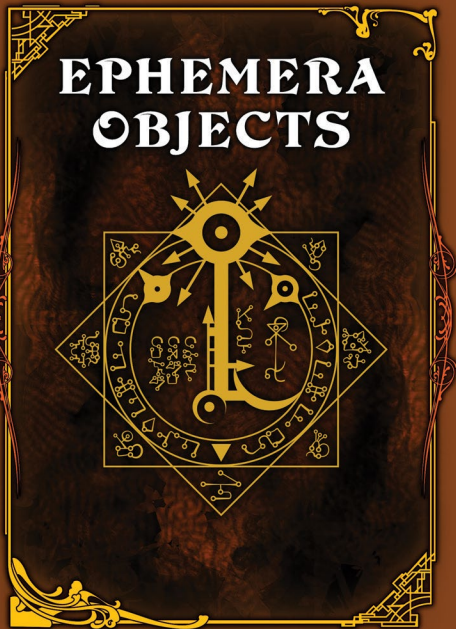
Form: White potion

Imbibing this potion clears all poisons from your body.

Color: Green

THE PATH

The Legacy, page 6



THE UNSEEING EYE

Level: 5 (+1 die)

Form: Herb (poison)

Ingesting the herb renders you blind until the next sunrise.

Color: Red

This herb grows naturally in the Red, but some herbalists cultivate it in gardens elsewhere.

UNSEEN OIL

Level: 2

Form: Clear oil

Sprinkled on an object that you can hold in one hand, the oil makes the object invisible.

Depletion: 0 (check each hour)

Color: Grey

UNTRUTH

Level: 4 (+1 die)

Form: Green potion (poison)

You can speak only lies after drinking this. The truth is impossible to utter.

Depletion: 0–3 (check after every interaction encounter)

Color: Blue

Mixing Verity and Untruth results in an explosion that consumes everything in a medium area, inflicting 8 damage.

VADE MECUM

Level: 4

Form: Orange potion

You embed a book at least partway into your body somewhere. You then have 1 level of skill in the book's primary topic.

Depletion: 0–1 (check each day)

Color: Gold

VANCE TALISMAN

Level: 3

Form: Talisman

If you are a **Vance**, the next time you prepare spells, one of them takes half the normal amount of space.

If you are not a Vance, you gain 1 bene to Sorcery.

Color: Gold



THE KEY
Vance, page 37

VANISHING POWDER

Level: 6

Form: Silvery grey powder

The creature or object you sprinkle this powder over becomes invisible.

Depletion: 0 (check each round)

Color: Gold

Generally, locating something invisible requires two successes.

VATIC GIFT

Level: 5 (+1 die)

Form: Herb

If burned and inhaled, this herb grants you the ability to ask one question about an action an NPC will take before the next sunset, and get a yes or no answer. The answer predicts the future action the NPC will take if left to their own devices. "Will King Nine execute Saint Dellia?" is an appropriate question. "Will Saint Dellia survive her captivity in King Nine's prison?" is not, because it is not based on her action.

Color: Indigo

THE WAY

Divinations and Information-
Gathering Magic, page 17

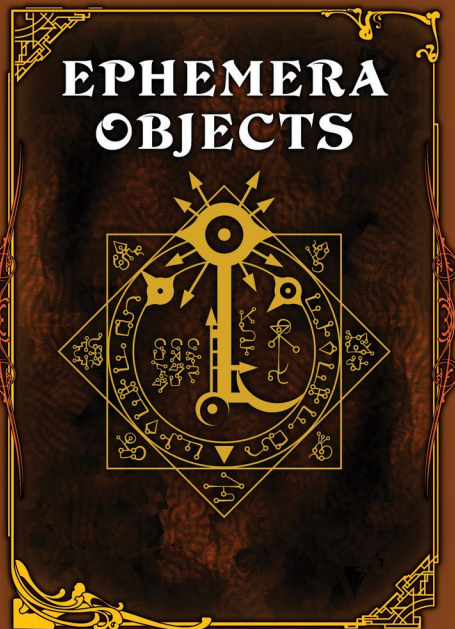
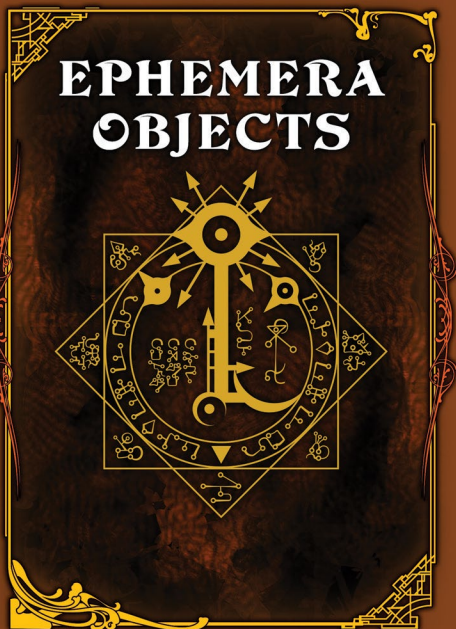
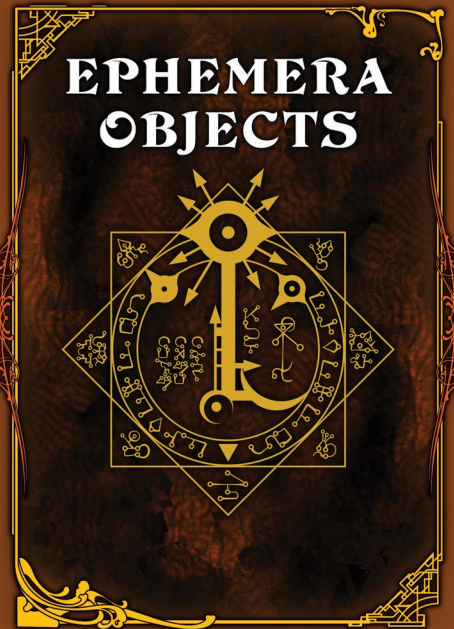
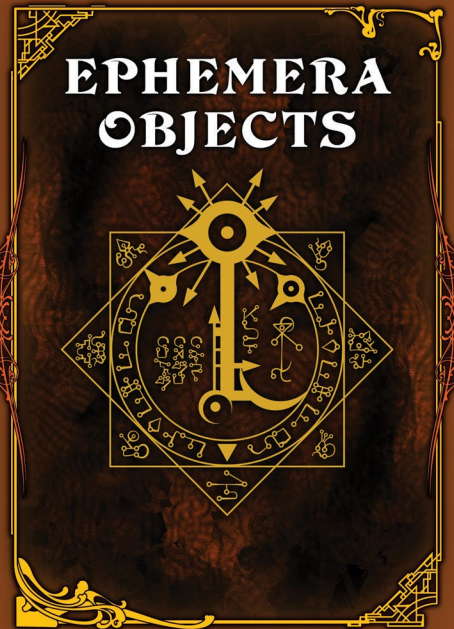
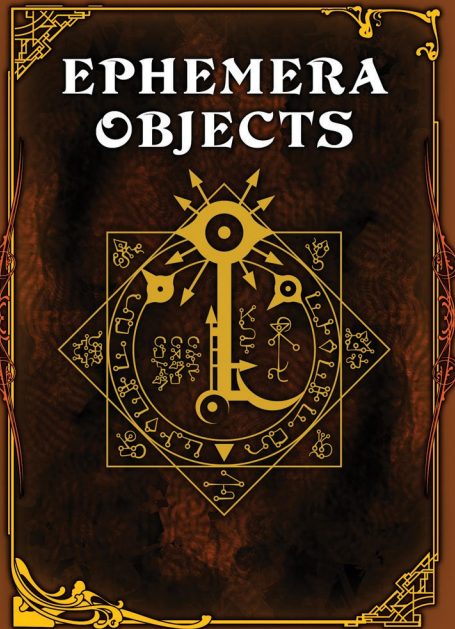
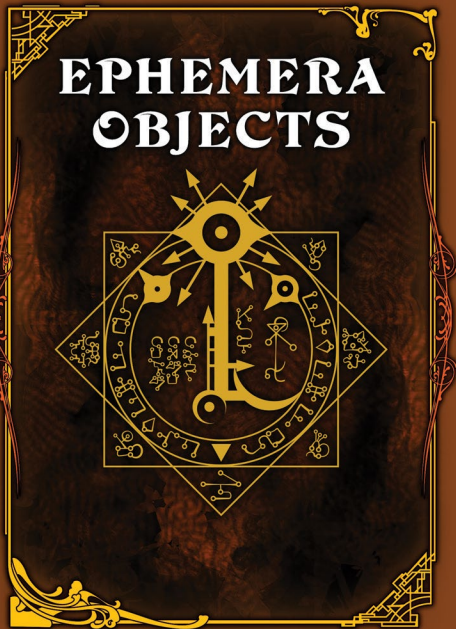
VENATOR

Level: 6

Form: Clear spiritstone

You create an invisible hunter that moves at incredible speeds, searching for a person whom you name by their secret name. When the hunter finds its quarry, it sends the location to you telepathically. The hunter then attacks them as an invisible level 4 creature.

Color: Silver



VERITY

Level: 4 (+1 die)

Form: Green potion (poison)

You can speak only truth after drinking this. Lies are impossible to form.

Depletion: 0–3 (check after every interaction encounter)

Color: Blue

Mixing Verity and Untruth results in an explosion that consumes everything in a medium area, inflicting 8 damage.

VERTIGINOUS SPITE

Level: 5 (+1 die)

Form: Milky green potion (poison)

You become dizzy and disoriented. You suffer 3 vex to Movement and 1 vex on all other actions.

Color: Green

THE VOICELESS SONG

Level: 3

Form: Talisman in the shape of a mouth filled with feathers
Adds 3 enhancements.

Color: Green

THE WAITING WATCHER

Level: 4

Form: Eye-shaped talisman

An eye appears on an immobile solid surface, like a wall or ceiling. You can see through that eye as if it were your own.

Depletion: Ends when the sun next rises or sets

Color: Indigo

WEAVER TALISMAN

Level: 3

Form: Talisman

If you are a **Weaver**, your next weave costs no Sorcery. If you are not a Weaver, you gain 1 bene to Sorcery.

Color: Gold



THE KEY
Weaver, page 48

WELLSPRING OF POWER

Level: 3

Form: Greenish potion

You transform bene in your Sorcery pool to enhancements in your Sortilege pool, in whatever amount you wish.

Color: Gold

WINGS FOR A THRONE

Level: 5

Form: Ink to make a mark

You mark a chair and now it can fly, controlled by whomever sits in it. The chair can carry up to 500 pounds (230 kg) and flies as fast as a bird.

Depletion: Ends automatically when the sun next rises or sets

Color: Green

WISH FOR PEACE

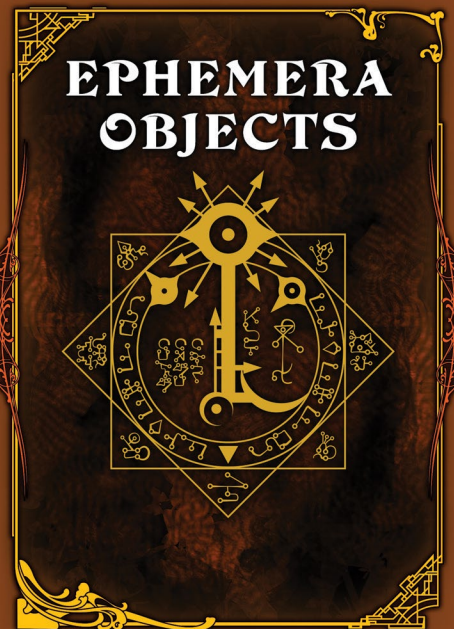
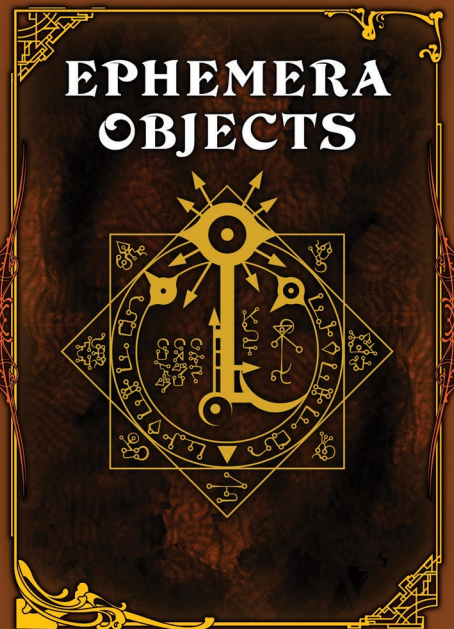
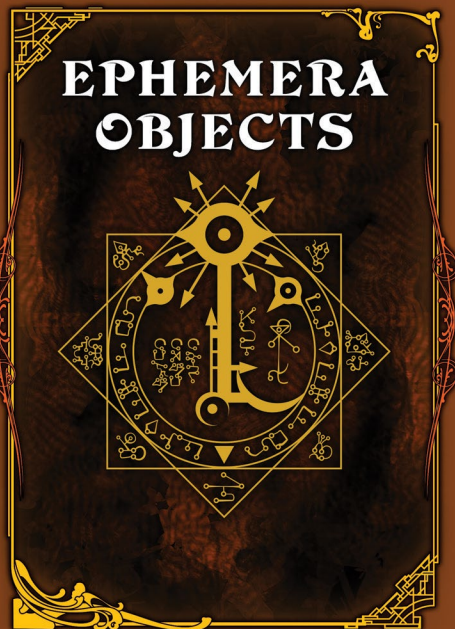
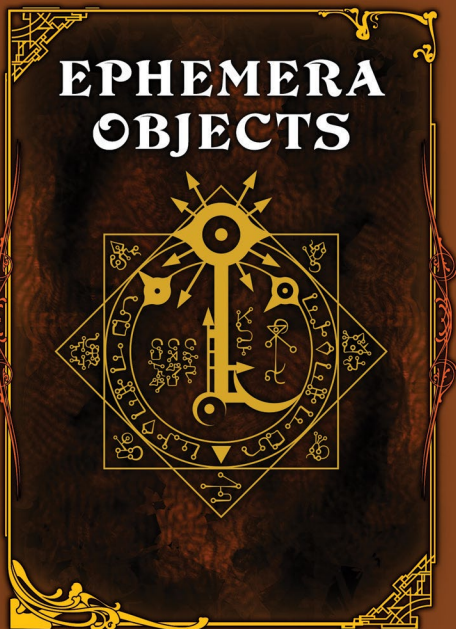
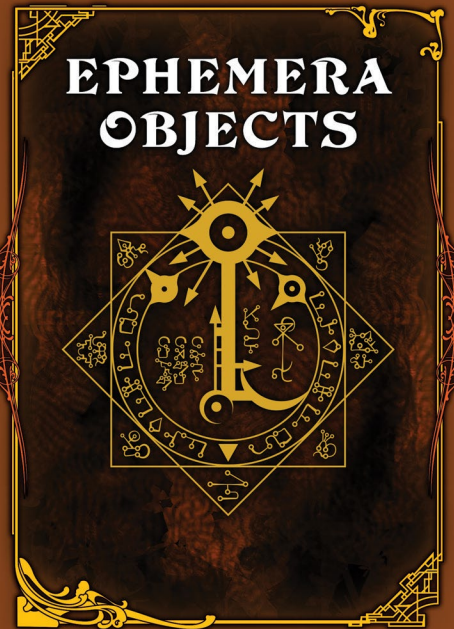
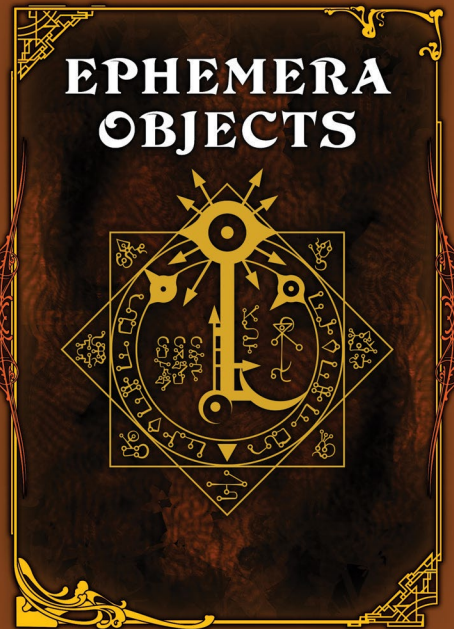
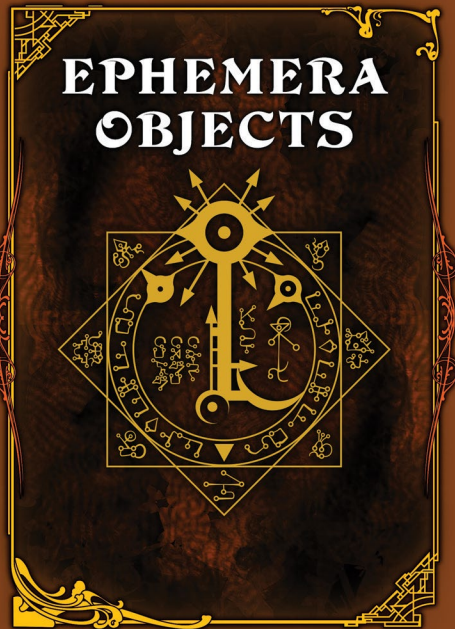
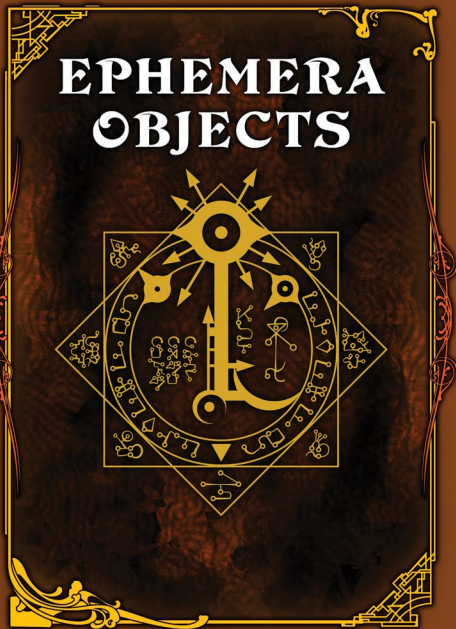
Level: 6 (+1 die)

Form: Spiritstone

All weapons within long range are transformed into flowers. This affects only manufactured weapons, not natural ones (like claws or teeth) or improvised ones (like a broken bottle).

Depletion: Ends automatically at the end of a combat encounter

Color: Gold



WOODFLESH

Level: 3

Form: Poultice

Your flesh becomes like hard wood, and you gain +1 Armor until the sun next sets.

Color: Gold

XANTHIC MAUNDER

Level: 7 (+1 die)

Form: Yellow potion (poison)

You stagger about aimlessly and talk incoherently. You can take no actions other than to defend yourself (and even then at a -1 penalty). When the effect depletes, you collapse into a normal sleep.

Depletion: 0 (check each round)

Color: Blue