

Abalog's Shield: A series of highly disputed barbarian tall-tales tell of "the cultivated troll Abalog", who is supposed to have lived at the time of the Spider King, fighting alongside the humans. Most widespread is the song about how Abalog gnawed the stinger and the head off the commander Arxerodd, and how he did that using his magical stone shield. Maybe there is some truth to the legends....

Foothold: He who has bound himself to the shield can choose to roll against Strong instead of Quick to retain a firm foothold, or regain it if already lost.

Dwarven Bash: If the master of the shield has the ability Shield Fighter, he or she can have the shield's stone face bite an opponent when making a shield bash, dealing an additional d4 in damage.

Alalarog's Ring of Foresight: Many old barbarian legends, including a popular verse supposedly written by Aroaleta, tell of the warrior Alalarog's unfailing ability to foresee the movements of beasts and human opponents. Some say he was chosen by the gods, sent to protect his people from the predatory forces of the forest; others that his ability was the result of mystical powers cast at the time of his birth. But the truth is written on the simple ring of gold which he wore in his right ear lobe. He and his friends stole the earring from a group of grave robbers whom they attacked on their way home from a Symbarian crypt. There was a bloody fight over the valuable object, and soon Alalarog was the only one alive, tormented by anguish after having killed his friends, and determined to atone for his crimes through good deeds.

Premonition: In melee combat, the artifact's master can activate the power of premonition and thus get two chances to pass a Defense test. It must be activated before the Defense test is rolled.

Foresee Gaps: This power allows the master to sense where gaps will emerge in the enemy's armor. The power is activated before an attack test with a melee or ranged weapon, after which the attack test is rolled with a –3 modifier. If it succeeds, the master hits the gap and the enemy's Armor is ignored, as long as it is not of the natural or mystical variety.

Aloena's Amulet: A spirit with strong protective instincts is bound to the silver amulet that Mayor Nightpitch got from the eternity elf Aloéna. The fact that he was offered it makes Lasifor both honored and terrified – the latter since he cannot help but wonder what the elf has seen that makes her feel that he has to be protected.

Spirit Shield: Once per turn, the master of the amulet can ask the spirit to enclose him in an extra layer of protection. This must be done before rolling the Defense test and if the attack hits, the wearer may ignore 2 points in damage.

Spirit Dance: Once per scene, the master of the amulet can ask of the spirit to dance around him like a whirling wind, lasting a full turn and averting any incoming attacks made with ranged weapons. Note that the wearer cannot fire or throw any ranged weapons while the power is active. Melee weapons are not affected by the dance.

Sacrifice: The one who is bound to the amulet can demand the ultimate sacrifice of the spirit. It completely protects the wearer against all forms of attacks during one turn, while the wearer can act normally. When the turn is over, the amulet shatters and cannot be used again.

Animal Mask: Blood wading witches tend to identify with the beasts of the wild, a sentiment embodied by the wearing of animal masks. Every animal mask with mystical properties

symbolizes an animal and gives a +1 bonus on an attribute associated with that animal – Discreet, Quick, Cunning, Strong or Vigilant.

Anthem: Legends tell of a troll warrior named Oramox and her battle against the wolf chieftain Fergos. Fergos' unnatural intelligence had been a gift from the Spider King, who wished to punish Oramox's tribe for having aligned themselves with a human settlement. It is said that Oramox succumbed to the corruptive powers of Anthem, but not before the mighty double axe had sung her people to glorious victory and cleaved the skull of the devious wolf.

Inspiring Echo: When the artifact's master spends a Combat Action on striking Anthem repeatedly against something hard (rock, tree, or mountain wall), a deep clang echoes across the battlefield. For one turn, all the master's allies have +1 to Strong and Resolute.

Strengthening Harmony: Requires that the master has the Combat Hymn mystical power. After having sounded the clang of Anthem as described above, the master can combine it with a song of his/her own, the enhanced effects of which last for 1d4 turns. During these turns, the master and his/her allies gain +2 to Quick, Strong and Accurate. Furthermore, the master and any allies regain 1d8 Toughness when the effect is activated.

Arvalam's Blindfold: They say that Arvalam, Steward Grabando's court mystic, was one of the greatest demonologists during the late Symbaroum era. He was able to both summon and tame monstrosities which no other mystic ever could. However, Arvalam's exceptional power was not due to talent or extensive training, but to the blindfold he always wore when contacting the Yonderworld – which, allegedly, he acquired by making a pact with the daemon Lukofei. To

harness the powers of the blindfold, it must cover its wearer's eyes, which significantly impairs his or her perceptive abilities. For as long as the artifact is being used, the master has two chances to fail all Success Tests that are not related to mystical abilities (regardless of type of action).

See Through Daemon: Whenever the artifact's master summons a daemon, he or she can see its weakness or dark appetites, and will thus be able to subdue it with greater ease: +5 to the [Resolute←Resolute] test, which applies to both tries if making a blood sacrifice.

Abysal Premonition: If the artifact's master has the power Exorcize, the blindfold can offer a glimpse of what dwells on the other side of the rift to the Yonderworld. This means that the master can decide whether or not a daemon will enter through the rift, and that the victim takes 1d6 damage per turn instead of 1d4.

Bargalvax's Staff Head: During his travels in northern Davokar, Kullinan Furia spoke to many peculiar individuals. One of them was Bargalvax, living in a cave by the foot of the volcano called Eulia's Fire Mountain by Ambrian scholars. In exchange for a bundle of snow white hair strands and four happy childhood memories, the mystic was allowed to pose five questions, but when the queries were shown to be about the nature of corruption, the ancient troll mother just had to lie – the answers she had could not be given to a man with such hunger in his eyes. Since Bargalvax never receives gifts without offering something true in return, she decided to end the meeting by giving him one of the many pendants she wore during her forth dormancy, without knowing or caring about what it actually was or where it came from. Later, when Kullinan had time to study the gift, he was most impressed.

Implanting: The master of the artifact may, in advance, implant three mystical powers into the staff head, in a procedure which takes one hour to complete. These powers may then be activated as a Free Action, instead of an Active one, but only one per turn and for a significant cost in corruption. The powers are not consumed by the activation, but can be used again the following turn. A new implanting is not needed until the master wishes to replace any of the stored powers.

Bark Mask: Green weaving witches often cover their faces with a mask of bark, as a symbol of their connection to nature. Many of these masks are infused with power and provide one re-roll per scene on a test related to plants and anything growing, for example Thorn Cloak and Entangling Vines. The re-roll may be used for tests to activate such powers or to resist the effect of such powers.

Barrvalg's Cauldron: The witch Barrvalg forged this powerful cauldron, whose rim is decorated with thorns and winding vines of iron. With the cauldron the master alchemist Barrvalg could protect his people by cooking invigorating elixir mists for the village warriors. The cauldron was handed down from witch to apprentice for generations – until it was stolen by Ashfaru. The artifact is of little value to non-chemists, but in the hands of an alchemist it is a powerful tool.

Mist of Elixirs: If the master of the cauldron knows alchemy, he or she can cook a mist of an already existing elixir. The mist then affects all who stand close to the cauldron, with the same effect as if they had swallowed a dose. Player characters who wish to stay unaffected by the mist must succeed with a test against [Resolute←Resolute]. The master of the cauldron may always exempt itself from the effect, without needing to make a die roll.

The Bell of Kastor: No one knows when the bell was brought to Kastor, or by whom it was forged – only that it is mounted in a tower believed by scholars to be much younger than the bell itself. In any case, to those bold and knowledgeable enough to use it, the bell is a powerful weapon of defense. One could argue, with good reason, that a small and relatively undefended colony such as Kastor has the bell to thank for its very existence. The ringing of the bell is said to strengthen the defenders, weaken their enemies, and even dispel corruption. The former is true; the latter is a slight misunderstanding – the bell does not in fact dispel corruption, but absorbs it. When it is completely filled with corruption, the next time it is rung, it will explode in a rain of darkness. The player characters' battle against Margumal might be what ultimately breaks the bell, showering the town with corruption. They must decide whether or not the lindworm poses a large enough threat for such a catastrophe to be worth the risk. Today the bell holds such enormous amounts of corruption, should it absorb 10 or more corruption during a single scene, it will break. Its amassed corruption is halved at the end of every scene, and over time, the bell will lose 1 corruption a week until its breaking limit is once again down to 10. It will never go any lower than that. The Bell of Kastor is extremely rare, if not unique, in that one may use its powers without binding oneself to it. Anyone may ring the bell and gain its mighty protection. What powers it possesses is revealed to the person ringing it. Someone with the Loremaster ability must pass a Cunning test in order to analyze and fully understand the dangers of the bell – that it absorbs corruption and will eventually break, resulting in catastrophe.

Chiming Courage: A person ringing the bell may invoke its powers in combat, allowing the person and all his/her allies to re-roll a test of their choosing – be it a success test or

an effect test. Further use of Chiming Courage only grants additional re-rolls to those who have already used their previous ones.

Binding Clangor: A person ringing the bell may ask its help in harming a nearby enemy.

The player character must pass a Resolute test in order to block one of the enemy's traits, abilities or powers for the duration of the scene. In order to bind it, the player character must know that the enemy possesses the trait or ability in question, and then state the enemy's name. Passive traits and abilities cannot be bound.

Swallow Corruption: The bell may also swallow the temporary corruption of mystics in its immediate proximity, whom will then receive no temporary corruption whatsoever from using powers, abilities or rituals. All mystics positioned in the Bell Tower (pcs and npcs) may use this ability whenever they please.

Black Rain: When the corruption inside the bell reaches its breaking point, it will – the next time it is rung – explode in a cascade of darkness; pure corruption will rain over Kastor, black and fuming like hot oil. Kastor is then tainted to such a degree that one takes 1d4 temporary corruption for every day of staying in the town. Each day counts as a new scene – i.e. one test is made per day, unmodified by the day before. This means that people living in the town always have 1d4 temporary corruption, and that those weak in spirit (Resolute 8 or lower) sooner or later will be corrupted, just from being in Kastor. Kastor will never be the same, but known as The Town of the Eternal Night; a place where children are born stigmatized, where the dead rise from their graves and ravenous beings prowl the streets in hunt of warm-blooded prey. Few – except witchhunters and fascinated mystics – will ever want to set foot in the town again.

Black Edge (Dagger): The curved dagger Black Edge appears in legends as belonging to the traitor Arbusal, a witch who was corrupted and crafted the weapon with the aim to slay his lord – High Chieftain Maiesticar. The assassination attempt failed and Arbusal was buried with the dagger driven through his heart.

Exhaust: The master of the dagger can use it to weaken his or her opponents. When the weapon deals damage, its wielder can activate an effect making the victim incapable of making use of its abilities during the current and the following turn.

Paralyze: Like Exhaust, but the victim becomes totally paralyzed during the current and the following turn.

Black Gift (Sword): A night-black sword, forged in Symbaroum on the altar of dark gods and found by Nightblade in a flooded temple a decade ago. When she was disowned by her family, the knight renamed herself after the weapon. The blackened steel hums a bloodthirsty melody, which in the midst of combat turns into a murderous hymn that spurs the wielder and intimidates the enemy.

Villainous Stab: When the master so wishes, the blade is licked by a black flames dealing +1d4 of burning damage with each attack.

Shackles of Battle: To a wielder with the ability Dominate the sword has even greater powers. Each time an enemy falls (0 in Toughness), the master of Black Gift can let the cold winds of death sweep across the battlefield. All enemies in the area must make a test against [Resolute←Resolute] or lose the next combat action. When in Nightblade's hands the test is [Resolute –1].

The Brazier of Eldred: There is a rarely told legend about the Symbarian city of Dakovak that features the mystic and interrogation leader Eldred, or possibly Eloderad. It is said that he could force the truth out of anyone, even truths which the respondent had repressed, forgotten, or been forced to forget. He who binds to this brazier gains access to the mystic's ancient secret. The brazier is the size of a soup bowl, made of cracked ceramic with iron threads weaved into it. When used, the oil must be ignited and the artifact held in the cupped hand of its master, who suffers corruption when the powers are activated.

The Liar's Penance: The master may ask someone a question (open or yes/no). When it has been answered, the person's hand is forced into the flame. If the respondent did not tell the truth, his/her hand is severely burned (1d4 damage); otherwise the fire feels cool and pleasant.

Evoke Memory: The master can light the brazier in order to evoke memories which the respondent has forgotten or repressed, in response to a question or a request to describe a certain situation or event. The person sticks his/her hand into the fire and takes 1d4 damage, but will then remember the event/answer with perfect clarity.

Burial Shroud: The spiritualists among the witches often wear a shroud over their head when contacting the spirits of the dead, since this makes the spirits calmer and allows for a deeper connection. A mystic using such an artifact gains a +1 bonus to Resolute in all tests when dealing with spirits – both when trying to control them (as in the power Tormenting Spirits) and when trying to resist the effect of monstrous traits used by spirits, involving the Resolute attribute.

Burnreaper: The throwing axe aptly called Burnreaper holds wild spirits of fire and ash, allowing it to burst into flames and also fly through the air back to its master's hand. The legends are strangely quiet about its lineage, but it is probable that the weapon is the same as the one wielded by the monster hunter Ksandukha, he who is said to be the slayer of Davokar's last dragon. The head of the weapon glows and fumes and deals +1d4 in damage. The master of the axe is unaffected by the heat and can use it as a regular throwing axe. The fiery weapon always returns to its master's hand, if he or she wishes it to. If thrown or dropped it comes flying through the air as a Free Action, without any additional cost in corruption.

Lava Knife: When the weapon is thrown, its edge glows and fumes like the burning blood of the mountains and will easily pass through any materials – the attack ignores armor.

Fire Rain: Burnreaper strikes out against several enemies in a chain. If it hits the first designated target it flies on to the next and so on, until one attack test fails. When that happens, the axe returns to its master's hand.

The Chain of Algsar-Mara: As far as anyone knows, Algsar-Mara is only mentioned in a single verse, accredited to Aroaleta, which only refers to his craftiness, murderous disposition, and "biting chain". Who this person really was, and what made him worth mentioning, is as big a mystery as the question whether this chain really belonged to him. Or her. With its thin but immensely strong links, the chain is almost two meters long, but as light as a rope of equal length, and it seems that a hungering – even ravenous – power has been instilled in its metal. In addition to the powers below, it can be swung as a Long Whip with the qualities Deep Impact, Ensnaring and Jointed.

Entwine: Having bound to the chain and while at an Advantage, the master can pass an attack test to throw the artifact at an enemy. No matter how it is thrown, the chain immediately wraps itself around the victim, completely restricting its movements during the next turn. A [10←Strong] test is then required each turn to maintain the effect; if the test fails, the enemy breaks free.

Creeping Trap: The artifact's master can place it somewhere as a living trap, covering a larger area (a palace ruin, a clearing or a campsite). The chain will automatically seek out approaching creatures, except those who have already been in contact with it, and wrap itself around them as described above (up to two creatures within melee distance of each other). The chain rattles loudly enough to alert the master even if he or she is asleep [Vigilant].

The Cold Flame: As with so many artifacts, truth and myth walk hand-in-hand and none remain that can confirm or deny. The sliver of flame-colored gemstone certainly came from the larger Heart stone, but was the power within it derived from the Heart or imbued by the master crafters that created the finished product? Held up to the light, the colors of the Cold Flame dance and shimmer as if the artisan caught a tongue of flame and crystallized it. Eight centimeters long and four across, the platinum setting looks like a thin halo of smoke. The overall appearance of the gauntlet shows all the hallmarks of excessive ornamentation and minimal interest in usability so common to the artificers of the Arch-Builder. As crafted, the artifact assists and enhances the expertise of the master artisan in the creation of new treasures, without the complexities inherent in keeping a forge. However, the Cold Flame has been damaged and no longer functions as intended – Branco's intention being to take it to Mergile for repair. The broken Cold Flame does not differentiate between living and dead matter, and the radiant leakage means

that a haze of heat-free fire burns like a raging fever. Anyone within a half-a-mile radius of the artifact must pass a Strong test each hour, or suffer 1D4–2 damage to Strong (see rules for Disease on page 169 in the Symbaroum Monster Codex for guidelines). The powers described below can be used by the master of the artifact, but not before it has been properly repaired by a master Artifact Crafter; this also stops the leakage.

Guiding Hand: Fabricated from the essence of the Arch-Builder, the artisan wearer can feel the legendary spirit acting on every bone and sinew. As the master of the Cold Flame, the wearer has a second chance to succeed on all tests using the Artifact Crafting, Blacksmith and artifact identification aspects of the Loremaster Abilities.

Cold Fire: One who is bound to the Cold Flame can channel the raging essence of the Arch-Builder into a tool without damage to the item, but in such a way as to make it malleable without the feeling or appearance of heat. A blacksmith, for example, could use the artifact to wield a hammer and strike a blade as if it were white hot and pliant, yet it could be touched immediately without harm or sensation of heat. A warrior that wears the Cold Flame and strikes with a blade at any inorganic material – like armor or clothing – causes it to drop a step in protective value or completely destroys it if it has no protective value.

The Cowl of Dorgvalg: According to myth, Dorgvalg was a symbolist and beastmaster who followed the first waves of refugees from the ashen deserts of the east to the plains west of the Ravens. It is said that he lived an ascetic life in the mountains, shunned by other humans because of the company he kept – a number of wraith owls, which had agreed to hunt for him in return for his care and protection. The witches attribute this cowl to Dorgvalg, as it is made from the white feathers of the wraith owl and painted with powerful runes. But whether he really was

its original owner and creator is hard to say. The Cowl of Dorgvalg is a light armor with the qualities Flexible and Reinforced. It also has the following powers:

Shield: As a free action, the master of the cowl can activate its protective rune. The power gives the wearer 1d6 reactive protection, but also 1d4 corruption for each hit. Deactivating the rune is also a free action, but can only be done when it is the master's turn to act.

Friend of Birds: If the symbols on the back of the cowl are activated, it will grow a pair of huge wraith owl wings, endowing its master with the gift of flight. However, the ability to fly must be learned through much practice and painful failure; the player character can purchase the monstrous trait Wings as if it was an ordinary ability, but obviously it can only be used as long as he or she is wearing the cowl. When activated, the wings will remain until the master decides to let them remerge with the symbols.

Death Mask: The necromancers' aspiration to dominate death has led to the use of hideous death masks that have been infused with power. A death mask gives a +1 bonus on tests for all powers and rituals affecting the intersection between life and death, for instance the power Revenant Strike and the ritual Raise Undead.

The Eternal Hunter's Spear: This weapon is stuck into Gylta's side. The shaft is broken about a meter from the spearhead, depriving the spear of the quality Long, but it is still effective in combat. It will only come into the player characters' possession if Gylta is defeated in battle, or if an agreement is made with her where the player characters swear a blood oath to use it against the Eternal Hunter – in combat or negotiations. Replacing the shaft requires high-quality wood and craftsmanship. If neither of the characters can do it (which is likely), they can hire someone

in the prospectors' camp to do it for them. The job costs them a thaler and takes one day to complete.

Finishing Blow: When the prey is seriously wounded, the one who wields the spear may summon the powers of death and finish the hunt with a mighty thrust. The power may be used against an enemy who has lost half or more of its Toughness. Against such a foe the wielder may perform an extra Combat Action. The power may only be used once per enemy and battle.

Eamon's Bell: The comical stories about the master thief Eamon who always went after Symbaroum's rich and powerful have survived in a series of barbarian tall tales. Especially popular is the tale of when he stole the festive attire of the matriarch Clorandia, complete with gemstone adorned petticoats and gaudy jewelry – accomplished by using his legendary bell to keep her immobilized, while using his free hand to remove her clothes down to her bare skin.

Bewilder: The master of the bell can use it to put his victim in a state of utter bewilderment, making it unable to act until passing a test against Resolute (the owner of the bell makes the test, one roll per turn) or until suffering any damage.

Annoy: When in close combat, the master can choose to fight with the bell in one hand (makes it impossible to use a shield, heavy weapons and two weapons). As long as the bell tingles, its carrier gets a second chance to succeed with Defense tests. The effect lasts the whole scene or till the bell goes silent.

Elasath's Dragonslayer: In the early years of Symbaroum, when dragons still hunted its people and livestock, King Eoran-Ald Ornon ordered his mystics to forge a weapon worthy of his greatest dragonslayer, Elasath. The warrior princess gratefully accepted the gift and went to

work. Some tales claim that she killed twenty-seven grown dragons before falling victim to the fire of Fofar the Destroyer. No one remembers, or cares, how many of her fellow hunters were also killed. Elasath's Dragonslayer is a spear with the qualities Balanced, Blood-letting, Deep Impact, and Long, as well as the mystical quality Bane Weapon (reptiles). In addition, the following powers can be activated:

Shatter Armor: When attacking a reptile, the artifact's master can choose to strike with the flat side of the spearhead and (if it hits) produce a shock wave which ripples through the victim's scaled skin. The attack does not deal any damage, but causes most of the scales to fall off. The scales will eventually grow back, but for one month, the creature's natural Armor is reduced to 1.

Break the Serpent's Charm: As a free action, the master can brandish the spear in a way that generates an awful, jarring sound. The noise instantly cancels the paralysis which comes from the monstrous trait Enthral, and affects everyone who hears it. However, nothing stops the freed individuals from being enthralled all over again.

The Eye of Matulda: According to legend, Matulda was a one-eyed staff mage who in the twilight of her life learned to create artifacts and took the opportunity to replace her missing eyeball. She also bound her familiar to the sphere – the small, winged swine called the Megase. In order to bind oneself to the artifact one has to place it in the eye-socket instead of an eye. This has no negative effects, since the sphere gives the wearer normal eye-sight. Of course, some may react negatively when meeting a person whose eye is replaced by a softly glowing, green stone. Then again, about as many will probably find it stylish.

Friend of the Magase: He who binds himself to the eye gains a friend in the shape of a Megase, a small winged swine with a taste for books and parchments. The Megase

functions as a familiar... The Megase remembers every text it has eaten, making it a fairly random source of knowledge. Provided that the Megase is present and grunts forth its swine-sly advice, the master of the eye gets a second chance to succeed at any test against Cunning, using the creatures value instead of his own.

Corruption Magnet: The eye of Matulda accumulates corruption like a Soul Stone, but only if the carrier masters that ritual (see page 146 in the Symbaroum Core Rulebook).

Evil Eye: Unlike with other Soul Stones, the carrier of the Eye of Matulda may use the accumulated corruption to fire off black eye-rays. The ray damages the target if the carrier succeeds with a roll against [Resolute←Resolute], 1d4 for each point of corruption that is fired. On the negative side, the corruption which is released in this way attaches itself to the master's soul – in other words, they are moved from the stone to the master's value in permanent corruption.

Fullangra: The crooked dwarf Fullangra – or Longenuff, as she calls herself – was caught by sorcerers long ago and bound to the carved wooden chest which carries her image. She has served many masters over the centuries, warlords and local kings, always loyally but never without whining and complaining. Her bad temper made the latest owner, King Hurian-Lo Apak, grow tired and put the chest in his treasury instead of making use of her services. Centuries of lonely sulking in the box have made Fullangra soften a bit and she will serve her next master with more mutterings and whispered complaints than loud disapprovals. Fullangra speaks in an ancient Symbarian dialect and can neither read nor write. When someone binds to the artifact, a mystical bond appears between him and the dwarf, meaning that they can communicate telepathically. For anyone else it takes the ability Loremaster at the Master level, and a successful Cunning test to converse. It must also be noted that she never uses her true name,

not even with her master; instead she always calls herself Longenuff. Fullangra has the following characteristics and powers, to be employed by her master:

Faithful Servant: Fullangra can be ordered to act as bodyguard, guard a place, fetch and deliver, handle a lever or be sent to the nearest town to sell or buy something. She performs the task dutifully and needs no sleep or food. She takes no initiatives of her own – when the task is completed and she has no orders, she mystically teleports back to the chest to await the next command. Fullangra always moves at Death March speed, without rest. Consequently, each longer journey requires a D20 roll: the outcome 20 means she is caught by a monster or dies some other way. If so she teleports back to the box and refuses to leave it for a week. If the ordered task puts Fullangra close to the chest, she can be played like a second character by the master's player.

Elimination: It is also possible to ask Fullangra to perform grimmer deeds, but only in exchange for her freedom. If her master agrees to free her, she can make an assassination attempt as her final service – seeking out and trying to kill an enemy appointed by the master. The time it takes for her to do this is the same as it would take for the character to do it. And her chance to succeed depends on the victim, according to table 2. If Fullangra fails her mission she is killed or captured, and being free she will not teleport back to the chest. Should she survive she will immediately seek out the closest dwarven community, most likely in Yndaros or the small one in Thistle Hold.

A Gift in Return: For the master who releases Fullangra from her service without asking anything in return the dwarf will call upon the ancient powers she remembers by name and through them bestow one of the following gifts in return:

Inherit Corruption: Fullangra takes on 1d6 of the characters permanent corruption, as thanks for her freedom.

Supernatural Protection: Fullangra's prayer to the old powers protects the character. The protection comes in the form of 1d6 Experience that can only be used with the optional rule called "Re-roll for Experience", as described on page 179 in the Core Rulebook.

Garulfu's Face-Guard: It is said that the legendary barbarian chieftain Garulfu wore a grimly beautiful face-guard attached to his helmet. The mask made many irresolute barbarians fall into line, and adapt to Garulfu's will. According to ancient tales, the faceguard was buried with the chieftain at his death but got lost as the grave was plundered shortly after the majestic ceremony.

Charismatic Shield: When the master of the face-guard wears the artifact, his or her strong personality acts as a protection. The wearer can choose to base Defense on Persuasive for one turn, during which any armor worn has no impeding effect.

Slave Driver: If the master of the artifact has the ability Dominate it has the same effect as the power Bend Will, at the level of the wearer's level in Dominate.

Glimmer Amulet: Anyone performing the ritual Soul Trap where a Glimmer has just been slain can capture its spirit – a fact likely uncovered by the notorious sorcerer and artifact crafter Mad Valando when he tried to trap the spirit of his newly slaughtered servant. Later, when the Whip of Prios placed Valando in chains, his blood stone amulet was taken to the Twilight Monastery for closer inspection. As soon as its properties were uncovered, the pendant was gifted to the leader of the group responsible for hunting down its maker, Sister Losadra. The Glimmer Amulet counts as a lesser artifact. Normally, the stone is a deep blood red, but when close to violence its captive gets restless from bloodlust, making sharp rays of light shoot out at irregular intervals.

These rays can confuse enemies in melee combat: if the carrier fails to defend against an attack but the dice lands on an uneven number, the carrier gets a second chance to pass the defense test. The downside of this is that if the roll for the second attempt lands on the number 20, the soul trap explodes and the Glimmer gets free, just as hungry and strong as it once was.

Gorvadan's Mind Ring: This might be the same ring which in the time of Symbaroum belonged to the feared assassin, and notorious debaucher, Gorvadan – he who was allegedly able to lure in his victims and conduct his business without them making so much as a sound. Whatever the case may be, the ring can be very useful in social contexts, or when its master becomes involved in a hard-pressed situation.

Telepathy: The master of the ring can transmit a short message to an individual he or she has seen in the immediate area – ten words at the most, sent to someone within a hundred meters, would be our recommendation if the exact details become relevant. The message appears as a thought in the recipient's mind, and consequently the sender cannot be identified through language, voice or other characteristics. In negotiations, the use of Telepathy adds +2 to all Persuasive tests.

Confine: If the artifact's master has the mystical power Confusion, the power's energies can be enhanced so that no success test is needed. Thus, the victim becomes completely incapacitated for as long as the master keeps the power activated.

The Haganor Skin: This rainbow-shimmering cloak of lindworm skin is said to come from a serpent slain near the Columns of Haganor, at the time when the columns still sparkled with gold and silver. The cloak still holds some mystical powers – it can lend the master a voice which entralls the listener like the hypnotic powers of a lindworm; or a commanding, thundering

voice turning even the most resilient of warriors into an obedient slave. Aside from that the cloak provides its carrier a +1d4 bonus in Armor and can easily be worn on top of other protection without being extra impeding. This protective effect does not require the player character to bind to the artifact, but the powers described below do. The Haganor Skin also comes with a negative effect: if a living lindworm sees the cloak it will remember the humiliating times when Symbaroum's princes hunted its ancestors for amusement, and immediately – on behalf of all proud lindworms – choose the master of the skin as its personal nemesis. In this context it should be mentioned that all lindworms are immune to the powers of the skin.

Dragon Whisper: The skin's master can let its voice play at the strings of the soul and enthrall all listeners with a roll of [Persuasive←Resolute]. Enemies within earshot who are affected will use one of their upcoming actions to do nothing – during the current turn if they have not acted, otherwise during the turn to come.

Commanding Voice: With a successful [Persuasive←Resolute] test the master of the Haganor Skin may assume control of a creature. The control is maintained until the master fails a [Persuasive←Resolute] test (rolled on the master's initiative) or until concentration is lost [Resolute –damage]. The controlled being has only one action/turn and cannot use Active abilities or powers while being controlled.

Healing Spider: A small spider figurine which is placed on an open wound, where it quickly covers itself and the wound in a web that heals 1d12 Toughness over the course of a day. The spider cannot heal damage from poison or other internal injuries. When done, the spider creeps up from the wound to be reused on new ones. The one treated by the healing spider suffers one point in temporary corruption.

Hunger (Battle Axe): There are tales of a barbarian ruler named Yakobor who was tricked into entering into an alliance with the Spider King. In exchange for his loyalty, Yakobor got a battle axe and a chest full of red gold coins. According to the legend, everything bought with the coins was soon destroyed – meat rotted, butter went rancid, iron rusted and slaves withered into crippled elders in a day. And the axe that was to make Yakobor into the greatest of all, instead darkened his soul. Hunger is a battle axe with Deep Impact (+1 in damage), made to corrupt both wielder and enemy.

Night Bite: The master of the axe can have it radiate corruption when it hits the enemy in combat. Activating the power (which lasts to the end of the scene) only costs 1 corruption, but with every hit 1d4 is rolled. The wielder suffers the outcome of the roll in temporary corruption, the victim suffers the outcome in both corruption and extra damage.

Iron Crown: Demonologists often wear a crown of rusty iron when tearing at the world's fabric. These crowns give a +1 bonus when manipulating the world, as with the mystical powers Exorcize and Teleport, or the ritual Summon Daemon.

The Iron Pact Ring: The rings of the Iron Pact were forged in dragon fire on troll-made anvils, as weapons against the corruption of Symbaroum. To the rings the Elder Folks bound the last remnants of the Pure Magic, before that too was corrupted. In the final battle against Symbaroum's darkness, the rings were carried by the leaders of the Iron Pact. Or so the story goes, when told by the elves to the few human members of the pact. Now the dragons are gone, the trolls brutalized and not even all elves rally behind the age-old alliance. The true rings were never many and now they are fewer still. However, the power in those that still exist is

evident to all who have sworn the Iron Oath and subjected themselves to the strict law of the rings. The Iron Pact Ring may only be bound to an individual using Experience, not by accepting permanent corruption. It does not stop the character from willingly accepting corruption, but punishes it harshly (see the Ring's Law).

Corruption Shield: The ring fully protects its carrier from corruptive surroundings, like the taint in Davokar's darkest parts or the blight transferred through bites and claws of certain beasts (the Corrupting Attack trait). The ring has no protective effect on corruption gained from the voluntary use of artifacts or mystical powers. On the contrary, the ring punishes the carrier for such choices (see the Ring's Law).

Dream Message: Once during each night's sleep, he who is bound to the ring may send a dream message to someone else with a ring. They do not need have met before, but the sender must know that the receiver exists. The message appears as a slideshow of images; no words may be communicated. The interpretation is up to the receiver.

The Ring's Law: The ring punishes oath breakers. He who has bound himself to the ring suffers physical damage from all corruption he willingly accepts: each point of temporary corruption causes 1d4 in damage.

Lucky Coin: A gold coin instilled with energies of good fortune. The coin is carried in a pocket and gives a +1 bonus to one success test, once per scene. Whoever toys with such energies is at risk of suffering from the opposite effect; if the outcome of a test modified by the coin is 20, the carrier will have bad luck for the rest of the scene – all success tests have a second chance to fail.

Lyra's Lantern: The artifact which in Lyastra was known as Lyra's Lantern was allowed to be brought by Kalthar from his chamber in the Dark Lords' fortress. He knows that it came with his order, the Priesthood of Dakothnic, on their flight from Lindaros, but that is all he knows about its origin. What matters to him is that it gave him comfort during the darkening and fall of his homeland, and that it continued to do so during his imprisonment. The blessed lantern emits a warm, comfortable and never-ending shine, and has the following powers:

Sanctifying Aura: All abominations and blight-marked creatures experience a strong sense of discomfort when the lantern is near (within two movement actions). They get two chances to fail all success tests, and if the outcome of any success test is 20, they spend the next turn regurgitating the darkness which fills them (only reactions are possible).

Banish Spirits: Having bound oneself to the lantern, one may use its power to banish spirits from a certain location. The spirit must be within one movement action from the lantern, and if a [Resolute←Resolute] test succeeds, the spirit must flee the scene or (if it cannot flee) stay completely inactive. Every hour after the first, a test is made against the spirit's Resolute to determine whether it can muster the courage to return.

Mal-Rogan's Mummified Hand: The "amulet" of Mal-Rogan is in fact his own left hand, mummified and hung from a rusty chain. Mal-Rogan's soul is tied to the amulet and it can give others beside himself the powers listed below. However, the hand comes with a severe negative effect: as long as the amulet exists, Mal-Rogan will respawn, irrespective of how he was slain or what was done to the corpse – and he will do anything to reclaim his corrupt soul!

Word of Doom: If the owner of the amulet masters the ability Leader he can utter words of doom over his enemies. With a successful roll against Resolute the enemy's chance

of making a successful hit is reduced for the remainder of the scene – the owner may make two attempts against Defense to avoid physical attacks.

Black Bliss: With a successful roll against Resolute, the owner of the amulet may once per turn reroll a success test.

Mal-Rogan's Revenge: It is possible for the one tied to the amulet to destroy it; all it takes is a successful roll against Resolute. If that happens, the released soul of Mal-Rogan will try to possess its previous master, according to the rules for the ritual Possess on page 145. Mal-Rogan is very vindictive and will do his utmost to punish all who were involved in slaying him and stealing his prized medallion – that is, the whole group of player characters and not only he who has carried the amulet. If the possession fails Mal-Rogan dies a final death. The same happens when a successful possession has run its course.

Marlit Cape: The skin of a marlit, a reptile known for its sneaky hunting style, is treated with preserving alchemical preparations so that it keeps its camouflaging properties after the death of the beast. The wearer has a +1 bonus to Discreet when sneaking and hiding.

The Masks of Yeleta: The Huldra of Karvosti is famous for making the most fanciful and helpful masks and sharing them with her allies. With the help of one of the masks, the wearer can see the world without blinders and misconceptions – something which, according to testimonies, can be as terrible as it is helpful.

Grim Truth: With a successful test against Vigilant, the master of the mask can see the target as it is, without illusions, transformations and veils. Furthermore, the wearer's use of the ability Witchsight is not affected by rituals like False Shadow.

Mask Bite: Wearers with the ability Witchsight can make the mask attack enemies. A horrible ghost-image of the mask swoops towards a creature, and if the wearer makes a successful test against [Resolute←Resolute] the target is struck with terror (operates like the monstrous trait Terrify, level I)

Meeting Stone: A stone is loaded with an invitation to a specific person, who upon receiving and touching the artifact instinctively knows where the stone's owner is waiting. Only a mystic (with at least one mystical power) can activate a meeting stone.

Mial's Veil: An ancient barbarian legend tells of the Symbarian king Mial. He is supposed to have had a very impulsive and violent wife named Alreka, who he feared more than all his enemies combined. The situation was extra precarious since King Mial had numerous extramarital connections over the years – a fact that would have made the Queen furious if she ever found out. According to the legend, the King's solution to the problem was both silly and desperate: he ordered a mystical veil from the troll hag Luselorda and promised her “whatever she wanted” in payment. As the item was delivered, the price was declared: King Mial's virility. And that is how King Mial found a totally different use for the veil than intended – to hide himself, not his mistresses, from the rabid Alreka.

Cloak Object: He who has bound himself to the veil can wrap it over inanimate objects, up to the size of a small table or a casket, thereby making them invisible to the naked eye, if not to the touch. It doesn't negate the weight of the object, which makes it possible to discern its existence if the carrier does not succeed with a test against [Discreet←Vigilant]. A stationary object cannot be detected this way, unless one bumps into it or are able to use mystical powers to find it.

Cloak Creature: If the master of the veil knows the ability Feint, it can be used to hide living creatures. As long as the creature remains stationary, it can only be revealed by touch or the use of rituals. The creature can move at half its normal speed, but must then succeed with a test against [Discreet←Vigilant], with an additional modification of -5. A failed roll means that the creature has been seen.

Mind Prism: The illusionists of Ordo Magica often use a prism to describe how the perception of reality may be broken down and understood. Some of these crystals are filled with so much suggestive energies that they provide a +1 bonus to all tests related to the creation of illusions.

Mystical Focus: A tradition-specific focus gives a +1 bonus on all tests related to all powers of the tradition, but limited to one use per scene. The bonus may be used together with other lesser artifacts that also provide a bonus to success tests for the mystical power in question. A mystical focus is bound to the user as other, higher artifacts – that is, by spending an experience point or by willingly accepting one point in permanent corruption.

Loravana's Throwing Shield: One of the most storied heroes of early Symbaroum is the warrior Loravana, commander of Queen Serala-Han Urel's armed forces. Under her leadership, the Queen's petty kingdom in the north seized more and more land, which is why some legends name her the true mother of the unified Symbaroum. If this is true, it would also explain why her legendary shield remained in the hands of the Symbarian emperors.

Shield Throw: If the person bound to Loravana's throwing shield also has the Steel Throw ability, the artifact can be flung as a throwing weapon for 1d8 damage. It then automatically returns to its master's arm and may be used to parry attacks immediately after the throw.

Power Bash: If the shield's master has the Shield Fighter ability at Adept level or higher, he or she can put more force into each shield bash. A power bash increases the maneuver's damage to 1d8 and adds +5 to Strong in any attempt at knocking down the enemy.

Okran's Ring: It is not often that elves are portrayed as anything other than frightening and hostile in barbarian tales. One of few exceptions is the abomination hunter called Okran, who according to the legends saved the lives of innumerable clan folks over the years. He was finally slain by a woman whose husband professed his love for the elf again and again while dreaming. What happened to his legendary ring, no stories can tell.

Guided by Light: The master of the ring can let the light of the artifact reveal the weak spots of any abomination. All attacks on that creature deal +1 in damage thereafter.

Rays of Light: On the master's command, the ring can emit a ray of holy light that damages a single abomination. The damage is 1d8 and armor provides no protection.

Order Medallion: The medallions of Ordo Magica are given to novices and stay with the wizards for their entire career. When the wizard reaches adept level, the medallion transforms to symbolize this step; the same thing happens when reaching master level. Some chapters have made the order medallion mandatory and have also bound certain functions to it, such as the ability to open doors which are closed to outsiders/novices/adepts and to activate the chapter's magic circle.

Peatro's Flask: This small and engraved tin flask may very well be the one that according to legends was carried by the priestess Peatro. She is mentioned in some songs, claimed to

originate from the final days of Symbaroum, as a cautionary example that acts of kindness can have dire consequences if performed with the help of mystical powers. The flask can contain two doses and has the ability to endow any liquid with healing properties. But at a cost: first, the mystic suffers corruption when the liquid is transformed, then the elixir has a corrupting effect on anyone drinking it.

Dark Cure: The master of the flask can make the liquid inside it gain healing properties.

The elixir is active for 1d4 turns, and each turn he who has consumed a dose of the concoction regains 1d4 of Toughness, but also suffers half of the outcome of the healing roll in temporary corruption (rounded up).

Anti-Darkness: The master of the flask can make the liquid inside it counteract damage from poisons. The elixir halves the outcome on the damage die for all kinds of poison (rounded up), but the damage so avoided will instead affect the drinker in the form of temporary corruption.

Pest Mask: In a world full of contagions and poisons it is no wonder that many methods – effective or only superstitious – have been developed to resist such phenomena. The Confessors of the Sun Church, for instance, carry pest masks to protect themselves. They allow the wearer to use their Resolute instead of Strong on tests to resist sicknesses and poisons.

Protective Braid: The Protective Braid is a lesser artifact developed by the darklings over the centuries, making it possible for them to move through corrupted terrain. It can be made from any natural material; its power lies in the structure of the braiding and the melodies sung while it is being made. The artifact's effect is that each time its carrier suffers temporary corruption, the outcome of the effect roll is modified by –1, though never as low as zero. On the downside, the

power of the braid shields the carrier from the mystical energies of the world, resulting in a –3 modification on all success tests that can potentially result in corruption.

Ritual Codex: A ritual is penned down in a codex so that another ritualist can perform it without having previously learned the ritual. The codex can only be used once.

Ritual Focus: A tradition-specific object which gives a +1 bonus on success tests for all rituals belonging to the tradition. See examples to the right.

Ritual Seal: The artifact crafter binds a ritual to a seal; when broken, the effect of the ritual is triggered. The creator of the seal need not know the ritual, but must be in the company of one who does when it is created (or have access to a ritual codex explaining the ritual; the codex is destroyed with this act). He or she who breaks the seal suffers from temporary corruption as usual.

Ruler's Ring: Prominent mind-warping wizards often carry a gold ring on a finger, around the wrist or upper arm, or on the head in the form of a headband. To them, this represents the noble endeavor of the ruler. These rings are often instilled with the ability to dominate all living beings. If so, the gold ring gives a +1 bonus to all test involving powers and rituals of Wizardry affecting the will of the target, for example the use of, and resistance to, Bend Will and Telepathic Interrogation.

Rune Staff: The hallmark of the staff mage is his or her personal staff, carved with the runes of the elements. In the hand of its owner, the staff emits a protective aura (Armor +1d4), and is also the instrument through which the mage wields his or her powers.

The Serpent Staff of Opadia: The snake-headed rune staff that recently disappeared from the Thistle Hold chapter of Ordo Magica, is said to have belonged to Opadia, a now deceased Staff Mage – powerful Mystics that, according to legend, served as bodyguards to the last emperor of Symbaroum, and whose descendants are said to live hidden in an overgrown fortress somewhere in the dark parts of Davokar. Opadia was acquainted with Lasifor Nightpitch and lived in Thistle Hold for a time when the town was young. She fell in battle against elven raiders and the staff was sold to Ordo Magica, from whom it now has disappeared.

Staff Bite: One who has bound the staff to him or herself can let the staff make a poisonous bite when it hits an enemy in melee combat. The hit from the staff must deal damage in order for the poisonous bite to have effect. The poison is considered to be moderate and deals 1D6 points of damage for 1D6 turns.

Biting Bonds: If the master of the staff is skilled in the Polearm Mastery ability the staff can perform a melee attack against a target that hits automatically. The staff then slithers around the target and bites it again and again. The attacker must succeed with a [Vigilant←Strong] test each turn for the staff to keep its grip. The target may act as usual but suffers a bite attack each turn that deals 1D6 damage. If any damage penetrates the target's Armor the target is affected by the staff's poison as well, dealing 1D6 points of damage for 1D6 turns. The poison only affects the target once, but the staff itself continues to bite. If the target manages to break free, the staff lands on the ground, a rune staff once again.

Soul Stone: A Soul Stone is the item required to perform the ritual with the same name.

The Souleater: The Souleater is a warhammer that according to legend was made in the lands east of the Ravens, with the aim of satisfying an anonymous warlord's thirst for power. If the chronicles are to be believed, the weapon was ill-famed already in the days of Symbaroum, often described as being "forged in envy and hardened in jealousy". All of its owners in old Symbaroum are said to have met with especially grim fates. When the Souleater is found in the mausoleum it has one mystical power from an earlier victim in store: Holy Aura (novice).

Corpse Raider: The Souleater can "soak in" a mystical power involving the attribute Resolute from a creature it kills and then store the power in its rune covered head. For that to happen, the warhammer must strike the killing blow and its master must decide to replace the power already stored with one from the newest victim.

Abusing the Dead: The master of the weapon can use the mystical power in storage as if it was his or her own. The master's Resolute counts as 15 in everything having to do with making use of that power, except that it does not affect the basis for calculating his or her corruption threshold.

Spark Stone: The power of a Pyromancer is increased by this glowing amber. The spark stone is a weaker version of the renowned Sun Stones that the master pyromancers of old could craft from summoned fire spirits. Nowadays, the fire wizards have to make do with lesser artifacts, far from as powerful but still a great help to those whose skills relate to fire and burning. All powers with fire effects gain a +1 bonus to the effect die when used by someone with a spark stone in hand or on top of his or her staff.

The Spear of Terael-Kael: After having convinced himself and his warriors that they must seek vengeance for the crimes committed against the forest, the autumn elf Terael- Kael was slain on Karvosti by First Guard Farvan. His spear was given to the witches for safekeeping, and has rested in their reliquary ever since. . The Spear has the qualities Long and Deep Impact, and the following powers:

Return: If the artifact's master has the Steel Throw ability, the spear can be thrown as a regular throwing spear, with one addition: it will return, automatically and instantly, to the thrower's hand.

Earthquake: The master can cause the ground to shake by striking the shaft of the spear against something hard. All within melee combat distance from the master must pass a Quick test; if they fail, they will fall to the ground (giving the master an Advantage over those who fell).

Spell Scroll: Artifact crafters in Ordo Magica can bind a mystical power at the novice, adept or master level (depending on the level of the artifact) to a scroll. The power may then be activated by someone else who has Wizardry at a level equal to or higher than the level of the power, or someone who has the ability Loremaster at adept level. Whoever activates the scroll suffers temporary corruption as usual and the scroll is spent upon activation.

Spell Seal: An artifact crafter has bound a mystical power at the novice or adept level (depending on the level of the artifact) to a seal; when the seal is broken, the power is activated. Whoever breaks the seal suffers temporary corruption as usual and the seal is spent when broken.

Spiderbane: The artifact that Elmendra mistook for the so called Witch Hammer is actually nothing less than the weapon High Chieftain Maesticar thrust into the heart of the Spider King. Ever since Angatal Taar was slain, the weapon has been in the witches' custody, as they wait for the next hostile spider creature to emerge. Spiderbane is, whatever form it takes (see below), a mastercrafted item with the qualities Balanced, Deep impact, and Precise.

Transfiguration: The artifact can take different forms, according to its master's will – becoming a Short weapon, Single-handed weapon, Long weapon or Heavy weapon. It takes one turn to complete the transfiguration, but then the form is set until the master wishes otherwise.

Cleansing of the Blood: By cutting or pricking his/her own flesh, and letting Spiderbane come into contact with the blood, the master can lessen the effects of poisons (works as a moderate antidote).

Scourge of Spiders: If its master has the adept-level Beast Lore ability (specialization: beasts) and passes a Cunning test, Spiderbane deals +1d8 damage against creatures of the Spider family. The effect lasts for the rest of the scene.

Staff Foot: A staff foot forged with strengthening spells can give the staff of a staff mage extra power when used as a weapon. The artifact is attached to the staff and gives a +1 bonus on the effect tests of all melee or ranged attacks, and on all powers which directly use the staff as a weapon. Even if this artifact most often is attached to a rune staff, it may be attached to an ordinary wooden staff with the same effect.

Staff Head: A special ornament at the top of the staff mage's staff can provide extra focus. The staff head – often a beautiful stone encased in meteoric iron – gives a +1 bonus to all success tests that do not directly involve the staff as a weapon, as for instance Blood Storm and Sphere.

Sun Mask: The sun masks of the theurgs bestow spiritual warmth to the cold-hearted and spread light where no other light can reach. Worn by a theurg, they can also assist in combat against undead and abominations. The mask radiates light around the wearer as if it is a torch; also, all powers with holy or banishing effects have a +1 bonus to effect tests.

The Sun Stone: In ancient times wizards tied a wild fire spirit to this stone. Normally it glows with a pale light and gives off a mild warmth (enough to keep someone warm on an icy winters day). He who bonds with the stone can awaken the fire spirit and command it to perform more dramatic actions, namely the following:

Strike with Fire: The master of the Sun Stone can with a successful roll against Resolute set an object in his sight on fire – including enemy garments. The fire burns for 1D4 turns and does 1D4 of damage each turn. Armor protects as usual. A burning person can put out the fire by rolling around on the ground (movement action) and passing a roll against Quick.

Amplify Flame: If the lord of the stone masters powers which produce fire he can use the stone for amplifying his fire spells. With a successful roll against Resolute the effect is increased by one step (e.g. from 1D6 to 1D8, or with +1 if already 1D12).

Fire Spirit: With a successful roll against Resolute, the master of the stone can release the captured fire spirit, thereby destroying the artifact. The spirit appears as a towering humanoid made up of flames and soot. It is grateful and will obey its former master for

the remainder of the scene. It can be given simple commands (free action) like “guard this place”, “attack that individual” or “keep me safe”.

Thunder (Long Hammer): No one knows the origin of the long hammer named Thunder by its current owner. Raharax found it shortly after having woken from his latest hibernation, in the nearby cocoon of a troll who clearly had not survived its transition from rage troll to liege troll. Perhaps the hammer comes from Küam Zamok, but if so, it must have been forged in Symbarian times and brought to the dwarven realm by its founders as they fled the downfall of the empire. Like other weapons of its kind, the massive, yet flexible Thunder has the qualities Bastard Weapon, Massive, and Precise, but the negative quality Unwieldy has been removed (value: 500 thaler). In addition, the hammer comes with two special abilities for its wielder to make use of:

Armor Breaker: The master who has bound the hammer to himself/herself may after each attack, successful or parried, attempt to crush the enemy’s metal armor or shield. The attempt is performed like an extra attack – damage is rolled as usual; if the outcome is higher than the armor’s Armor value, the Armor value is permanently decreased by 1d4. If the outcome is 6 or higher the attack renders the enemy’s shield completely useless, forcing its user to throw it away. Armor Breaker can be used repeatedly against the same target.

Synchronization: If its master has the Hammer Rhythm ability, Thunder can adopt perfectly to the user’s movements and hit with maximum effect. The synchronization deals +1d6 damage and lasts until the scene ends or the master changes target.

Toad Guard: A figurine in the form of a toad acts as an alarm. The user – who has to know at least one mystical power – whispers a triggering condition to the figurine; the trigger has to be of a physical nature and must occur close to the toad guard, for example that “someone passes through the grove” or “the door is opened from outside.” If activated, the toad will wake everyone with a loud croaking.

The Troll Cross of Ella: A troll cross engraved on a shield of meteorite iron, worn by the troll hag Ella to aid her against her nemesis, the blight born barbarian warlord Odalbagar. Either the cross did not help her, or maybe she fell to her death in later battles. Irrespective of which, her protective talisman has wandered on to new owners. The shield is of suitable size for being a pendant hanging from the neck of a fully grown arch troll, consequently more like a buckler shield for a human – it can be used like that, following the rules described in the Core Book (page 150). Using it as a shield does not require that one bind to the artifact, but in order to use its powers binding to it is a must.

Mind Shield: The master of the cross can use Ella’s ancient blessings as protection against powers affecting the mind. Each turn the carrier can gain a second chance to succeed against a power involving Resolute. If the power acts over time, the master may also make a re-roll to abort an ongoing effect – this also counts as a usage of the artifact’s power.

Mirror of Vengeance: The master calls on the support of Ella’s deepest wisdom to try to turn incoming powers against the caster. All offensive spells targeting the master of the cross are affected. The Mirror of Vengeance works as if the master of the artifact attacked the caster instead, with the same power. For instance, if the power requires a roll against Resolute, the attribute value of the master is used to decide if the mirroring

turns out successful, modified by some attribute of the caster if modifications must be made. It is worth mentioning that using this power is risky. A failure attracts even more corruption to the master.

The Urn of Natana: Describing this matte black, forearm-length ceramic urn as an “artifact” might be rather misleading. It is actually the prison of an impish spectral creature named Natana; a creature that not only spreads corruption wherever she goes, but also – out of sheer spite – has caused the downfall of several petty kingdoms. If one removes the patinaed copper lid or breaks the urn without first having bound oneself to it, a dark shadow quickly escapes and disappears, as the giggling of a girl echoes through the air. Nothing else happens; not until the Game Master decides to let the players encounter Natana a second time, perhaps in the ruins of a village or outpost she has destroyed with her lies. On the other hand, if one does bind oneself to the urn before opening it, Natana will not be able to get out. In that case, she will reveal herself to the player character as a woman-shaped cloud of smoke, twisting and writhing, reaching out telepathically to offer her services. She cannot attack or otherwise harm a living creature, but claims to be an excellent spy. Initially she will try to gain the master’s trust by giving honest reports of her observations from wherever the master has sent her (she does not understand a word of Ambrian or the barbarian tongue, but makes up words that sound appropriate to her). Soon after she will start to lie about what she sees and hears, so as to cause the greatest possible discord, misery or calamity – she says that a place is deserted even though it is swarming with monsters; she says that the master’s best friend or lover conspires against him/her; and she says that her power would increase manifold if only the urn was destroyed (which would, in fact, simply free her from her prison). In addition to the above, Natana radiates corruption. Whenever she is not in her urn, all within one Movement Action’s

reach of her suffer 1d4 corruption each scene/hour; corruption that will later wear off in the same way as regular temporary corruption.

Vesper's Soaring Cloak: Who has not heard the tales of the sect of assassins called the Flying Foxes, said to have been active during Symbaroum's glory days? Supposedly, they were a group of rebels led by the charismatic fencing-master Vesper, and in the legends they often appear as heroic punishers of Symbarian nobles with dirt on their hands. Usually, they attacked at night, using their soaring cloaks to gain access through balconies or roofs.

Soft Landing: He who has bound himself to the Soaring Cloak can glide through the air and make soft landings even if having jumped from high altitudes, just like one of Davokar's Flying Foxes.

Wind-Rider: If the master of the Soaring Cloak has the ability Acrobatics, he or she can make a roll against Quick. If successful, the wearer can rise 30 feet above ground and then glide back down in the direction of his or her choice.

The Vile Water: The Vile Water consists of pure corruption, like an inverted Water of the Dusk (page 186 in the Core Book). It looks like black mercury and gives off dark fumes of corruption if not contained in a vial. In King Hurian's tomb the liquid is collected in a small carafe wrought from translucent, volcanic glass. To bind yourself to this particular artifact requires you to accept one point in permanent corruption. The Vile Water has the following attributes:

Black-Light: In the hands of one who has accepted Darkness, the carafe can radiate with the dark of the Abyss, thereby blackening an area even if the sun is high in the sky. This means that a place (for instance a room indoors or a forest grove) goes dark for the remainder of the scene, dark like a night without stars or moonlight.

Revelations of the Night: The flask contains 10 drops of Vile Water, which can be dripped on living tissue. Each drop grants 1D12 Experience to be used however the receiver wishes, at the cost of one permanent corruption. When all drops are used the vial is empty and the artifact spent.

Black Synergy: He who bows before the supremacy of the Dark can use its blackness to enhance the powers of Sorcery. Once per scene the synergy can add +1 tier to the effect die.

Salvation of Darkness: The master of the artifact can crush the vial with a thought, thereby releasing its darkness. All creatures present with at least 1 corruption (temporary or permanent) immediately suffer 1d12 in permanent corruption. Beings that already have permanent corruption are only affected if the outcome is higher than their current corruption – if so they suffer the difference. If the outcome is equal to or lower than the current corruption value, nothing happens. The effect affects the master himself if he has any corruption; only creatures with zero corruption are safe from harm.

Water of the Dusk: Water of the Dusk is an example of an artifact that the Game Master can use in any of his or her own adventures, and it is also possible for the Game Master to use it as inspiration to create new mythical or mystical items. Water of the Dusk is said to have been created for the first time on a battlefield during the Great War, just before the hordes of the Dark Lords were about to swarm into Alberetor. Today, Water of the Dusk is crafted at the summer Solstice by the most powerful theurgs in the service of Prios. When the last light of the dying sun shines through the atrium of Templewall's mighty cathedral, they are captured in the tears of the holy Weepers, to be dripped into a crystal vial blessed for the purpose. Only one such vial is made each year and its powers contain the blessing and judgment of Prios, distilled to a

handful of drops. This light-bringing elixir is said to cure diseases, scare off blight beasts and – if the vial is shattered – purge an accursed place of its unholy energies. Naturally, Water of the Dusk cannot be purchased. Instead, it is always given to the most faithful servants of the Church prior to an important mission. However, the occasional vial may have been lost as some champion of the sun have fallen in battle. The holy Water of the Dusk cannot be bound by accepting Corruption; it must be paid for in Experience. When this is done, characters that bind the Water to themselves immediately suffer 1D4 points of damage for each point of permanent Corruption they have. Characters whose Toughness is brought down to 0 are immediately burned to a pile of ash – the rule for Death tests does not apply! The ones who survive will find that all their permanent corruption has been burnt away. Characters with permanent Corruption may make a [Vigilant –permanent Corruption] test to realize that the Water will judge them harshly. Water of the Dusk has the following powers:

The Light of the Sun: In the hands of one who has submitted to the light and bound itself to it, the vial can flare up with the power of the sun, so that the surroundings are bathed in light equal to a cloudless day with the sun high in the sky.

Drops of the Sun: The vial contains 1D10 drops of holy water, which can be dripped on a sick or wounded person to cure him or her. Each drop has all of the effects below when dripped on a creature. When all the drops have been used, the vial is empty and the light of Prios is spent.

Holy Synergy: The one who has bound the Water of the Dusk to him- or herself can use its light to enhance the effect of theurgical powers. These have their Effect Die increased by one step. The synergy can be performed once per scene.

Justice of the Lightbringer: The one who submits to the Water of the Dusk can break the vial with just a thought and unleash its judging light. All present creatures that have

at least one (1) point of Corruption suffer damage equal to their total Corruption, while all creatures that belong to the Abomination monster category suffers 1D10+10 damage. Of course, this also affects the one who carries the vial.

Shining Doom: If the one who carries the Water of the Dusk, and has bound it to him- or herself, ever becomes blight-marked, then the vial will detonate with the same effect as Justice of the Lightbringer.

Witch Braid: This braid is made from three types of hair or fur and keeps death at bay, giving a +1 bonus to Strong during death tests. Non-player characters with the braid get to make death tests, with the +1 bonus.

Yarego's Iron Fist: The object called Yarego's Iron Fist is mentioned in dozens of legends from the early days of Symbaroum and its battles, as belonging to different owners in different locations. The artifact is truly a marvel of mystical crafting skills but also demands much from he or she who wants to be its master – his or her arm must be cut off right below the elbow so that the item can merge with the stump. When in place, the awkward thing is just about flexible enough to perform daily activities like gripping a dining knife, but its grip will not allow the effective use of any kind of weapon. As the name suggests, the foot-long Iron Fist is made from iron that in time has been marked with spots of rust and innumerable cuts from parried blades. In combat, long spikes extend from the knuckles and an iron collar unfolds to encircle the arm near the elbow, to be used as a quillion. In combination with its weight, this gives the Iron Fist a permanent +1 bonus on Defense and in damage. Adding to that, the artifact has the following powers:

Stun: With a hit that deals damage after Armor has been subtracted, the Iron Fist can stun the enemy. The power may be used once per scene and requires the master to make a [Strong←Resolute] test. If successful, the victim loses both his upcoming actions.

Push: Once per scene and with a hit that deals damage after Armor has been subtracted, the fist can give the target an added push. With a successful [Strong←Strong] the thrust makes the target fall to the ground.

Break: Once each turn, the master of the Iron Fist may attack the enemy's weapon instead of the enemy itself. First, a successful attack test must be made to get a grip on the weapon; then the wielder of the fist must succeed with a test against Strong to break the weapon asunder. A weapon which is considered magical (i.e. is an artifact which can be bound to a master) cannot be destroyed like this – if so, the target is disarmed.