

Items of Power

Overview

For all of these items, there exists a special equipment card to be downloaded as well which can be given to the player. The true power of the items is recorded here, so the player will have to find out over time what it is good for.

Spiritually Enhanced Equipment

The Cape of Comfort

Capes of Comfort are pieces of clothing with minor spirits bound within. These spirits are usually totems of fire, keeping the wearer warm in winter and dry during rain. The capes look pretty normal and in fact it would be hard to recognize these items as unusual by their looks.

Powers

- The cape grants a +1 bonus to survival with regard to cold and rainy climate but only when it makes sense.
- The cape grants an AR of 10 vs. cold damage.

Artefacts of Power

The Book of Insight



The Book of Insight is a lesser-known Lokite tome written by the second high priest of Loki, Gunnar the Black. It was stolen by the heretical priest Ferro the Red Wolf, when he was exiled for his views on the relationship between

Shadow Synthesis and certain Aspects of the Melanis. Its current whereabouts are unknown.

Side Effects

The book is imbued with the power of *Shadow Synthesis* - its pages are hard to read as there always seems to be a shadow lying over them and those who stay in its presence too long have a tendency to be slightly depressed.

Activation

The powers marked with an asterisks (*) can only be used after activating the Book by deciphering it. Each attempt at deciphering takes one week and requires a roll of Read/Write/CRE vs. 4 at a Cpx. of 3 to decipher the book. Failed rolls have no negative effects, but it takes an accumulated MoS of 10 (which can be marked on the equipment card) to finally decipher the book. The use of a well-equipped library grants a +2 bonus to an attempt.

Powers

- If carried (even when in a backback), the book grants a +1 bonus to Synthesis (it is an *Object of Dream*). While this power is always active, the wielder might not know about it. If even one MoS of deciphering is achieved, the wielder will read about this power.
- The book can act as a teacher for learning *Synthesis* and *Survival (Dreaming)*, granting the benefits of a level 4 teacher with all appropriate attributes at +2.
- The book can be used to learn the aspects *Dance of Masks*, *Hide N' Seek*, and *Shadowstepping*.

Balmung, the Short Sword

Balmung is a short sword which had the spirit of a powerful warrior of the same name bound into it. The warrior died during a battle against a wandering band

of Koleris Z'Bri, trying in vain to protect his family. Haunted by his failure, Balmung became a ghost and only found peace, when one of the Artists, a powerful wielder of Synthesis offered him a second chance to fight atone for his fault by binding him into a weapon.



Side Effects

After being in the hands of a wielder for a while, the sword will repeat the scene of Balmung's defeat in dream sequences. At first, the faces of are those of the original scene but after a while they will become those of the wielder and the people he knows, possibly mixing with similar experiences which the new owner had in the past.

Powers

- Balmung is never dropped on a fumble, i.e. if the hardpoint's house rules are used, a fumbled attacked has no bad side effects.
- When fighting against Z'Bri, the damage of the weapon is increased by 3.
- When fighting against Z'Bri, the wielder can use the *Defender* combat manoeuvre. If the wielder has this manoeuvre, the effect radius is increased by 1 meter.

The Banner of Sanctified Recognition

The Banner of Sanctified Recognition was created by Brun herself, binding the spirit of the hostile hawk spirit Bloody Feathers into the banner after its defeat during the early years of the Liberation. Ever since, the banner has been one of the relics of the Valkyries, used only for the most critical missions.

Side Effects

The banner gives its bearer the impression that everything around him is sharper and clearer, smells are more intensive yet also offer more facettes etc.

A side effect, which makes this banner unpleasant to use, is that it is possible to see slightly around corners which distorts visual impressions, causing some sort of fish lense view.



Powers

The Banner of Sanctified Recognition must be held in at least one hand to gain its benefits which consist of the following:

- A +2 bonus to Notice checks with all senses.
- The complexity of Combat Sense is considered to be 1 higher.

The Heartstone of the Overlord

When the Overlord was slain, one of his faithful henchmen, a Melanis Iv'Chet called Loban, managed to conceal the wandering soul of his master after the slaying of his last body. Hiding it in some remote place, Loban was able to leave some clues for his fellow loyalists, before he was killed by the Faceless Duke.

Today, the Heartstone is a rumour known to few Z'Bri and even even fewer humans. Only a few elder Helites have sensed it in their dreams and might share this knowledge in times of need, for the heartstone is a powerful weapon if used properly. Also, its use will attract any Z'Bri lord within kilometers, leaving it a powerful but possibly fatal option for desperate causes.

Side Effects

The Heartstone of the Overlord has several severe side effects, making it a dangerous tool. The more harmless of these are a faint glow, which can illuminate a circle of up to 1 meter radius, and the faint whispering of random thoughts of pain and rage which enter the heads of those nearby from time to time.

- If the heartstone is touched without gloves, the character must make a WIL roll vs. 3 or be drawn into the dreams of the Overlord which loop around the betrayal by the Faceless Duke and the Fatimas during his final battle. A Survival (Dreaming)/WIL vs. 4 is needed to exit the dreamscape again and only one try is possible per day. A fumble will leave the character permanently trapped unless 3 Genre Points are expended.
- Another side effect is that, while the heartstone is used, a strong Melanis aura is emitted, which affects everybody safe those touched by the seed and the wielder. The aura has a strength of 6. Also, all Z'Bri lords within 10 kilometers will become aware of the existence (but not the location) of the Heartstone.

Powers

- Wielder can use the Aspects of *Animation* and *Chaining* as if she had Sundering at 6/4 and the relevant attributes at +3.

The Circuit Skull

The Curcuit Skull is the most powerful artefact of the Mutant Bikers of Schrie. Created from the Skull of their first high priest, the skull combines the worst aspects of Technosmithing and Koleris Sundering. The skull is extremely potent but should be handled with care - even the bikers are reluctant to use it on a regular basis.

Side Effects

The person holding the skull feels strong and fearless. Everybody else seems smaller and weaker than before and surges of euphoric anger are common.

Everything changes, however, when the skull is put aside; there is an intense feeling of withdrawl. The former wielder feels weak and cowardly, longing to hold the skull again (Will vs. 2 + number of times the skull has been used before).

While it is not harmful to hold the skull all the time, the wielder's personality changes towards arrogance and foolhardiness. More than one high priest of the bikers has perished due to the skull!

A special danger arises when combining the Skull with the Heart of the Overlord. While their effects add up, the combination of these powerful magical items will have adverse effects on reality itself. After one hour, the River starts to mingle with the Real World around the wielder, leading to the spontaneous manifestation of both secret wishes and hidden fears of humans. Fortunately, those touched by the Seed will be unable to go near the wielder, as they cannot enter the river. However, after 3d6 rounds the wielder will be sucked into the sea of the lost, his body becoming an empty husk.

Powers

While holding the skull in both hands, all mental attributes of the wielder are increased by 1. Also, the skill level and complexity of all interaction/leadership skills is increased by 2.