ITEM RUMORS

A Description of Magical Items Listed in the Epic of Ærth™ Mythus™ Volume

A Mythus-l Project

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Introduction

Well, after much work, many delays, and a bit of procrastinating, this project is finally completed. This document is the result of an effort started and organized by John Teske, a member of the Mythus-l mailing list. The goal was to detail the most powerful magick items possessed by the countries of Ærth, the campaign world created by Gary Gygax for the Mythus game system. These "item rumors" are meant to be just that -- information about each item that may or may not actually be true. Feel free to alter the actual item abilities for your own campaign. After all, players shouldn't get the idea that everything in this book will hold true!

Serving as editor gives me the chance to get the last word (found here), and to thank people who might otherwise not have their contributions fully recognized. A number of people, some members of the Mythus-L mailing list, wrote the item rumors you will find here. Without all the help, this effort would never have been completed. Though he might not say so himself here, John Teske deserves a great deal of credit himself. Not only did he distribute and keep track of the writing responsibilities, but he also wrote over a third of this items found here. A look at the number of items here will show that to be an amazing effort for a purely volunteer effort.

I'll get the formalities out of the way and then let the rumors speak for themselves. Mythus, and Ærth are trademarks now owned by TSR, and are used here without permission (as if they are likely to ever use them again). This document is to be distributed free to any of the few but fanatically loyal Mythus gamers out there. Just be sure to keep this page attached, as it does serve to credit those who helped with this project. Hopefully, there will be more contributions like this one to enrich the Mythus roleplaying game system.

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Achea

Sistrum of Olympus

This magical instrument is rumored to be capable of performing a major miracle casting daily in addition to numerous other Apotropaist protection castings. Rumor also has it that the device calls the attention of one of the 12 Olympians, who may choose to aid the player of the instrument if a suitable offering is made. It is well known that the device is also capable of generating a large field of protective castings about it to preserve its wielder and their associates.

Trident of 3 Tritons

Reportedly 3 effects are generated by this powerful magical device; it is rumored that this device was a gift to the city of Athens by Poseidon after Athena and Poseidon quarreled over dominionship of the city. First, it is rumored that the trident is capable of summoning large amounts of tritons from Phaeree. Second, the trident is rumored to allow the wielder to cast all elemental dweomercraeft spells dealing with water or cold at one step faster (i.e. charm -> eyebite; cantrip -> charm; spell -> cantrip, etc.) and at half the normal cost of Heka. The third power is supposedly that of Heka reservoir capability, of up to 1500 points, but this could easily be false, as other rumor that the trident transforms partial practitioners of Heka into full practitioner, provided the elemental dweomercraeft area is possessed. It may be best to say that the third power is not precisely known.

Ægypt

Aten Ankh

This sacred relic was the prize of Akhenaten, the blasphemous Pharaoh of old. Akhenaten proclaimed himself the God of the sun and changed many religious tenets and practices in an attempt to concentrate all power into his hands. The Ankh was said to have been made by a powerful Thaumaturge, who gave it a special bond with the powers of Sunlight and greatly enhanced powers of leadership and influence. Some say that this Thaumaturge bound his own soul to the Ankh in order to serve his Pharaoh forever. Furthermore, it is said that any who wield the Ankh can call upon any Sunlight-related power at will, both to heal faithful subjects and to destroy Ægypt's enemies.

Since the death of Akhenaten, Ægypt's Pharaohs have kept possession of the Ankh, though they have done their utmost to put an end to his religion. Few have dared to use it, as it has a tendency to draw one into the religion it was created to represent.

Golden Crook and Ebon Flail

This is another item held by a long-forgotten ruler. The Crook and the Flail were used to subjugate all who beheld them. The Crook inspires loyalty in all viewing it, bypassing all resistances. The Flail inspires fear, bypassing all resistance as well The possessor soon becomes a megalomaniac, as well as becoming paranoid, and will not willingly part with the items; it is not precisely known how these items accomplish this.

Grimoire of the Pharaoh Nectanebus

The Grimoire is said to have been given to the Pharaoh by a prophet who received it from the heavens -- the Pharaoh slew the prophet for not obeying the etiquette of his Court, and this event subsequently enacted the curse on this item. The Grimoire is said to be the ultimate casting list, having all known spells listed therein. Spells are written in an alien tongue, perhaps from a Phaeree or extra-terrestrial source, requiring the use of translation spells to make use of the book. Lastly, the possessor of the book will be plagued by social mishaps - he/she will miss etiquette rolls and cause themselves a great deal of trouble.

Mace of Narmer

This Mace has been used by the Pharaohs in battle ever since the legendary Narmer first united Ægypt under his rule. No one knows the origin of this weapon, and many speculate that it was a gift from the gods. Whatever the true story might be, there is no denying that the Mace is a fearsome weapon in battle. One wielding this weapon can command blasts of Heka to strike distant targets at will. The weakest of these attacks is equivalent to dweomercraeft's Heka Blast casting, and the strongest is at least Supernatural in power. If there is a limit to the number of Heka attacks the Mace can throw, no battle has seen it reached.

The Mace of Narmer also provides powerful defenses to its wielder as well. The best information available indicates that it provides an improved Heka Shield which protects against any type of attack and regenerates fully within 1 BT. It is unknown whether the Mace also confers advantages in combat, as no one has actually gotten past the Mace's offensive and defensive powers to find out.

Nine Neteru Axes

The axes are rumored to be weapons and symbols of the general of Neteru - an ancient and long-forgotten pharaoh. The axes were used to show the power of Neteru's army and had the ability to inspire the troops by the mere presence. It is said that Neteru always

knew the location of his forces and could make his commands be known to his men though he could not lead them himself, the axes may have been used to communicate over long distances. It is also said that any emperor with all the axes in loyal subjects hands could never be defeated.

Sphinx Legions Talisman

This item summons legions of sphinxes (sphinx?), each being unique in form, having different heads on lion bodies. Each sphinx is capable of spellcasting as well, and obeys the bearer of the talisman. It is rumored that only a devout follower of Thoth -- the Ægyptian God of Knowledge -- may use the talisman. Any non-follower will be asked a riddle by a sphinx if they touch the item. If they answer correctly, they will receive a book of spells of all castings in their major area(s); if they fail, the sphinx then kills them.

Ur-Hakau of Imhotep

Imhotep, the legendary Heka forger and creator of the Great Pyramids, left the Ur-Hekau behind as the only evidence of his techniques before becoming a demigod in the Ægyptian pantheon. These scrolls have been kept hidden by the government of Ægypt, and it is only through rumors spread through the Heka-Forging community that anything is known about them. The Ur-Hekau detail the work that went into enchanting the Great Pyramids. It is said that no one has been able to duplicate these efforts, though the study of these scrolls have enabled those already skilled in Heka-Forging to greatly increase their abilities. While this alone would make the Ur-Hekau greatly prized, their true value is as huge regenerating Heka reservoirs dedicated toward Heka-Forging work. Some say that altogether some 25,000 points of Heka are provided by the scrolls. Such a Heka source would enable the creation of incredibly powerful magickal devices, similar to those Ægypt already possesses.

Ætheope

Twelve Maned Lion's Girdle

The war leader of Ætheope wears a magnificent girdle adorned with the manes of 12 lions which must have been among the largest ever to live on Ærth. Each mane is rumored to confer a power on the wearer, and together makes Aetheope's armies feared when led by one wearing this item.

Some of the powers said to be granted by this item include: special successes on any check involving leadership or military science, complete invulnerability to physical attack, and a roar which paralyzes entire enemy armies with fear while lending strength to friendly forces.

Ahuke

Shell of the Deep

This large clamshell (10' wide) is said to ensure victory to those near the sea. It allows two or three people to comfortably sit or stand in it while it levitates or flies. It can also confer water-breathing to an unlimited number of people and is coveted by commanders of armies for this purpose.

Albion

Book of Shadows

This Tome of great size holds a hundred spells from the now defunct Dweomercraeft Area - Indigo School. Some of spells from this school are now taken into the other schools (Gray and Black being the majority of the lower level spells). Some of the higher spell couldn't be incorporated into other schools like: Shadow Moving Ritual, Black Vice Cantrip, Dust Spore Spell, Darken Earth Ritual, Sink Hole Charm, Shadow Plane Ritual; the last being the crowning achievement of the book (hence the name).

Excalibur

Originally given as a gift to King Arthur by a denizen of a Phaeree realm mirroring the Isles, this adamantine blade is a legacy to his reign. Sadly the greater half of this gift, the scabbard, was lost ages ago. Nevertheless, this sword is still the most prized artifact in Albion’s possession.

One wielding Excalibur cannot be defeated in battle. A blow struck by the blade inflicts 12d6 points of damage; combined with its powerful enchantments to combat skill and strike location a single hit from Excalibur is almost always fatal. The sword also gives its wielder an aura of majesty, granting greatly enhanced leadership skills and ensuring that companions will never flee through fear or loss of morale.

Some of the druids say that the full power of Excalibur sleeps until a single king comes to reunite the Isles under his rule, though whether this would be Arthur come again or another is uncertain. In the meantime, there is a certain amount of friction between Albion and Lyonnesse over this item, since Camelough is the ancestral home of both Arthur and the blade. However, the alliance of the Five Crowns and the influence of the druids has kept this dispute muted.

Pavilion of Portals

This large pavilion (tent) has several sections in the pavilion and in each section there is a tapestry of a different place. Each tapestry has a intricate picture of

different places on Ærth and Phaeree. The tapestry is an open door to another place; after casting the appropriate Spell the tapestry opens into the place pictured.

Rhongomyant

This long, broad bladed spear's origin is unknown, though King Arthur was the first one known to possess it. It now rests in Albion's armory, waiting for the rare occasion on which the king must ride into battle. The spear appears unmarred and unstained by battle; even after it has just been used the spear tip is spotless, as if it drank all the blood it touched.

Indeed, it is said that Rhongomyant thirsts for slaughter and war and takes strength both for itself and for its wielder from it. For every foe slain by this spear, it inflicts an additional 1d6 points of damage for that day. In addition, 1 point is added to each of the wielder's Physical Attributes for the same duration. As was seen with Arthur and with later kings, one wielding Rhongomyant often grows stronger during a battle.

Albion and Lyonnesse occasionally argue over which has the stronger claim on this spear. For now, this is an academic discussion only, as Albion has no intention of giving up such a powerful weapon. If the Five Crowns alliance should ever crumble however, this dispute would surely become more heated.

Alzorax

Red Cloak of Fire

This fabled cloak bestows the ability of fire prowess. This ability allows the wearer to completely control the elements of fire and heat. Examples of powers include Immunity to all fire-based attacks, Fire Animation, Fire Bolt, Fire Ball, Fire Lightning, Fire Creation, Wall of Fire, Summon Fire Elementary/Elemental, and Summon Volcano to comprise a short list. During the Battles of the Fall, ships feared traveling anywhere near the coast of Alorax, for they often met the fate of great spouts of steam, tidal waves, and eruptions from underneath the waves, all rumored to be the result of this apparel. This is why these islands suffered little from the wars. Would it not be for the Great Famine, perhaps Atlantl would not have fallen. The Fabled Hero Torax the VII, Torax the Redeemed, Torax of the Sun, used this cloak when he flew from the Sun to attack his enemies. Although legend has it Torax VII is immortal and still wears the cloak, it is more likely to still be in the possession of the House of Torax. It is also a legend that a figure bathed in fire will save Atlantis by plunging the Isles into the ocean.

Annam

Mouse of Jade

This necklace of a small jade mouse on a hekalite chain can only be handled by someone with the Criminal Activity, Mental K/S Area. This necklace gives the wearer double the chance of a special success in Criminal Activity, Mental; the wearer also has the ability to read the thoughts of all those who are in sight. By detaching the mouse from the necklace the mouse grows to a size usable as a mount that will not be detectable by any means (with the exception of the wearer of the necklace).

Snake Chair of Trang

This chair in gem encrusted with snakes for arms (i.e. the name), red velvet seat, and weighs about 5 tons. Anyone sitting in the chair can detect lies illusions, disguises, and auras of individuals within sight without error (if another greater enchantment is used then the illusions, disguises or auras and just dark, unable to be seen; lies are not heard but lips are seen moving). By concentrating, the sitter can go non-corporeal and go anywhere, confident since the chair protects the body from all outside forces until the sitter returns.

The only problem using this magic chair is that once you get up you take 100 points mental damage (sort of a drain into the chair) which cannot be stopped by any means.

Aragon

Chalice of Aether

This dangerous item is rumored to be in the possession of Aragon. It is always filled with what appears to be water. Sages report that drinking from this chalice allows one to travel through the Æthereal Plane, visiting other universes. Many who have dared to drink from this device have never returned, leading to speculation that the ability to travel does not last very long.

This chalice has another, possibly more dangerous power. In extremis, dumping the contents of the chalice on the ground will open a portal, through which something will emerge to aid the bearer. This is not always advantageous. It is reported that, when this item was stolen by bandits, the leader used this power when cornered by a squad of royal guards. Diviners could determine little from the remains, except that something called "effifteen" killed all on both sides.

Medallion of Heros

There are conflicting reports on the properties of this item. One states that anyone wearing this medallion, even the lowliest beggar, will become one of the most powerful heroes of the land. It bestows +10 to each Attribute score, and doubles all STEEPs. A number of other skills are also conferred, along with full practitioner status.

The other report states that the medallion will summon a group of heroes, who will be suited to deal with a declared problem. Some say that the heroes are compelled to obey, while others state that the group must be bargained with to gain cooperation. Aragon has officially denied both rumors.

Tilgrendo

Deep in the royal vaults of Aragon lies a legendary sword used by Atlantl during its rise and conquest of surrounding lands. At the raise of this blade, the sea itself became a weapon, destroying enemy ships and coastal defenses. The bearer of this sword is also said to exert control over the weather, able to affect entire nations with natural disasters until they would surrender.

A fragment of legend has surfaced hinting that this sword has one weakness, and that this flaw led to the final downfall of the Atlantl Empire. What that weakness might be is unknown.

Turtle Automaton

This war machine's origins are unknown. Because of it's terrible power, it has rarely seen actual battle. Eyewitness accounts have described the automaton as a giant metallic beast, almost 50 feet in length. It bears an uncanny resemblance to a turtle, though its legs and head are proportionally longer than a normal turtle. It is said that the device can follow complex commands, and needs no one to guide it once it sets out.

The automaton is said to travel by both water and land with equal speed, almost that of a galloping horse. No magickal or physical attack has been able to pierce its metal hide, nor has magick served to slow or confuse it. When attacking, the automaton uses brute force, smashing through fortifications and armies with ease. If it has any other means of attack, it has either not been needed or recorded by history.

It is said that the turtle can be made helpless if it is rolled onto its back, if one can find a way to lift such a massive object.

Arles

Gallery of Prognostication

This incredible gallery of artwork, runes, and Heka-Forged items is rumored to be in at least 5 different locations of Arles, but its current correct location is <truthfully> unknown. It supposedly allows divination, fortune-telling, astrology, and herbalism castings to be cast as if the caster had +50 steep bonus for all intents and purposes, including amount of damage healed, level of castings permissible for casting, duration, range, etc. This bonuses to abilities are not bounded by the Spiritual Trait Score, according to rumor. Those personas not possessing the k/s area are granted it at a skill of 31 for the duration of their stay within the Gallery. It is rumored that many military diviners use this area to predict assaults months ahead of time, and thus protect Arles from invasion.

Solar Kite

The famed solar kite is a magical hawk on unsurpassed power summoned by use of an unknown instrument, rumored to work only in the hands of a capable elemental dweomercraefter. It reportedly is the size of a Roc (BIG hawk), confers protective castings of many sorts on its owner, serves as a mount, is able to reduce to normal hawk size, and can travel across the planes as it wills.

Armenia

Argent Cloud Lamp

This lamp has many undiscovered qualities and power. The lamp has five lenses (four sides and a bottom), lens covers, and a removable lid. Through the lenses a glowing cloud of bluish silver gases can be seen. By aligning with the stars and direction, opening different combinations of the lenses, and orienting the lamp at different positions, many of these powers are invoked. The most common power known is the Star Burst, in which a large silver mass of energy is directed by a beam of silver light until it explodes in the desired position. This is the favored opening attack of the elite Army, used to defend the nation from invasion.

Another ability is to summon horrific beings which blind and burn any living thing they can find. The silver cyclone is caused by lifting all the visions and spinning the lamp. It is also capable of disintegration, fire extinguishing, light, teleportation, causing disease, causing mass blindness, holographic projections, etc. Little is written down about the item and experimentation is very dangerous. However, the army has no intention of releasing the item.

Great Carpet of the Jann

This flying Carpet has the ability to move men and armies. Like regular flying carpets, it can hold up to eight passengers and fly at incredible speeds, this carpet has the ability to reduce the size and mass of people and objects that remain in contact with the carpet. Thus, generals have moved armies to attack and returned with all the booty they could muster.

Sundering Axe

This axe is remarkably light compared to its intimidating looks. It is forged of Phaeree Retteel, an infamous rare metal alloy which is harder than any surface in Ærth or Phaeree, yet is light-weight.

Assam

Master Ankus

In the hands of a full practitioner, this item can raise the dead no matter how long dead, or provide the means to heal all mental/physical/spiritual damage, cure disease, remove poison, remove all curses of either temporary or permanent sort, remove blindness, regenerate limbs, and even restore lost souls. The user must be of hard constitution, for it is also rumored that the device corrects all these defects by first transferring it to the user of the item, and then curing the user!

Six Demonhide Armor Cuirasses

This fabled armor was fashioned from the hide of six different demon types and thus grants the wearer immunity to all normal or Heka-engendered damage from fire, chemical, electrical, cold, poison, and disease. Rumor has it that this item also provides a bonus to movement and initiative, but that several ills typically befall the wearer of the armor after a prolonged period of use, thus limiting its utility.

Atlantis

Great Crown of Broksegan

This crown allows the reader to read the thoughts of any entity throughout the world negating ANY resistances.

Jakulgz's Nighted Seahorse

It is the largest galleon ever constructed. The hull is made of living coral and is a sight to behold. The ship has never been defeated in battle and is the main Arsenal of the Atlantl Navy. It somehow draws energy from the Atlantl Isles, for it becomes less powerful when it is far from home. The ship has absolute control over seas and weather. It can navigate through whirlpools into Phaeree AND find its way back! During battles it uses creatures and the sea to defend itself. It appears to be impervious to fire, cold, lightning, acid, or water-based attacks. Damage to its hull regenerates at an amazing speed. It has beautiful sails, but can also move on its own power. It is rumored that only those of Atlantl blood are permitted access to the ship, and that any other race that boards will become Atlantian in their features and skin.

Kraken Portal Ring

This ring creates portals to any place where there is water. It also bestows the ability to breathe water and transform into a merperson. It may also have the power to summon the Kraken. The portal power creates a ring of water 1 rod in diameter for which any number of people can travel through as long is there is water present. It is rumored that many of the ruling houses have pools in their fortresses for this purpose. It is also rumored to work interdimensionally, and has been used to transport entire armies. (Ægypt has faced such infiltrations!)

Pandemonic Machine

[Ed Note: This item seems to obliterate any record of its powers and functions.]

This diabolic machine has the potential to crush any nation that opposed Atlantl, however i2ts chaotic n4ature has caused maN*y @n operator to go mad. The machine is made o(G%&s and crystal and has the power to create NEW FO&RMS O$ LIFE IN AN UNLIMITED W3AY anwhWHERE ON Ærth. The magick used! is ancient, and th~e runes are incom)prehe(nsible. IT IS SAid that a Fallen gOD created it to fight the GREATER POwers through mass numbers. The Atlantians have been researching it fr3om the da7wn of ti9me and it has caused insanity in moUre tha2n a thou1sand cases. True comprehensTY8 0* tH# de&ise is impossible, but it is used in times of great need, and BY THOSE who feEL THEY Are enligHTENED ENOUGH TO TOLerate its MENTAL TORture. Atlantis encourages the study of the mach89e, however nothing written about the mac9i64's abilities seems to stay in t act. Known powers include the fdalk tal IVXXXMd";,tk klds ksdjfl;kashg k;luojkbnkm vn ****1546 654664;,&%$#@@?>}<+_*-=|~%|

Axxum

Azure Globes of Agony

These four orbs are cruel and tormentuous answers for dealing with prisoners and extending life. Proper use of the Orbs drains a victim of life energy which is precipitated on the globes. The liquid then is collected

from the Orbs in specially prepared goblets which often (happen to) resemble skulls. This ritual causes the victim extreme pain which may last for many days. The liquid is then applied or ingested. It is said that a person ingesting the liquid partakes of the victim's life and knowledge, and likewise extends their life by the amount so drained from the victim. The liquid can also be used to make a barren land fruitfully by spreading the liquid in a mist. Because of these Globes, Axxum has avoided invasion from more advanced nations, however tribal uprisings are a common occurrence. Thankfully only four of these Globes are rumored to exist.

Babylonia

Flaming Ox Chariot

It is fabled that the sun was pulled across the sky by this object, but due to the advances in Astrology, we know that the Sun simply revolves around the Ærth. This chariot was designed with the fable in mind to inspire awe and fear in those that see it. The chariot is in actuality pulled by an ox. The ox must be the mascot of the charioteer in order for the vehicle to work. The vehicle is capable of great speeds on land and in air. It is rumored that it can connect all eight continents in one day. It can carry up to four passengers and the driver comfortably. It is most feared during times of war and rebellion. When in motion, the chariot's ox turns into living flame. The Chariot can then be used to travel on the ground and set flame to all it touches, laying waste to towns and fields. The chariot driver is also said to be able to turn other oxen in sight into flame while the chariot is in motion. Those riding in the chariot are privileged to immunity from the heat and the flames. Due to the special mind link of it being a mascot, the driver can communicate complicated directions telepathically. The mascot also holds 1000 Heka and 3 joss per day.

Golden Steps of Rolgamush

This spiral staircase is said to be made of pure gold. It once held a place in the Royal Palace, but was removed for security reasons. The staircase bestows anyone with the wisdom of those who have passed before you. Such wisdom can be in visions, riddles, poems, or whatever context the contact has chosen. Information has always been proven to be factual; however, it is not always direct. the spirit contacts are mostly past relatives and can only be seen and heard by the contemplator. Contemplation on the stairs was a common occurrence until there was a question about the throne and fidelity. Now the steps are tucked away in a remote castle or fortress unknown.

Permutable Zodiac

This large iron sculpture, when used by an astrologer, bestows an additional 30 points of STEEP in Astrology and Divination, and makes all Astrology castings made as if by a Full Practitioner. It also gives the user vivid visions of the future, however, many of its users have become addicted to its use so much so that they have spent months in isolation using it beyond the realms of sanity.

Six Eldritch Tablets

These Tablets are said to hold the arcane secrets of Grade X Dweomercraeft Castings. There is one book for General Castings as well as one for each School: Gray, Black, Green, White, and Elemental Dweomercraeft. Casting of such spells has appeared to cause the demise of their casters, since there are few other known sources of such magic.

Skybow Defiant

This mystical bow appears to be made of fog. With the proper commands, an appropriate arrow will form on the misty string. The arrows have mystical powers over the weather. One such arrow causes fog, another darkness, another can make a hailstorm. The bow does have a counter ability: whenever a power is used it withers plant life around it. It is also rumored that owners die aged far beyond their time.

There is an additional rumor from other sages that state this bow is supposed to perform perfectly in adverse weather conditions, even those created by itself or other objects of similar power.

Bactrokush

Coffer of Need

This simple looking chest appears to be made of wood with broad metal bands. In essence it is a wishing chest. Whatever you desire from it will be produced at that time. Stories of the chest date back a thousand years. It seems whatever is taken from the chest is removed by some previous or past owner. Simple common items are frequently lost and gained, but when a great wish is granted, someone pays dearly. Usually the loss is as significant as the gain, but as stories dictate one man's discard is another man's treasure. As one story goes, a servant asked for incredible wealth after stealing the box. The wealth was granted from the previous owner, who became poor, however, the servant was soon discovered and the box and the money returned to the owner. Another fable told of a person who wished for an elixir of youth. Being young, he was not immediately recognized by his staff and his estate was given to his son and his wife for a short time. After things were

settled, things appeared to be back to normal. Years later, when twin grandchildren were born, one disappeared from the womb and the other grew up normally. Much later, the young grandchild maiden mysteriously aged from fourteen to her mid-forties, which made her unable to bear children. Taken with her tragedy, the grandfather gave her the box and pleaded with her to gain her youth. Instead, she wished for a child.

The curse of the box is not always so easily connected or explained. However, there is some measure of loss connected to the measure of gain. Another constant with the box is that it tends to get lost and forgotten. No one is really sure how this happens, but it is usually found from time and again in tales and stories of grief or great treasures.

Triple Ring of Yurgi

This odd piece of jewelry has been mimicked throughout the ages. The original had three brass rings bound in a triangular fashion. When two were worn over the index and pointing finger, one of three things would happen. One configuration grants eternal life by proof against the effects of aging, disease, or poisoning. Another configuration causes the user to be possessed by another person. The last ability causes the wearer to switch identities with the first person who is looked in the eyes. Changing the ring configuration changes the ability and there is no way of telling the rings apart physically to determine the correct configuration.

Since the discovery of the item, many mock-ups were made to hide the true triple ring. Since then it has become quite fashionable to wear a triple ring, and to this day many forms and sizes of triple rings can be found. Who is to say which one is the true Ring of Yurgi.

Bengal

Dark Sky Rod

This magic item of Shadowy Darkness was used primarily for warfare. After waving the rod into the air, saying the proper words, gesturing the correct wards and symbols, concentrating on total darkness, and sacrificing a black cat, the sky turns totally black giving people double the steep and twice the Heka from the Priestcraeft Ethos of Shadowy Darkness while under the shadow of the darkness.

The rod also can be used as a weapon, killing with a touch. If the holder of the rod channels Heka through the rod it will double the Heka into the Priestcraeft Ethos of Shadowy Darkness spells.

Flying Ship

This warship was specially designed to kill Rocs that were attacking the capital city of Bengal. Its front large crossbow does triple damage to Rocs. The bolts are taller than a man, with barbed tips and wooden fletching. This ship needs about 25 crew members who are specially trained in air combat and combating Rocs.

Showering Spear

This ceremonial spear is not used in combat but used by warlords to damage enemy moral. Tapping this spear to the ground does different things: one tap causes moral in friendly troops to rise, two taps causes lightning to hit any (or all up to the wielder) target on the battlefield, three taps causes a crevasse to open up in the battlefield (miles in diameter).

This spear can not be broken by any means and holds 1,000 Heka that regenerates every hour on the hour that can only be used to destroy or mutilate other living and unliving creatures.

Benin

Meteoric Fetish

Strange things have been occurring in Benin ever since a fiery meteorite fell within its boundaries, and was brought to the king as a curiosity. Since then, the king has displayed knowledge of many things outside Benin's realm, well before any messengers arrive. He also appears to have become a master Astrologer, spending nights observing the stars. Though he never has been seen to sleep, the king shown no sign of weariness.

Stranger yet are the reports of unexplained misfortunes befalling enemies of Benin and political opponents of the king. The weather around the capital city has become increasingly unsettled, with thunder echoing during clear days, and clouds slowly spiraling inward. Some say that the royal archmage is becoming concerned that the meteor is draining Heka from a huge area, for some unknowable purpose.

Ambassadors from Benin have reassured all that none of these wild rumors have any truth to them.

Berberia

Cayd's Mountain Hawk

This modern marvel of Heka-Forging is capable of mechanically-aided flight. Apparently, according to the alchemists in nearby nations, this renders Berberia capable of dropping alchemical bombs on enemy troops below. Rumor has it that some of Berberia's more effective bombs are imported from Francia. This construct may move very fast, become ethereal or

astral, transport up to 350 elite troops, and is capable of long flight time before "refueling" with Heka. It is therefore ideal for long-range spy missions.

Chains of Mulhey

These chains form an inclusive pentacle of sufficient strength to hold any creature/spirit so summoned. Several mediums have declared that the item also allows summoning of Phaeree creatures as well as bind them to servitude. Rumors are always to be found about items such as this; according to the local priests, the Chains are able to change their own weight and density, and thus can float as well as serve to drown its victim. These same sources claim that the latter service is often used.

Lamps of Shadow

Among the villages spread far and wide throughout this country, the Lamps of Shadow are famous for mass-transit of troops via "shadow travel". Shipping agents also tell that articles for trade are efficiently shunted to foreign trading centers via the Lamps. Reputedly, the skills in Mediumship and Fortune Telling are also improved by the Lamps. Wisewomen report that the Lamps do this by summoning spirits out of the shadows, and using them to aid the users of the Lamps to tell the future. Many of the visitors to this foreign land have seen seances performed with the Lamps, and swear it to be true.

Scorpion Crossbow

Some state that this is a ballista which automatically poisons each bolt. Others quote a rumor that the Prince himself was negotiating with Numidian leaders, pledging his support, including the Scorpion Crossbow, to Numidia in exchange for Numidian support to destroy Thapsis. Barika, a famous modern hero, recently spoke of the Crossbow's additional powers: it is able to rotate quickly to shoot in any direction, it is mobile and heavily armored, it is self-loading, it shoots 6x/CT, and it only needs crew of 4 to man it effectively. There are those who assert vigorously that the Scorpion Crossbow is the name of an elite force of the Army of Berberia, trained in the use of poisoned bolts -- along with magickal crossbows to make their aim more deadly. Some state each of the magical items are identical and these are the real Scorpion Crossbows.

Bhutan

Bell of Blood Demon-Fiends

This bell, when rung, calls forth a squad of 24 blood demon-fiends, under control of the user of the device, to cause chaos, destruction, and death/mayhem, all for the appropriate fee. (These creatures are not called BLOOD demon-fiends for nothing!) Of course, for a higher price, acts that promote justice, truth and harmony/creation can also be performed by these creatures. It is rumored that the bell can be used to control the fiends, as they are particularly susceptible to its tone, but older legends do record a number of the bell's users as having been victims of the demon-fiends and their fury, so perhaps explaining its RARE use.

White Leopard Armor

This armor grants +10 to all mental K/S Areas as well as all combat areas, influence, magnetism, charismaticism, and leadership. The wearer also gains -20 to initiative in addition to any other bonuses conferred by spell or skill, 2 Joss per BT of combat, and +10 to both Mental and Physical Perceptions. Although all of these powers are conferred to a single entity, the item also reputedly has the ability to grant some or all of them to a large numbers of people for a limited duration.

Bihar

Eight-Petal Lotus

This beautiful flower has eight edible petals which can do different things when eaten. Eating a petal lasts 18 hours and the petals grow back after 24 hours.

After eating a petal, the eater gets an euphoric sensation and then gets a special power/ability: increase the persona Heka reserve by 10,000; grant the K/S ability of the eaters choice at 200 STEEP; know the truth of any one event/subject (including the true name of creatures); raise a persona stat to 200 (can raise Spd and Pow stats above Cap levels; gives the persona the Full practitionship; etc.

Unavoidable Flail of Saisunaga

The wielder of flail does not need to roll to hit as this flail always hits. It also gives the wielder 100 STEEP in Combat Special Skills (Sub-Areas picked by wielder).

This magical huge two-handed weapon does 5D6 plus an extra 5D6 damage to make a total of 10D6 damage, the weapon points also double as well (7 to 14) and all other respects are doubled too. A score of 25 in PMPow is required to wield the Flail.

Wheel of Rama

Also called the Wheel of discomfort, the Wheel of Wonderful Pain, the Spiked Wheel of hardship. This torture device is used to run over a prisoner tied to a table to get truthful answers to questions posed to the victim. Trapped in the wheel is an evil persona who

reveals in the pain of its victim and may reveal answers if given enough of the victim's pain to feed it.

Bohemia

Blocks of Tao

These stone pillars are rumored to by in Bohemia's possession. Legend states that the oriental script covering these blocks were made by the creator of Taoism. One very skilled in mysticism can understand the secrets revealed there and thus take advantage of the Blocks' power.

When seated between the stones, a mystic can achieve a deep meditation, from which Tao, a basic force of the universe, can be used. Supposedly, the mystic can alter reality in any way imaginable, save that life cannot be destroyed, either directly or indirectly though this power. Some speculate that this power is more limited and that for anything created, something equivalent must be destroyed. While the mystic can control one aspect, the blocks choose the other to maintain harmony. The danger inherent in this limitation may explain why there has been no evidence of the Blocks' use.

Hedge of Ranseurs

The capital city of Bohemia has been long surrounded by a wall of ranseurs, said to be a tribute to warriors who made a successful stand against invaders at great loss of life. After more recent battles in the nation, word has come back that this hedge actually animates to defend the city when it is threatened by hostile forces. The ranseurs act either individually or in concert as necessary. Each weapon behaves as if wielded by a weaponsmaster of at least 70 STEEP, and continues attacking until all foes are slain or fled. Even aerial assault is said to be thwarted by this defense. Magickal attacks, if severe, will result in a section of the hedge separating from the city to deal with those responsible. Ranseurs which are destroyed are said to return to battle in minutes.

Tree of Precious Fruit

Said to be a gift from Odin himself, this tree appears as a normal large apple tree, save that its fruit is made of precious metals. Gold, oracalcum, hekalite, and platinum are all said to be found on this amazing tree. The purity of these metals rivals the achievements of the Dwarven metalsmiths. Each month, a number of fruit drop to the ground, which are quickly collected and used to boost the nation's treasury.

If the need is great, additional fruit can be picked from the tree itself. However, rumor states that Odin has decreed that each fruit picked from the tree will reduce the harvest of Bohemia's farmers. So far, no king has needed funds badly enough to test this.

Boridari

Seat of Wisdom

There is a rock on the slope of the land's highest peak that is said to impart perfect (40 in all traits) Spiritual Trait for as long as it is sat upon. It is supposedly the site of death of a prophet, and will instantly slay anyone who tries to move the rock, swallowing them up in a fissure that extends to the center of the world.

Botris

Book of Nine Workings

Rumor has it that this device imparts knowledge of grade X through Grade XIX castings (by no means comprehensive) in 9 different Heka-generating areas. It reputedly also details the means to Heka-forge a very powerful device for each of those 9 areas as well.

Bull of Ochbah

This statue increases its owner's effectiveness at economics, appraisal, business administration, and other appropriate K/S Areas all to a score of 200, not limited by the appropriate Trait score, for as long as the item is possessed. Rumor also states that the owner, although gaining 40 points in etiquette/social graces, is cursed with an inner ugliness of -15, and will also suffer innumerable family tragedies while in possession of the item.

Octops Sigil Stick

Latin for "eight" and "works", this powerful item is capable of storing 5000 Heka, increasing any steep by +20 for a limited duration, and creating 7 duplicated of the wielder who are all able to function independently. Supposedly the Stick has 5 other powers <as if these aren't enough> which are currently not known.

Brettony

Imprimus

This short sword has several unique properties; the first property is that the wielder is totally immune to witchcraft spells (or any that duplicate witchcraft spells). Another ability is that the owner (in possession longer then a week) may move through stone as if walking through water. The only other known power is an 8th level green spell Hostilefauna Ritual (pg. 90), usable 10 times a day for 100 AT time

with an area of 10 miles diameter with the wielder as the center of the spell.

The best knowledge about the making of this sword is that a brother had it created to kill his sister, who had tried to take over his country with magic; none of his heroes he sent to kill her ever came back. Many say that he won but a few say that she foresaw his coming and fled to another country.

Net of Storms

Casting this ordinary net into an ocean and drawing in on its rope catches enough fish to feed 1 person 1 day. In addition, the Net of Storms can duplicate the Effects of several elemental Castings. Wrapping this net around a persona's body gives the person Elemental Armor. Wrapping this net around a persona's arm gives the person Elemental Shield. Wrapping this net around a persona's hand gives the person Elemental Hands. Wrapping this net around a persona's feet gives the person Elemental Walk. All of these abilities are at 100 STEEP and the wearer can choose which element. The last ability is cast at 500 STEEP; wrapping this net around a persona's head lets the person cast an Elemental Storm also doubling all damage done.

Stones of Antipathy

These seven Stones weigh about 3 tons each. These stones surround an altar dedicated to an unknown deity; once the proper ritual is done and all participants are within the Stones, the Stones complete an aura around the altar that keeps away all full physical manifestations, partial physical manifestations, non-physical manifestations, and unalive creatures and all spells directed toward the altar.

It is said that there was an eighth Stone that was stolen and the others where moved closer together to fill in the gap. The individual Stone was stolen by a stone giant from Phaeree and used as a door into his lair.

Bulgaria

Avarian Hawk

This gem-encrusted statue can be seen displayed over the throne of Bulgaria. Rumors have surfaced that this is more than a mere statue, but instead grants several abilities to the rightful king. At any time, the hawk will grant sight and hearing from any point in the skies above Bulgaria. Heka, magick, PMMs and NPMs can all be detected, and cannot be hidden through illusions or Heka masking. If events are occurring that require attention, the hawk will take initiative and grant sight of them to the king.

It is said that if the king's life should ever be threatened, the hawk will animate and use formidable offensive and defensive powers to protect him. This has never been put to the test, and may well be unfounded.

Bow of Skildo

The longbow of Skildo is at least as powerful as the Lance. Arrows launched from the bow will unerringly strike the intended target, and always hit an ultra-vital spot. It is said that the range of this bow is triple that of a standard longbow. One wielding this bow is immune to any missile attacks.

A worthy hero wielding this bow will attract a force of fanatical infantry from the peoples of Bulgaria. This infantry will be expert bowmen, even if individuals do not possess the skill. This army will follow any command of the hero, and will never rout so long as they are led by one wielding the bow.

The priests of Bulgaria have passed down a prophesy that no mortal may wield both lance and bow and live, save one. That one will arrive when the kingdom of Bulgaria is at the brink of defeat and no hope remains.

Folio of the Eldest

This huge tome is supposedly the diary of the first mortal set upon the world of Ærth. This mortal, known only as Eldest, lived for millennia, recording all he saw on both Ærth and later Phaeree. This diary is filled with descriptions of fantastic creatures, many of which have disappeared from both worlds.

One who dares to read aloud one of the passages from this tome will summon the creature described in the particular passage. This person is temporarily granted some of the gifts possessed by the Eldest, and can request a favor from the beast, which will understand and be willing to help. Once the creature has completed the request, if possible, it will return to the deeps of time from whence it came.

Legend states that a person reading too long from this tome will lose their sanity, and imagine that they are in the ancient world described by the Folio.

Lance of Skildo

Skildo is the fabled first king of Bulgaria. His weapons were gifts from the gods, and have been preserved by the country to this day. The lance of Skildo is a weapon of incredible power. One wielding this Lance cannot be unhorsed, and inflicts damage double than with a normal heavy lance. Shields and armor struck by this weapon will be completely destroyed and offer no protection from the attack.

A worthy hero wielding the lance will attract a force of fanatical horsemen from the peoples of Bulgaria.

The Lance will lend them increased skill, so that they fight better than elite cavalries of other countries. This force will follow any commands and will never rout so long as one with the Lance leads them.

Burgundy

Libram Arcane

The wonderful library located in the capital city Toul is said to have a copy of every book ever written. Some say that these books appear by magick, others claim they are brought as part of the payment required to enter the library. Whatever the case, there is certainly plenty of magick to be found within the library walls, for it is the resting place of the Libram Arcane.

The Libram is the source of the library's power, which makes studying there a profitable venture indeed. Every book can be read quickly and easily, no matter what language it was written in. Visitors find taking notes unnecessary; everything they wish to record appears on clearly written pages next to them. Despite the number of books in the library, a researcher will know immediately the location of all books concerning a given subject. It is even said that studying in the presence of the Libram will grant anyone full mastery of a single area of knowledge.

However, when I was offered a chance to visit this incredible library, I declined. It is said that the Libram extends the library into Phaeree in order to store all the books it holds. I am told that a powerful Phaeree race actually owns the Libram Arcane. To enter the building, one must perform a year's service for these custodians. The demands of this service have been enough to dissuade many from entering this place.

Rottottenkopf

I have learned that this mighty sword was forged in the mountains within the territory of the Inca's, though I have not learned how it found its way to Burgundy. It has been held by the throne for two generations, and is held now by Robert VIII.

I cannot tell specifically what powers this blade has, but I have heard a fantastic tale which seems to be the work of Rottottenkopf. When Robert VIII rose to power, several dukes opposed his reign and plotted to take the throne by force. Rumor has it that the king went into a rage of terror against all who opposed him, slaying each of them in bizarre manners. A servant from Vesoul witnessed the body of that duke rocketing into the air, never to be seen again. A castle guard at Epinal saw a horribly deformed body jammed into a brass jar. However, no charges were brought against the king, as the few surviving witnesses to these horrible deeds became permanently insane, raving about a sword-wielding figure with a glowing red skull for a head.

Other accounts I have heard are almost as fantastic. Some say the king was able to walk through walls, and that whole castle levels disappeared after he rampaged through them. I don't know if either of these stories are accurate, but it is certain that this sword is very strange indeed.

Sign of the Paladins

This powerful item is said to be the banner of the Saviors, a great force of paladins within Burgundy. The banner is set on a 12 foot pole, and displays a white circle and golden sword on a blue background. No harm, magickal or otherwise, has ever come to the flag carrier when the Sign is brought into battle. The banner boosts the morale of the paladins so much that each seems to fight with the ferocity of five men. It is also said that the Sign doubles the physical, mental, and spiritual abilities of the entire paladin force during a combat.

Stories from a war between Francia and Burgundy 23 years ago have focused on the Saviors and the Sign of the Paladins. When 700 paladins began their march with the banner, the sound of music and blue glow followed them. As they marched through enemy cities, many of their people spontaneously joined the Saviors in what seemed a worthy cause. By the time they reached the battlefield, they were a force of 10,000 and where able to rout the Francian army within hours.

Starry Glass

This hand sized round object, when picked up, allows one to use Astrology at beyond mastery level, enabling great Heka use and power. It is said that when this is done though some kind of summoned creature appears and is let loose uncontrolled. For some reason this object is under lock and key in the vaults of the Burgundy Royal Palace. It might have to do with a small incident last summer about a unknown terror that spread throughout the countryside killing thousands of people. It took 300 paladins, The Saviors, using their Sign of the Paladins to stop and kill it. No one has said more about this incident.

Burma

Astral Garden

The precise location of the famed Astral Garden is a well-kept secret; however, it is known that it aids divinatory attempts by 4 Drs and +40 to the divination K/S area, not limited by Spiritual Trait. It is also rumored that the Garden provides fast transportation

to anywhere desired via connection to the Astral, but it is unknown if this is true. Many fanciful rumors exist regarding the flowers in the Garden, none of which have proven to be true. On the darker side, it is also rumored that the Garden is kept by a group of intelligent penguins, who explode (and then regenerate) should anyone abuse or misuse the Garden in their presence.

Fish of Chambatti

Made by a Full Practitioner well-skilled in the ways of Heka-Forging, Magick, Spellsongs, and Astrology, the Fish of Chambatti is a monstrous musical mobile bearing the likenesses of the symbol of Pisces from many countries around Ærth on metallic plates chiming different tones. It is said that this item has many abilities, one for each note the mobile is capable of producing. However, it is known that this item can resurrect the dead, no matter how long dead, and as such, the magical device does generate a significant income for the country.

Pagoda Crown

This item is a Heka reservoir of 3500 and grants it wearer the effects of all the "Hour of" Castings simultaneously for 2 hours per day, and individually, 1x/day, for 2 hours each. It also grants mysticism a +30 bonus if that particular K/S area is possessed by its wearer, not limited by Spiritual Trait. Allegedly, the item also has the handy ability to transform itself into a fortress of connecting pagodas if so willed by the owner. For decades, however, travelers and natives from the area have denied this last claim.

Spinning Chopper

This large grouping of blades is fearsome to behold, appearing as a large self-propelled Machine of Death on the battlefield. It is rumored to cause 12d6xd6 exposure per CT exposed to this menace, *per victim.* It is 50 feet long and 20 feet in diameter, according to the eyewitnesses who have seen it in action. Its mechanism of movement is still not understood, as it allegedly was created by a civilization more ancient than the Atlantians. None of the modern Heka-Forgers understand its construction or operation, still.

Byzantium

Bond of Certainty

A magical Chain, this item makes powerful Pronouncements (see the Priestcraeft Casting), facts of certainty, that will and certainly come to pass, being able to generate 6 Joss to do so. However, the chain must be placed in the correct configuration for the fact to take place. Reportedly this magical chain can do other things as well, once again provided it is placed into the proper position, with its greatest secrets lying in the K/S Area of Conjuration.

Book of Dooms

The book supposedly has the ability to call forth the powers of an Apocalypse, devastating to opponents both on and off the battlefield. The cost is also paid by the populace of Byzantium as well, thus <fortunately> resulting in the extreme rarity of use of this item.

Cholchian Venomdarts

From the area famous for Jason, the Golden Fleece, and Medea, comes these famous darts, reputedly enchanted by Medea herself. It is unknown exactly the number of these items, but rumor tells of the existence of nearly 3 dozen. Each has enhanced range (2-50x normal), 80% BAC, ignores all physical/Heka armor <unless generated by a Casting of Grade X or higher> and strikes with an extremely lethal poison (STR 80-150).

Legion of ShadowPhracti

The mere mention of the Legion of ShadowPhracti will cause Byzantium's enemies to do anything from make warding gestures to actively shunning the unfortunate speaker. Many times an armed camp has seen the shadows come alive, taking the shape of riders on horses as they slay all in their path. Sometimes they are seen together on the field of battle, where few can overcome their fear to face them.

It is unknown exactly how the Legion is summoned by Byzantium leaders, whether by device or conjuration. The price of their summoning cannot be extremely high, for the Legion has been seen many times by troops marching against Byzantium. What is known is that the beings that make up the Legion are very difficult to kill. They usually appear when there are many shadows present, and only have attacked foes within the boundaries of Byzantium. They are very capable at slaying their foes, but their main weapons are fear and confusion caused by their very nature and their manner of appearance. Armies have tried everything from heavy use of White dweomercraeft castings to the use of bright lights to eliminate shadows. No strategy has proven very effective against the legion thus far.

Prophyry Tableau

(Porpyry is Greek for purple) This purple painting depicts a scene of a stage with seemingly motionless and costumed actors, holding weapons and other mystical Objects/Devices. Some claim that these actors are the legendary Violet Vigilantes, with others claiming that this rumor is mere coincidence and

propaganda of the Violet Vigilantes. There is also some rumored power this painting has in conjunction with the Purple Sky Staff.

Purple Sky Staff

The second of Byzantium's "purple" items, this staff is conjectured to cause an image of its bearer, 50' tall, enhanced by illusions and other Gray Dweomercraeft castings Grades X-XIX, to appear at the will of the bearer. The mere sight of this causes 50 points of Mental and Spiritual Damage, and an Awe check for "Dazing" at Very Difficult. Those failing the Awe check are not only Dazed, but also will instantly acknowledge the superiority of the owner of the Staff, and desist in hostile actions against him/her. It reputedly also has special effects when combined with the Porphyry Tableaux, but these powers are well hidden from public knowledge. Lay press indicates that the Staff can actually cause the beings to come out of the Tableaux and perform errands; officials deny this as part of the Violet Vigilantes' propaganda machine.

Caledonia

Calibumus

From the Latin for "zeal" and "to inspire", this Sword is widely known for its effects on morale, adding a large bonus to S trait to all those who are allied with its wielder. It is also, according to ancient legend, capable of speeding an entire army, causing friendly troops to be quickened whilst torpifying the opposers. Due to the magickal aura about the Sword, no friendly troops will be affected or die from cold climate/castings or hot/fire climate/castings.

Keoghtom's Board and Pieces

Reportedly this item is a fanciful board of Fidcell, with board and pieces all of unsurpassed quality, finely crafted of metal and inlaid with gems. Each piece is capable of summoning a powerful hero/minor Demi-Power to aid its owner, with the board capable of summoning the spirits/beings connected with all the pieces resting on it at the time the summons is performed. The Board can also retrieve lost/stolen pieces through teleportation. If the Board and Pieces have additional powers beyond these, they are well-guarded state secrets.

Rod of the Lochs

The Rod of the Lochs has the ability to summon the famous (or infamous) "monsters" of the Lochs of Caledonia, as well as providing a +40 STEEP to elemental dweomercraeft (although only for the purposes of castings dealing with water or cold). It reputedly also allows the wielder to conjure water creatures, both Mundane and Phaeree, as if having a conjuration STEEP of 180, not limited by Spiritual Trait. It is rumored that the "monsters" do ask for payment after giving service, although this payment isn't severe, thus causing not infrequent use of this item, not only for national defense, but also for issues of national importance.

Steel Thistle

Combining two symbols of hardiness, this item provides a reservoir (general) for 2500 points of Heka; 200 points each of renewing Mental, Physical, and Spiritual armor for its owner; and 50 nonrenewing points of Mental, Physical, and Spiritual armor for all allies in combat. The last is disjoinable as is a Grade XVI Casting, while the second is disjoinable as if Grade XXVI Casting. Rumor has it that this item has been invaluable in the rare occasions that Caledonians take to the field of battle.

Camcham

Many Force Sphere

This device is a small sphere about the size of a basketball with several smaller layers of smaller spheres nested inside it. Supposedly, the item, when thrown, opens and divides into a myriad of tiny spheres, all of which explode upon impact. It then reforms and reassembles correctly inside its container (a Device with otherwise unknown powers), and is thus suitable for reuse in one AT of time.

Masks of Little Dragons

These Masks, upon which are engraved/painted many miniature "little" dragons, allegedly grant the wearer all the effects of Hour of the Dragon Casting at 360 STEEP. According to common and popular legend, the Masks also enable a wearer to summon hordes of miniature dragons from Phaeree, possessing powers similar to those of their larger cousins. The creatures will then aid the wearer in any way that they are able. There are also less well-known myths involving the Masks stating that they can be used to travel to the region of Phaeree where such dragons exist in abundance; some have also alleged that the Masks allow transformation into a miniature dragon. Whether any of these other rumors and tales are true is currently unknown. It is suspected that there are fewer than five of these Masks, but this is also unconfirmed.

Megaloratus Discus

Created by a Heka-forger with a talent for Elemental Dweomercraefting, this discus, when thrown, summons a whirlwind, rapidly becoming a tornado in

one BTs time, to wreak destruction and havoc as the owner of the Discus dictates. The tornado can also be accompanied by hail, lightning, sleet/snow, and icestorms/icy cold winds, all at the whim of the user of the device. It also functions as a 1500 point Heka reservoir, and is allegedly able to grant its owner immunity to all source of harm coming from air/gas or lack thereof, as well as the ability of flight.

Two-Tongue Spear

This spear allows the wielder to continuously operate as if at Dual-Consciousness with him/her-self, as per the Archetypal Casting, but without the usual negative/penalizing effects. In addition, the effects of a continuous Quickcast of Inhetep and a continuous Doublecast Formula are also active on the wielder, allowing tremendous Heka capabilities. This item also functions as a 1500 point general Heka reservoir. It is rumored that this item is also useful in combat, but other than a +15 to BAC, its exact Hand Weapons Combat capabilities are unknown.

Carinthia

Empyreal Armor

This armor legendarily was worn by So-Hee-Tsai, shrouding him in Empyreal pure flame as he descended to battlefields on comets he summoned. Reputedly this armor disjoins castings up to Grade XXV, makes the wearer immune to Negative Heka and attacks originating from same, reflects Positive Heka and attacks originating from same, and gives the wearer the ability to attack with the light and heat of pure flames. Its current whereabouts, many hundred years after So-Hee-Tsia's destruction, are not precisely known, but allegedly the government of Carinthia is in possession of the item. It has not been seen, however, in any of their battlefield engagements for the past 350 years.

Marble Tokens of Hohensee

These small tokens aid in divination and fortune-telling, allowing practitioners to practice at +100 STEEP, not limited by S Trait. It is said that they aid in these attempt through their abilities to change color, but this has not been verified by government officials. Rumor has it that these items also grant mysterious powers of both Gray Dweomercraeft and Ethos of Shadowy Darkness, and many legends persist among the commonfolk about use of the Tokens for mighty and influential illusions and phantasms even the best Gray Dweomercraefters could not help but believe.

Slovene Tablets

This is one of the few surviving artifacts of the extinct Jacinth School of Dweomercraeft, the magic of firecraefting. The secrets of Elemental fire travel are clearly explained, as well as the effects of some high grade, highly explosive, incendiary spells. The author is rumored to be one Eyeluv Naypahlgm, and no other works of his survived the destruction of the Jacinth School. The tablets also serve as a Heka reservoir, and do give the possessor the ability to summon a great fire elemental Lord one time per month. It is rumored that this item also allows the user to cast all Castings pertaining to or using fire at one step faster, i.e. Ritual => Formula, Formula => Spell; etc. with Eyebite => 5 counts before the end of the CT with a -10 modifier to initiative.

Umbramorto

Umbramorto, Latin for Shadow and Death, is a fearsome sword able to cause many foes to fall with but a single swing, and the sight of which has been known to cause entire armies to route. Contradictions abound regarding its specific specialized powers, with the above being the only thing upon which the sages DO agree; nothing truly accurate seems to be known about this item otherwise.

Carthage

Asp Javelins

It is unclear how many of these items there are in existence, but one thing is for certain -- they are terribly effective weapons. Each javelin effectively flies long distances when hurled (25x normal ranges), has a 90 BAC, nearly always hits even in suboptimal conditions, and unerringly transforms the target into an asp. It is known that the javelins, in concert, have more powers than if wielded individually, but what those additional powers might be is unknown.

Basin of the Sea

This item was made by a powerful Mage of the now dead Aqua Dweomercraeft School, the School of the Magic of Watercraefting. This Basin is one of the School's last remaining items, most of the others having been destroyed at the same time that the School died out. Reputedly it gives its owner and his associated fleet total superiority in all naval maneuvers, combat, and navigation.

Dioramic Altar

This large Altar is part of a SubTemple in an unknown location somewhere in the 7 temples of the City of Carthage. Priests of the Phoenician Deities may call upon it to display any locale, and then to

transport any number of people there instantly. According to popular legend, it may display past and future locales as well, but transportation to these places is much more difficult.

Gnotic Decompulser

The precise form of this item is unknown, its terrible power has been well-described, however. Apparently the device creates a Spiritual Link with a large group of its wielder's opponents, in a mere 1 BT's time, and then causes Spiritual Damage equal to 95% of the subjects' total, each individually adjusted, thus effectively rendering large groups of people Spiritually Damaged above their Els, and thus Dazed. This has made for some rather quick battles on the field, and has been known to foil at least one assassination attempt in the recent past. It is unknown if the device has other powers.

Seven Illusion Mirror

This mirror legendarily has 7 illusions which play in varying sequences across its surface. A full practitioner (Mage or Priest) may command part of those illusions to come forth *out of the mirror* and permanently become part of reality, for good or ill.

Castile

Celestial Apparatus

This fantastic device gives its user a STEEP of 240, not limited by S trait, in the 3 k/s areas of Ethos of Sunlight, Astrology, and Ethos of Moonlight, with the special ability of doubling all chances for special successes. A prerequisite for using this device is that the user must have one of the 3 K/S Areas as a regular (not Heka-engendered/item-granted) skill. It is rumored that the device is a HUGE astrolabe-type item, only being so far as to require nearly a cathedral to contain it (!), but only the heads of Castile know for sure its exact dimensions. They do however scoff at the popular legend that the Apparatus is but a simple prism of tremendous powers. In any case, this device seems especially adept at making rainbows, and Castile is well-known for its frequent and brilliant rainbows. It should also be noted that the present whereabouts of this item are unknown.

Rainbow Baton

This device seems especially suited to be used in concert with the Celestial apparatus above. When not in the presence of a rainbow, this item is merely a 7500 point general Heka reservoir. In the presence of a rainbow, however, this item shows its true power. Rumor has it that the presence of the rainbow then grants the Baton terrible destructive powers, one for each color of the rainbow, at the cost of 1000 Heka for each use. Reputedly, each power is capable of destroying thousands of people in mass combat, with red for meteors, yellow for force, green for sound, blue for lightning, and purple for vacuum. Orange and indigo have unknown damage types.

Ceylon

Deathflower

This Black Orchid seemingly has no power, however, when made a mascot, the flower bestows the ability to see the people who are about to die and take action to prevent it. Those whom had had such mascots for an entire life are able to predict the death for up to a decade to those they know well, although most can only predict within minutes or hours.

Eight Arrow Bow

The origin of this bow is uncertain, but its deadly results are renown. The bow only appears to those whom claim revenge for a just cause. The bow is only visible to the person it appears before. With the bow are eight arrows of death. The arrows begin to fade , one per moon, until all have disappeared. Any person struck by such an arrow must roll vs. S Trait at a DR of Extreme or be destroyed. The person dies of excruciating pain as the arrow destroys their essence. If aimed at an innocent against the user's cause, the bow will misfire. The bow disappears after all eight arrows are gone.

Pearl of Desire

This red Pearl causes all who see the person to fall hopelessly in love with the possessor (SM check at a DR of Extreme to avoid). The affected person will do anything for the person, include take their own life in a moment of passion. There is no known cure for the affliction. As a side effect, animals hate the possessor of the Pearl and those affected by it. Wars have been waged as a result of this item, and anyone rumored to be affected by this item is slain by the acting government. The item is rumored to be in the possession of the Forthright Avengers. Until otherwise known, the government is actively seeking the item and the F.A. to put a stop to its rampage.

Vedic Tablet

This remarkable work is bound in Phaeree leather and uses onion paper for its text. Within the bounds are the whole recorded history of every pantheology connected to the current Realm. The book is empowered with a magical index and referencing system thus making it a mere 60 lb. of unlimited information. The source of the information is

Divination oriented without chance for failure. This book is impervious to destruction and is sought by the most powerful of people and creatures for the purposes of blackmail. Currently it is rumored to be in the claws of the Dragon of Tranquillity.

Ch'in

Firestorm Flute
This flute has the capability to create perfect illusions when played. Although the creator's intent was to bring music to life through illusion, it was stolen by an Insane mage named Candisan who used it to destroy those she travel with. Candisan the Firemage made quite a fortune from her antics until she met up with a band of giants. Currently the flute is in possession of a sea mage named Bree.

Five Direction Lotus
This 5-leafed flower has the ability to bestow perfect direction sense, and is the fruit of this large plant. When a person consumes one of the petals, he or she will know perfect directions, places, and dimensions of any place on the current Realm for as long as the flower continues to have the other 4 petals in bloom.

Iron Wand Fan
This ornate bone Fan has the ability to store 20 levels of spells. It can hold a maximum of 5 spells no higher than Grade VII. It also stores 2000 Heka for the casting of such spells and doubles the caster's aperture for such spells.

Precious Jade Wand
This wand has the ability to change by touch all that is Phaeree to its corresponding Life here on Ærth. This is the only known item to violate the Equality Principle shared with Ærth and Phaeree.

Skywater Coach
This sleigh has the ability to fly and carry a party of eight. For some unknown reason it always has the ability to calm the seas and seeing it is thought to be a good omen to all who live off the sea. Its name is a reference to the wondrous pictorial carvings of the sea and air meeting.

Thousand Li Eye
When this gem is held to the forehead, a third eye appears. This eye has the ability to see up to 1/2 mile as though it were 2 inches away. The person can also see through solid objects and behind them. Two side effects seem to occur. First, the person is often confused with Phaeree/Fiends and killed. Second, after prolonged use, headaches occur, followed by aneurysms.

Cholcan

Avalanche Mace
This mace has the ability to detect and create avalanches. It can also be used to crush rock without damage with a BAC bonus of 20 during combat.

Robes of Night
This robe, once put on, cannot be removed. It enshrouds the user in flowing black strips of shadow. Only the hood may be removed. All armor and clothing on is so transformed. At night, the person is invisible and non-detectable by any means. Such total invisibility makes the person 2 DRs harder to hit. The drawback is that the person loses the ability to communicate.

Colzuvan

Imprimus
This Sword is said to hold the combined Heka of 20 full practitioners. The sword can cleave through any surface or armor as though it were butter, negating up to 1000 Heka defense value automatically. BAC is doubled with 50% additional damage. The Sword has some arcane intelligence and can cast spells, usually to control its user. Imprimus is currently rumored to rule a large castle in the clouds somewhere above Colzuvan.

Sceptre of Days
This elaborate Sceptre appears to be made of fine strings of prismatic coloring when the light hits it. Upon the end is a spherical crystal 3 inches in diameter. The sceptre has the ability to bestow youth unto individuals who have performed admirable services. It is rumored that this youth comes at a cost of ability and knowledge, yet there are a great many whom will take the chance and quest for such a blessing.

Velax Infuser
The Infuser is a 6' cast iron bowl which allows Heka forgers to meld the Heka and Castings of one item into another. The effects are cumulative, and rarely have been unstable.

Corsica

Eye of Lostro
This crystal ball has the ability to command outer planar creatures. It can read other planes and control

in either plane. Conveniently, the Eye cannot be seen or detected by those of the type it controls. Lostro sold this item to a king and retired with the king's kingdom and daughter. One moon later, Lostro and his new wife were never heard from again. The kingdom was without sun for one full moon phase. Since then the new owner has kept a low profile.

Inexorable Hand

This metal gauntlet bestows great strength and quickness on the user's right hand. (Raise all PM and PN Attributes by 20 points for that hand, 1/6th of that for Trait score.) In addition, the user gains Apports at 65.

Sooty Cantos

Besides being dirty, there seems to be nothing outstanding about this item, except that it leaves a trail. Other sages believe this item instead to be a Song of Power, originating in Phaeree by some of their best singers, and elaborated upon by some of the best mortal singers on Ærth. Others insist this is a group of songs (cantos is the plural of canto), each a high Grade Spellsong. In any case the particular effects, no matter what the Cantos is, are not known but are theorized to be connected to the powers of Soot and Ash.

Crete

Knife of Nethersummoning

This item allows, according to popular legend, the conjuration of things well beyond the skills of all other mortals -- the Knife cuts out a unique summoning circle and thus the creature/item -- or skill -- desired somehow materializes inside the summoning circle. It is rumored that this item is especially adept at summoning creatures from the Temporal Plane (from some bizarre old Cretian reference referring to the Plane of Time as a Nether Plane).

Minoan Doubleaxe

This item supposedly was made by the Sepia School of Dweomercraeft, now long dead, but once famous Ærthcraefters. It can open fissures to swallow armies and opponents, as well as being an excellent weapon in combat. It is +30 to BAC, grants quadruple attacks, with a speed factor of -10, and legendarily cannot be parried, for when it is parried, a "double" of the axe comes to strike the opponent from the opposite direction. It works as long as its owner is touching the Ærth, otherwise becoming a plain +15 axe.

Cymru

Achllech Ring

When worn long periods of time, the wearer slowly becomes spiritually enlightened while the body and mind appear to wither. The ring is usually sought by young priests seeking spiritual prowess at the cost of their body and minds. It is said that a priest or priestess who is of clear conscience and proper meditation may negate the harmful effects.

Far Seeker

Upon speaking the word "shich-ka-bob" and the true name of any being so desired, the Spear launches out to attack that person. The named entity need not be in sight, and can be up to 100 miles away. There is no attack roll, and damage done is 20d6 + 20 piercing damage. The spear can penetrate physical barriers such as foliage, wood, glass, etc. However, formidable stone and metal barriers will prevent its final destination. Upon hitting an impenetrable barrier, or the desired target, it teleports back to its owner. This teleportation back takes 1200 Heka from the owner, otherwise it will stay where it last hit. It is rumored the spear is in the Talbeth Mines, lodged in a passage, where a victim caused a cave-in rather than feel its wrath.

Lost Verses of Tydell ap Pennys

These scrolls contain the lost knowledge to cast summonings from priestcraeft areas you do not possess. There is a scroll for each area and it is rumored that a tablet of adamantine holds the answers for casting a spell from any Spiritual Heka-generating K/S Area. Unfortunately, these were destroyed during the Fall of Atlantl, but it is rumored that parts of the scroll still exist. The adamantine tablet has never been found.

Lute of Tangled Ways

This mysterious instrument is a much a curse as it is useful. The player of the Lute becomes a spellsinger of great prowess, giving a bonus of 50 to Music and Spellsongs STEEPs (or base of 50 if not possessed already). The spellsinger can by no physical nor magical means lose the Lute, save death. Once joined, the souls are bonded. Past souls somehow remain connected to the Lute, for the spellsinger is privy to over 50 languages, instantly knows any song sung by a previous owner, and has immediate access to unlimited knowledge of known Spellsong castings. The major drawback is that the owner is compelled with the urge to seek conflicts and travel. They may never remain in one place for too long nor have any

physical belonging which they cannot carry, ride, or take with them unencumbered.

Web of Time

Through this elaborate full length mirror, the time line of a person can be investigated - past, present, and future. This sentient mirror focuses on all the influences the person has touched and will touch in the future, and makes remarkable predictions when asked. For a long time it was under the control of the government, used to convict criminals by their past and future actions. It is rumored there is a great Heka and component cost for operation of the Web, but few specific details are known.

Cyprus

Miasmal Reeds

These plants are only grown next to a river or the side of a large body of water. They emit a harsh, crude vapor similar to pipe tobacco and has two effects. First, it has the tendency to corrode precious metals such as gold, silver, platinum, etc. Oddly brass, steel and tin and other common metals and alloys are unaffected. Secondly, it causes a disease to those who are unfamiliar with their heavy odor. Since those native to the land have been around for its complete life cycle, they remain safe. However, strangers become violently ill within hours of exposure. Children appear to be immune to either effect. "Blessed are the children, for they will come to bear the fruits of life..."

Spheres of Opposition

These two spheres were used in the previous centuries to avoid the fate of wars. Unstoppable, the two spheres would capture leaders of opposing armies and isolate them in their own private battle. The winner of the battle became the winner of the war. If the conflict did not cease, the next leader was chosen. Since the advent of the Spheres, leaders tended to be the strongest available warriors. Few nations led revolts without truly asking themselves about their purpose and their prowess. Neighboring nations have avoided Cyprus because of this item.

Dakhlan

Lion of the Dester

This fabled idol was used as one of the first money presses. Its ornate design and gold overlay make it worth over a million BUCs, besides historical value. Throughout years of use, it has stayed in remarkable shape, and lately it has been assumed that the function of the Lion is to create coins, not press them from precious metals. The Lion is said to be able to make coins of any nation and metal to perfect imitation. If such a rumor was true, economic markets could be crushed. There is an outstanding ransom for the item of 5 million BUCs, offered by neighboring nations.

Steelshearer

Stolen from Atlantl, this sword is one of the Peacesharer swords. These swords were made to fight the Pandemonium monsters created near the islands. The special purpose of this sword is to control metals of any sort, including animate, inanimate, or sentient. Within its radius of control it can rust, corrode, shine, or repair any form of metal or alloy. It is not sentient, but it appears to have an unlimited Heka source. Of course, in battle, metal armor yields no protection from the weapon and it negates 200 points of Heka armor. Like all Peacesharers, it also does Spiritual damage equal to the Physical damage so inflicted, makes all attacks 2 DRs easier, and the possessor is impervious to Mental attacks and damage of a Mental nature.

Viperstaff of Ngammi

This staff has the ability to poison the land. Besides the etchings of snakes on the shaft, the Viperstaff appears to be a hollow tube made of brass. When one end is planted in the ground and an appropriate concoction is poured in, the ground is impaired and made impotent to crops and grazing. The staff also has Heka and some control over snakes. It is rumored that it can polymorph people into snakes and then control them, however this has not been witnessed by reliable sources.

Dalmatia

Fourfold Diadem

The kings of Dalmatia have been very gifted monarchs, but it was only recently, when the incompetent Prince Tvtak rose to the throne and was transformed into a renown orator, that magick was suspected. Years of divination and spying have finally revealed that Dalmatia's crown, the stunning Fourfold Diadem, is actually a powerful enchanted device.

The Fourfold Diadem is an oricalcum headband onto which four large diamonds have been mounted. An former member of Dalmatia's royal court, exiled for embezzling the royal treasury, has said that this headband grants a fourfold multiplier to the STEEP of a K/S Area that the wearer has shown a natural inclination toward. It is also said that other K/S Areas are boosted by lesser amounts in order to make the wearer a better ruler.

This new knowledge of the Diadem has fueled some wild speculation. Often there has been suspicion that there is a power behind the throne. A few individuals unhappy with the current rulers have suspected the Diadem is actually intelligent, and is manipulating Dalmatian policies toward its own ends.

Journal of Clandestine Occurrences

Dalmatia boasts of some of the most daring spies on Ærth. While this may be true, other governments scornfully reply that this is only because of this powerful Journal rather than any unique qualities of Dalmatia's citizenry.

There are conflicting reports as to the actual power of the Journal. Some sages insist that reading this journal before going on a clandestine mission will grant 9 Joss factors and a doubling of STEEP in Espionage. Others claim that the Journal is a powerful aid for the Heka-Forging of impermanent (disjoinable) items, but only those which would aid a specified spying mission. Such a power would explain the abundance of ingenious devices carried by Dalmatia's spies, which would be almost impossible to create in any quantities by most Heka forgers.

Whatever its true power, the Journal certainly is hidden well. Attempts to locate and steal this text have met with complete failure.

Stonestaff

This item looks to be merely a thin six foot long marble staff, but in fact it is arguably the most powerful item known devoted toward Elemental dweomercraeft, particularly for Ærth magick. It is suspected that the archmage currently possessing it has secluded himself in the mountains of Dalmatia, perhaps concentrating on research.

The Stonestaff allows its bearer to use any Ærth-related Dweomercraeft Casting with no Heka cost. Also, this staff can store up to 1000 Heka worth of these castings, which can be activated at faster than Eyebite speed. The item also grants complete authority over the creatures native to the plane of Ærth. Even elemental princes will willingly serve one wielding the Stonestaff. Still more formidable are several powers, unique to the item, which range in power from Grade X to Grade XXV.

It is said that the Stonestaff is a builder's tool unlike any other. With it, a dweomercraefter can shape stone buildings with the beauty of marble, the luminescence of opal, and the strength of adamantine - all done by merely willing the structure to be.

Danmark

Serpentship of Yig

Sages disagree violently about whether the Serpentship is a living creature, a powerful fetish, or a unique golem. Whatever its exact nature, it is certainly a warship to be feared. The Serpentship of Yig appears to be a golden serpent over 200 feet in length with a longboat affixed to its back. The Serpentship needs no oars or sails; instead it swims through the water, effortlessly parting the waves of the strongest storms. No one knows the top speed of this vessel, but some fishermen claim that they have seen it outrun the fastest storm.

In battle, the Serpentship merely coils around another ship, crushing it within a few CTs. If pressed, it can breathe a mighty cone of flame able to incinerate a number of vessels at once. Few have any more than guesses as to the Serpentship's weaknesses, and none are willing to risk their lives putting their theories to the test.

Skullaxe

Danmark claims to have this dreaded weapon safely under lock and key. However, rumors still are heard which state that the necromancers of Danmark have regained it, and are busy killing each other for sole possession of the blade. The Skullaxe is a terrible sight to behold. It is a double-headed axe whose blade is made of an unidentified jet black metal. The handle and fittings of the axe are made entirely of bone, while a humanoid skull adorns the handle end. Despite any attempts to clean it, the Skullaxe is always stained with still-wet blood.

Still, the power of the Skullaxe is far more fearsome than its appearance. In the hands of a necromancer, any intelligent creature slain by the axe will rise again as a zombie under the bearer's control. These zombies are strengthened by the proximity of the Skullaxe, even regenerating if touched by the axe. In addition, each death brought about by this axe gives a portion of the victim's health and Heka to its bearer. The prospect of facing a fearsome zombie army has made Danmark very protective of the Skullaxe.

Darfur

Sigil of Amemt

Darfur’s ruler would likely find it much more challenging to maintain control on the country without the Sigil of Amemt. Likely gained through some outstanding service to the Ægyptian gods, the Sigil has many powers over the dead. It can bring back anyone slain physically, drained mentally, or rendered soulless through an attack, though it cannot raise anyone who died of old age. Many a local chief has been indebted

to his ruler because a family member or trusted warrior was brought back to life.

The Sigil has a greater power, though this has been seldom used. In extremis, a host of warriors can be summoned from the fields of Amemt to aid in a battle. Though they have no greater power in combat than they did when alive, the appearance of a great number of warriors completely unafraid of death where none were a moment before has brought a quick end to several conflicts.

It is quite surprising that the gods would allow any mortal such power over the dead in the fields of Amemt. Some reports state that the Sigil will remain with Darfur until its rulers are foolish enough to abuse its power.

Delhi

Shield of Rishis

This Shield was created in ages past by the best Astrologers of the entire continent. The Shield is made of a black metal, in which are set seven diamonds in a pattern identical to the Seven Sages, or the Big Dipper as it is known in other parts of Ærth.

The Shield of Rishis gives its bearer the knowledge of the future. This knowledge of what will befall individuals and countries makes the owner seem like one of the legendary Sages indeed. The Shield's greater, but more subtle, power frees its owner from his fate as foretold by the stars, and allows him to change the future of others. Changing the future, as revealed by the Shield, comes at a price, though the details of this are not known.

Some of Dehli's greatest heroes have borne the Shield. Though they accomplished great deeds with its aid, they almost all died performing deeds which saved Dehli, and sometimes the continent as well.

Twin Rubies of Kali

Dehli claims that it has possession of the true Rubies of Kali, and reports of their powers seem to confirm this. The Rubies are reportedly flawless and each the size of a hen's egg. Though these gems are nearly priceless by themselves, their worth in deterring aggression against Dehli puts them beyond price.

The Rubies are as bloodthirsty as the deity they are named after. When carried in the midst of an regiment or army, each soldier gains an addition to each Physical Attribute score every time one of them slays an enemy in hand-to-hand combat. Attributes increase faster if there are fewer to divide the bonus among, although Attributes cannot be increased above racial maximums in any case.

This increase in power lasts only a few days after a battle, but for that duration the troops are almost uncontrollable, consumed by a desire to seek out foes and spill their blood. It is said that those who have been under the influence of the Rubies never completely lose this bloodthirsty and vicious behavior. This may explain why Dehli has not used these gems on a war of conquest.

One wild rumor has surfaced that says actually only one of the Rubies is authentic, and that its twin was stolen centuries ago. Dehli strenuously denies any such accusation.

Unfailing Buffalo

Located in a small village in northern Dehli, this item is a magnificent marble statue located in the central square. Though this village is located in a strategic point for an invasion, it has never been captured. The village inhabitants insist that this is solely due to the Buffalo in their midst.

The Buffalo's power, as best can be made out from wild stories told by the village elders, is to allow defenders to defeat any invading force, no matter how impossible the odds. During every attack, the village defenders have crushed or pushed back the invading army. The Buffalo does not prevent the village from suffering staggering losses, so Dehli always stations a significant force there during wartime.

The local Scientific Law guild insists that the Buffalo is not magickal at all, but rather the belief of the villagers (and the invaders) in the statue's power has given them victory. Members of the guild have been caught trying to substitute a fake statue for the Buffalo in order to prove their theory. Their activities have since been outlawed in Dehli.

Epirus

Inescapable Cage

Only the most dangerous and vile criminals need fear the Inescapable Cage, though for them it is a horrible punishment indeed. The Cage is made of an odd lodestone/hekalite alloy wire, which is twisted and sculpted to form 100 small, intricate cells. Upon the use of a command word, known only to the ruler of Epirus, a named victim is placed into one of these cells, which then glows with a pale light. The prisoner lives out his or her natural lifespan, sustained by the magicks of the Cage. Upon the death of a prisoner, that cell grows dark again, ready for another victim.

Although it is a simple matter to place someone into the Cage, it is impossible to remove someone from it. Indeed, it would take the combined might of several Entital beings to free a single occupant. It is said that destroying the Cage, if possible at all, would kill all trapped inside it as well. It is also rumored that

certain Dark powers which have ravaged Ærth in ages past are imprisoned within the Cage.

Roaring Voice Horn

This hollowed-out animal horn is actually an item of great power. It has two functions, both of which Epirus has used to great effect. If a person yells into the Horn, a roar of such intensity will result that city walls, and indeed entire cities, will crumble and collapse.

The second power of the Horn allows an individual to give an irresistible command to a large number of people. A word or short phrase is shouted into the Horn. This command is make loud enough that it can be heard 1 mile away in front of the Horn, and a shorter distance in other directions. All people hearing this command, including the one using the Horn, will immediately follow this order this order, unless they have defenses of at least Grade XX in power. The order will be obeyed for a few days, or until it is completed.

Epirus has learned to use this last ability with caution. Once, a general used the Horn against a riot around the palace by shouting, "Stop!", without protecting himself from the sound. Everyone in the city's center stayed motionless for the next two days.

Falcondonia

Three Forbidden Scrolls of Grosapis

These infamous Scrolls have been locked away, never to see the light of day after their first (and only) disastrous use. These scrolls were penned by a deranged Green dweomercraefter who campaigned against civilization itself as being harmful to nature.

This dweomercraefter, whose name has been forgotten, was both mocked and dismissed by the citizens of Falcondonia as a harmless crackpot. When he finally died, he left three scrolls with a note claiming that horrible things would happen to anyone who dared read the secrets contained therein. Egged on by onlookers and strong drink, the sheriff who found the Scrolls read aloud from the first one. Nothing happened that day, so the Scrolls were put away and forgotten about.

The next day past and nothing out of the ordinary continued to happen, while the second day went by much the same as the previous two.

On the third day, a swarm of huge bees covering some 10 square miles descended on the sheriff and the village where he lived. Hundreds of people died from the bee stings, which seemed more potent than ordinary bee venom. The sheriff himself was stung so many times that his corpse was buried by dying bees.

No one has dared so much as a glance at these Scrolls since, but it is said that the other scrolls are much more powerful than the first.

Farz

Disc of Mitra

It is generally acknowledged that the legendary Disc of Mitra is responsible for most of Farz' recent accomplishments in turning its arid land into respectable farmland. No reports are available regarding the exact appearance of the Disc, as it is jealously guarded by the ruling house of Farz. Renown sages on Farz society suspect that the Disc was originally created by priests of Mitra with the aim of gaining popularity with the masses. However, the ruler of Farz saw the value of such a device and obtained it (possibly by force) for use at his own discretion.

When placed on consecrated ground, the Disc of Mitra will make surrounding land fertile, at the rate of 2 miles in all directions per year up to a maximum of 10 miles. The Disc must be left in a single location for an entire year before any benefits are realized. However, almost any type of ground can be made fertile by the Disc, and as far as anyone knows this effect is permanent in nature.

A few wild rumors claim that the Disc is able to use Celestial-based Castings against any would-be thieves. This has been dismissed by most experts as propaganda.

Fireseed Tree

The Fireseed Tree is feared by surrounding countries, and with good reason, as a stockpile of its seeds would pose a deadly threat. Though none know its exact location, it is known that the Tree is a magnificent palm tree at least twice as tall as any in the country. Its seeds appear much like a coconut, except that they are dull red in color and are uncomfortably hot to the touch.

These seeds are the cause of concern to other countries. The Fireseeds are unstable, and will explode when dropped from a significant height or subjected to a sharp blow. When this occurs, the Fireseed sprays a flaming liquid over as much as a square mile of territory. The fires caused by this liquid will continue to burn until all combustible material is turned into ash. Unfortunately, the Fireseeds have also shown a tendency to explode when excessive Heka use occurs nearby.

Sages suspect both the Tree and any stockpile of Fireseeds must be located in a desert. If any accident were to occur with the handling of a Fireseed, the explosion of an entire collection of them would

devastate a huge section of Farz. Such hazards may explain Farz' reluctance to use the seeds in warfare, as a reprisal could jeopardize both their supply and their country.

Infinite Arrowcase

The Infinite Arrowcase has been of great aid in Farz' war efforts. As the name implies, it is the source of an inexhaustible supply of Exceptional quality arrows for any type of bow. These arrows, while possessing no bonuses to BAC or damage, are able to harm foes only affected by enchanted weapons. In addition, these arrows have a 50% increase in range, making archers armed with such arrows a deadly foe indeed. While it is not known how rapidly arrows are produced, it is suspected that it is enough to keep an entire regiment of archers in perpetual supply.

A lesser known, but perhaps more deadly power of the Arrowcase is the ability to make arrows specifically attuned to the destruction of a single person. This arrow takes at least one week to make, requiring very detailed information about the targeted individual. Once created, such an arrow is a supreme tool of assassination - it cannot be parried, blocked, or dodged, and will penetrate any standard Heka-based defenses. It's range is triple that of a standard arrow, and gains a +20 BAC bonus. If this arrow strikes its intended target, death is guaranteed.

Needless to say, Farz has not used the second power of the Arrowcase often, fearing a decisive reprisal from Babylonia.

Rendering of the Lut

Though some argue whether this tome was named after the desert of the same name or visa versa, there is no question that the two are closely related. The tome is said to be the color and texture of sand. Its pages contain Castings of great destructive power, almost all drawing upon the power of both Fire and Earth. These Castings range from Grades I to XX in power. Some troubling rumors have surfaced indicating that land ravaged by these castings cannot be healed except by the greatest of Entital magicks.

Legends of the region mention that, long ago, a dweomercraefter of great ability was driven insane by his studies. Instead of using his magick to aid his country, he instead strove to turn all the land about him into lifeless desert.

Alarmed, dweomercraefters attempted to stop this carnage, but found themselves unable to resist the horrible Castings the mad mage had discovered. Finally, in a climatic battle that left almost all the combatants dead, the insane dweomercraefter was destroyed. Unfortunately, the magick released from the Tome created the Lut desert, which has resisted all attempts to reclaim it to this day.

Finmark

Book of Naming

This is the most treasured item of Finmark's Bardic College. This Book contains truenames of a sort specific to Spellsongs. Though the only truenames available are those of living things with cunning intellect or less, they still have incredible power. All Spellsongs used by one who knows the truename of the intended target have x10 the normal effect, with no resistance possible and double the chance of a special success. Also, spellsingers may improvise Spellsongs around a truename on the spot, and only use as much Heka as an established Archetypical Casting.

The skill and time required to understand the contents of the Book of Naming are formidable. One must have at least a STEEP of 71 in Spellsongs, and even the simplest of truenames require at least a year of study to master. Finmark's bards have been cautious in granting access to the Book, and no more than 2 or 3 bards not native to Finmark have seen its contents.

Kulervo's Sleigh

This remarkable item is regularly seen during Finmark's days of festival, though it has also been used to warn the population during times of crisis. The Sleigh itself seems unremarkable to anyone but an expert, who will see unmistakable signs of Elven craftsmanship.

Kulervo's Sleigh demonstrates its power when eight steeds are attached to it. Both the Sleigh and the steeds gain the power of flight. An extradimensional space in the back of the Sleigh allows the storage of several tons of supplies without any change in the Sleigh's apparent weight. Still more incredible, time slows almost to a standstill for anyone on the Sleigh, allowing them to visit every household in Finmark in a single night, if they so wished.

In recent memory, the Sleigh has been pulled by reindeer, and driven by a cheerful man dressed in red.

Flanders

Dreamspider Loom

This device has several powers that the Crown of Flanders has kept secret for a long while. Its only publicly known power is to enable two-way visual, audio, and Hekau communication between 2 individuals.

It is rumored several nobles hostile to the current Prince Robert VI were slain using Heka-castings and

the device. Commoners also hold the device as cursed, causing the ill fortune of the Ruling house and the current Prince's sterility. Some have even gone so far as to allege that the current Prince is none other than the Dread Pirate Roberts known to haunt the icy waters of the North Sea. These people do seem to have a disturbing tendency to disappear and never be heard from again.

Flying Tower of Ernest

This tower was made by the great Heka-Forger Ernest. Some say he was also a great and most creative writer, for it is widely known that control of the tower must be achieved through a large tome found in the Tower's highest room. Several legends make the Tower out to be a time-traveling device that can travel to parallel worlds; several children's stories tell of fantastic creatures met by the hero/heroine through such dimensional travel. Keltic bards also claim the "control manual" is full of Spellsongs and that the device is controlled by magical music and tunes. It is known however that the "Ride of the Valkyries" is frequently heard near the Tower when it is used in battle.

Lens of the Savants

This awesome instrument confers all the non-Heka generating areas of the Sage bundle at a score of 100. Some say that it raises all Mental STEEPs possessed by the wearer to a score of 100, even if the Mental Trait of the wearer is not that high. The Lens also imparts an ability of Aural Sight (q.v.). Its liability is not known, but apparently communication is somewhat hampered by the item, rendering its wearer capable only of babbling and is otherwise illiterate. There have been some rarities experts who state the Lens grants a limited STEEP of 31 to 51 in Mental and Spiritual Heka-generating areas associated with the Sage K/S bundle, but this has not been verified.

Francia

Durindana

This famous sword is well-renown for its many famous legends, making Francia the proud owner of this legendary artifact. However, it appears that Francian officials have been tampering with the legend recently, so to speak. Not only does the Durindana have all the powers that has been attributed to it in legend, but healers have noted a recent addition to the famed sword's repertoire: wounds caused by the sword *cannot* be healed. Various attempts have been made, including Miracle Ritual, yet all have proved unsuccessful at healing. Victims of the sword usually die of blood loss or infection, with all attempts to prevent the death proving futile.

Wild speculation as to which Francian official would have added such a dread power to such a famous weapon has caused a series of investigations in the Francian government that continue to this day; some of the commoners are voicing a new movement to have the Oracle at Delphi provide insight into the situation. Aristocrats and middle class voice their concern that the item have the dread power removed, although most express concern over further tampering with an already extremely powerful magic item.

A few aristocrats, philosophers and sages among them, believe this is a temporary manifestation of power innate to the item, and when the item is somehow satisfied that "justice" is done, this power will disappear. All in all, the mystery remains and a solution looks a while in coming.

Horn of Roland

Francia seems to have a penchant for items with a diverse and rich background, and the Horn of Roland is no exception. Detailing the history of this magical device would take considerable time and effort, and much is based on hearsay and third-party testimony. It seems that Francia has decided that the Horn needs a new power, however, and has been consulting bankers throughout the country on the best means for increasing capital/gross national product/wealth. Additionally, many Francian investors have also noted that the government is entertaining several officials from the Keltic Isles as well as the Ægyptian Empire, and most speculate that one of these officials will do the additional enchanting of the Horn. Some of the more well-respected powers in General Dweomercraeft have proposed that perhaps Francia could make the most capital with a time-traveling device, but White Dweomercraefters are universally opposed to the idea. One thing is certain: the future of this device is undetermined.

Marfroid's Ironbound Grimoire

This master treatise on Alchemy seems to be the source of several of Francian powers in the Heka Arts. Francia is renown for its ability in Alchemy, even so far as to manufacture explosive magical devices for export. Most posit this several volume bound work as the source of much of this power. Also, Francian items seem to have additional powers being added to them every 20 to 50 years. Again, most claim this work as the means by which additional powers are granted to artifacts.

Many foreign powers are quite concerned about these additional enchantments and have insisted that Francia make a formal treaty regarding the use of this

Grimoire. Rumor has it that this item is also currently been upgraded, with several Goldsmiths writing additional sections on the power innate to their metal, including power innate to different-hued gold, as well as gold alloys. Some say that when this section is finished, all of the items in Francian possession will again undergo additional enchantments. Fortunately, as the section was just started; it will not be finished for quite some time. Nearby powers can try to settle their differences with Francia in the meantime.

Sun Crown

This famed crown is rumored to grant the wearer complete control of the Sun, including the ability to cause eclipses, increased or diminished light, heat, variation in length of the day, and so on. Some also say that it allows a STEEP of 360 in Ethos of Sunlight and White Dweomercraeft with no penalty to either area. (i.e. no -3 DR modifier to the opposite K/S Area)

A furniture merchant in the South of Francia recently overheard soldiers escorting a government "furniture caravan" speak of a shining Crown studded with gems and formed of bright yellow gold, glowing with its own light. Apparently, according to the same source, Francia was escorting the item to a famed Astrologer for enhancement of its powers and addition of new ones. Its exact destination at that time was unknown.

Galacia

Bladed Hedge of Warding

Engineers were involved in the construction of these fine swords. Their users would be scattered across an entire unit, perfectly dispersed for activation. Upon activation, these wards would serve as protection against dweomers of up to Grade XX (with 500 resistance), provide M, S, and P armor, and confer a double-powered Quicken. Some engineers also tell of the Swords' capability to create fortifications, among them a bladed hedge of swords enspelled with many wards, similar to a multiply-dweomered Hekahedge or Spirithedge. (as the Spellsongs of the same name)

Genoa

Chart of Reckoning

This chart has the capability of reckoning the difficulty of any mass combat, with the corresponding capability of providing helpful advice to sway the odds in its owners' favor. The advice, although helpful, has not always proved practical. For instance, in one such battle the chart was consulted, and the night before battle it gave the answer: each soldier was to be equipped with 4 more swords, a total amount of nearly 1/2 million swords then being needed. (Hard to come by on the eve of a huge battle.) Some say that this item can be used to reckon the difficulty of other tasks, but the veracity of this is not known.

Disc of Delight

A roll vs. SM Category must be made for each soldier on the battlefield when this marvelous disc is exposed. Its exact description varies according to the observer, and reportedly it never looks the same to any two observers, nor to any one observer at two separate moments. The roll must be made at a DR of Extreme, else each soldier so failing the roll will become so delighted with the view of the disc and the possessing nation (in this case Genoa), that he/she will defect and join Genoese forces to fight, and if necessary, die for them.

Germania

Brasses of Discord

These musical instruments comprise in number about 20, and consist of trombones, trumpets, and tubas, and are renown for their ability to cause about 500 humans per instrument to become discordant. They also prevent Spellsongs in their proximity, and negate countering Castings of Grades I-IX. Farmers in Germania hate the use of these items, for they have pronounced effect on local livestock. In fact several Frankfurt area farmers allege this effect is stronger than the effect on humans. In any case, widespread dismay amongst those in the farming industry causes their use to be rare, and only when other options are lacking.

Drachenmeister Whip

This Whip was supposedly originally made in the Orient, some say at the time when Nippon and Germania were on good terms. It reputedly has a handle fashioned in the form of a dragon's head, and inlaid with diamonds. It is said that the diamonds are able to change hue, and with each hue a new power/ability is granted/endowed upon the possessor of the weapon. Each power is patterned after the corresponding Colored Dragon of the Imperial Celestial Court:

Black - (guardian dragons) grants regenerating armor (M, S, and P) of 100 points each to the wielder and 10 points each to all troops under the wielder's command.

Blue - (dutiful dragons) grants the ability to assess the character of any beings met, and grants Aura Sight (with the proper knowledge of how to interpret such auras) to all the wielder's troops.

Green - (messenger dragons) grants the ability of all troops to communicate by means of a Sending Casting up to 5x/day; (luck dragons) it also acts as a regenerating 5 Joss reservoir.

Purple- (royalty with Æthereal Powers) grants the wielder to be able to move large masses of troops through Astral or Æthereal Plane; it also adds to Leadership and Charismaticism K/S Areas.

Red - (dragons of power, strength) adds 60 to Combat, Hand Weapons Skill of the wielder and 20 to Combat Hand Weapons Skill of the troops of the wielder; also improves initiative (unknown amount).

White - (dragons of virtue) negates any sort of mental or spiritual control attempts affecting any wielder-friendly troops on the battlefield.

Although Germania has had several offers for the purchase of this item, it has declined all. Some nations have thus vowed to steal the item; Germania scoffs at such rumors, however, stating the device has its own protection against theft. In the current war between Germania and its allies and Greece/Roman and their allies, some nations may wish to attempt to overcome this "protection" to steal so great a prize.

Green-Fire Diamond

Rumors about this particular Diamond are prominent throughout Germania, as the Diamond is oft talked about in halls of drinking as well as halls of power. The majority of its powers pertain to Mysticism, for which it is an unsurpassed quality gem with an additional 2 DR bonus and double the Heka Reservoir capacity. It also serves as a focus for Green, Elemental Fire, and General Dweomercraeft Castings. Its most famous quality is that of improvement of all alcoholic beverages --on average 2 DRs -- as well as improvement of foodstuffs by approximately 1 DR. This effect becomes more prominent with closer proximity to the item, and in particular, has heightened sales of German ale and foodstuffs in recent years.

Instrument of Audial Submission

Philosophers have long puzzled over the symbolism of this item, for it is but a triangle that is the mighty Instrument of Audial Submission. Older references cited by such sages refer to a trio of Instruments of Submission, including a Harpsichord and Piccolo. These same philosophers state that volumes on musical instruments tell of the Instruments' fearsome power that defeats all who endure their music. Each listener must make a roll at a DR of Difficult for 1 instrument, Very Difficult for 2 instruments, and Extreme for 3. No modifiers apply to this roll, except for Joss which requires a double normal expenditure. Those failing the roll become submissive as long as the Instrument(s) are played; a new roll is required every 20 CTs. There are some sages who allege that the Instruments have other powers, including that of faster Heka regeneration, but currently neither are these speculations confirmed nor denied by the German government.

Leather Garb of Jocularity

This Jester's outfit made mostly of leather has the ability to change into any attire desired, given 2 CTs time. Its use informally has been banned by entertainers in Germany, as its powers are too great and too easily abused. Entertainers suspect Geoffrey Bardacious is the current owner of the item, but many skalds, bawds, and coachmen throughout Germany think the government has bought him out.

Reputedly the Garb aids all areas connected to the Entertainer K/S bundle, and though the exact amount varies, most agree that the garb grants these K/S Areas at double normal starting STEEP. Furthermore, it is thought that the item grants a 3 DR bonus to Buffoonery and a DR bonus in Thespianism if comedy is the subject. It is known for its ability to induce mirth or forgetfulness in large numbers of people. Some entertainers allege this garb is possessed, citing changes in Geoffrey's personality. By and large these accusations have been denied by the Garb's various owners.

Miming and Tyrfing

These two famous swords of Norse legend were further enchanted in the past 250 years with castings pertinent to cold weather survival and movement, improved combat tactics, and leadership. Weapon instructors and trainers throughout Aeropa know well that Phaeree was essential in further enchanting these items. Some have gone so far as to speculate about the various Phaeree-based powers that the devices may now possess. Military strategists have noted that the country of Germania does seem to be consolidating power, and rumors concerning further Phaeree-aided sword enhancements are as yet unconfirmed.

Gotland

Winged Helms of the Vanir

The precise number of these Helms is not known but is somewhere in the range of 30 to 75, according to many of the public statements given by Gotland through the years. In any case there is supposed to be enough to outfit one elite force of troops. They confer powers of flight, precognition, augury, invisibility, bonuses to PM and PN, and give a bonus to the K/S Area of Combat, Hand Weapons. Some are also

imbued with various spirits which, in addition to the above, also grant the ability to cast Dweomercraeft (School[s] unknown) Castings. It is unknown if all the Helms do this or just a select few.

Granada

Armor of El Campeador

The Armor of The Champion, this device reputedly has several wonderful properties, the most famous of which is its ability to enhance the following long list of K/S areas: military science, fortification and seigecraft, construction (military), combat (all types), leadership, influence, charismaticism, magnetism, and endurance. All of these K/S areas, used in combination, create a very persuasive, appealing, and skilled champion. Bards from Granada tell tales of a legendary power to enhance, through well-spoken speeches, combat ability and Physical Attribute/Category/Trait scores, in large numbers of people, all through fanaticism for "The Champion". No one in living memory can recall such an event, thus casting doubt on the veracity of the bardic stories.

Lion Signet

This item reputedly allows the passage to a special Phaeree world full of talking intelligent creatures, various and odd Phaeree folk, and occasional settlements of humans. The name of the world is Narnia, and it is a parallel Phaeree/Ærth setting. Reputedly, the wearer of this signet ring can summon aid from that same land, usually reaching only (only?) the land's greatest heroes. Some also report the item is able to summon a Lion, of incredible Supernatural power, named Aslan, who will serve the wearer of the Ring faithfully.

Some sages disagree with all of the above, noting the Ring to be one of the few remaining items of the Golden Ochre School of Dweomercraeft. Such same sages are at a loss to state the fate of the Golden Ochre School and its animal-based castings.

This item is loosely based on the "Narnia" series by C.S. Lewis.

Meteor Sling

This is said to be a gift from the Atlantlan Deity of the stars, Astrology, and the cosmos. Aside from augmenting these abilities, as well as those of Astronomy, this device is also known for its potent abilities as a weapon, able to enlarge slingshot to meteor-size projectiles once per BT.

Scythe of Decimation

When wielded in combat, this scythe kills 10% of the opponents' troops per swing. Its cost however is rumored to be equally fierce to those who might overuse/abuse this power. Its specific abilities as a melee weapon aren't known, as it is widely held to have never been used in hand weapon melee.

Tenth Formula of Algax

This Alchemy Formula is rumored to be amongst Grades XVI-XXVI in power, and is rumored to be of sufficient power to cause immunity to normal non-enchanted weapons, as well as granting several other yet unknown effects. Apparently, the Formula creates enough potion for an entire army to digest, and has been used in several (successful) battles defending the homeland.

Hasur

Balance of Redress

This great statue stands in the center of the chambers of one of the most famous Temples in all of Hasur located, of course, in its capital. Apparently this Temple is devoted to a Power of the Ethos of Balance. It is known to be proudly displayed with little guard, as the statue itself is an enactment of the ideas of the Ethos of Balance -- every action causes a reaction, and every action must be Balanced by a counteraction. Thus thieves seem to have this nasty habit of (coincidentally) always getting caught when trying to steal the statue, either by the police, or by the tricky nature of the Balance Statue itself. When used properly and performing the correct rituals, the statue raises all enemy DRs by 2 and lowers all friendly DRs by 2, no matter what is being attempted. Even though the statue has existed for centuries, Hasur keeps its exact functions secret, and thus sages can only speculate as to the cost of such a powerful function.

Crook of Devastation

This item is able to call down a rain of fiery hot meteors over a large area, causing 10d6 damage x 1d6 exposure roll to all within the affected area. It affects friends and enemies alike, and does not differentiate between friendly/enemy dwellings. It automatically overcomes any resistance up to and including 250 points. Reputedly it can do this as often as once pet AT, although some argue it can perform this function even more often than that. Still other sages query the veracity of all of the above, stating the effects are due to a unique Archetypical Casting in possession of Hasur, and that the Crook has powers dealing with death and life-draining on an army-wide scale. Only time and its use in military confrontations will tell the truth.

Octagon Seal

This item apparently has not been used in centuries, for sages and philosophers, as well as other learned men, disagree over its exact description and function. Some say it is an eight-sided symbol of enormous power (Grades XV to XXV) meant primarily to protect the country and its ruling class. Others argue that the device is an elaborate Heka-Forging/Alchemy mechanical device of wondrous and fantastic proportions, made in the image of a giant seal, with dimensions equal to a whale. It effectively functions as a submersible ship (i.e. a submarine), and can have quite a sizable crew, in addition to being able to use 8 magical Effects to protect itself and attack others.

Helvetia

Balmung

This sword was a gift in ages long ago, from the God Tyr to the nation of Helvetia. It can reputedly represents that Divine Power's abilities, and may draw upon them to aid the wielder and his allies in combat and battle. Such powers include those associated with bravery, courage, victory, and the myriad of powers associated with the sky.

Banners of Triumph

These Banners, when flown proudly on the field of battle, require an S Trait check at "Hard", with a modifier of -1 DR per additional Banner flown on the field after the first. Each Banner has an effect on allies of the bearer of the Banner, as well as individual effects solely to the Banner, and perhaps a few other chosen of the bearer. It is currently theorized that only 3 exist, though Helvetia declines official comment on the subject.

Swiftness - This banner grants all the benefits of the Archetypal Casting Quicken to all friendly troops and mounts, and all enemy troops and mounts attack and move at one half of their normal rate. In addition, the bearer is twice so affected, thus moving and attacking at 4 x his/her normal speed, with his/her mount similarly affected. Also, the bearer of the Banner always moves and attacks first in every CT.

Unflinching Advance - This banner grants a false S Trait of 150 to all troops and mounts allied with the bearer. In addition, the bearer also gains the abilities of Charismaticism, Magnetism, Influence, Etiquette/Social Graces, Leadership, Military Science, Survival, and Riding all at a score of 240. In addition, all enemy troops and mounts behind the line of the Banner, as born by the bearer, must make a S Trait check at Very Difficult or become allied with the bearer permanently and join his cause.

Surprise - This Banner increases all friendly troop and mount BACs by 15, and lowers all enemy troop and mount BACs by 15, through use of elaborate illusions of Gray Dweomercraeft type which provide for continual by minor surprises and distractions for the enemy in hand-to-hand mass melee. Rumor has it that this device can also cause a Grade XIII illusion of an entire Army, and this has been used to divide enemy forces so that they may be more easily conquered. The bearer of this device is invisible, regardless of actions or Castings (Grade XXV) until the end of the combat in which this Banner is raised.

Black Lake Bear

This "item" is a living statue of deeply colored flowers in a secret but sacred grove deep in the mountain recesses of Helvetia. According to legend it allows personas, studying its magical blend of symbiotic lifeforms, amazing talents in the K/S Areas of Survival, Nature Attunement, Hunting/Tracking, Ecology, Botany, Biology, Green Dweomercraeft, Ethos of Moonlight Priestcraeft, and Herbalism. All of the above abilities are granted at STEEPs of 101 if possessed, or 41 if not already possessed, and with the abilities persisting for one month when not in the presence of the Black Lake Bear living statue.

Two Great Alpinhorns

These large horns (over 12 feet long each) are typical of Helvetian Alpinhorns, and are intricately engraved with many scenes from Helvetian life and the seasons in Helvetia. Unlike usual Alpinhorns, which are winded in Autumn when the "cows come home" from their grazing in the mountains, these Two Great Alpinhorns are winded in confrontation with a hostile enemy. Although it is widely known that such winding raises friendly morale and combat abilities, rumor has it that these two Alpinhorns can advance or reverse the seasons. Thus they can control weather in a large area of effect, including the harvesting, etc. therefore starving out opponents while having plenty of foodstuffs for themselves, or snowing them in with an unending blizzard. It is also rumored that one of the two Alpinhorns may also cause rot and decay in all the foodstuffs/drink of enemy troops in a 25 mile radius, but it is unclear if this is fact or mere superstition/rumor.

Hibernia

Bottomless Kettle of Courage

This item causes the Spiritual Trait of all allies to double, so long as said allies are in a 20 mile radius of the kettle. It also provides regeneration of Spiritual damage to all allies at the rate of 10 points per CT. Furthermore, it also allows Heka-users to use their Spiritual Heka-generating Areas as if they were a Full Practitioner in each Area. Many philosophers theorize that all these abilities are not without cost, but none are willing to comment on what such cost might be.

Caladbolg

This claymore is strongly linked to the legendary warrior Cuchulainn. There is some question whether this is actually the Sword of Cuchulainn or a separate item entirely. However, there is enough evidence to indicate that these are separate blades.

Roughly translated as 'Hard Lightning', Caladbolg can cut through nearly any substance with ease. Even adamantine alloy armors have failed to protect their owners from the fearsome blows of this sword. In addition to the standard damage done by a claymore, Caladbolg does an equal amount in electrical damage. Thus, a heavily armored opponent will suffer the full force of the blade as well as electrical damage amplified by metal armor. It is little wonder that few can stand in battle against one wielding Caladbolg.

Gas Bulg

The Gas Bulg is a horrible weapon to behold, though its actual powers are even worse. This spear looks as if it has never been cleaned after a battle, with its cold-wrought iron head covered in dried blood and its shaft stained with sweat and blood. Those struck by the Gas Bulg have always died, usually in spectacular fashion as the spear completely passes through them, creating a large hole in passing. Others have survived for a short time after being struck, but those have found that no healing, natural or magickal, was effective against the wound. In any case, the Gas Bulg instantly returns to its wielder after it destroys a target.

Despite this weapon's horrible power and appearance, it has seldom been used. As the mighty warrior Cuchulainn discovered when he possessed it, the Gas Bulg exacts a heavy price from its wielder for every kill. The exact cost is unknown, but it has been speculated that it permanently drains about 10 points from Spiritual Trait each time that it is used. A few foolish warriors who have relied upon it have become soulless shells. The crown possesses it now, and fortunately has not needed to call upon its terrible power.

Shadowsteed

This huge ship cannot only sail through water, but also through the Plane of Shadow. It allegedly has major areas of dimensional alteration, and therefore can support a crew of thousands. While on its decks, all Ethos of Shadowy Darkness and Gray Dweomercraeft Castings are cast at 1 DR easier.

Spears and Shields of Conchobar

The mighty Keltic king Conchobar had these spears and shields made for his personal guard. It is not known who was called upon to make them, but it is likely that they had divine aid, for the items are of surpassing potency. With them, Conchobar and his knights were unstoppable in battle.

About 20 pairs of these items are said to still be in existence, granting an entire unit the ability to move stealthily and quickly, and all with a minimal amount of disruption of the surrounding terrain. The shields are rumored to provide the wearer with 25 renewing armor vs. all Physical attacks, Heka-based or otherwise, and twice that amount vs. Mental or Spiritual attacks. The spears possess speed factors of -20, grant +15 to BAC, negate 15 points of armor protection, and do 6d6 damage.

Sword of Cuchulainn

This item is a famous object of legend and lore and is mentioned in many a verse and myth. It is certain that it was first wielded by the great warrior Cuchulainn, though the sword and the warrior have now been enlarged in the telling and retelling of legends concerning them. Thus, the sword's powers are still hotly debated among the common folk. Though many claim to know its precise functions, none can recall the last time it was used in any sort of confrontation, military or otherwise. Some are certain that the sword is studded with locally occurring gemstone containing Hekalite traces in addition to opal and topaz. Others claim the item appears to be a rather unremarkable sword of above average quality.

All the tales do seem to share a common thread -- the power of duplication, though the target varies from an opposing artifact's powers to the sword's wielder to the sword itself (as well as many bizarre variants). Whether this is a true, or only, power of the item remains to be seen. Many of Hibernia's enemies point to its well known propaganda campaign surrounding the inherent Joss in a 4 leaf clover as evidence that perhaps some misinformation may be present here. Only the ruler and his confidants in Dublin know for sure.

Wheel of the Tuatha De Danann

The Wheel of the Celtic Gods, reputedly this device has on it the depictions of the famous relics and artifacts from the Age of Legends, including Nuada's Sword from Findias, Lugh's Terrible Spear from Gorias, Dagda's Cauldron from Murias, and the Stone of Falias. Similar to a wheel of fortune, this device, when activated, provides aid to the user, and also serves as a focus for the K/S Areas of Divination, Fortune-Telling, and Ethos of Balance. It is a 2000 point general Heka Reservoir, according to one source, in addition to the above powers.

Hiluo

Eagle Hawk Drum

Made from materials native to the Luhiva Jungle, and enchanted by a large number of Shamen, Witchdoctors, and Heka-Forgers, this arcane item reputedly has the ability to allow Generals of Hiluo, a sovereign Duchy, to command the savage beasts of the Luhiva Jungle. Its other abilities are not known, and sages are unwilling to speculate at this time what they might be.

Hind

Cords of Yama

This item appears as nothing more than a rope belt used to fasten a robe. In reality, this item is rumored to be much more, and is jealously guarded by one of the great temples in Hind. The wearer of the Cords of Yama has full access to the knowledge and skills learned in previous lives. If the person was a Full Practitioner during one incarnation, then these benefits are gained as well.

It is unknown how many lives a person can draw upon simultaneously. It is said that the cords are granted to the purest of those who seek to escape the circles of the world after their current life ends.

Feather Mace

This weapon does not, as the name implies, weigh as little as a feather. Instead, it has the unusual and devastating ability to send anything it hits flying as if it weighed almost nothing. Enemies doing battle with the wielder of this weapon are sent crashing into their allies, or at worst sent flying hundreds of feet away. It is said that this mace grants significant bonuses to defense, but foes seldom get a chance to test this. Those unfortunate enough to be sent airborne by an attack have found that the impact damage upon reaching the ground is often fatal.

Gold Swan Car

The mere sight of this vehicle would make Dwarves weep and Gnomes gasp in awe, as this gem encrusted marvel is worth entire kingdoms due to its craftsmanship alone. This car has no travel-related powers, and must be pulled by servants if it is to move. Its sole power is to grant the one to ride in it an Attractiveness of 30 toward all those of lower caste. For those of equal or higher caste, or visitors to Hind who are not part of the caste system, the rider has an Attractiveness is 21. This Attractiveness score is only in effect so long as the rider remains in the car. The effects of a failed adoration check will last for a full month, whether or not the person is riding the car when met again.

This car had been used by the emperor of Hind to maintain the fanatical loyalty of the masses.

Supernal Blades

If the legends are true, these fantastic tulwars were first wielded by an avatar of Vishnu. The blades themselves appear to be carved from pure sapphire crystal. A hero able to wield a sword can use both blades as if ambidextrous, and fights with them at a minimum BAC of 80. The Supernal Blades confer immunity to fire and non-enchanted weapons, and will shatter any weapon they successfully parry. The wielder also will regenerate Physical, Mental, and Spiritual damage at the rate of 5 points per CT. Severed appendages will regenerate and become fully functional within several ATs or hours.

These blades have not seen battle in 3 generations. Current rumor indicates that the emperor's champion has possession of them.

Hy Braseal

Bones of Ærth

This item looks to be a 3 foot diameter boulder of granite, in which traces of oracalcum and hekalite ore can be seen. Actually, this is the living center of Hy Braseal, created when the island was raised up by the gods in ages past.

The possessor of this stone gains great power over the Ærth both on and around the island. Rocky shoals, hills, cliffs, and volcanoes can be created and removed if desired at the cost of small earthquakes in the surrounding area. Natural disasters such as volcanic eruptions, landslides, and earthquakes can be caused or prevented.

The exact location of this rock is a closely guarded secret, as there is a prophesy stating that Hy Braseal will be destroyed if the Bones of Ærth is ever removed from the island.

Concordelysian Staff

This staff is supposedly a gift from beings from the Concordelysian Plane. The bearer of this unadorned staff gains great spiritual power, adding 10 to all Attributes. During a conflict, any spiritual attack launched against the bearer or allies will be reflected back on the caster. This ability is said to function up to a mile away from the staff itself.

It is rumored that this item also stores up to 10 Joss, and that this supply is replenished each day. Though unverified, this would explain the incredible fortune of Hy Braseal's ruler.

Entropical Engine

The mere rumor of this device has been sufficient to keep the great empires from going to war against Hy Braseal. If legend speaks true, it has never been used, or history would have surely recorded the resulting devastation.

When activated, this engine will begin draining all sources of energy from a target anywhere on Ærth. Heat, Heka, and even life will disappear from a circular area that increases its radius by 5 mph. This energy is used by the Entropical Engine to sustain its operation, at no cost to the one who dared activate it.

While this seems to be the ultimate weapon, Hy Braseal has kept it to prevent it from ever being used rather than for deterrence. It is said that the cost to stop the Engine is as horrible than the destruction it causes.

Fourfold Grimore

This item supposedly gave the archmage ruler of Hy Braseal the power to rise to his current position. This great book is a regenerating reservoir of Supernatural Heka. Its capacity is sufficient to power a Grade XIX casting, though it will take about a month to restore this much Heka.

The Castings contained within this book are based on 4 Supernatural planes: the Empyreal, Celestial, Nether, and Entropical. The castings run from Grade X to Grade XIX. The exact number of Castings contained within the Grimore is unknown, although rumors place that number anywhere from 40 to 144.

Paralyzing Sling

This sling has existed through the ages with no one realizing it was anything more than a well made weapon with a +15 BAC bonus. The archmage of Hy Braseal, however, realized its true value and now uses it for personal defense.

When used with ammunition created by an elaborate alchemical operation, this sling will paralyze anything it hits, up to and including Supernatural creatures. This paralysis is *permanent* and cannot be removed unless willed by the sling's owner. This consent cannot be gained by coercion or trickery; it must be granted by free will. No invulnerability or Heka armor is said to be proof against the sling's effect.

Spiritship

This warship is feared by the pirates around Hy Braseal, and for good reason. The Spiritship is capable of shifting itself and its crew into PMM or NPM form on command. While in either form, it is said to be limited to travel the seas on the Material Plane, but can achieve speeds of up to 1,200 mph. The ship and its occupants cannot be scryed upon, nor can any PMM or NPM spirit approach it.

The Spiritship is said to possess several magickal weapons and defensive wards, which makes its sudden appearance next to an enemy ship almost certainly a victory.

Hyrkania

Bicorporeal Prism

This 6 inch diameter gem is said to be of Phaeree origin. Some say that this gem was a gift from the Lord of the Djinn. If so, it was an incredible gift indeed. This gem is a recharging Heka Reservoir equivalent to one of the Great Pyramids of Ægypt, with ten times the recharging rate. In addition, the Bicorporeal Prism is unparalleled for its use in Mysticism. No attunement is necessary, and all Mysticism abilities are performed at a DR of Easy. Visions granted by the Prism are particularly powerful, requiring little interpretation actually increasing the probability of resolution of the vision in the Mystic's favor.

The Bicorporeal Prism is also capable of granting innate Heka powers to those attuned to it. Some of these powers are of Supernatural strength. It is rumored that under certain circumstances this gift will be permanent in nature.

Ionia

Codex Multiversal

The Codex is a formidable tome said to be safeguarded by the church of Zeus. The tome is said to contain Rituals capable of summoning any and every Supernatural being and even certain Entital creatures. While the Rituals found in the Codex cannot be resisted by such beings, they do nothing to compel obedience or protect the reader. Thus the unwary use of the Codex could unleash forces capable of decimating whole countries. Knowing this, the church has kept the Code Multiversal, unused, for centuries.

Gygaean Heka Intensifier

A few Ionian Alchemists and Herbalists have been producing Heka-imbued substance mixtures of surpassing potency. Some of these mixtures, when used, have had effects of Supernatural power. It is said that the inner circle of both the Alchemical and Herbalist Guilds have access to the Gygaean Heka Intensifier. This small furnace multiplies reagent strength by 10 without increasing the difficulty of mixing them together. Master Alchemists and Herbalists can create mixtures with Effects far more powerful than those normally produced. The Heka Intensifier has a limited capacity, so there is much competition for access to the device.

Jarlesheim

Goblet of the Newts

It is said that this gem encrusted goblet has the power to convert silver to lead. According to business circles, it also radiates protective magic against scrying, for it is commonly used during business negotiations and government meetings.

Kabul

Bowl of Akgbul

This large but normal looking pewter bowl has the ability to produce an unlimited amount of food. Capable of making any sort of food desired, it is highly prized by raiders who have a desire to travel lightly. When used in conjunction with the Flagon of Akgbul, a warring party is said to be undefeatable. Moreover, those partaking in a feast provided by both devices are easily influenced and agreeable to a cause. Livestock bred with both devices tend to be more hardy and aggressive. Perhaps this is why the combination is often held by the large land-owners and leaders of Kabul.

Dokar's Unseen Blade

This scimitar is only visible front he hilt down. Assumed powers are a bonus of +20 to BAC and the ability to completely mask the presence of the person holding the blade. Ironically, when using the last power, the hilt of the scimitar is still visible and detectable.

Flagon of Akgbul

This normal looking pewter dispenser has the ability to produce an unlimited amount of liquid, capable of making any sort of beverage desired. It is thus highly prized by raiders who have a desire to travel lightly. It is rumored to have some effect when used in conjunction with the Bowl of Akgbul.

Kalevala

Crossbow of Lightning

This device is feared by all armored who oppose it. When used with normal bolts, it confers the following: doubles range, penetrates any sort of Heka-generated physical armor, and halves the reload time (doubling the attacks). However, with specialized bolts, the device is far more lethal. The crossbow changes the properties of the bolts from physical to magical by utilizing ivory, antler, and bone carved into bolts. Few people actually know which exact type of animal produces which effect, but here are some rumored abilities in addition to the above abilities:

Ivory: A chain lightning Effect capable of wiping out an entire platoon (mammoth is said to work best)

Antler: A bolt of lightning which always hits the head, stunning the individual for d3 ATs and causing 3d3 mental damage modified by d6 exposure, with 100 points of Heka to overcome any resistance/mental armor, and 3d3 physical damage modified by d6 exposure, with 100 points of Heka to overcome any resistance/armor. (aged reindeer antlers are said to work best)

Bone: A bolt of pure blue lightning is released, damage, exposure and resistance is very flexible depending on the bone type used. It is rumored that a bolt skillfully carved from an ancient mammoth once ripped a hole the size of a house in a castle wall, destroying those above and behind in a fury of dancing energy, but common bolts have lessened effects.

Interdimensional Amber Node

Coveted by Heka users of scrying and dimensional traveling, this device is nearly undetectable as a Heka source. It looks to be a rough unpolished chunk of rock about the diameter of a buckler shield. When used for scrying, or dimensional travel, it conveys a 20 STEEP addition to the appropriate area. It is also a general Heka reservoir of 2000 Heka. It can only be used to scry the present, not the past or future. Somehow, it also has the ability to scry into various planes and open a doorway to them. It is rumored that the device can possess individuals who dare abuse its power.

Kanteel of Waino

This harp is a device which allows a spellsinger to have overlapping spellsong effects. The harp is a Heka reservoir of 1000 points and is capable of maintaining a spellsong which is strummed on its strings for up to one hour. The second song may overlap the first, but the DR for the accompanying

spellsong is 2 DRs harder than usual, and never better than Hard. Rumor has it that the harp is sentient and will play songs and cast spells on its own, but the last owners have never found this to be true.

Kara

Impenetrable Houda

This statue of a bird has the ability to animate and become a mascot for more than one person at the same time. It is capable of storing 500 Heka and 3 regenerating Joss factors.

Indra's Serried Spearpoints

This tight grouping of spear points allows an alternative way to make a Golem. When the spearpoints are incorporated into a sculpture it animates and follows the exact orders of the creator. The spear can be utilized as a weapon (BAC 200). The number of points in the cluster is unknown, but when the statue is destroyed there appears to be fewer.

Scrolls of Harysivas

These venerable scrolls are held sacred by the Monks of Bahuba. It is said that those who dedicate their lives to the study and meditation of these readings will understand nature and the meaning of life and death. This has been claimed, but in the short term, those who have studied it for a year have gained the K/S area of Metaphysics (at a STEEP of 20) and have all their SM scores increased by 1 for each year of meditation for up to 10 years.

Weapons of the Avatars

It is not known exactly how many of these weapons exist, but it is assumed to be between 9 and 15 of various types. Each of these weapons are uniquely made from an unknown alloy and has been handed down from the dawn of time. The extreme quality of the weapons bestow a BAC bonus of +20, however, this is not what they are renown for. The power which gains them respect is the magic dampening field they create. At 10 rods all magic based castings and items fail to work at a DR of Hard vs. the appropriate K/S area. At 5 rods, another roll must be made at Difficult, and within one rod, all Heka-using items and spells must be made at Extreme or rendered inert until removed from the area.

Kargebal

Dolphinship of Larcas

"...and from the depths they came, to ram from below. The ship once tame, rocked to and fro, the precious hull began to rip, throwing us into chaos. We were besieged by the Dolphinship, under command of Larcas." - From a song by Chord the Recorder on a visit to Afrik.

Few people live to tell the story of Larcas and his submersive ship. All the tells tell of a great vessel which attacks by ramming a ship from below. "The ship appears to be a great fish with a blunt nose and a large dorsal fin. The blowhole is where the prisoners are taken in..." (those that survive) At one time, Larcas was the captain of this ship which is likely mistaken for a sea monster. However, where the prisoners, treasure, and ship go is no mystery. The Dolphinship is recorded to most often attack at night, be resistant to magical detection, and be manned by a sizable crew of pirates. The rest of the legends speak only of the escapades of the crew, rather than the ship itself.

Occult Coffer

When an appropriate amount of treasure is sacrificed to this ornate strongbox before an audience, the person speaking makes all rolls against Influence, Deception and Charismaticism. He or she may also implant hypnotic suggestion to individuals or the crowd at four DRs easier!

Kashmir

Bell of Crystal Calling

Few neighboring countries would wish to attempt an invasion of Kashmir because of this item. The Bell of Crystal Calling is 1 foot long and made of unmeltable ice. One who rings the bell can cause avalanches or landslides with absolute accuracy as long as the desired location is within line of sight. Note that observation through a scrying device can satisfy this condition. An invading force would quickly be destroyed if it attempted the mountain passes while the Bell was present. If one were to muffle the clapper so that it could not ring, no avalanches or landslides will trouble the wielder or any companions.

Unconfirmed reports state that Spellsingers can use the Bell to activate Castings at a fraction of their normal cost.

Mountain Boots of Narada

Five pairs of these boots are said to exist and are worn by the best scouts of Kashmir. The Mountain Boots of Narada eliminate the need for the wearer to make any Mountaineering checks while traveling through the mountains. In fact, the wearer may move at running speed without climbing gear and without tiring. The Boots also make tracking the wearer impossible, and provide such camouflage as to be invisible to normal sight.

Apparently, these abilities are not all that are conferred by these boots. Several years ago, a band of Slaugh cornered a Kashmirian scout wearing a pair of these boots. The scout was able to call up a blizzard fierce enough to make travel for anyone but himself impossible.

Pure Rod

The Pure Rod is an item sought by the Alchemists of Ærth. It is now thought to be in the possession of the Royal Court of Kashmir. The Pure Rod is capable of extracting Prima Materia from any object and infuse it into another. A master Alchemist can use the Rod both to alter properties of existing materials, and to make such things as the fabled elixir of youth. The Pure Rod will also function on living creatures, providing such benefits as healing and regeneration of limbs. However, the Pure Rod can also serve as a powerful weapon, as it can kill a person through almost any defense.

Katehar

Bringer of Avalanches

Musicians throughout the country of Katehar have theorized about the exact description of the Bringer. Though many lovely tales have been spun about it and its marvelous musical abilities, no two descriptions are the same. Equal in number are the tales describing the other abilities of the Bringer of Avalanches, many of them sounding suspiciously similar to Spellsong Castings. Of course, *all* the musicians native to Katehar have also bragged about having the honor of once playing the Bringer. The discerning traveler would best beware of such rumors, lest there exist some underlying truth to them. As unlikely as it may seem, the Bringer may indeed be as powerful as many of the tales say, Many people may think they have played the Bringer as a side-effect of the Bringer itself.

Tome of Hidden Byways

This most erudite work, authored by the famous mage Newton, (whether D. Newton or the renown Newton of old is still argued) is a master work of Divination. Apparently the item is an outstanding reference tool for discovering "loopholes" and other hidden information. This has enabled Katehar to trick several neighboring nations into contracts full of loopholes for Katehar to exploit (which some say Katehar has done). This work excels at discovering hidden information and dispelling Heka-masking magicks. It is also capable of discovering ways out of particularly tight situations. Some say it is also a tool to open Portals and Doors, and others list a group of passages for teleportation (Corridors) that the work also allows access. All of this is unsubstantiated.

Keshu

Papyri of Nine Steps

Supposedly, according to several master weavers, this object gives the reader knowledge of the 9 steps required in Heka-Forging an artifact. These steps are the supposed route of creation for the Table of Memory, described below. Many master craftsman are lobbying for the creation of an artifact to augment weaving skill throughout the nation, in order to give Keshu a major export and thus strengthen the economy. Still, the supporters remain in the minority. Keshu has yet to announce any plans of the Papyri yet, though special interest groups are lobbying for concerns similar to that of the Weavers.

Table of Memory

This invaluable written work has an objective knowledge of all of history. As desired by its user, it can reference any subject, title, or author. Mostly it has been valued, according to several government clerks, in proper organization of files and the finding of missing information. Although no official comment could be obtained, the police has been noted to have a knack of catching lawbreakers within one week of a crime. Rumor has it, however, that pioneer-level Cryptography K/S Area skill is needed to break its otherwise nastily encoded messages.

Khaziria

Cloud Galley

This colossus flying ship is twenty times the size of the largest sailing vessel. It can hold an army up to the size of 20,000 men and equipment, and no provisions are necessary for anybody who flies on the ship for the ship magically produces what each man needs for nourishment. The mighty Cloud Galley is immune to all magic that might try to harm it during battle. Troops are teleported by the controller's wishes anywhere on the ground below. Once a battle is over and the army returns, everybody is instantly healed once inside of the ship. The speed of the ship is 300 mph. This gigantic ship spreads fear in all those who see it descend onto the battlefield. The crew for the ship is one Dweomercraefter of any School of Magic above 31 STEEP; the dweomercraefter does not need to spend any Heka flying it. Once the ship is in battle, the mage can keep the ship stationary and can go up top to help the army. The Dweomercraefter's STEEP score is increased by 100 points, and he/she gets an additional 2000 points of Heka.

It is rumored by the historian Amafli of Chelkar that the Cloud Galley is only one of a mighty fleet of Cloud Galleys that used to sail through the air in a big armada. It is also rumored that Kagan Olmar the ruling Khan of Khaziria has sent out several large expeditions to find the other Cloud Galleys to help in the fighting of Turkistan.

Firetome of Eld

This ancient Tome of Elemental Magic grants the mage who already has Elemental Dweomercraeft a bonus of 150 STEEP points, and is said to give him an additional 10,000 Heka. This tome gives the Elemental Dweomercraeft ability to anyone who doesn't already have it at a 71 STEEP. It is said that anybody who uses it must have the natural ability to speak Greek, giving us a hint to its background. The supposed interesting aspect of this Tome is its ability to let the caster cast all spells within the Tome as eyebites.

Olar the High Mage of Khaziria hasn't been seen publicly with the Khan for well over 5 years now. Many rumors are starting to speculate that Olar has turned traitor and took the mighty Firetome of Eld with him. Others within the magic community have said that he vanished due to some sort of ancient trap put on the Tome from long ago, but this seems unlikely as Olar has used it in several battles. All rumors have been denounced by the Khan himself as to be false; Kagan has said that his High Mage and his trusted friends have been doing extensive research to unlock more of the Tome's powers. The Khan recently has rendered the issue to be dropped, with anyone bringing up the matter to have his/her head cut off.

Gar's Circle of Nullity

This awesome circle of power protects the capitol of Khaziria. Serai is protected by this device, as is Aralska, Chelkar, and Guryevkagan. This magical device creates a light-black-colored globe over the city in the event of an attack. This Circle of Nullity prevents harmful magic from entering the city from outside forces, and makes seigecraeft weaponry useless against it. It also drains 300 points of Heka per CT from the enemy Heka-users within a 2 mile radius of the city under attack; also within this same radius is a permanent Disjunction of enormous power.

It is said that both Turkistan and Hellenic spies are trying to find ways of capturing this Device from Khaziria, for without this, it is believed that Khaziria would fall quickly to Turkistan forces.

Talons Apparatus

This machine stands twenty feet tall, and is twenty feet wide, and is made of an unknown red stone. There is an ever-glowing blue door that is human-size and is constantly humming a low pitch sound. This wonderful machine clones anything that can fit inside of its doors. A person walks in and five minutes later an exact duplicate walks out. Not only does it clone, but it makes the clone three times as stronger, doesn't need to eat, can breathe underwater, and never needs to sleep or gets tired. And every clone that comes out gains a General Dweomercraeft STEEP of 41. These clones can see in the dark perfectly, and seem to have the abilities and skills unknown to the most talented of wizards.

The Talons Apparatus has been in use in Khaziria for well over 170 years now, and has served the army of all things whenever it needs. The most important use has been making expendable spies and clones of other countries' officials. By the advice of Court Wizards, in the last 170 years it has not been used too often; there seems to be an agreement that if too many clones are produced it could pose a threat. In the last few years however, it has been said that the Khan Kagan has been going against that advice and has been producing armies of clones; it certainly could bring a danger never thought of, according to some of the Court Wizards. One outside traveler attests: "There are certainly a lot of Heka-users in the Empire of Khaziria, and most of the people were exceptionally strong."

Khitai

Fireserpent Ring

As the ring states, the person who wears the ring turns into an enormous flying Dragon with crimson scales and charcoal eyes. The ring gives the wearer many abilities besides just turning into the Huge Serpent.

The semi-nomadic tribes on the fringes of Khitai Kingdom have said that entire 200-man camps have been put into an eclipse for several minutes by an unknown source. Po-ho-k'ou, the ancient sage of Sining, tells of fables that whoever puts on the Fireserpent Ring can never take it off. there have been myths that more than a dozen of these rings exist somewhere. The son of the ruler Janchiz Wang, Chang Tsung, is rumored to be missing.

Paper Tigers of Lao

This book of antiquity is filled with marvelous art that covers every page. A normal-sized table can hardly support this gigantic volume of wondrous art. The reoccurring theme among all the paintings in the book are a pack of tigers drawn almost to real life. This book is said to give the person using the book the power of dream-walking, the ability to enter other

peoples' minds; the tigers are said to guide the person to their chosen target and help them in whatever it is they want to do.

It is said that every page of the book has different abilities in the dimension of dream-walking, the number of pages, though not for certain, is thought to be well over 1000 pages. Yan Shen, a master of Mysticism, has said that the popular art of dream-walking used to be a more popular way of killing in a time now forgotten. In the dreamworld it is said that you can do anything your mind wishes, all you have to do is be a little creative.

Thousand Wasp Pipe

This magnificently crafted pipe is made of pure gold and for unknown reasons is extremely heavy; some individuals cannot even pick it up. This magical device is used in conjunction with a golden eight-barreled cannon-looking-machine that has two ivory-covered wheels the height of a normal man. A man could fit two heads inside each barrel, and when looking down the barrel, a faint humming sound can be heard, and a light hazy red glow can be seen. When the right song is supposedly played countless numbers of wasps the size of a man's fist will come pouring out in a screaming jet shooting forth in a wide arch. This happens from each barrel covering an unbelievable firing arc.

Matsumoto Yoshimi is believed to be the only survivor of the forty man crew that moved the gigantic gun around during the last battle with the Ch'in forces. Whether due to a bad side effect of the Magical Device, or because of the Kingdom's secrecy of the weapon, nobody returns when they are sent on Wasp Duty. This leads us to a very interesting question doesn't it?

Khwarizm

Bird of Ill Omens

This small statue of a gray/white crow gives the caster +75 points of STEEP in Divination, Mediumship, and Fortune Telling, and gives the user 3000 extra Heka for this use. This bird can also be sent off to other countries to mislead any sort of Divination castings going on that may pose a threat to Khwarizm.

It has been rumored that in the last battle with Hyrkania, that the Shah of Khorasan led his vastly outnumbered troops to a stunning victory. The routed armies of Hyrkania have not come back since the battle 3 years ago. Samarkand Diviners have warned other countries not to attack Khwzrizm, for its superior armies and unknown magic keep it safe.

Five-Guardians Statue

The first statue is an equal balance in the hands of a finely robed woman that gives the caster 91 STEEP in Ethos of Balance Castings. The second statue is a darkly hooded old man; it gives the user a 91 STEEP in Ethos of Gloomy Darkness castings. The third statue is a young man with a moon tattooed on his chest; it gives a 91 STEEP in Ethos of Moonlight castings. The first two statues give STEEPS of 91 in Sunlight and Shadowy Darkness; their current appearance is not known. Five thousand points of Heka is given for each statue that is used by the caster, though all five statues cannot be used concurrently; rather, the caster must only use one at a time. Imagine the power one could have if one could get all the statues to work simultaneously; there must be a way.

Shootingstar

This sword is said to be at the side of the ruler Yaguznal Tarik. The person who holds this weapon is said to get 2000 points of Physical armor, and the same amount in mental and spiritual armor as well. If commanded by the person, the sword will fight for that person, killing anybody who it strikes. If thrown in the air, the sword will spin in mid-air and make a purple tornado, and then will dive to the ground opening a portal of safety for the person so commanding it. It then will teleport that person anywhere they wish. The sword levitates by the commander's bedside to protect him/her during the night.

Tarik said the sword fell out of the sky like a shooting star, given to him by the gods above. He also insists that a god inhabits the essence of the sword.

Kiev

Formulas of Extension

Philosophers have time and time again debated on the ethical and moral implications of this item. Debates still rage among most magical societies about the proper use of this item. Apparently, according to the philosophers, this volume is essentially a formula to extend the duration of anything desired -- life, death, pain, misery, joy, Casting effects, etc. No one debates its power and the potential uses nonetheless.

Shadowmakes Axe

Reportedly this axe transforms the victim into a shadow permanently. A master leatherworker recently told of seeing 7 such items, and spoke of different gemstone-hilt variations. Apparently, he had been hired to come up with a handle cover to hide their value when carried. Others still speculate as to the veracity of this, but a few stablehands nearby have

sworn the leatherworker's story is true. One can only speculate as to what the different gemstones may mean.

Unbreachable Defenses

Recent reports from the common merchants selling goods on the streets of Kiev note that some of the brickwork of those the streets not only has a strange configuration, but also a strange glow on occasion. In fact, several criminals were foiled, according on one merchant, in a recent attempted robbery of a jeweler's home. The same brickwork brilliantly lit up, displaying the criminals well enough so that they could be easily captured by the city guard. Some of the older merchants note that the same thing happened when Kiev was being assaulted from barbarians from the east, and that the brickwork somehow repulsed the invaders, keeping them from sacking the city. At the time when they were physically assaulting the city, the brickwork manifested a several-layered sphere of defenses that proved unbreachable.

Many mages have noted that the strange brickwork throughout the city is indicative overall of a circle and could be used as a giant exclusion pentacle. Others have disagreed, stating that the brickwork is some small part of a large unique magic called the Unbreachable Defenses. Only the Czar knows the truth.

Kutch

Heart of the Jungle

Some sort of magical Device hides deep in the darkness of the great Kutchen Jungle which covers over 80% of the Kutch countryside. All animals inside this jungle are strengthened by the power of this Device; they are also said to be under the control of whoever controls this Device.

It is rumored that the generals of the Kutchen army have to move with great caution when inside the Jungle. It is said that they have to ask permission from a great green dweomercraefter. Whole armies and caravans have vanished when using the roads inside of the jungle.

Lemi-Lemu

Ivory Staff of Kore-Kore

The Grand Wovani Kori Korti (what would be our court wizard/advisor) says he holds a ivory staff that is 6 feet tall, carved with a red tiger at one end, named the Ivory Staff of Kore-Kore. He says that this can help his ability to use Mysticism, and general Dweomercraeft Castings (in game terms anywhere from +100 to +300 STEEP points in each area, and also gives an additional 3000 to 7000 Heka points).

When the imminent eruption of a Mt. Leriano threatened to destroy several villages and thousands of people, the Wovani was send with his Ivory Staff to avert disaster. By the time he arrived, the eruption had already begun, with lava pouring down toward the village. In an instant, an ice wall 70 feet thick and 20 feet high appeared around the village. In another instant, 3 dozen huge ice tigers, each three times the size of a horse, appeared. These tigers bounded up the side of the volcano and plunged into its heart, stopping the flow of lava.

The Wovani himself then turned into an ivory tiger, bounded on top of the ice wall, and changed into human form while still made of ivory. Ivory shot forth from his fingers to form a 20 foot tall statue of an ivory tiger, which legends say will come to life if the village is ever in danger again.

I did not believe this story until they took me to the village and I saw the ice wall and the ivory tiger statue with my own eyes. The Grand Wovani Kori Korti tells me that the full powers of the Ivory Staff are still not fully understood.

Leon

Bandor Magnifico

The only item I had actual contact with was the Bandor Magnifico. I did not know it was a powerful artifact until after the fact. I was told by some noble friends that we were going to a festival When we got there, I saw a huge tent, ten times bigger than any large house. Inside were fabulous drinks and foods, all delicious beyond belief, and women who pleased every desire!

The next morning I found myself at home, a day's travel away, with no memory of returning. I can't quite remember anything that happened nor the identity of the nobles I was with. I think they were going to tell me something important, very important, and now I have forgotten it This device would do wonders against enemies if someone was creative enough to use this.

Double Adamantine Dagger

This wonderful device was described to me by some attractive female noble. She said that 12 years ago a plot by Castile's spies was foiled by this incredible dagger. The Duke of Valladolid, the person who possesses this item, was the target of an assassination attempt. Luckily he had the dagger. When the Duke found himself surrounded by 6 men trying to kill him, the Dagger exploded into a rainbow of colors that

engulfed them all. When the light faded, the Duke and the assassins had disappeared.

After the assassins recovered from the flash of light, they found themselves in what appeared to be another world! The Duke was there waiting, along with someone who looked exactly like him, as well as many palace guards. The assassins were locked away, and the Duke was seen only seconds later back in his palace safe and sound. This is supposedly only one of the Dagger's powers.

Statues of Immobility

The Duke of Galacia, one not to keep secrets away from me for too long, has this to say. He says to me that he had been in high level talks with Dukes from Navarre, and that they had been going badly. The Navarrese Dukes refused to attack the well trained and numerous Aragon armies. It was not until last week when the Duke brought in several of the Statues of Immobility that plans for an attack on Aragon were agreed upon. These artifacts are 7 foot tall female stone statues, beautifully dressed and most life like. One look of her eyes and you stand befixed by them. It is said that a purple ray shoots forth from her eyes in a wide arc, as the statue moves about on the battlefield, propelled by means unknown to me. This purple ray turns any person hit by it into stone forever, despite any protective magicks! The Duke of Galcia proposed to use 6 out of the 24 statues that exist in order to guarantee victory.

I did not give much credit to this until later when I was walking around the Duke's palace. I stumbled upon a unknown room that was particularly interesting - inside were many statues, more than I could count! What was alarming to me was the fact that most of the statues seemed to resemble his own troops.

Liang

Pipe of Floating Snares

I was able to meet extensively with the ruler Jongenshi, a rather plump Nipponese with one of those long flowing mustaches that go well past the chin. One thing I could remember well was being shown one of the prized artifacts of the Kingdom. He called it the Darughachi Darugha, or as I would say it, Pipe of Floating Snares. From what I could find out from the court advisers, nobles, and officials this golden Pipe shines almost brighter than the sun itself; so much so that the exact detail on it was hard to make out. Supposedly when this pipe was played in a battle, all hearing the Pipe's music would be enthralled with it. I heard the range was anywhere from 100 feet to 1 mile. Thus they would stop fighting, allowing the side who had the Pipe to kill its enemies easily.

The other story I heard was this; when played on the battlefield all of the enemies hearing it would be instantly be caught in some kind of spiritual trap, turning them into will-less creatures. It would snare their spiritual being away for some duration unknown to me. Several Generals have told me that this device saved them from Nippon invasions a hundred years ago, and ever since the Nipponese have had friendly relations with Liang, even though it is more powerful than they are.

Littuania

Six-Faced Sentinel

Deep beneath the castle of King Olgierd VI lies a hidden cavern with six doors, each with a delicately carved face. Though the cavern itself is natural enough, the doors radiate a mystical white light and emit a low hum.

A person entering the Six Faced Sentinel may only exit by choosing a door and making a request, whether it be the answer to some dilemma or a wish that past events had turned out differently. The chosen door will then speak, uttering a price to be paid for the granting of the request. If the door's demand is not satisfied, the person will surely suffer an untimely death. However, if the price is satisfied, the desire of that person will be answered. Both the nature of the price exacted and the method by which the request is satisfied depends on the door chosen, each of which has a different personality.

I have heard evidence that Littuania is using the Sentinel actively. The country is now 4 times as large as it was a mere 30 years ago, as a result of several impressive military victories. Russ and Kiev are discretely calling for volunteers to find this cavern and destroy the Sentinel. From what I heard of the size of the reward, some daring individuals may just make the attempt.

Lombardy

Book of Probings

Some of the chefs and waiters in the finest restaurants of Brescia have overheard government officials speaking of this item and its powers. According to these chefs, the Book of Probing was mentioned in reference to a heretical Ethos Cult, the Ethos of the Flickering Light. One waiter asserted that he overheard mention of the Book as detailing the Ethos and its tenets, and well as exploring the inner workings of the soul, granting powers in meditation as well as Psychogenic powers. However, the busboy staff reported that the Book was instead the torture device for the heretics captured.

Kaiderlene's Markers

Lombardy seems to have multiple copies of many of its magical items. Even as there are multiple copies of the Spear and the Markers, so some insist that there is more than one Floating Fortress and one Book of Probings.

In any case, beggars of the streets of Cremona tell of the Markers set over the countryside in Lombardy, enabling fast communication over large distances. Beggars who have attempted to use these devices themselves to improve the Beggars' Guild have been so far unsuccessful. Some of those same beggars were entrapped by the Markers, sequestered, and jailed. Those beggars are for some reason in seclusion and cannot be spoken to for any reason, according to Brescian officials.

Langobard Spear

The quantity of these spears is numerous, but still small in comparison to the size of the Lombard army. Military staff openly acknowledge their powers as including: BAC +20, Damage Bonus IV, Quicken, Influence of Mars, a daily regenerating 3 Joss Reservoir, and a Contingencied-Casting of the wielder's choice. Many of the soldiers who have wielded the Spears assert that they also grant good luck, especially in gambling. One boasted that he personally bested several professional gamblers in cards, so long as his Spear was present. Most gambling halls know of this power, and now demand that all weapons be left in the lobby, out of sight of their owners.

Nimtagoe's Creeping Castle

This floating Castle moves, if ever so slowly, across the Lombardy countryside, traveling from Innsbruck to Bergamo to Cremona principally. Horse thieves across Lombardy have grown to fear this floating menace, as it serves as the auxiliary for both the army and the guard. Some even go so far as to assert that the Floating Fortress has means to find and hunt out criminals. Several persons assert that it has the additional powers of a Heka reservoir and boosts the Castings of Apotropaism, General Dweomercraeft, and Basic Tutelary Priestcraeft.

Lybbos

Darkwalker

This is a costume of black silk, with a silver crescent on the back and an orange serpent writhing above the crescent. (See description of the Nation's flag) It has with it a black turban and face mask. It is capable of granting to the wearer the capability of killing soldiers in their sleep. Although the precise means such mass destruction is not known, it is rumored that mists often are seen in the enemy camp the night before a battle with Lybbos. Blacksmiths who have set up their smithies behind the front have witnessed such conquered camps. Rumors of dried husks of men, dehydrated to the point of death, are commonplace among them, said to be due to a mist that sucks out all fluids from a sleeping enemy.

Key of the Pits

This Tome details the Key in which many evil Spellsongs from the Lower Planes are composed. The Key is a non-harmonic atonal scale of 9 notes. Supposedly with these 9 notes a total of 666 Spellsongs (Evil one and all) of Grades IX-XIX are created and detailed in this musical reference work. Potters throughout Lybbos have a well-known tale of the Spellsong which enchanted all their pots to become lifelike and hostile, attacking and killing those who would attack Lybbos, but then later slaying some Lybbian citizens as well.

Whatever many rumors may describe this artifact as, one thing remains certain: it is used sparingly and only in times of great need.

Lydia

Gygaen Ring

Two famous but diverse legends still circulate among commoners regarding this item -- a plain rather unadorned silvery band of outer planar metal. First, there are many who allege that the Great Mage Gee Gygax created the device and that, for the cost of a *permanent* 120 point Trait drain (spread amongst Traits as the owner wishes), one fundamental law of reality can be altered for a full 24 hours. (Plenty of time to do nasty things if the correct law is altered...) Others point to the Greco-Roman heritage of the Ionians who originally settled the country, and claim that the device is capable of summoning the Hecatoncheires (Gyges, also brothers Briaraeus and Cottus).

Many strange events have occurred over the past decade in the country of Lydia, a fact that could support the first rumored power of this device. However, it is also rumored that several powerful elemental dweomercraefters are secretively at work in the country as well, and that they are the actual cause of these events.

Iconblade

This sword is famous for its abilities in both individual and mass combat. Most spies report Lydia as being horribly protective of this item, but also note its association with the system of icons and pylons

along Lydia's irregular northern border. It is rumored that they form an elaborate defense alarm, built in earlier times to ward against. the many hostile enemies to the south. Recent excavations have revealed evidence of prior eastern and western pylon/icon borders, destroyed eons ago. Some state Lydia plans to reconstruct these, but that is wild speculation at the present time.

Joampol's Accursed Presence

This libram, said to be made from the hides of many creatures, is an item that has long been the object of many fascinating rumors. Illuminators, those artisans who illustrate manuscripts, as well as perfumers and instrument makers of Lydia all seem to agree that the tome serves a vile and dark purpose. However, none seem to agree on its exact nature. All involved state that the tome is not only able to summon spirits, but also is able to bestow Entital Grade curses. The three, however, differ on the precise manner in which some of these curses can be identified. Instrument makers claim a faraway but omnipresent tune can be heard about the recipient of such a curse, while perfumers allege that the subjects have a different scent. Illuminators argue that scenes in portraits and other works of art near the cursed individual seem to change and deform themselves, only later setting themselves aright. In any case, it appears to be a powerful tool not only for summoning spirits to do as its owner desires, but a device also capable of causing woe and suffering to those disliked by the owner. The cost of its functions, in human lives or otherwise, is unknown.

Midian Transdisposer

This item is best known throughout Aeropa as recently rediscovered, although some argue Lydia finally was able to repossess it from some of its more powerful crime lords. Its main power is that of transporting large amounts of troops to the battlefield, but it is notoriously also capable of transporting large amounts of enemy troops away from the battlefield. (Actually FAR away from the battlefield, but that is another rumor!) This second tactic has been used often to regain seized fortresses and other heavily guarded areas. Some also speculate that its recent acquisition by crime lords resulted in freeing many criminals, and is singularly responsible for Lydia's recent increase in crime.

Lyonnesse

Amluth

The King's Shieldbearer, who is the leader of an elite knighthood sword to protect the King, is the traditional bearer of this powerful weapon. Although some discount the actual existence of this Sword as mere myth, many people throughout Lyonnesse have sworn to seeing it used in several ceremonies. It is forged of Hekalite alloy, inlaid with white gold and platinum, and inset with a few small but noteworthy gems. It is enspelled with several enchantments to enhance combat and leadership skills, as well as provide bonuses in military science. Its precise powers remain a mystery.

Flame of Purity

Occultists suggest that this device is meant for both occult divination as well as more well-known uses in Alchemy. It is rumored that crystals formed in the Flame of Purity provide better results in Alchemical operations, and seances performed in the presence of the Flame are more likely to succeed in their goals. Some have gone so far as to suggest exorcisms are more likely to be successful as well. Although government officials have continued to refuse comment, several animal trainers in the Royal Household have heard of spectacular effects using incense burned in the Flame of Purity.

Alchemists in several countries state all of the above is rubbish instead that certainly the Flame of Purity is a magical fire of Supernatural origin, a necessary component in several castings of Grades X - XIX. Reputedly potions and dusts burned in it will affect masses of people at the same time. The government still has no comment.

Four Elemental Alembics

In wars past, the greatest Heka-benders of Lyonnesse have been said to have wiped armies from the field, sometimes with a storm of fire rivaling the fiercest hurricanes or tornadoes, sometimes by cracking the Ærth and causing the warriors to fall in, sometimes by deadly and poisonous gas, and sometimes by fierce flooding or tempests.

It is certain that some of the most ancient of the strong fortresses of Lyonnesse have withstood the centuries so well due to incredible magick wrought in them, and certain alchemists, jealous of the power rumored to be held in the alembic vessels (said by some to produce the purest form of the elements possible on Ærth, surpassing any mortal attempts at such purity), have sought them to improve the art.

Some hold that the four alembics, one for each element, can distill a sample of such purity that Entities of the Elemental spheres would gladly enter service for such a prize

Fragarach

This sword is famous, as evidenced by many legends. Its name, "The Answerer" identifies its

power to always hit back if its wielder is hit by any enemy weapon, though it can certainly hit back as well. It is heavily magicked with several other Heka-Forging enchantments, including a more powerful form of item invulnerability. It is extremely heavy, and reputedly requires a PMPow of 23 to be wielded, though its powers can easily be called upon by its owner. A 7' long blade forged of Toledo steel, it is engraved with runes of harp mastery, poetry, fighting skills, and dweomercraeft. It is unknown what other powers the weapon has, but the Runes are supposed to provide a clue.

Harp of the Albard

This powerful harp, in a country many regard as the master of Spellsongs, has been the subject of innumerable rumors and dozens of odes and ballads. Musicians throughout the Keltic Isles and Northern Aeropa have all heard of the item, and a goodly number of them have also been fortunate enough to have actually seen it in action. Its exact description varies from teller to teller, and it may well be that the harp is able to change its appearance, as no two accounts are the same.

Some state the harp is able to grant a 50 STEEP in Music to all who hear it, and claim that the harpist can then use this newly-made chorus of musicians to generate Heka for Spellsongs. It reputedly is the object of several permanent Spellsongs and several active castings of Green Dweomercraeft and Ethos of Moonlight nature. Others claim that similar harps exist for all combinations of Dweomercraeft and Ethoi, but this has not been proven. Still others claim that the Harp is not a single entity but rather an essence of Magick that temporarily enchants one harp but may switch from one harp to another. With such a change comes new powers and abilities. Given the plethora of descriptions for the harp and its appearance in locations miles apart only minutes apart, the last of these rumors certainly seems plausible.

Moving Hill of Dunmound Turpenhowe

Several farmers have laughed at the legend of the moving hill. Supposedly though, according to cartographers and topographers, the terrain of Lyonnesse has changed over the many centuries. It may be, therefore, that there is not just one Moving Hill but several, or it may be that this relic is just a device that is capable of moving hills and otherwise changing terrain. A Moving Hill can be used to transport armies, storm castle walls, ford rivers, cross chasms, cross channels, bury enemy armies, and hide friendly encampments, and many other uses according to Lyonnesse military tacticians. Map-makers continue to be frustrated by the changing terrain of Lyonnesse, while the government apparently ignores any pleas from them to stop interfering with their efforts.

Macedonia

Club of Herakles

A simple wooden club, or so it appears at first glance, this was wielded by perhaps the strongest mortal to have ever lived. It is said to have been invested with a portion of the great hero's might, and only the greatest champions of Macedonia have ever been entrusted with it. Legends of battles involving it include earthquakes where it strikes the earth, splintering trees without effort, pummeling down walls, falling Ogres with but a single blow, and similar.

Silversnake Spear

Very little is know of this item, although its rumored appearance holds that it is made of (or coated by) silver, the haft serpentine and slightly twisted, and the head a stylized serpent's head. Some ancient legends tell of its conversion into a great snake a hundred feet in length, and others tell of the transformation of its wielder into a reptilian half-snake half-man. Others speak only of an apparent gift of a silver tongue to the bearer, and warn that the bearer, while speaking glowing and charismatic phrases, speaks with a forked tongue as well. What the truth of the matter is, perhaps only the Macedonian king and his advisors know.

Winged Water Shields

Certain rarely-told legends claim that these shields were once held by children of Hermes and Tethys, although no one can seem to name them. They are said to number twenty-five total, although the number may be artificially inflated (or deflated) by the Macedonian government for reasons of security.

The only consistent stories told about them is that each is emblazoned with a shark with feathered wings, and that those who bear them are immune to watery and airy effects, and are granted the capability of flight. Legends are told of small Macedonian raiding parties striking at night from within a still pond, having stayed under for days, aided by the Shields, and rumor has it that a small number of these were separated from the main store, and are floating free somewhere in Aeropa.

Magreb

Etymon of Omnipotence

The Etymon of Omnipotence is an object of incredible rumors, although all seem to focus on its similarity to the mythical Grecian Logos, the Word which can bind and unbind all things. The abstruse name is said to mislead, and encourage overlooking the very Word which runs through all Aeropan accounts of the Creation, and is hinted at by Hekaurs of all cultures.

Should the Etymon of Omnipotence ever be used to its fullest powers, it is quite possible that it could destroy all of Ærth, and thus is kept under incredible security. Hopefully, the speculation herein is pure fiction, and it is merely a particularly powerful syllable or two, and not Logos. The consequences of using the Word underlying universal, if not multiversal, creation are incalculable.

Mago

Book of Differentiations

Said to be an early collection of research by the esteemed Mage, Isaac Newton, the Book of Differentiations is claimed to contain much of his magickal research, including potent spells involving gravity, invisible forces, flight, and more. Those few mages who have searched within its pages are said to have gone mad attempting to understand the magickal formulas, which are rumored to be on a level beyond mortal understanding. Other sages maintain that the Book of Differentiations is no such thing, and such rumors are based purely on the mathematical researches also undertaken by the great Mage.

These others maintain as well that the tome is, indeed, a magickal tome, but one which is of contrasting and opposite Castings and effects. Some also indicate that the Book of Differentiations also contains shape- changing Castings of such potency that the shapes so conferred give exact and total duplication.

Regardless, the Book certainly contains Castings reaching into Supernatural power.

Magyaria

All-Direction Bow

This bow is said to have been crafted by the same Heka-forger who crafted the Indefatiguible Steed. Tales from wars past state that when an arrow is fired from the Bow, it will be duplicated and strike all enemy targets within line of sight, a formidable weapon indeed! Sages speculate over whether or not it could duplicate a magickal arrow, and whether it is able to distinguish between friend and foe.

What is certain is that an army headed by a great warrior atop the Indefatiguible Steed and wielding the All-Direction Bow is a great army indeed.

Indefatiguible Steed

Perhaps the most remarkable statue ever crafted, it is said that the greatest Heka-forger to have ever lived carved this indeterminate beast (some claim it is a horse, others a winged horse, still others, a unicorn). Enchanted with incredible Heka, invulnerable to nearly every attack, it has served the nation in good stead as the steed of each victorious general that has been fielded.

Legend states that the Steed cannot tire, can out-run even the fleetest of mundane animals, can fly, can swim, can tread on water, and even under water, and that the Steed has borne at least one doughty warrior to the moon.

Libram of Root Heka

One of the many great tomes of power, this one is said to detail the source of all Heka. Those who have studied it have come away awed by the depth of knowledge contained within, and were all able to massively increase the Heka they could control. Legend holds that the greatest Heka-binders of all time, those who passed beyond normal mortality, understood the greatest secrets contained within.

Lesser Heka-binders, unable to deal with the cosmic truths held in these arcane pages, have been said to go mad, and the knowledge is rumored to be powerful enough to destroy all of Ærth if it were ever to be fully exploited!

Ten Squadrons Armor

To go hand in hand with the Bow and the Steed, the Ten Squadrons Armor was a massive undertaking, crafting magickal armor enough to suit up ten squadrons of warriors. When fielded, such a group of warriors is difficult to wound, as this light but sturdy armor is said to be equivalent to the finest plate available (but much less cumbersome!), as well as rendering partial immunity to certain magickal effects!

If the same warrior, atop the Steed and wielding the Bow, were to be accompanied by the ten squadrons outfitted in this armor, he could fire many many arrows and even strike his own forces in the bargain before his forces felt any wounding at all.

Man, Isle of

Seven Major Ecclesiastical Items

Much secrecy shrouds the existence of these powerful Druidic items. The witches of the Isles have sought the powers of these items to overturn the balance of nature and witchcraeft.

The most renown item is the Staff of Ow. This Staff keeps the balance of nature on the Isles. Without it, weather would be controlled by the forces of nature. The Staff keeps all deceased within the realm of the dead and all weather controlled. The Druids believe that the winds have ties with those whom have passed on before. The staff keeps disturbances associated with this in check.

The other items are of major consequence, but hidden from even the most powerful divinations; even their names are not spoken to ensure their safety from cults of evil. Perhaps when the sects of evil are less powerful, such items may be more visibly helpful, but even this is not likely given the secrecy of the druids.

Manchuria

Black Star Seal

This is a wax press made of iron, made in the mold of a seven-pointed star. The press does not appear to be anything special, but is made of very fine materials in an expert manner.

When used to seal a letter with a special black wax, it teleports the message directly to the intended person. This also works across parallel planes, Phaeree, or alternate dimensions. Most commonly this is used for wartime communication to generals and admirals of Manchuria.

Censor of Influences

This item was recently taken from Ch'in before the last treaty was signed. It is made of brass and shows slight wear in the form of dents. When used with burning coals and a precise formula of herbs and greenery, the Censor becomes a potent means to influence, command, and hypnotize people.

The Censor automatically gains a special success during any use of influence, hypnotism, or magnetism. There is no limit to the number of victims, but in Ch'in it has been known to spiritually cure thousands. After the precise formula is burned, all one needs do is breathe a small part of the fumes emitted. However, great caution must be used. When the Manchurian wisemen first used it, it killed at least a dozen people -- including the wisemen.

Marrakech

Replicating Sword

This plain sword has only a few abilities, but is nevertheless a greatly feared weapon. The first is that it confers a +25 to BAC. The second is that, on command for any number of times, it can replicate itself, complete with magical powers, but only for citizens of Marrakech. In the few skirmishes Marrakech has lost, these duplicates somehow always disappear, and thus cannot be looted from the battlefield. An army of soldiers, each with a +25 BAC sword, is quite an army indeed! Neighboring nations of Berberia, Dakhlan, and Maghreb report that the item has no other powers that they are aware of.

Tables of Insurmountable Obstacles

The Prince has availed himself use of this item on countless occasions. According to the socialites associating with the powers of this Sovereignty, the Tables are an elaborate collection of books, which, when posed a situation, are able to find an obstacle within its pages so as to provide benefit to Marrakech. Its most famous use was opening the page of the Tables when posed a query of how to defend a pass when the army was too far away to travel and defend it. The Tables by coincidence opened to a page of a table, and advised the Prince to tear the page out and throw it to the ground while standing it the pass. He cast it to the ground, and lo! A plethora of wooden, ceramic, glass, and metal tables of all shapes and sizes thereupon filled the pass. They only disappeared after the threat had subsided.

Sometimes the Volumes give advice, sometimes they give items (such as above), but all are obstacles provided by the work will be truly insurmountable *if* the situation is described in its entirety and in great detail.

Mauretania

Baraka Robes

This full length robe looks to be dull gray wool when not worn. It possesses a hood, a midstrap, two exterior pockets, and twelve interior pockets. The robe is an instrument of espionage and smuggling. It effectively grants a 51 STEEP to those who do not have the Espionage skill, and adds 50 to those K/S Areas otherwise. The robes can also confers disguise and impersonation at 51 STEEP. The pockets each hold up to a cubic meter of material without hindrance.

Baraka was an overlord of the criminal underground who, in his late years, transformed into a philanthropist and vigilante. He wished to undo the hate and misfortune he had spread in his lifetime, thus spending his last two decades robbing and smuggling

from crime organizations and giving to the poor. The robes were his most prized possession and it is said he passed them on to others who would continue his work vindicating the crimes Baraka did in his early life.

Spider Galley

This ship appears to have unusual decorative carvings resembling arachnids of some type. The sails seem to be made of black webbing and the ship as a whole looks like a large elongated spider.

The uniqueness of this vessel is that it is capable of speeds up to sixty miles per hour. When the sails catch a full breeze, the whole ship is lifted above the water and it appears to skate upon the top of the waves with its eight legs. The bow has a mechanism which allows the head and pincers of the spider to lower, making an effective ram when the ship is moving at top speeds. The legs not only hydroplane, but also serve to attack nearby ships and can be used to portage the boat onto or across land. In some rare instances, they can also be used to row the boat, but it is believed that the boat can create wind of its own and usually does not need this last ability.

Undaunting Persuer

This crystal vial appears to be a finely crafted perfume bottle with a nasty curse. When the lid is removed, a force comes over the individual which causes them to lose a point from both Spiritual and Mental Traits every hour. The force is often accompanied by delusions of being chased or hunted. There appears to be no cure for this affliction, and the bottle is unbreakable -- possibly made of pure diamond.

This item is credited for nearly destroying much of the ruling class by itself in the mid-second century. Much is documented on the demise of the elite by a mysterious disease. the Persuer was the only common link to their fate. It was rumored destroyed in the third century, but another such plague afflicted a group of masons some four centuries later. It was assumed they found the item during the renovation of a castle, but because of the delusions, hid the item from others who could have helped.

Meroe

First Feather Crown

This crown was reportedly constructed of the feathers of the first birds on Ærth, and allows the wearer to control all avian creatures, even if not flying or incapable of flight, in a 500 mile radius. It also allows the wearer to communicate with them and ask for services. Additionally, some say the Crown allows the wearer to fly.

Horned Fetish

This fetish serves as an amulet, charm, and talisman, but its greatest power is that of a fetish, a channeling agent and focus of attention for an Ægyptian Deity (exact one unknown). As an amulet, it is able to provide protection on a grand scale. As a charm, it is capable of negating the first 3 joss factors spent against its owner. Lastly, as a talisman, it protects its possessor against any form of death while the possessor is on a battlefield.

Shaped in the form of a tusked elephant, it is also capable of specifically aiding allied troops in battle, increasing both BAC and morale (S Trait). It also has powers as of an enhanced fetish, including storage of up to 10 Joss Factors, altering rolls (%) up to 10 points in either direction as desired, possessing all K/S areas of its owner at 3d10 STEEP, and the ability to self-teleport.

Khemi Papyrus

This radical text supposedly espouses a heretical Priestcraeft Ethos, the Ethos of Imbalance. Castings as well as beliefs and doctrine are contained within the text, and form the foundation of a secret organization within the government structure. Although various sects have tried to eradicate them, these numerous attempts have, for many and sundry reasons, failed repeatedly. Some say this is an effect of the item itself.

Supposedly the sect also has a sponsoring Ægyptian deity, although which is still unclear. Sects of Balance have had vigorous demonstrations against this secret sect and its use in the government. The government has denied all of the above and actually has claimed that the text has recently been stolen and is in the hands of the Afrik criminal underworld. Of course this could be an elaborate cover-up of the real situation. No one knows for sure.

Milano

Balisarda

This short sword is made of a material which looks like ivory. The Milanese refer to the substance as white steel because of its resilience and durability. The exact process of making, molding, or enchanting this type of metal is unknown.

Balisarda is renown for its ability and is said to be stained with blood. In times of need the sword is used by the Duke for both defense and offense. Any person who wields the sword doubles their effective BAC. In addition, all hits are considered ultra-vital. It negates 200 points of Heka armor and 30 points of physical armor when it strikes. Allies fighting within 4 rods of Balisarda also gain the double BAC bonus. While the blade is in sight no ally will flee out of fear.

Five Influence Wand

This Wand has the symbols of the five influences of nature upon it depicted in three dimensional geometric shapes. With combinations and twists of these shapes, the Wand has various effects upon nature. The Wand appears to be made of some Hekalite alloy and resembles an infant's toy.

The shapes rotate in the Wand much like beads on string. The five shapes are cube, tetrahedron, octahedron, dodecahedron, and icosahedron -- corresponding to the spheres of Fire, Water, Air, Earth, and Space. Manipulating combinations of these shapes allows the bearer of the Wand to control nature itself. According to legends, it appears that the wand can produce almost any desired force of nature. The Wand was last known to be in the lost city of Gordzabo during a great earthquake in 174 AAF.

Tome of Causal Sources

This valuable tome is oddly written with white ink on black paper. The cover is made of a iridescent black hide of unknown origin. The book itself is quite lengthy, being over a thousand pages. The print is uncannily small, and cannot be read without some sort of visual aid such as magnifying glass.

The book describes the workings of the malign human nature. Reading the text cover to cover automatically bestows a criminology STEEP of 50. Using it as a training aid add an additional 1d6 to STEEP in addition to the d6-1 base roll. Using such a device while researching a crime of human nature yields an automatic success. If the case cannot be solved using the tome, then the crime must have been committed by one of Phaeree origin. To say the least, the book is in high demand.

Moldavia

Eldsource Ring

Reputedly this ring may summon forth the powers of the "Old Ones", consisting of horrible powers of Witchcraeft, Ethos of Gloomy Darkness, and Black Dweomercraeft, of Grades X - XXIX in power.

Moldavia has disavowed this rumor and stated that although the exact extent of its item's powers is a matter of state security, they are willing to disclose that the ring may age mass numbers of people. Thus the ring is supposedly named in a very apt fashion ("eld/source" = source of old age). Some go so far as to speculate that the ring ages a total of 75,000 human years when activated (i.e. 10 years aging each to 7500 recipients, 75 years aging each to 1000 recipients, etc.). Accusers of Moldavia note that the power thus revealed by the government is still in keeping with the previous rumor of the item's dark powers. Moldavia has not replied to these most recent charges yet.

Words of Kron

These words, when spoken, must also include the name of a target nation. According to several War Texts, these words then incite a civil revolt in citizens of the lower classes (SEC 1-3) if (SMCap + SPCap) at a DR of Extreme is failed. (On average, 98% of the peasant and poor population will revolt.) Others claim that it is pure coincidence that over 75% of nations attacking Moldavia subsequently cease attacks on Moldavia due to internal strife. Only the King in Odessa knows for sure.

Mongolia

Dzajan Influxer

This artifact was built by Chinese engineers and wizards that were under the service of the Mongols. This horse-looking cannon was used to destroy city walls It is the size of five horses, it runs like a normal horse, and even feels like a normal horse. However, when in battle, it runs up the side of a wall, touches it with its head, and the wall section completely disappears. Anybody on it disappears as well. This item unfortunately is still in the hands of the Mongols. Their enemies have long put in moats around their walls, since this has seemed for some strange reason to stop this artifact. The Influxer is the only operational artifact the Mongols now use.

Seat of a Thousand Heroes

Because of the importance of the clan in Mongol society, ancestral worship is practiced heavily. The belief that their family members pass onto a different 'better' world is strongly held. When a person dies in the Mongol world, the possessions are buried, along with the slaves, and sometimes even statues of soldiers and horses to give that ruler an army in the next world.

The Seat of a Thousand Heroes transports the Khan to this world of the afterlife, where a sacrifice (of what I do not know) can be made to gain a ghost army for conquest. Ogedei, the son of Genghis Khan did this when he overran Russia. Ogedei even got his father Genghis Khan to come back with his army of destruction. So long as the living Khan stays in the throne, the ghost armies remain to fight for him. It is said that when Ogedei was killed, he took with him the Seat of a Thousand Heroes to the afterlife, though I admit that this may have been told me merely to deflect my curiosity toward this marvelous device.

Tengri Dradle

This powerful artifact is a necklace with a bronze star on the end of it, and was given to Genghis Khan by the Quriltai, the assembly of Mongol clan leaders. Genghis Khan was able to unite all the clans with this device, as it boosted his leadership skills and ensured the loyalty of all who met him.

In battle, the Tengri Dradle enhances all serving under the Khan Spiritually, Mentally, and Physically. This enabled Genghis Khan to sweep all opposition before him. Unfortunately, the misfortunes of war caused this item to be lost. Genghis died before he told anyone where it had been lost, although many say it is in Persia somewhere. Without the Tengri Dradle, the selection of a new Khan has brought about a civil war. I have heard that this artifact has been recently recovered by Mongolia, though I have not visited there again to confirm this.

Wellsprings of Phaeree

It is believed that this well is still in Karakorum, the capitol of the once mighty Mongol Empire. Although no water is found in this well, the bottom can never be seen. It is rumored that when 10,000 enemies of the Mongols were sacrificed into this well, it would fill up with this strange clear blue liquid. Anybody drinking it would gain the master ability at shooting a bow, master at riding a horse, and inhuman strength. It would allow grant each person who drank it an Eyebite power that created a dozen illusionary images of that person.

This item is said to have helped Kubilai Khan take the Sung Empire. It also was used later on in the invasion of Syria after death of Kubilai Khan. This item has not been used in some two hundred years since Kubilai's death. The power of this item may be responsible for the cruelty of the Mongols. Why this awesome artifact has not been used is unknown, though it must be a good reason for the savage Mongols not to use it in 200 years.

Moravia

Adamantine Citadel

This grand tower stands five rods high and has a diameter of six rods at the base tapering to three rods at the top. The tower appears to be completely made of a rare black metal, smithied about 300 AAF. The Citadel is a Heka reservoir similar to a pyramid and is impregnable from the outside. It is completely immune to magic, weapons, natural disasters, and the like. For the last two centuries it has been occupied by the Scarlet Mage and his apprentices. The type of dweomercraeft and magic studied and researched is very secretive, and only one apprentice is accepted there each decade.

Mu

Shell of the Deep

This nautilus-shaped shell has an ebony shine so reflective that you can see images in it as though it were a mirror. The Shell is of a crustacean no larger than three feet in diameter. It has always been an enigma in that no one ever finds it, as the Shell simply chooses an owner for itself. This item has infrequently shown up in settlements on the western shores of Vaarguard and Brasilia, but it remains for the most part in Lemuria.

Ancient tribes record the presence of the Shell as a omen of rebellion, for it appears to seek out times of strife and tribulation. There appears to be some deital connection, but it is uncertain which deities are involved. The Shell has the ability to bestow Heka in excess of 10,000 points for partial practitioner priests. The Heka can be used all at once, or in separate Castings. Aperture has no limit with respect to this device, though it does have its cost. For every 100 points of Heka used, a beating human heart must be fed to it within one week. If that condition is not met, all life within 10 miles is destroyed by acidic rain or tidal wave.

Nanchao

Eight Diagrams of Chung K'uei

The mystics I have talked to about this strange, wagon wheel-shaped device say that it draws its powers from another world. There are eight different magical symbols inscribed on it, each one with a unique power. I have only been able to learn of the power granted by one of these Diagrams. If the others are as potent, this device is truly one to be feared.

The first diagram, when activated, can make anything from a person to a whole city disappear when threatened by some danger. The city or person will return after the danger has passed. Usually, the Diagram returns the user to its original location, but sometimes the point of return is far away from where the item disappeared. During my previous trips to Nanchao, Ch'eng-tu was 3 days travel from Li-chiang. Now, the distance can be traveled in 1 day's hard ride.

There is even a darker side to this story. The first Diagram was recently used on the city of Dhari'twen, an important military outpost of 20,000 people. Rumors have spread saying that the city never returned.

Phoenix Steed

When I traveled to Nanchao, I found myself in the company of a Governor looking to gain territory from the Sung through an alliance with Ch'in, despite an official policy of neutrality. I realized the seriousness of the matter when he showed me the Phoenix Steed. This crimson statue is normally only one foot high, but with the proper Rituals it will become ten times as large as the mightiest horse. In its last use, the Phoenix Steed was singularly responsible for the defeat of the Sung at the Battle of Man-Chang, 200 years ago.

From the confused rumors I have heard about this device, I have been able to discern some of its abilities. Once the Steed is full-sized, 12 Heka-users of minor ability must be housed inside. No less than the power of an Archimage is required to animate it. In battle, it simply tramples opponents, and is able to destroy whole troop columns in minutes. Unenchanted weapons are ineffective against it, and Castings intended to damage it only serve to make it grow larger and stronger than before. After 1 hour of such activity, the Steed returns to its former size.

What happens to the 12 Heka-users is unknown, but it has been speculated that the Archimage is required to serve the creators of the Phoenix Steed, who exist in another world. Sometimes, as was the case after the Battle of Mahn-Chang, the Archimage is never seen or heard from again.

Wand of Seven Treasures

It is not without reason that gifts from Nanchao are often accepted with suspicion. A famous story I have come across illustrating this involves the fabled Wand of Seven Treasures.

Long ago, Mongol hordes held Ch'in and often sent raiding parties into surrounding territories to demonstrate their power. After Nanchao's armies were decimated, a heavy tribute was demanded by the great Chingiz Khan. The Archimage of Nanchao responded by sending seven treasure chests, with only a wand of incredible beauty lying in the seventh chest. The Khan himself picked up this wand, and was immediately surrounded by flickering blue lightning. All those who tried to touch the Khan or pull the Wand from his grasp were slain. So also were any who tried Castings to free the Khan from this strange item.

Two days later, the Wand itself freed the Khan, who was curiously changed by the incident. The entire tribute, including the wand, was returned to Nanchao. Furthermore, the Khan pledged allegiance with Nanchao, which enjoyed 25 years of peace and prosperity from the relationship. If other stories linked to this Wand are true, this represents but a fraction of its power.

Naples

Bell of Repealing

The Bell of Repealing can be seen on top of a tower overlooking the whole city of Naples, where it has been since before the days of the Roman Empire. This bell, can draw forth the 100 Heka from each individual in the city, though this Heka must be used while the bell still rings. With this enormous source of Heka, it is no wonder why Naples has many dweomercraefters in its service.

For centuries delegations from Phaeree have made trips in hopes of using the bell, even though the Naples kingdom has always refused. There have also been attempts to steal the bell, particularly by the Slaugh and the Drow.

Recent uprisings in Naples have rendered this useless at the moment, as mobs of peasants have taken control of the tower. The cause of the uprising is still officially unknown. Rumors have accused two Roman spies of instigating it.

Libram of Amber

This well documented artifact also has been in service in Naples for well over 400 years, making it the backbone of Casting research and creation. Surprisingly, the Libram of Amber is a small amber gem carved in the shape of a book that sits upon a stone table. One knowing the password walks up to the table and vanishes inside the gem. Once inside, the person is surrounded by ancient books from Babylon, Egypt, and even Atlantl. These books allow one to do research, Casting creation, and even the gaining of innate abilities. However, every two hours spent inside the Libram gives a 1% cumulative chance of being trapped forever. It is said that this Libram has well over hundred mages that can not get out, and that they must help those who come in with any work they have.

It has also been rumored that this amber Libram has been misplaced. Officially Naples has not confirmed it or denied it, but some stories are beginning to go around that a priest of Apollo and his companion have taken it, but there is no basis for this story.

Oromundo's Attractor

If one does not know their Napleese History, Oromundo was famous sage of Naples about 300 years ago. During this time he worked closely with the government even though he rarely left his lone tower in the woods. One of his numerous feats was the creation of the prize of the Naples navy. With the help

of several master shipwrights, he built the Attractor, a warship twice the size of any normal warship afloat.

It is believed that this ship can make a fog cloud develop within a one mile radius which obscures all sight to all but its crew. Also, in battle this ship can bring forth a dozen other ghost ships to fight alongside it. It can also submerge into the water for several hours with no damage to its crew. It has twice the normal movement rate of the fastest sailing ship. Some sailors have even claimed to see the Attractor shoot a purple beam at another ship which pulls the two together, or sinks the other ship below the waves.

I have met with the sailors who help run the ship, many have complained of a severe type of vertigo that grips them when they get off of the ship. This condition may last for days. Some veterans who have been serving on board have spent years without stepping on land rather than suffer this effect. Some observers claim that Oromundo's Attractor creates a desire in its crew to avoid land.

Navarre

Tomko's Chessboard

This blue and yellow marble chessboard supports pieces made of silver inlaid with sapphires and gold inlaid with topaz. Each of the pieces is fashioned after a Greco-Roman deity, and reputedly may confer and/or counter powers of a minor supernatural sort (Grade X - XV). With a grand total of 32 pieces, this amount of power is nothing to scoff at. Some say that the pieces may also be used to perform Rituals of divine intervention, but this is all hearsay and has never been seen by any reliable observers on or off the battlefield.

Unyielding Girdle

This girdle is of great value in defense, for it supposedly provides the means necessary to hold an unyielding defense. Part of its means of doing this relies on the Ethos of Balance, with the Girdle somehow augmenting Navarre's powers to tip the scales of Fate in Navarre's favor.

Nejd

Jamzeid's Hellcamel

Ah...Jamzeid. A more beautiful or more deadly sorceress there never was, nor ever shall be. Fortunately for you and I, she has been gone for thousands of years. The beast she created remains today, however, and it is in the possession of the Shamier Sheikh in his capital at Ryadh.

The Shamier Sheikh keeps the great golden statue to the right of his throne, ever at the ready. Its eyes are fierce, glittering rubies, like none which can be bought in the streets of Antioch or beyond! The beast has a golden saddle covered with shining gems, and even the reins by which the Hellcamel is driven are encrusted with fabulous jewels. Even without considering the magnificent power of the Hellcamel, it is no wonder that a great multitude of coinage is spent every year to protect the treasure.

The powers: this is why you have come to speak with me, no? Well, then, I can only tell you the legends, for it has been many centuries since the Hellcamel has been ridden in battle. Yes, you heard correctly: the Hellcamel can be ridden, for if one knows the proper commands, the statue will spring to life, and remain in the control of the one who brought it thus.

The beast is said to have incredible strength, enough even to win in a contest against an oliphant! It provides nearly impenetrable protection to its rider, as long as he remains on the Hellcamel's back. It can move with the swiftness of the harshest desert wind, and leaves behind a trail of fire! And if this were not enough, the Hellcamel can summon the powers of the depths from which it was created and breathe a terrible rain of fire upon the rider's enemies.

Magnanecronomicon

But enough about such a creature, which is truly powerless compared to the magnificent and awesome power controlled with the next of Nejd's "treasures," the Magnanecronomicon of Al Hazredh. Vizier Al Hazredh was a superior sorcerer and necromancer who tormented our sands thousands of years ago, and this is the last legacy of his.

According to legend, the Magnanecronomicon contains the names and descriptions of six hundred and sixty-six of the most evil and despicable vile beings and unliving horrors. Not only does it contain thus, but afterwards it contains many of the proper rituals necessary to bring these abominations into this world.

Fortunately for us, as well as Yarbay and our other neighbors, the Shamier Sheikh has no knowledge or skill in either sorcery or necromancy, and thus he himself cannot use it at all. As well as this, he is (but do not tell anyone you heard this from me) insanely paranoid about his power, and will never allow another living soul to touch the book. And so, we are spared its terrible power.

Ah, yes, and one other thing: it is said that the book's cover is of the blackened flesh of damned men, and the power of their souls is the power used to summon the vile damnations within.

Sandscraft

Finally, my friend, I can tell you about the magnificent Sandscraft. This is a truly wondrous sailing vessel, at least the size of any Aeropan galleon! The truly magickal powers of the vessel enable it to not travel over water, but though the sands as if it were water! This I have seen with my own eyes.

Truly, it causes the sands to act as water, and it leaves a wake behind it which creates new sand dunes. It is wondrous in its ability to carry hundreds of people or tons of gold and other treasures directly across the desert.

Nepal

Casual Components

These items appear to be nothing more than dried cubes of mud with no special markings or runes. The Nepal Guard and Army uses these extensively in the field when creating potions, elixirs, or using Castings requiring Materia. Any Casting using the Casual Component instead of standard Materia is guaranteed a special success if cast correctly.

The only problem is that the Components are often accompanied by several normal nonmagickal cubes indistinguishable from the true Components. Casting without the correct Component causes a special failure. The Components do not radiate magic and cannot be detected by divination Castings. By some mystical means, the Napaleese can always discern which ones are the Casual Components, though they refuse to explain their methods.

Chest of Ivory Dreaming

This fabled chest is made of black mammoth tusk and black elephant hide. Within is a blue diamond the size of an elephant's eye called the Eye Dreamer. The Chest itself is laminated such that reflections can be seen on its inside cover and walls. The last resting place of this chest is in a hidden elephant's graveyard. Many have quested to find the graveyard for the fortune of ivory there, but the truly wise seek out the Chest.

There are tales of both fortune and woe regarding the Chest recorded in the scrolls of Hin. The graveyard is said to be "...high in the mountains where a pass falls into a valley where the eldest of pachyderms find eternal rest." Many have searched for this place, but few have actually succeeded, and fewer yet have returned. Those select few have looked at their own reflection within the chest without seeing the Eye, and have had their dreams come true. The others who did not return are said to have seen the Eye and fell to the temptation of wealth and greed, and were turned to dust.

Neustria

Bronze Raptor

This figurehead was reportedly on the first ship to cross the Titanic Ocean. The Brass figurehead is a rough sculpture of an eagle or hawk. The figurehead has many jagged edges and points -- too many to distinguish the exact species of the bird depicted. Nonetheless, legends clearly state that the bird is a raptor.

The Raptor was first mentioned in a fable dating back two millennia. It was a gift from Odin to the travelers of the sea who held his faith secure. It was delivered to the people by Thor, who secured it onto a ceremonial ship with a single hammer blow. Both deities have granted powers to the icon.

The Raptor conveys invulnerability to the ship from non-magickal forces of any kind and 300 points of Heka armor. Because of this, ships bearing the Raptor became renown for ramming. The figurehead also has navigational talents and the ability to control weather. Neustria has made many copies of this figurehead for its ships so no enemy might know which carries the true Raptor.

Theorums Text of Siggin

This is a text made from the diaries of the great Engineer Siggin. The book was written in script by Master Geovanious. He edited the diaries and notes of Siggin in such a way that the work is comprehensive and makes Engineering very understandable. The book has a hard leather cover engraved with a mechanical steam machine. The pages are linen covered with handwritten text. It is said that Geovanious needed an entire decade to complete the Text.

For reasons unknown, this work can not be copied. Perhaps protections have been placed to protect the marvelous secrets hidden within the book It speaks of creating great machines of locomotion and warfare. Most of the work has marvelous feats of invention using steam and oil, though one specific chapter deals with the ability to use gears and mechanisms instead of Heka-Forging. Though various Heka-Forging operations are detailed in the Text, it mostly concentrates on the wondrous feats possible through engineering alone.

The mage guilds of southern nations have offered rewards for the capture or destruction of the Theorums Text, as they regard it as a threat to their position in society. It is uncertain whether their fears are well founded or not.

Thunderstrike Spear

This Spear is made of ivory and has runes of great sea creatures and of magick. Its point is barbed and almost harpoon-like. On a quiet night you can hear it humming and see a pale-yellowish glow. The spear has had many owners. Vorax the Conqueror, perhaps the most famous owner, claimed to know over 100 commands for the Spear. Sages claim the Spear was originally made from the Giants' dragon who guarded the Bifrost Bridge before Heimdall defeated it. Now the spear is believed to be lodged in the mast of the Mist Ship of Ghortor.

Some of its fabled powers include various weather-related Effects, including lightning, hail, and sleet. The Spear is also said to grant formidable fighting prowess to its wielder, and has a seemingly unlimited Heka reservoir to draw upon. However, a different command word is required for each power. Since the Mist Ship of Ghortor is a ghost ship, last known to have been seen regularly over 700 years ago, little else has been recorded.

Nifflen

Brakki's Elemental Athenor

The Athenor is an magical advisor of an elemental nature. It appears to be a golem of reflective liquid metal capable of changing into any element. The golem can assume any form, but prefers that of a seven foot liquid metal figure.

Brakki was trying to do something never accomplished before, create a golem of pure elemental Materia capable of communing with the elements. He was more successful than he imagined. The new form was named Bea and became a close advisor, protector, and friend. Bea and Brakki became protectors of the environment and were a force to reckon with by any who abused the elements.

Somehow Brakki infused a golem of mercury with a spirit of nature and elements. Bea has limitless power when in contact with pure elemental substance through a spiritual link. When cut off by magical means or captured in a pentacle, the golem is useless and freezes. Bea is capable of controlling any element, whether it is alone or in a mixture.

Though the golem has been seen recently, Brakki has been out of touch for fifty years, and if found would be over 130 years old. It is suspected that they were caught in a well-prepared ambush which brought about Brakki's demise.

Ellide

The dragonship Ellide is said to actually be a human shaman of the same name, now permanently transformed into his present form. He has been used to terrorize enemy coasts and port cities for years. Ellide is a longboat with the wings, head, and claws of a dragon. He has all the strengths, maneuverability, and abilities of a greater water dragon, and can carry two dozen men easily.

Ages ago, the shaman Ellide served Nifflen in times of war by seizing enemy ships and crew. Possessing an unknown item of powerful magick, he could transform himself, a ship, and its crew into the form of a dragon. The shaman would then fly to a Nifflen port, change back, and allow troops to take the enemy crew prisoner. Sometimes, he would transform one of Nifflen's own ships for a surprise attack on an enemy coast.

Finally, one of Nifflen's foes tried to put a stop to Ellide. They prepared a longboat, magickally enchanting it with a high resistance to Heka Effects. Then they placed it in the vanguard of a fleet heading toward Nifflen, and waited. The shaman indeed came and tried to transform with the ship. However, the power of his item was insufficient to overcome the ship's resistances. The change to dragon form began, then froze in an intermediate shape. Ellide found he could neither change completely into a dragon nor return to his human form. He successfully returned to Nifflen, where he continues his service to the navy.

Nippon

Allseeing Ocular Discs

These unremarkable pieces of glass, bound by some form of metal and easily hooked over one's ears, are said to grant a clarity of vision beyond anything achievable by all but the greatest Heka. Distance and time are no barrier to sight, nor are illusions or other blockage. However, it is clear that there is a cost associated with their usage, for they are almost never put on. Legends that are told by the commoners (the nobility would indicate no such weakness) say that the wearer will be struck blind by the visions granted.

Eversharpness Bag

The Bag of Eversharpness is said to have been woven from the finest silk, pain stakingly created to hold the sharpest of winds. Legend states that a deserving blade, already sharpened beyond imagining, if placed within the bag, will be further honed by the captured winds to produce the keenest edge that could ever be held by a blade.

Steelsilk Mulberry

Typically presumed to be a small fruit, this is instead the yield of a tree rumored to have roots in Phaeree. When fed to silkworms, they are said to produce thread which is as pliable and light as silk,

but as strong as steel. It is common knowledge that the Emperor's garments, and those of his closest and most trusted advisors, are woven from such threads.

Three Thunder Arrows

Legends are incomplete, and the three thunder arrows have few references. Their power is unknown, although the name suggests a connection with the weather, and perhaps they manifest some form of thunder or lightning upon their use. The state guards their secrets carefully, and intense prying has resulted only in the knowledge that they have not been used in recent centuries, and their exact antecedents may be lost even to the Nipponese. The one scholar permitted to view the arrows remarked that they bore Heka of Entital nature, and thus their use would cause the most remarkable damage. Further, he suggests that they are the remaining arrows after two others were used, to devastating effect, in two cities whose names have been lost to time.

Wave Chariot-Ship

A remarkable chariot, this has never been attached to a beast of burden, for it is said that doing so will instantly destroy it. It is coated with mother-of-pearl, and sparkles with the light of the sun. In times past, it is said that it has been singularly effective in defending the islands of Nippon. When taken to the ocean's edge, legend states that it will harness the surf itself, and be propelled by the waves. Sometimes, it has been told that the use of the chariot brings the Divine Wind ("kami kaze") to weave protection around the island and cause an invading armada to founder.

Yodenki

Said to have been the first katana fashioned, perfection and art achieved before the secrets of folding steel were even known, it is considered to be a divine weapon for the divine Emperor. Perhaps it has been wielded by heroes in the past, but such legends are fragmentary and incohesive at best. What little is known is almost pure speculation, and that places the work as that of a god, of a gifted and mad genius of a mortal, or a gift from a Phaeree smith. In any case, it is referenced as the personal weapon of the Emperor, and it is held up as the perfect example, something for which the smiths of Nippon aim.

Norge

Gray Cape of Niffleheim

The very word Niffleheim strikes horror into the hearts of the brave Norse warriors, for it is the cold land of death where those who are not chosen by the Valkyries to reside in Valhalla stay upon passing from this world. It is a cold place, ruled by Hel. It is said that the cape can protect the wearer from the effects of Niffleheim, and that the wearer can pass into and out of that realm freely. Some scholars contend that it was first worn by Odin when he was hung for nine nights upon a tree by the Norns in exchange for the secrets of the Runes, and that it was imbued with resistance to the effects of death at that time.

The oldest and most fearsome of legends suggest that it is capable of summoning the spirits of Niffleheim from the icy grip of Hel, and command their obeisance (although it should be noted that the spirits of Valhalla would be more skilled and better practiced). Further, it is said that the wearer might have control of the undead and unliving as well, able to command all but the immortal.

However, of the powers mentioned in fragmented and scattered legends, the most remarkable and least documented is that the wearer is immune to unnatural death while wearing the cape, such that he may not be slain in battle, or by any form of magickal attack, and may only be struck down by a naturally contracted disease or age. Regardless, though it is the sole item of great power thought to be held by Norge, it is most potent.

Numidia

Codex of Supernatural Fonts

This book details how mere mortals might learn to harness Supernatural fonts of power and cast lower Grade (X-XIII) Supernatural Castings. Mages of fair repute have postulated that fonts of Entital, as well as Preternatural, power must exist for this work to detail Fonts of Supernatural power between the two. Some state the book agrees with this theory and expounds upon the location of such Fonts (Fountains of Power). None have actually proven any of this however, and some have gone so far as to disregard all of the above and allege the Book contains a selection of glyphs (types of writing or "Fonts") of Supernatural Level (Grade X to XIX) intensity.

Flute of Cargale

This special silver flute, made by a Celtic Spellsinger as a favor to a Roman Emperor, and subsequently given into Numidian hands (or so they claim) has had many powers ascribed to it, most of which are assuredly powers stemming from the Spellsong K/S Area and likely powers of its owners and not of the item itself. The Flute has been the source of any number of now near-legendary intrigues. Its main ability, a common thread through many tales,

is its ability to Florachange and Faunalter on a grand, nationwide scale.

Therri's Irresistible Attractor

It is unclear exactly what form this item takes, but it apparently is of sufficient power to convince large numbers of enemy troops to defect. It does this by subtly attracting them to the country of Numidia by attracting troops with lures of better lives, better mates, or better chances of political, economic, and social advancement. Reputedly its powers stem from the deity Venus, as Therri is a High Priestess of that order. Supposedly the item only works if worn by a female.

Ophir

Intangible Hooks of Khoud

Precious little is known of these, although scholars have suggested that perhaps they are some form of trap which can be extended through barriers and across great distances. Others hold that they are a means of suspension, although what is suspended and where is very much unknown. Still others have suggested that they are a weapon of great potency, for they are selectively corporeal, and are able to pass through even the most effective armor and cannot be parried. The latter description is generally scoffed at by most scholars, but so little information has been unearthed that anything could very well be the truth of the matter.

Key of Escape

The Key of Escape is said to be an oversized, ornate golden key, able to open any portal, any gate, or any other means of egress. It is also thought to be able to open portals to other planes and worlds, even where there is no natural conjunction. Legends have suggested its use in the escapes of past rulers during times of revolution and anarchy, although nothing has ever been confirmed with any serious documentation.

Raygul's Multicausal Reagents

This set of magickal substances is said to have been assembled and refined by one of the greatest Alchemists to have ever inhabited Ærth. They are said to be able to determine the precise properties of any substance, as well as effects caused by it and causes that can affect it. Further, in proper combination, they are said to have a transforming effect, able to transmute practically anything into anything else (although it might take the legendary Philosopher's Stone to do so with any precision).

Storm Eye

Reports are conflicting upon this item. Some suggest that this is a globe or circle which can be used to summon extremely fierce storms, with attendant destructive effects, but that it will shield those within a certain distance of the Storm Eye (the size of the protected area depends on the legend, the author of the legend, and probably the size and ferocity of the storm).

The other primary form that this item takes in legend is that of a small glass eye which may be inserted into an empty socket, and that the person to whom it is so entrusted is able to see the patterns of weather, and control them to a certain extent (as well as possibly strike down opponents with fierce storms, lightning, thunder, and such, although this may simply be an unrestrained flight of fancy of one or more authors).

Ostria

Eighteves Ring

This simple looking platinum ring has a very unique ability. It gives the person an extra evening every week. Seven days after the person first puts on the ring, they find themselves repeating the last day after they have gone to bed. At this point in time, two of the individuals exist. The latter person has the complete knowledge of the events in the first individual's day. While this gives a great advantage, the latter individual may never directly approach the first without great stress. Such an encounter would risk the destruction of the individual's soul. (roll versus Spiritual Trait at Extreme or lose all Spiritual health)

Petition Unfailing Scroll

This Scroll has the ability to be reused and can accept spells cast into it. It is capable of holding up to five spells at one time. When the person controlling the Scroll commands it, the spell is cast from the Scroll with an automatic special success.

Zastig's Inverted Pyramid

This building is considered by some to be a wonder of the world. This building is a marvel of engineering for it is a pyramid -- constructed upside down! The building is constructed of metallic alloys and is a 20 foot square on the bottom, rising 70 feet up to a 120 foot square. Atop lies a great plaza of buildings and training shacks. The government has long used this building as a planning center, headquarters, and training base for the army. It is believed to have many Heka-based and mechanical defenses. Currently the pyramid is under siege by a warring nation, thus none

of its secrets will be revealed in this document. However, reports say the pyramid and the forces within are fairing well in the battle.

Oudh

Arms of the Rakshasas

A project that was started over a 100 years ago has now been completed by the mages of Oudh, the Arms of the Rakshasas, named after the leading mage of the project. There are at least 50 of these artifacts, said to look like small castles with wheels. Each has magical walls which can open into as large a doorway as is required.

For combat, a garrison of 24 stone warriors is contained by each of these contraptions. They can meld right out of the stone walls and are said to have the strength of 20 men. It is believed these machines are beginning to mass on the border of Kara; war is expected by the end of the month.

Twin Rubies of Kali

Oudh has one of these remarkable rubies in its possession. Kali is a kingdom on an alternate plane that has special links for unknown reasons with Oudh. The ruby serves as a permanent gateway between the two kingdoms. Rumor has it that the ruby is immense, occupying most of the space within a large castle within the heart of Oudh.

Recent reports suggest that Oudh has finished a 25 year period of aiding Kali, and they are now returning the favor. Strange foreign devices have begun to appear in various castles, and foreign armies (presumably from Kali) have been spotted throughout the kingdom. No one is certain what Oudh is up to, but it is certainly very active.

Panay Sulu

Silver Barracuda Armor

Some sages openly debate whether or not this item has any Heka-engendered powers at all. The item is apparently made from the skin of one giant silver barracuda that was able to swallow men whole. Additionally it is reinforced with bits of coral and decorated with pearls, mother-of-pearl, and seashells. Western jewelers also doubt the veracity of the item, stating it is a hoax to artificially elevate prices of Panay Sulu's pearls and coral. Natives to the area decry such accusations stating this item has many sea powers associated with it, as well as an aura of leadership, charismaticism, and influence. Unfortunately no one who has actually worn the Silver Barracuda Armor was available for comment.

Parthia

Cleaver of Mountains

Most famous for the action for which it is named, this device has the amazing ability to alter terrain to that which is the most favorable type for the user. Reputedly, it has caused rivers and seas to dry up or to flood, caused volcanoes to erupt and crevasses to fill, and, in its greatest feat, cleaving mountains to let a mountain-ringed nation be exposed to a horde of invading barbarians. It is one of the few items that has constantly changed possessing nation's hands every few years, having been owned by 50 different nations.

Khayyam's Versal Jewels

Authorities differ on the exact size, form, shape, and powers of these gems. Some say the "versal" is short for universal, meaning whole/entire, and speculate as to the extension of the natural magical properties inherent to all gems. Others state that versal refers to reversal, and state the gems are able to cause a reversion to an earlier time, especially if events do not favor Parthia. There is a third school of thought that speculates as to the gems' abilities based on the principles embodied in Khayyam's famous Mysticism Castings and then turning (versal = Latin for turning) the gems. This theory holds that the gems' powers are based on a proper alignment, and change in alignment by turning changes the powers present and brings a new effect into being. Different effects could then be brought out by turning different combinations of gems. Parthia's official comments have espoused the first of these theories but have been so vague as to be suspicious for concealment of other hidden power(s); hence part of or all of the other rumors may yet have some truth to them.

Machina Arcanum

This modern marvel of the Arts of Heka-Forging (Foraging?) becomes even more wondrous considering that its date of construction was over a millennium in the past. It is rumored that several great masters have had their influence on the device and its creation, including Daedalus (Father of Icarus), Akhenaten, Marcus Antonius, Socrates, Plato, Valeria Messalina, Lao Tse, Li Po, and Count Jean de Dunois.

Reputedly the device is a great war machine, but is also capable of a level of thought that transcends human Capacity (i.e. Mental Trait > 300). It is fearsome on the battlefield, but has not been used there within memory, so its powers for which it is feared are widely varied, gossiped, and debated. Perhaps it is the mystery surrounding the item and its mental faculties that makes it to this day Parthia's strongest magical artifact.

Phillistia

Megath

This shield has the picture of a scorpion on it, done in mosaic with a ruby for a tail-stinger. It is capable of summoning up terrible sandstorms, providing movement for large numbers of troops on a moving sand-dune ("sand-wave"), much like surfing, and can arrange for sandholes (sinkholes) to swallow up entire companies of enemy troops. Perhaps its greatest power lies in the mild poison it imbues on all friendly troops' weapons, STR 5-10, with immediate onset of damage. (Thus 12.5 to 25 damage immediately.) This effect alone has kept many a country from attacking Phillistia.

Ragahgol

This spear is known from legend as an artifact capable of parting seas and lakes, summoning plagues, and producing pillars of fire. Some say it may turn water and other imbibable substances to poisonous blood as well. It apparently had been used in the past as a staff, but now it enjoys use as an edged combat weapon. Its strengths lie along the powers of fire and water (specifically deprivation of water to enemies and provision of water to friends); in the desert, more fire (heat) and less water are a deadly combination.

Phyrigia

Aether Engine

This device is similar to many of the artifacts of other powerful countries - it provides for mass transportation of troops in a near instant fashion. Allegedly, it also has powers to increase Mental actions, Mental stats, and thought; allow detection of aural sight, Heka, and preternatural danger; and grants the powers of paranormal auguries, invisibility (both mundane and preternatural), empathy, ESP, parascopy, and a doppleganger like ability. Most sages and wisemen believe the powers truly belonging to the item are a mixture and a blend of these two divergent lists of abilities.

Nine Phoenix Scrolls

Although each scroll has its own unique power, all of these items reflect the eternality that is the essence of the Phoenix - the nature of being born again out of the ashes. It is said that each of the nine scrolls can summon a unique Phoenix with individualized powers and abilities. Phyrigia is said to currently hold 3 of the 9 Scrolls, and the powers of each one is known, in general. One renews huge tracts of barren lands and restores life to lands that have otherwise been blighted. The same scroll is said to be able to restore life to otherwise dead plants. The second allows resurrection and rejuvenation of dead or elderly people. The last allows reconstruction of destroyed items, buildings, and materials. The powers of the other scrolls are unknown, but must be similar in nature.

Salver of Olean

This tray for serving food and beverages is able to imbue edible items placed on it with several abilities. Among the better known of these abilities, several have been used en masse with edibles distributed to troops prior to a battle. The list is as follows: truth-telling, speed, strength, painkillers, antitoxin, flying, minimus, maximus, arrest disease, regeneration, rejuvenation, paralyzing, sleep, and love. It is unknown at what cost the above effects are obtained.

What is known is that these effects are all cast as if Grade XXV with 500 additional points of resistance. Rumor has it that sometimes foodstuffs are also imbued with some of the more annoying Witchcraeft Castings, affecting their victim according to Castings of similar names. Phyrigia has not replied officially to these rumors.

Pohjola

Sampo of the Netherspheres

It is unclear what exactly this device is or what its powers are. Pohjola closely guards any information about the device -- those that go in search of such information never return, without exception. Worse yet, their souls are never recovered, and cannot be summoned to provide post-mortem information. Some allege that these effects are due to the item itself. It does at the very least seem as if necromantic and sorcerous arts are involved, though no one really knows for sure.

Po-hai

Celestial Carp

This simple little harmless fish is kept in the King's palace. It is rumored to be able to transform into a True Dragon -- a Member of the Celestial Bureaucracy. Sailmakers also insist that this little fish is able to control fish throughout the whole of Po-hai, anything from goldfish to piranha. Such fish and other aquatic beings also may be summoned by the Carp. Some claim it is responsible for summoning whales to defend Po-hai during a naval battle 8 years ago. (Eight whales kept surfacing, capsizing nearly all enemy vessels.) Some animal trainers claim that this harmless fish is also capable of transforming aquatic animals, creating swarms of piranha near enemy ships, with sharks for an additional added touch. It is

not known if that is true, but it is curious that many domesticated animals did disappear when the Carp's powers have been called upon in the recent past.

Seven Precious Branch

Plasterers and glass-blowers across Po-hai are often called upon by the ruler of Po-hai, Chu'mying Wang, to create miniature lifelike images of livestock, fruits, and nuts. According to popular legend, once these miniature works of artistic sculpture are in the hands of the government, they are placed on the Seven Precious Branch seven items at a time. For the next several months, the Branch then causes all forms of that item to abundantly multiply. It is unknown how it precisely does this, but it is rumored that it operates on a principle similar to the Materialization Casting of Mysticism.

Sunsource Scroll of Sinanju

This Scroll gives the nation of Po-hai singular control over the intensity of light and heat from the sun, equivalent to the power of a Grade XXIX Casting. Either of these two properties of sunlight can be varied independently, thus it could be a cold bright day or a dark hot one, as well as anything in between.

Poland

Copper-Enclosed Grimoire

Claimed to have been the work of Merlin by the Lyonnesse in a dispute over rightful ownership, the Grimoire is undoubtedly a powerful artifact. Through the instructions given within this tome and from its own power, an experienced conjurer may open portals into the Supernatural or even the Entital Planes. These portals are used as Heka sources of incredible power and, though they seldom last longer than several days, they represent a huge deterrent against any invasion.

Opening one of these portals is not without risk, even with the power of the Grimoire. The Heka emanating from the portal must be used immediately, lest it build up in the area and eventually cause the portal to implode. Without powerful pentacles and symbols surrounding the portal, a being native to the plane to which the portal is attuned may emerge and wreak havoc in the area. Despite these risks, the benefit of a huge Heka source is often irresistible during an crisis.

Entropy Lance

Few would dare to fight one wielding the Entropy Lance, as it is equaled by few other weapons on Ærth. The touch of the Lance instantly crumbles armor and shields into rust, rendering them powerless to protect its wearer from the Lance. Even heavily enchanted armor is vulnerable to this effect. Likewise, any weapon striking the Lance or its bearer will crumble into powder. Only the heaviest of blows will deliver any damage before the weapon is destroyed. Even Heka-based attacks are said to unravel in the presence of the Lance.

It is said that the only attack effective against one wielding the Entropy Lance is unarmed combat. However, attempting to attack a mounted foe in such a way without being skewered on the Lance is a challenge indeed.

Though some fear that the Lance is somehow related to the other Entropy-based items, such as the various Objects of Entropy, Poland seems unconcerned about the issue.

Willowlands Baton

This unremarkable wooden rod was enchanted by a nature priest completely opposed to the harvesting of any trees in her domain. Now, however, Poland's military possessed the Baton for use in the country's defense.

The Willowlands Baton allows the wielder to animate and control every willow tree within a 1 mile radius. These trees will understand and obey complex instructions given telepathically through the Baton. Though the trees are not toughened or otherwise protected by this item, their usefulness in warfare is obvious. Several times enemy forces have been defeated by the forest they were marching through. In recent years, hostile armies have been known to avoid Polish forces arrayed near willow trees, fearing the use of the Baton.

The Baton does have one drawback, which has nature priests frequently opposing its use. Any animated trees not returned to their original location will die after 24 hours have passed.

Portugal

Astral Pigments

These legendary pigments are capable of several functions. First, if used by a painter of unsurpassed skill (STEEP > = 100) whatever is painted permanently becomes part of reality. Second, use in Apotropaism castings as materia to ward off creatures causes powerful and unanticipated beneficial side effects. Lastly, it is reported that these things can be used to obtain a supernatural joss or a major wish; Portuguese government officials have refused to comment on these rumors, however.

Bronze Bell of Storms

This item creates a storm of Grade XXIX Casting Level, and although some items may aid navigation in storms, this item simply prevents any effective naval combat from occurring. Some Aeropean sages have also postulated this item to have a Heka Storm effect, as well as several powers warding against demons, fiends, and devils, in accordance with Portugal's prominence in Apotropaism. It is unknown if these theories are correct.

Giant's Catapult

This awesome weapon is originally of Phaeree creation, and as such is unpredictable. However, it does reliably deliver catapult damage over a huge area of effect. Apparently, according to eyewitnesses who have seen the device in action, it does <frequently> change the materials used in the catapult into a more effectively lethal weapon (acid, alkali, fungal creatures, "slimes", etc.).

Gyser Urn

Allegedly this item may summon forth "geysers" of any desired liquid, which may be then directed so as to cause a large amount of destruction to a large amount of people. It seems to rely on Alchemical principles, and has been purported not only to summon forth geysers of acid and alkali, but also to produce large quantities of oils of speed and strength as well as producing geysers of magma, enough to cause an earthquake, geysers of fire, to set everything in range ablaze, geysers of oil of nonconductivity, enough to coat an army's armor, geysers of water, enough to cause a tsunami, and geysers of Heka, into which dweomercraefters my tap.

Punt

Jar of Ironspear Rain

This jar, when shook, summons a powerful casting, Grade XXIX, capable of producing a fierce storm, with rain so hard, falling so swiftly, that it truly does damage to its targets as if struck by an iron spear (roll for strike location). Devastating to both plant and animal life and phenomenal in terms of structural damage, it is not a trifling item. Rumor has it though, that there is a simple regimen, difficult to concoct, that will save items and living things from the ravages of this item's power.

Rome

Cagliostro's Glass

Rome's most commonly used device, Cagliostro's Glass is a fantastic telescope of enormous proportions made by Cagliostro himself, a student of the Great Astrologer Arago. It reportedly increases Astrology and Astronomy K/S Areas by 200, not limited by Spiritual or Mental Trait respectively. It also provides an ability to divine, through the use of Astrological Charts, at a STEEP of 120, although it does not provide for the use of any of the Castings of that K/S Area. In peacetime, this item is well-known to be of invaluable help in catching major criminals; in wartime, it is typically used for more military-oriented divinations Reputedly, the instruction manuals for the device are laden with Astrology castings long since dead, but officials from the Roman government have strictly denied such rumors.

Codex Dracos

The Book of Dragons is a dreaded item seeing only extremely rare use from the Roman government. It reputedly opens a door to Phaeree through which a dragon appears, not always in the best interests of the Device's user, to provide support, but always at some <not publicly known> cost.

Fluxlever

Rome has been in possession of this powerful Device for centuries, and its use has been critical in numerous successful battle outcomes. Legendarily, the item has two main powers. First, it is supposedly responsible for an occasionally present weak Heka-barrier between Rome and its surrounding neighbor Italic States, a barrier capable of inflicting some 20d6 damage x 1d6 exposure roll to those creatures passing through it. Secondly, the item can cause a flux of Heka in a 10 mile radius, tripling all Heka and Heka-apertures of friendly units, and diminishing by 2/3 <leaving 1/3 of former scores> Heka and Heka apertures of all hostile units within that area.

Imperial Antipathy Stone

Used only slightly less often that Cagliostro's Glass, this powerful item causes large numbers of people to feel exactly the opposite of their inclinations prior to the Device's activation. This has ended several large battles as well as several large domestic riots rather quickly and peaceably for all parties involved.

Petals of the Planes

Used only slightly more often than the Codex Dracos, the Petals of the Planes refers to the metal petals of an enchanted adamantine lotus. Each petal is removable, and once used, may still be replaced in the item; it is unknown how many petal may simultaneously be in use. When the proper ritual is performed, each petal summons a being from one of the multiversal planes. Such creatures have

historically been very powerful, but not all as helpful as Romans may have hoped -- in fact, some have been downright destructive! In any case, the rituals vary, and are kept in a work detailing the Device, its origin, and any other powers not publicly known. There are a total of 36 petals.

There are a group <a minority, and a rebellious minority at that> of sages who believe that the Device is actually the Book itself, and that no adamantine lotus exists. Such a Tome details the Flora to be found on many of the Multiversal Planes, and what uses of said Flora exist. Reputedly this version grants an increase to the K/S Areas of Multiversal Planes and Spheres, Botany, Herbalism {also allegedly containing rare Herbalism Castings}, and Phaeree Flora and Fauna.

Slaying Chariot

This gift from Pluto to his Nephew's (Mars) favorite Empire (Rome), this chariot is steeped in Negative Powers and, according to several world-renowned sages, has several battlefield effects, including Confusion, Darkness, Death, Black Fire, Drain Life, Domination, Hopelessness, Anti-Joss, Pain, Paralysis, Accelerated Rot, Unnatural Shrinking, Sleep, and Weakness. Because of all the conflicting reports, Confusion seems to be a likely possibility;
Spiritual Damage also seems likely based on the Hopelessness and Weakness reports. Its true abilities remain unknown as Rome *rarely* uses the item in large battles, reserving it for smaller battles; why this might be has caused several debates among scholars of Rarities.

Roumania

Book of Originations

"To understand the Present, We must all be able to understand our origins." - Numitorius Agrippa. "Past behavior predicts future behavior." - Unknown.

This treatise details the origins of any item selected by its reader, either in possession of or within 100 miles of the reader. It is also able to reveal the origins of some of the more famous personages in the world. Treat the Book as if it had a STEEP of 240 in Mental and Physical Perception, Appraisal, Biography/Genealogy, Street Wise, Rarities, and Judgment (all sub areas). Any other helpful K/S Areas are possessed at a STEEP of 120. Many officials continue to deny that the item has any spell casting abilities with regard to divination and fortune telling, but with the above abilities it is easy to see how someone could conclude that the Book does indeed possess casting abilities.

Pinioned Spear

Whether this item is unique or is in fact several items, it is undoubtedly capable of inflicting grievous wounds. Apparently on a successful hit, the spearhead multiplies, causing the equivalent of 4 hits, each equal to the original hit in total damage inflicted. Rumors also exist stating that no non-Heka enchanted armor can withstand its blows. Additionally, each such Spear is enchanted with several Heka-Forging castings. Some say that a legion of the Roumanian army is outfitted with these Spears since, in large numbers, they also grant protection from Spiritual attacks and provide Mental armor. Whether this protection is real or not, the legion is said to have incredibly high morale.

Springsource Staff

Weaponsmiths have long rumored that this item does not in fact possess a material form. Others have commented on the ageless nature of the King's advisors. A third source, one apothecary of Pyongyang, theorizes that the staff is not a weapon but actually a group of attendants to the King. Each wears a symbol of water on a silver chain about the waist for unknown reasons, and dresses rather plainly. They all have rather nondescript features. In battle they show their usefulness as the staff of 8 "people" are an *endless* supply of Heka, allowing those who would tap into them to cast all castings at 2 DRs easier. Many foreign hekaurs state this rumor is certainly untrue and is designed to keep the true powers of the Staff secret.

Russ

Axe of the Forests

Reportedly, this device grants the K/S areas associated with the Forester K/S bundle at a comparable STEEP, or at +50 if already possessed. These may exceed maximums as imposed by Trait scores. Some also allege that the device is capable of summoning Phaeree creatures devoted to the protection of the forest. This rumor is however as yet unconfirmed.

Rods of Command and Obedience

These two magical rods can be used to control the actions and behavior of a large number of people. The exact number of people that can be simultaneously be affected by the items is MRx1000. The Rod of Command, provided the subject fails a roll against SMPow x 1/2 at a DR of Extreme, can be used to completely control an individual's actions, as limited by verbal communication of the wielder. The Rod of Obedience has no need of such communication. If a victim of that wand fails a roll against SMPow x 1/2 at

a DR of Extreme, then the wielder is acknowledged as a friendly but superior power. The subject will then unfailing follow instructions, save those that are self-destructive.

Clockmakers in Helvetia traveled to Russ at one time at the behest of the Czar. They were affected by the devices and, according to rumor, made one of the greatest, if not the most bizarre, timepieces known to exist. Sculptors, architects, and even foreign pastry chefs also report similar experiences. Fortunately, no harm ever seems to some from the use of these two rods. Some allege this is one side-effect of the Rods themselves.

Signs of Time

Unlike many time altering devices which seem to be able to fine-tune any abuse of time they create, these signs are rather wild and unpredictable. They are used as weapons only, and have no known beneficial powers. The first rapidly advances time, aging all in its Effect area by 1d10 years per CT of use. The second rapidly reverses time, causing all in its area of Effect to lose 1d30 years of age per CT of use. The third causes a reality shift to all in its area of effect, switching those people with their wyrds (see Wyrd Ritual Ethos of Sunlight Casting). The fourth negates the effects of the other 3 signs. Only 4 signs are known to exist. Use of the signs against enemy armies has caused deaths to thousands who have dared to oppose Russ.

Ymir's Helm

In a country famous for its long and bitter winters, this item, which conveys powers over the winter elements, is invaluable for combat during the coldest season. Powers useful in ice-shaping, winter sports, winter travel, protection from exposure, seeing in darkness or blizzard conditions, the summoning weather-capable Phaeree creatures are just a few of the abilities that children's stories attribute to the Helm. Alfar regard this item as all-powerful and greatly revere any wearer of it; some say that their god created it, even though its possession later fell to Ymir. No one knows if this is true, nor how it could have fallen into human hands, and no Alfar have ever commented on the matter.

Samarkand

Caster Of Mountains

This item can bring forth mountains to protect a city; springing forth from the ground. It is said that these mountains will rise within a single day, remarkably doing almost no harm to nearby buildings or terrain. Once, the Caster was used to form a mountain directly underneath an enemy city. Not surprisingly, there was not much left standing of the city after the mountain was completely formed. Rumors state that the Caster isn't very mobile, which may explain why it is rarely used offensively.

Ravening Idol

This powerful artifact at once belonged to the conquering Mongols that had come through here centuries ago. This device can summon 10,000 iron horses which can run faster than any mount, and can withstand incredible amounts of damage from physical and magical sources. When anyone sits upon these things, they instantly become a master horsemen.

Veils of Concealment

Rumors upon rumors are spread daily about this magnificent item; everyday there is a new piece of information. The latest dispelled a supposed false rumor - that its name does not imply what it really is, but it is actually a crystal stone that is the size of a man's head. This device, at the will of the Khan, can make everybody in the whole palace seem to just disappear. In reality they all have turned into ethereal ghosts which can move around and still casts spells. It is unknown how long this effect lasts, though it is safe to say that this palace is truly the one of the most protected. However, recent leaks of information claim that the high foreign minister has just been assassinated. Even with the protection of this item, the safety of the palace may be in jeopardy.

Sardinia

Primal Vestments

These garments allow the wearer to manipulate the 5 major elements of Ærth: Earth, Water, Air, Fire, and Heka, as if possessing Alchemy at 360, Elemental Dweomercraeft at 120, Green Dweomercraeft at 120, Chemistry at 120, Ethos of Moonlight at 240, and Construction at 360. Reportedly it has the text of some long lost castings sewn into the Vestments, but only the Sardinians know this for certain. Legend also has it that some of the fantastical devices owned by the Sardinian government were created with the help of this item.

Skeletal Hand

A fierce item, the dread Skeletal Hand, though it has not been used in decades, still frightens children (and most soldiers) when it is talked of. Reputedly it has but one power -- it clots *all* blood in a target <large> area of effect, causing instant death as the heart tries <but fails> to pump the now solid blood through the solidly blocked blood vessels. There have reportedly

never been any survivors of this use of this powerful device.

Sargona

Channelling Instrument

This Instrument allows the owner to provide increased ability to channel Heka to any number of subjects he/she chooses, allowing the affected individuals to use castings as if a Full Practitioner. According to popular legend, affected individuals are also able to channel any additional Heka into a Casting (for extra damage, increased duration, increased effect, overcoming resistance, as per the individual Casting, as limited by the individual's aperture) at no extra personal Heka cost for every single Casting used! Sargonese government officials have been informed of these rumors, but have done nothing to dispel them.

Great Scroll of Drubalgol

This scroll serves as an excellent tutorial on the "hard" sciences, as well as granting an education STEEP of 300, not limited by Mental Trait. It also contains treatises on Religion, Magick, Metaphysics, Yoga, Demonology, Gemsmithing, and Pantheology long lost to oral traditions centuries before written word was discovered. Perhaps, however, it greatest ability is that of causing a field of Joss-Flux, where Joss is taken from those opposed to the user of the Scroll, and given to the allies of the user of the Scroll. Reputedly this item is at the root of several *phenomenonally* lucky acts performed by Sargonese heroes on the battlefield.

Savoy

Hekaflux Device

This device can only be activated when Savoy is in battlefield combat with an enemy. Each AT it transfers Heka from the opponents' Heka users to Savoyan Heka-users at the rate of 10%/AT. Thus, after 5 ATs, 50% of the enemies' Heka will be in the hands of the Savoyans. In 10 ATs time, this item thus guarantee total Heka superiority on the battlefield. It has been known, upon occasion, to malfunction however.

Silver Trumpet of Summoning

This item has been used in several recent battles to summon creatures of Phaeree origin. It is unknown how well Savoy controls these creatures, but to date there has been no reports of any such creatures betraying its summoners. Reputedly the Horn also strengthens morale, making all M/S checks by allied troops 3 Drs easier for the duration of the combat in which it was blown, as well as having the additional benefit of reducing all damage taken by friendly troops by 25%.

Tome of Immutabilities

This Tome, according to several renown contemporary sages, allows its reader to alter otherwise normally immutable properties of reality. Examples include aging, gravity, forward flow of time, continuous change in Phaeree, Partial Practitioners never becoming Full Practitioners, sunrise, colors of a rainbow, amounts/maximum of Joss, effects of age, disease, death, and taxes [:)]. It is unknown what ill effects this item may have, but it has been used sparingly little with respect to use of Savoy's other Magical Devices.

Saxony

Amsdag's Reflector

This powerful Mirror serves as a scrying device without any limit to its range, and additionally allows its user to be instantly transported to any scene viewed should the user so desire. The Mirror also bestows the ability for the owner to alter the image of any viewer, including their own image, and thus alters the physical form of any viewer, although most of these changes will not be permanent in effect. Reputedly this item also has been used to move thousands of troops massive distances to fight battles on opposing borders within a single day.

Coldseas Master

This Viking Longship has an extradimensional space and is capable of supposedly transporting hundreds. It is able to navigate itself through any storm, legendarily providing a safe-haven of indestructible unsinkability during such a severe storm, if encountered while at sea. It is allegedly also self-repairing and immune to fire/fire damage.

Gram

This is the legendary Sword given to Sigurd by Odin, broken and later reforged, possessing 4 legendary powers: **G**aze Weapon, **R**eflection of Heka, **A**potropaism Castings, and **M**ight

The Gaze Weapon is reputedly very powerful but its specific effects are unknown. Reflection of Heka applies to all Negative and Positive Heka as well as their Mixed Effects. All Apotropaism castings with "Protection Vs. ____" in them are automatically bestowed upon the wielder, for the duration of the combat in which the sword is drawn. Might gives the

wielder a 40 in each Physical Attribute, and a 50 in each Spiritual and Mental Attribute.

Iron Hound

This mechanical Device is able to enlarge to tank-size and thus provide transportation for up to 4 persons of human size. Not only does it have exceptional sensory Perception ability, but it can also detect invisible, PPM, NPM, Astral, and Ethereal beings, as is able to phase to the corresponding mode of existence to attack. Average Armor values for each category is 120 for Non-Vital area, with a Non-conductivity casting also present upon it. It can also serve as a mascot, being a source of 3 joss (regenerating daily), and a 350 point General Heka Reservoir.

Variable Sword

Much fame of this item lies in its ability to provide its owner with the most effective personal defense and attack capabilities, as well as providing a method of mass attack, each one different for each individual battle. It is unknown how an item can be so variable - but it is rumored that the Sword is constructed of the metal-stuffs that the Hero Sigvald recovered from the Planes of Pan-Probability.

Scythus

Curse Precipitator

Few people dare risk the displeasure of the King of Scythus, and for good reason. The Curse Precipitator looks like an incredible fountain made of sapphire and gold, and stands in the royal throne room. It is said that when the king so wishes, the water in the fountain begins running red as its terrible power is focused on some unfortunate person. The target of this artifact suffers a the effects of a new curse every day. As each day passes, the power of the new curse becomes stronger, while the effects of older curses remain. Stories have been told about people leaving the king's presence with a persistent cough, soon followed by phobias, frequent injuries, and finally the ruin of the entire family should the king let the Precipitator run its course.

The removal of these curses requires magick of at Entital power, although the king can use the power of the Curse Precipitator to remove any or all curses it has afflicted upon a person.

Senegal

Fourth Object of Entropy

This strangely deformed lump of Hekalite is supposedly a part of a great weapon used in a war of the gods in ages long forgotten. This particular piece can be commanded to induce a mindless zombie-like state upon a group of creatures. Stories from Sengal's past tell of entire armies being affected by this object. The armies were then commanded to turn upon their allies, ending the battle with a route as horrified soldiers fled their own comrades.

These same stories warn that if this mindless state is maintained too long, it cannot be reversed, effectively killing those it controls. The zombies gradually become less controllable and more powerful, which nearly brought about Sengal's downfall when it had to fight off an army of zombies which it had just used to win a desperate war.

Viperfork

This fearsome pole arm is held by the leading general of Sengal's army. Each of the three blades at the end appear to grow out of the mouth of a snake. Many an opponent has learned that the snakes are not there for decoration.

In combat, each blade animates and weaves about, changing in appearance to look like a steel viper. These vipers will automatically parry hand-to-hand and missile attacks, up to twice the number of attacks the wielder is capable of, without penalty. On an attack, these vipers will evade any attempt to parry and bite into the hapless victim. That person will instantly be incapacitated by excruciating pain and will die within 10 CTs. It is said that normal armor is penetrated by the Viperfork as if it were cloth. The sight of this weapon in combat has been responsible for entire regiments fleeing the field.

Servia

Mountain Crown

The lesser informed assume this item is the crown worn by the Czar, but those who have studied the secrets of Servia deeply maintain that this is item is an actual mountain top -- the legendary Olchenescue's greatest creation. Although the location of the Mountain Crown is a closely guarded secret, sages speculate that it is hidden in one of the dormant volcanic peaks which can be found in the country.

The appearance of this location can only be dreamed of, but news of its powers has not been totally suppressed by the Servian government. Supposedly, the Mountain Crown allows Heka-users to combine their efforts into a single Casting of massive proportions. In addition, those within the Crown may observe locations a hundred leagues away, and target those places with Castings regardless of their Range and Area of Effect.

History records only one time when the Crown may have been used. During a war with a neighboring country, 100 novice White Dweomercraefters were summoned by the Czar. One week later, something which resembled the Harmony Spell affected the entire population of both countries! A treaty was quickly negotiated and the spell-induced cooperation lasted for at least a year's time.

Olchenescue's Cyclopedia of Lesser Hekau

Sadly, the Cyclopedia of Greater Hekau was lost with the disappearance of its writer, perhaps the greatest Heka forger ever to have lived. The Cyclopedia of Lesser Hekau, however, has survived and has been retained by the Czar of Servia. Those fortunate few who have been allowed to view this tome have produced items with an ease uncharacteristic of most Heka-Forging operations.

It is speculated that the Cyclopedia contains means to avoid the elaborate and costly Materia required by Heka-Forging Castings and Operations by ingenious use of pure Heka. Most Heka-Forgers dismiss this as hogwash and instead believe that the Cyclopedia expands the scope of Heka-Forging Castings into the Supernatural Casting Grades X through XIX.

Whatever the case, those who have seen this text have been silent as to its true contents. It also appears that the ability to Heka-Forge large structures or natural terrain as if it were a single object was to be found in the Cyclopedia of Greater Hekau, and is lost to the Heka forgers of Ærth.

Reporting Outposts

These two story stone towers scattered throughout Servia have been attributed to the Heka-Forging work of Olchenescue, whose work has yet to be equaled in scope by another. About 20 towers are reported to exist, all of them near Servia's borders.

Each tower possesses an intelligence and great powers of detection. The passage of travelers, invaders, NPM and PPM spirits, and monsters are all noted, even if illusion or counterspells are employed. Any instance of note is reported to the Czar's palace by means of a large mirror located somewhere inside. It is said that both pictures and spoken reports are relayed from the Outposts.

Although one would expect an invading force to attempt the takeover or destruction of these towers, they are only lightly guarded, if inhabited at all. Despite this, there is no record of the destruction or seizure of an Outpost in all the history of their existence. Sages speculate that they have some means of defending themselves, but are at a loss as to the method involved.

Shamash

Furnace of Souls

The Furnace of Souls rivals the infamous Azure Globes of Agony in its ability to torture, produce pain, and drain life from its victims. According to rumors and propaganda found in several of Shamash's neighbors, this item is used on prisoners of war, and is used to cremate both body and spirit. The ashes are sprinkled on those who would try to benefit from the victims' knowledge and indeed many K/S areas at appropriate STEEPS are imbued, as well as former knowledge. Reputedly the item cause extreme pain in its victims as they burn alive, and death comes only after prolonged suffering.

Harp of Hellspawning

This terrible item is reputedly the instrument of power of the chief Spellsinger of Shamash. It allegedly has been used to transform harmless woodland creatures into terrible beasts of fearsome power. Others allege that it can open a portal directly to the Pandemonial/Abyssal Planes. It is also theorized to allow Spellsongs as if Full Practitioner in that area, and serves as a 1500 point general Heka Reservoir.

Sealing Sword

This Sword is used to seal all formal agreements made by the ruler of Shamash. It reputedly slays those who do not abide by their word to the Crown, but does not persecute those dishonesties actually perpetuated by Shamash, usually cutting out their tongue first before doing other damage. It has been used in battle with amazing results against those foes who have broken their vows.

Tauwid's Coffer

This coffer, when opened and empowered with the proper rituals and gifts, spills forth with Heka in such a way that all spellcasters within one rod radius become as if Full Practitioners in all Heka-generating K/S areas, with double normal personal Heka aperture/reserves.

Sheba

Key of Binding

During a meal with Habdar, the ruler of Sheba, I learned much about the secrets of his country. The information is most likely true, though he was more than a little drunk at the time. The Key of Binding is evidently a most powerful item, able to control an entire country (or at least the rulers there). Ages ago,

it is said that the whole of Middle Azir was united under one ruler by the power of the Key.

Habdar confided that ties of blood are required before the Key's power can take hold. Currently, Ophir has felt the effects of the Key after a marriage was arranged between a member of Sheba's royal family and the Ophirian sultanate. This marriage was evidently enough for the Key; I have seen written instructions sent to Ophirian government dictating policies to take on certain issues.

Though Habdar seems convinced that blood ties are necessary, I suspect that this Key might be able to control other countries without such leverage.

Lunarcrescent Sword

I almost didn't learn about this item during my stay in Sheba. It was only when I was refused entrance to a heavily guarded room that I became suspicious and investigated. The Sword has been locked up for years in a room plated with copper and sealed with magical protections and stone walls some 20 feet thick.

Only a few members of the lower classes would dare tell me anything about the Sword's powers. One old man claimed that it was the one weapon that could enable the commoners to overthrow their corrupt leaders. Years ago, the Lunarcrescent Sword was held by a great man of common birth. He used it to rally nearly all those belonging to the lower class to his side, and began a revolution that nearly toppled Sheba's rulers. Only the combined magick of every dweomercraefter in the nation was able to capture the leader and his Sword.

My only evidence that this story might truly point to the Sword's powers is that the old man had died before I could visit him again. The guards claimed that it was merely an unfortunate accident. After that, I never was greeted as warmly by my host, the ruler of Sheba.

Narqub's Interwoven Strands

Another interesting item, the Strands are supposedly of Ægyptian origin. I have no idea what this item looks like, but I have heard that it has the power to influence the weather. Sheba uses it to keep its farms productive by preventing drought. I have seen fields where it rains one minute, stops suddenly to reveal clear skies, then begin raining again. I do not understand why Sheba only uses this item for agriculture, as it could be devastating if used against enemy naval forces. They do know its value, however, as they refused to show me the item. Oddly enough, everyone denies that the Strands have anything to do with Sheba's ports and docks, which are the safest in the whole world.

Venerable Lamps

These pearl-encrusted Lamps have nothing at all to do with shedding light. Instead, they contain or create incredible quantities of sand. When the Lamp is opened, sand shoots out to obliterate all in its path.

I was fortunate enough to accompany a patrol armed with one of these items. We were charged by a force of at least fifty bandits, expecting to overwhelm us to get to a caravan we were guarding. The leader merely pointed the Lamp and opened it. Out shot what must have been tons of sand. When we all could see again, not a single bandit could be seen; all had been buried by the sand.

Shrijavti

Claws of Khampol

Khampol was a great warrior and fighter of his time, before the city was named after him. His Shaman friend, Gabul, created the claws from his most prized acquisitions. The Claws are preserved in near perfect condition and with the proper command become the creatures they once were. Inherently, these creatures are powerful, and the transformation has effectively doubled all their traits across the board, Physical, Mental, and Spiritual. Not only can they be summoned for protection, hunting, and attacks, but they have also been sought as great mascots. Again, as mascots, all abilities and benefits given for normal mascots are doubled and additional new abilities and quirks are conveyed to the owner. Also, the mascots can be taught new skills and abilities. Known Claws include Jaguar, Jackal, Ring Tail Monkey, Giant Rat, and the most powerful Lion. Others exist but have been dispersed throughout Ærth.

Doom Drums

When heard, these drums do a point of Spiritual damage to all who opposed the cause of the person playing. Effects begin within miles and continue until the subject has lost all will.

Five Symbol Rosary

When casting Priestcraeft Castings, this rosary halves the Heka expenditure and all Effects are as if performed by a full practitioner. Rumor reports it used to be a Seven Symbol Rosary, but two of the symbols were used to call down the wrath of the deity. Rallgoth the Ancient is the current possessor of the Rosary.

Siam

Inversion Sword

This ancient tulwar is usually worn by the general of Siam's armies, though it is seldom drawn in battle. The Inversion Sword has no combat bonuses, but it is nevertheless able to decide the outcome of a battle. When drawn, the Sword will reverse the tide of an ongoing battle -- A crushing defeat turns into victory, a victory into disaster. (If a general would be insane enough to draw the Sword in such a situation!)

Drawing this blade is not without its costs, though it is not certain precisely what they might be. At the very least it takes a heavy physical toll on its wearer, draining a large percentage of their P Trait. Siam's enemies also suspect that a victory brought about by the Sword causes Siam forces to lose later battles in a war. This is hard to verify, as historically the Inversion Sword has only been used in a final decisive battle in a conflict.

Jewel Flower Circle

The Jewel Flower Circle is the official crown of Siam. It is a wonder to behold -- a slender band of gold supporting 2 dozen flowers, each petal of which is a single gemstone. The rumors surrounding this item are too wild and varied to draw any conclusions about its true powers. Siam considers any information regarding the Circle to be a national secret.

It is, however, possible to guess the item's powers from the actions and behavior of Siam's rulers through history. All of them have shown remarkable knowledge of events concerning Siam and surrounding regions. Almost all who gain audience with him are unable to deceive or withhold information important to Siam. Enemies from foreign countries and potential revolutionaries within Siam have inexplicably been attacked by powerful Phaeree creatures, who disappear after their attack is completed. Other tales can be found in Siam's history, but only these have occurred often enough to implicate the Circle as their source.

Sindraj

Genii Grimoire

This tome is said to be the creation of a powerful archimage, though the government of Sindraj insists that it was a freely given gift from Phaeree. In any case, there can be little doubt as to the Grimoire's potency, for it is a truly powerful item. Within it are summonings capable of binding lesser djinn or effrit for up to 9 years, greater ones for up to a full year. These genii will be willing servants of the summoner for as long as the Grimoire is held, for it is a symbol of authority to them. They will go out of their way to defend the holder of the Grimoire from any danger, even from genii not under control of the Grimoire!

Since Sindraj is not overflowing with genii, it may be that they do not appreciate the existence of the Grimoire. An agreement or delicate balance of power may exist that allows Sindraj continued possession of this tome.

Makbar's Talisman and Chalice

These oricalcum works of art have no power by themselves, but when one drinks from the Chalice and wears the Talisman, their potency is revealed. The person gains Dweomercraeft in both General and one specific School at 91 STEEP. Full practitioner status is also granted in Dweomercraeft, as well as Priestcraeft if the bearer possesses that K/S Area. Combat abilities are also raised significantly, though to what extent is not entirely clear.

When drinking from the chalice, a quest must be named for the individual. If this quest advances the causes of Good, then the benefits are gained for the duration of the quest. If the quest is not pure, or the person deviates from its goals, utter destruction will be earned instead. Priests are usually chosen to use Makbar's Talisman and Chalice, as they usually gain the greatest benefits from the items and are least likely to stray from a given quest.

Because of the quest nature of these items, some claim that they originated in Lyonnesse, where the Chalice is better known as the Holy Grail. Most experts discount this claim, and Sindraj vehemently denies it, but that doesn't stop occasional pilgrimages of knights seeking to reclaim the Grail.

Stone of Passage

This obsidian obelisk supposedly is the product of an ancient civilization that rose soon after Atlantl. Its power is without question, although the Stone's limitations are not well known even to the rulers of Sindraj.

Any person touching the Stone of Passage may concentrate on any individual and instantly know their location. If desired, they may then travel to that individual within a single heartbeat, returning whenever they might desire. Though such power might invite assassinations or other criminal acts, the Stone is instead used to gather knowledge and speed communications.

It is rumored that the Stone allows travel through time as well as space, though this has not been confirmed. There have been a few in Sindraj who claim to have studied under masters long dead: Merlin, Da Vinci, and Confucius among others. This may be sheer sophistry or actually the work of the Stone.

More troubling is the claim that travel to the future is possible. Certain obscure legends state that the gods destroyed the Stone's creators and their entire civilization for stealing knowledge from the future. Other versions of this myth, equally troubling, close with the civilization destroying itself by meddling with its own past.

Tagholil

This scimitar's blade is made of gold and its hilt of glass, yet no force yet brought to bear against it has even scratched it. The warrior who wields Tagholil gains great speed, able to move and attack three times quicker than normal. The scimitar also grants a dodging factor of 60, making its wielder nearly impossible to hit.

Despite these formidable powers, combat prowess is not what makes Tagholil feared by entire armies. The blade can summon cyclones and control their movement. These cyclones carve paths of destruction through enemy forces, scattering them to be defeated by Sindraj regulars. Histories record that during a major battle against Hind, three twisters were summoned simultaneously during a sunny, cloudless day. The sight of these unnatural storms and the damage they wrought quickly brought about an end to the war.

Sinope

Seadepths Chest

This brassbound footlocker has been rumored to be no end of trouble for the unfortunate nation of Sinope. It has been on countless ships time and again that have sunk, by coincidence, at the furthest reaches from their home ports, causing large expenditures of money ensuring the item's retrieval lest it fall into enemy hands. It somehow, apparently, acts as an extradimensional transportation device, and is somehow linked to increasing skills at Seamanship, Naval Combat, Navigation, and Astronomy, although the ships bearing it sink anyway despite the bonuses in skills. It is widely rumored to be cursed among the common seafolk.

Solar Diadem

The Solar Diadem had many reputed powers, but its *actual* abilities are as yet truly unknown and undetermined, for many of this item's owners were of fantastic ability with Ethos of Sunlight or White Dweomercraeft. The former owner are also known for their contributions to their respective Heka Areas with unique Castings researched, developed and created solely by them. Thus usual rumors of this items abilities center around White Dweomercraeft, Ethos of Sunlight, Empyreal, and Positive Forces powers. According to several authorities on ancient battles, the item also reputedly causes the very air to solidify, including air present in enemy lungs, causing instant death or entrapment in the small area of effect. It is otherwise rumored to be a General Heka Reservoir of 777 points.

Sirmur

Pipe of Snares

This strange item is able to create a large number of snares and traps, all at a moment's notice. Rumor has it that the item also creates a beckoning tune, often causing an enemy to charge forth, falling prey to any number of the nasty traps that may spontaneously appear on the battlefield.

Slovia

Dejaiysk Crystallines

These finely carved items are well-known as general Heka Reservoirs of 100 to 250 point value, as well as allowing for the flux of Joss in battle to Slovia's advantage, draining 5% of enemy Joss per Crystalline used. It is rumored that this draining only takes 3 ATs time, no matter how many Crystallines are employed. It is also rumored that this item has as yet unused Temporal Powers as well.

Indomitable Beacon

A widely known source of Positive Heka, the unconquerable light of the Beacon can detect hostility approaching at incredible range, deflect baneful life/beings, cause harm using a concentrated Energy Bolt causing a base damage of 12d6 with exposure rolls per CT, burn targets with Crystal Fire for a base damage of 12d6 with exposure rolls per CT, shield allies with a glowing Forcewall, dispel Preternatural Castings on physical contact, heal allies with soft glowing rays of light, and occasionally cause Domination of enemy commanders of forces opposed to Slovia. It is well-guarded in a lighthouse in the capital city of Rostov.

Tome of the Chants Effication

This Tome is one of the most complete and thorough references on the use of chants, Heka-endowed items, symbols, and rituals. Most of these chants seem to center around protection of oneself against the onslaught of one's enemies, equivalent to Apotropaism castings of Grades X to XXIX, many with massive areas of effect or able to affect large numbers of people. Slovs are known to be well-protected and difficult to harm in mass combat with

respect to Heka; this has been attributed to wise and judicious use of this powerful item. It also has been said to be a general Heka Reservoir of 1500 points, and grants a +75 to Apotropaism STEEP, not limited by Mental Trait.

Sung

Eight-Blossom Shield

This shield needs a special type of garden to work correctly, one with lots of well grown, hand cared for trees along with many bushes, flowers, grasses, and several ponds. For the correct operation of the shield with the garden, 2 dozen workers, 4 dweomercraefters, and 1 green mage are required.

The shield itself is made of the wood from a tree native to Phaeree. It is stored inside of a wooden box hovering over one of the ponds in the garden. On the first day of Spring, the shield can be placed among the branches of one of the trees. The green mage and the 4 dweomercraefters then drain all of their Heka into the tree, and wait overnight. In the morning eight different treemen will come to life, ready to serve those who summoned them. They are Heka-users beyond that of humankind, and they are fifty times better warriors any normal soldier. They are at least 20 ft tall, but can shrink down to 10 feet tall. This shield may be one of the reasons why the Mongols had a hard time invading the Sung.

Favorable Wind Ear

This cruel and deceptive device has been used many times by the Sung military. This crystal ball sends forth, when desired, a silent gust of wind that carries into an enemy country where it deceives the leaders there into attacking at the worst possible moment. The Sung Generals like to use this item against an enemy they have already defeated in battle, so that they are forced into another battle which leaves their army completely destroyed.

Fix-Sea Staff

When I was visiting this country I heard about the story about the Fix-Sea Staff. Though it is odd indeed, I have heard the same tale from Saladin Qashini, another explorer. Take what you will from this story as I attempt to recall it for you.

It has been said that it was this Staff that helped fend off the Mongol invasions for so long. This Staff is made from green wood, and has a beautiful sky blue seashell crowning its top. Supposedly, when the right word is spoken the shell opens up, and the sound of the ocean can be heard. Seconds later, water begins to gush out of it. The Staff allows its user to do many things with this water, including: knocking an opponent down, attack as an elemental, and form a huge wall of water. It is said that the Staff can produce and control as much water as is in the ocean itself.

It has even been used, some people say, to teleport a user away by forming a pool of water which serves as a portal to the nearest ocean or sea. In a battle with the Mongols, a favored tactic of the Sung was to wait for the Mongols to ford a river, then over flood it and form a water cave around them so that they all would drown.

Lung Gong

This musical Gong is set upon a platform with wheels, and is usually wheeled into a large town of about 5,000 people. The priest of the palace strikes the Gong, and everyone in the town turns into a Heka-user of medium ability. This ability only lasts for a week and when the effect wears off, half of the people vanish.

Mirrors of Yang & Yin

This pair of large Mirrors stand in the Hall of Tongin in the palace of Min Shun Ti. They were once stolen by the White Lotus, a terrorist group. Together, they are quite remarkable, as I have witnessed myself. To use them, you have to stand in front of one Mirror and think of a person, then step through one of the Mirrors. You will immediately switch places with that person, who appears from the opposite Mirror. There is no way of getting back magically once you have been teleported. Furthermore, the person who is teleported to the Mirrors will become loyal to the Mirrors' owner, while the person who goes through will be loyal to whatever ruler exists there. A popular tactic is to send a common servant or soldier through and to bring back a strong wizard or official to the Sung side.

I have seen these items work myself and I quickly left after that, knowing that if I stayed too long they would want to use me to do a switch for them. Be wary the next time you get asked for no reason at all to be a guest at the royal Hall of Tongin.

Poison Fire Tube

This golden Tube is hollow in the inside, and looks as if it has no purpose at all. In fact, it is incredibly dangerous. There are probably several thousand of these things in the hands of Sung wizards. Each of these Tubes can hold one hundred sheets with Castings on them. When put inside, they vanish, and the right magick word is needed to get them out. Anybody not authorized to pick them up is surprised when the tube explodes into a ball of fire that spits streams of acid at them.

These tubes have been given as gifts to enemies. Once the tube explodes, there is no known way to get rid of the fire and acid if you do not know the correct word. It is said the Mongols have one of these things locked away in a sealed room, where the tube is still a ball of fire, spitting acid.

Svergie

Crystals of Cold

Svergie claims that these diamonds are used by its artists to create the fabulous life-like crystal statues famous in all Aeropa. They often fetch a great price from people eager to own one of these exotic pieces. Owners claim that the statues are so well done that the subjects seem to have been turned into ice while in motion.

I, however, know that these claims are far closer to the truth than anyone dares dream. Foreigners to Svergie disappear from time to time, about as frequently as these statues are made. Though all Castings reveal the statues to be nothing more than just that, I have heard reports of people recognizing missing relatives in the faces of these statues. It's a wonder I ever travel to the North.

Firetongue

When I caught a glimpse of this sword I thought it was broken, for it was nothing but a fancy golden hilt. When I heard that it was the Firetongue, I knew my first impression was very much mistaken. When drawn, the sword has a blade of flame hot enough to cut through steel. It is easy to believe the horrible tales veterans tell about the sword literally carving through whole ranks of soldiers.

If that were all Firetongue could do, I'm sure opposing armies wouldn't fear it nearly as much as they do. The sword can also shoot out flames and cause explosions of fire in the distance. I thought I saw one such battle from afar; it looked like a volcano was trying to rise out of a forest. It's one weakness, if my sources can be believed, is that it grants no protection to its wielder from its own flames.

Sovereign Horn

This Horn is feared by every ruler and is the dream of any leader of a revolution. Historians have told me that this item caused the final downfall of the Svergian empire by enabling a revolt against the king to succeed. Though initially the Horn was held in honor by the new populist leaders of Svergie, Ivarr III now guards it deep in some hidden vault.

I find it curious that the Sovereign Horn has the same powers attributed to it as Sheba's Lunarcrescent Sword. Perhaps they were made by the same person, or are related in some other way. Whatever the case, the Horn is said to cause hordes of people to rally to one's cause -- so long as it leads to the downfall of the current rulers of that country.

Personally, I don't believe these stories, as a ruler would surely destroy such an item rather than risk its use. I suspect that it can be used to cause revolts in other countries. Ivarr III might hope to use it to put rulers in power who would favor a new Russ-Svergie alliance. If Svergie ever attempted such a strategy, I imagine the entire region would be plunged into war.

Stormhammer

This item is actually an entire fort positioned at the southernmost tip of the nation. Stormhammer is visible from miles away at sea, because of the shine from its silvery walls. The fort gets its name from its manner of attack; any hostile ships approaching it are quickly sunk by small but very intense storms. These storms can be summoned at distances greater than 10 leagues. Hence, nations like Gotland hesitate to attack Svergie, for doing so would make sea trade with most of Aeropa impossible.

No one has been allowed to see the inside of Stormhammer. Even I have had my requests to visit denied; they even threatened to send storms after me if I approached! I have heard a few friends say that a single weapon is the source of the entire fort's power, and that it is kept there to prevent its theft. I'm not sure if I can believe such a tale, for Svergie would surely benefit more if such power could be moved wherever it was needed.

Wind Hat

This hat gives a singer a voice "like that of the gods". I have heard a concert given by one wearing this item, and was astounded by the vocal range and talent of the soloist. Others about me were dazed hours after the concert was finished. Some have said that the Hat makes one immortal, though I am certain that is because the quality of voice it grants sounds much the same from one person to the next.

What is strange, according to my friends, is that some singers have kept their incredible voice even when wearing no hat at all. Perhaps the public appearances of such singers, all wearing the "Wind Hat", actually do not have the true magickal item at all! It would explain, despite official claims that the Hat is only used to enhance operas and the like, the odd stories I have heard regarding Svergie's army. Survivors from some of Svergie's greatest victories have told about shouts loud enough to shatter stone walls, or Spellsongs the like of which no bard has ever sung. I'd be careful before invading Svergie, for I don't think I'd enjoy such an experience.

Talmark

Grid of Dual Energies

This item is in the employ of the "Society of Twelve", an exclusive circle of Magick, rather eclectic, but in the service of the government of Talmark. Its specific members are all government agents therefore. Some say that this item creates a balance between White and Black Dweomercraeft, and also between Ethos of Sunlight and Ethos of Gloomy Darkness, which thus enhances all abilities of Gray Dweomercraeft and those of Shadowy Darkness Ethos. Furthermore, some allege that the item is also a huge Heka Reservoir of some 12,000 points, regenerating 1,000 points every other hour. What is known is that users of this item have their Heka originate from both Positive and Negative Planes, making any effects of their spells more difficult to resist (2 DRs harder, in general) and more difficult to negate (usually Castings seem to negate one or the other, but not both positive and negative energies). The item will change the Heka to that not negated for the total cost of the casting, ensuring complete spell function.

Steingorm's Bag of Gaseous Formations

This plain burlap bag holds a mystical substance within its confines which self-regenerates every 24 hours. Reputedly those of master sculpting talent can mold the substance into various desired forms, and subsequently the forms become real physical substance. Many sages have objected to this rumor however, stating the permanence of such substances like Hekalite and oricalcum is inconceivable, and would give rise to the prominence of Heka-Forged devices in Talmark, a nation not otherwise known for its Heka-powered devices. A majority of these sages feel that the forms created by the bag, though able to harm Full Physical Manifestations, are themselves only a Partial Physical Manifestation, and thus are immune to non Heka-enchanted weaponry. Typically then the forms are of troops and soldiers, who, because they are only of Partial Physical Manifestation, are able to pass through walls and other barriers. It is unknown at this time which claim is true.

Tartary

Timur's Iron Chests

These famed ferrous chests were used by Tamerlane (Timur) in his numerous campaigns. Although exact legends obscure their function, it is theorized that they increase the amount of wealth that is placed therein, increasing the amount on a nightly basis.

Teutonia

Great Drum of Order

This large timpani drum is sounded during the longest day of the year. It is made of brass and can be heard for miles, echoing throughout the hills and valleys of Teutonia. For the year following the beating of the Drum, civil unrest is prevented within the country. The Drum has been used for 83 years, ever since the item was found. Its origin is unknown, though other nations have spent a great deal of effort in uncovering the Great Drum's secrets. Certainly, many nations would desire such an item, as not only has there not been any civil uprisings, but crimes committed by citizens of Teutonia have dropped sharply due to the effects of the Drum.

Impenetrable Helm

This Helm is part of a suit of full plate armor, which is of fine craftsmanship, and is shined to a mirror polish. The armor has the crest of Teutonia done in blood red with gold accents on its breastplate.

Although the armor provides magical Heka protection, the Helm is the true artifact. As long as the Helm is worn, one is impervious to Mental, Physical, and Spiritual damage. With the power of the Helm, the armor is protected from any type of damage, and cannot be removed without the consent of the one wearing it. It even provides nutrition and sustenance to anyone wearing it, eliminating the need for sleep, food, or even air.

The only known weakness possessed by the Helm is that one wearing it can be overwhelmed by shear numbers and restrained. This nearly happened in the year 923, when Prince Huphrey was pulled off his horse while wearing the Helm in battle. Only the quick action of his knights saved him and the Helm from being lost.

Throne of Teutonia

This well crafted throne is made of cherry and fine fruit woods. The crest of Teutonia is displayed prominently over the head rest, ornamented with gold leaf. It is in excellent condition, considering its age of over six centuries; its red velvet seat shows only nominal wear.

The throne was originally used by the rulers of Teutonia for defense against magical attack. During the mid 300s, there was an infiltration of witches in the royal court. The Inquisition was considered too risky a response to this threat, so the Throne was installed. Castings may not be used within 20 leagues of the Throne without the mental permission of the person seated there. Rulers approved certain spells, but the constant interruption of court led to a law to eliminate Castings within the capital city. This law

became a hindrance to Teutonia after a century of magical advancement on Ærth left Teutonia far behind.

Teutonia tried using different overseers for the Throne to allow greater magick use within the city. After a number of power struggles, the Ministry of Defense acquired the Throne. They monitor the use of Castings 24 hours a day, and fine anyone using Castings without government approval.

The awesome power of the Throne has been a great asset to the defense of the nation. However, magical research has been moved to remote sites. To compensate for this, Teutonia has waged war in hopes of gaining great magick, and spends much of its resources in the acquisition magickal items, castings, and artifacts from neighboring countries.

Unanswerable Demands of von Jungst

This script is a paragraph often read during government rallies. Its exact wording is uncertain and there is only one known copy. Apparently when heard, the audience is placed into a hypnotic trance. During this time, they are compelled to serve the country of Teutonia. There is no known protection against the Demands, which have caused the demise of many criminals and spies from other countries. It is also believed that any orders given after the Demands are followed without question, by anyone hearing them. The existence of this script have made many nations wary when negotiating treaties with Teutonia.

Thapsis

Circlet of Surrender

This item is aptly named, as it has caused the surrender of many an enemy army. The circlet is reputedly similar to a boomerang, and is thrown out over the enemy army in order to be activated. Once this is done, it selects an area and causes insanity in all the enemy personnel in that area of 6d6 intensity.

Hasshar's Spider Garb

Hasshar Spiderwoman, a famous hero of Thapsis, was renown for her abilities with nature and her capabilities with spirits. Although suspected of being a Moonlight priestess, it is well-documented that Hasshar of the Spiders did not represent any particular religion; for this reason it is thought that she was in truth a Green Dweomercraefter. Of her prowess in Mediumship, there is no debate, and many recognize Hasshar Arachnid-Friend as among the finest of Soothsayers that ever walked Ærth. It is said much of her powers used during her life have been absorbed into her robes, loosely knit, appearing sheer/thin and nearly web-like, and fastened by a clip in the form of a spider in the front neckline. Reputedly the item summons hordes of poisonous arachnids, and can even summon monstrous variants from Phaeree; the user then may control them to do his/her bidding.

Sickledag Weapon

This item legendarily is composed of the shattered pieces of one of Hel's Scythes of Death. It causes 10d6 damage, is +25 to BAC, must always draw blood when raised in combat (even if just to parry), as in non-parriable itself. According to older tales, its mere presence on the battlefield causes paralysis in 30 to 50% of the enemy troops, clearly swaying the combat odds in the wielder's favor. It is unknown if this is just propaganda, or this in fact represents a real power of this item.

Thrace

Hundred Surpessions Scroll

This item has long been in Thraces' arsenal of protective devices, and has been cause for hesitancy on more than one ruler's part to anger the Powers That Be in Thrace. The fear and hesitancy of all these people is caused by the alleged power of the item to cause suppression of 100 wills in any force attacking Thrace, which somehow, by lucky coincidence (yeah right!) always end up being the key figures leading forces against Thrace, resulting in mutiny, rout, or simple betrayal/treason on the enemy's part. Because of the unpredictable and chaotic nature of this item, most forces have decided to settle their disputes with Thrace in a peaceful manner.

Orb of Inspiration

This item acts as a focus for the areas of Mysticism and Mediumship, allowing both areas to function as if + 100 to STEEP or at a base of 41 if the K/S Areas are not otherwise possessed. Some also allege that the item can be used in Sorcery as well. In any case, functions in which the item is used are all performed as if 4 Drs easier, and includes such skills as seances, mystic visions, and communication with the Spiritworld. The orb serves as the focal point in such activities. It also, according to popular legend, serves as a regenerating Joss Pool of 3 Joss/day, a general Heka Reservoir (400 Heka limit) and an "attuned" gem for any number of Mystics who may care to use it simultaneously.

Thuringia

Angurvadel

This sword was made by several of the legendary Heka-Forging Dwarves of Norse legend fame, who

then gave it to Thor, who in return gave it to the state of Thuringia. Although its precise powers are unknown, it is rumored to have powers dealing with strength, defense, storms and weather, war, battle, and courage.

Eleven Banned Symbols

Reputedly these symbols of Conjuration harness the power of the forces of Fire, Water, Ærth, Air, Negative Forces, Positive Forces, Empyreal Energy, Pandemonial Energy, Astral Energy, Panprobability, and Temporal Energy. It is well-known that Conjurers in the employ of Thuringia have been much more powerful than otherwise supposed for their training. About the specific powers, little can be said, although it is rumored that the mighty Runemasters of Thuringia are also able to use these potent Symbols.

Iron Truncheon

This iron baton, when used in combat situations, causes a sizable number to be petrified (in a limited area of effect) per BT. Local sages also tell that this item grants great prowess in all 4 combat abilities as well as Weapons, Special Skills, Arms & Armor, and Smithing/Welding.

Temporal Valves

This set of valves reputedly allows the user somehow to alter the flow of time to his/her desire, allowing rejuvenation, past/future sight, and time stasis as well as controlling the speed of forward or reverse time flow.

Tibet

Dud Skull

This Skull is an alien's skull which appears to be a cross between a primate and a tyrannosaurus. The Skull is preserved by a metallic coating of an unknown alloy. When activated, the Skull banishes any malign spirit and prevents all spiritual attacks within a 100 mile radius. Nothing else is known about this artifact.

Fiend Horn

This Horn is made of a black cone-shape animal horn. While the Horn appears to be of Phaeree origin, it is most likely from the skull of a fiend. The purpose of the Horn is to destroy other-planar beings. When blown, a cone of gray, shifting light is projected for a distance of several chains. All extra-planar beings are destroyed -- as if erased from existence. The size of the cone is dependent on the Heka expended when the Horn is used.

Iron Divining Wheel

The Wheel is a round wheel used to divine certain outcomes. It is roughly 5' in diameter and covered in runes. Divination STEEPs are effectively doubled when this device is spun in conjunction with a Casting.

The Divining Wheel also is capable of producing three-dimensional images of remote areas in a manner similar but superior to crystal balls or magic mirrors. Individuals so viewed may be mentally probed, attacked mentally, or even given hypnotic suggestions.

Lotus Jewel

This is a black flower six inches in diameter, crafted of onyx with veins and leaves of jade. It is difficult to say how such a perfect carving could have been made without the aid of Phaeree magick. The Lotus has the ability to summon and the consciousness of an individual, either living or dead. An entity within the Jewel has access to their normal store of Heka plus an additional 2000 points, and possesses double their former Heka Aperture. It has been used by the previous Grand High Lama to protect and teach the present Grand Lama. In desperate or dangerous missions, the Lotus Jewel has been sent along as both advisor and protector.

The flower is said to be a gift from a great Adshee over two millennia ago. It is said to be capable of stealing the soul of an unwilling person, but has not been used for that purpose. It is considered the greatest honor to be lent the Lotus, and considered the highest trust and importance to be placed on a mission requiring such aid.

Nine Solution Vial

This decanter appears of be made of a glazed ceramic in an oriental style. Pictures of lakes, rivers, and streams adorn its side. The Vial produces nine Heka-engendered solutions per day. These are especially valuable to Heka forgers, alchemists, and herbalists for they produce special successes whenever used in their formulas or operations.

Thrice Locked Tome

This tome holds the secret of longevity and immortality. It is written in an ancient language and the cover is made of an unknown leather. Three brass locks hold the binding closed. Although the tome was discovered nearly a millennium ago, the Tome's title has only recently been deciphered to read "Libram Arcana Life Everlasting."

The Took has some wicked defenses. Anyone scrying its contents must roll against MMCap at a DR of Extreme or be disintegrated. Any attempt to open one of the three locks requires a similar roll, with the

same results for failure. While a few rare individuals have managed to divine some meaning from the Tome, its cover's recent translation was required to verify its purpose and history. A book with such a title was rumored to have been held by the first Emperor of Azir two millennia before the Fall, but was lost, and the keys to its locks scattered across the continent.

At this time, only one key has been located, and none dare divine where the other two are. Attempts to create duplicate keys have been futile, while the search for the two keys have lasted nearly five centuries.

Tirhut

Beads of Factions

This necklace of fine gems (some rumor it to be of seashells), when used to meditate and pray in a fashion that is proper for the particular caste of the user, will create dissent and discord among the user's enemies. It does this with unfailing accuracy, and swiftly too, affecting its targets within minutes to hours. This has aided Tirhut in several military campaigns and also has been of assistance in treaty negotiations.

Scroll of the Master Tiger

This several volume Scroll is the equivalent of a master text, done in scroll form, of the virtues and powers of electromagnetism and gravity and their application in archetypal Casting form. Many have declared its ideas heretical as it advocated separation from traditional Elemental Dweomercraeft School and thus creation of a new School of Dweomercraeft: Fluorescent Orange. (Or was it Electric Blue?) A few reclusive and otherwise unnoteworthy sages believe this book instead pertains to the arts of meditation, unarmed combat (both lethal and non-lethal types), and sensory enhancement (similar to Hyperaesthesia, but more powerful), and thus consider the Scroll to be a master treatise on Yoga. Its origins are unknown.

Tongking

Dragontiger Helms

These Helms were made in small profusion to well-equip one unit of the Tongking military forces. They are rumored to be endowed with the ability to mimic the Hour of the Dragon archetypal Casting, but also contain mystical powers granted by the colored Dragons of the Celestial Court. Some are even rumored to allow shapeshifting to the form of a Dragon, while others grant flight, and still others grant different powers. The exact number of these Helms is not known; several well-known foreign intelligence services place the number at 56.

Jeweled Serpent

This black silk shirt is bejeweled with some of the finest jewels in the Orient. According to common folk legend, this shirt provides the wearer with invulnerability to all weapons, enchanted or no, and all hand-to-hand lethal and non-lethal attacks. It reputedly also eases meditation, boosts skills in Yoga and enhances some Mysticism skills.

Thunderbolt Sword

The blade of this Sword has a jagged edge much like a lightning bolt. Many historians agree that not only does the sword do physical damage, but that it also does electrical damage as well. Some credit it with capabilities of summoning fierce electrical storms under control of the wielder, with thunderbolts that frighten causing failure of morale, as well as lightning that strikes whole companies dead.

Two Madness Bag

This bag produces two types of contagious insanity, that is, insanity that may be spread easily as a disease. The first is that of psychotic schizophrenic paranoia, corrupting its victims to believe all are against them, with matching illusions/hallucinations to enhance the insanity. The second is a severe catatonia, with those affected caring about little or nothing, and thus easily being overcome by those who might accost them. There are some that state these two insanities are one and the same, and that the "real" second type of insanity granted by the Bag is a battle-fury lust clinically best defined as a homicidal mania.

Two further details need mention: (1) contagiousness = 90% with STR = 300 for both forms of insanity; (2) allies of the user are immune to the illness. (but woe to any spies!!!!)

Transylvania

Staraxe

This prominent axe was created in the 2nd century for Count Riendalf to prevent undead creatures from escaping Transylvania. The axe itself has a haft of steel and a blade made entirely of star granite -- a rock unique to Transylvania and found in bedrock under almost the entire country. Star granite is so named because the colored inclusions on the black granite surface looks like the stars on a clear night. The Staraxe is quite heavy, requiring a PMpow of at least 20 to wield it properly.

Any undead walking above star granite falls under the great dweomer of the axe, and may not escape to land which does not contain star granite. When an undead creature attempts to leave such ground, the Staraxe appears and bathes the creature with light and

heat as intense as the sun's own. Count Riendalf was the only person able to wield the axe, and is rumored to appear with it when it appears. He is said to have taken undead form to better fulfill his oath to protect innocent mortals from the wrath of the Netherworld.

Whether these rumors are true or not, confirmed reports from neighboring nations state that bright flashes of light have been seen near the borders of Transylvania. Official sources claim these are nothing more than meteors.

Talisman of Darkforce

The Talisman is an ornately carved ebony bone with a human skull on one end. Closer examination reveals that it is in fact made of metal instead of bone, with two glowing rubies in the eye sockets of the skull.

The Talisman taps into the Abyssal Plane, allowing its wielder access to practically unlimited amounts of negative Heka. This Heka can be used to power any Casting which the wielder knows. Though this substitutes for any use of personal Heka, there is a cost. First, depending on the type of Casting, the Effect will be twisted by negative Heka toward darkness, death and destruction. The more opposed the plane from which the Casting ordinarily draws its power, the greater the change in the Effect. Secondly, the Talisman will destroy surrounding life as a side effect of its use to power a Casting. This destruction is proportional to the Grade of the Casting; in one instance, the Talisman destroyed an entire forest while powering a Grade IX Casting.

The Talisman can also summon and control Netherealm or undead creatures. This function draws upon the owner's personal spirit, causing spiritual damage and risking soul death upon its use. It is said the Talisman has a spirit which will possess those who look into its ruby eyes. No one has ever lived to dispute this rumor, though its past owners all have tended toward the same malicious and evil deeds.

Writings of Morglos

These books are the greatest creations of Morglos, chronicling his fall into insanity and his attempts to make up for the horrors he helped create. A master of alchemy, dweomercraeft, mediumship, necromancy, and sorcery, Morglos began his work in an attempt to bring back his family, who had died in a terrible fire. The strain of the experimentation broke his mind, as he abandoned the raising of the dead to instead work on creating undead abominations made from dead flesh.

Years of such work finally produced the set of books known as *The Creation*. The individual tomes are called: *Creating the Link to Netherworld*, *Creating the Netherbody*, *Creation and Anointment of Power*, *and Creating the Undead Vessel*. Use of the powerful Castings and operations recorded here enable one to fashion golems from dead flesh, create undead which feed off of the living, and even the transfer of spirits into an inanimate golem body. Using this collected knowledge, Morglos and his assistants released horrible creatures who terrorized the populous, all in an attempt to bring loved ones back to life.

Eventually, Morglos saw the destruction his work had caused to his home country and regained his sanity. To atone for what he had done, he abandoned his research and instead studied exorcism and other means of destroying the undead. He was killed before he could destroy all his vile creations, either by the government who feared that Morglos was still creating the horrible monsters, or by powerful Netherbeings who did not want to lose their power over the region. However, Morglos' master scribe Homglum managed to assemble his later work into a set of tomes knows as *The Destruction*. The titles of these books include: *Incantations of Destroying the Everliving*, *Destruction of a Lich*, *Destruction of the Fanged*, *The Dismemberment of Those Animated*, and *Undead Decay Castings*. (The last released bound spirits to their final rest)

Some of Morglos' creatures have survived to terrorize the citizens of Transylvania. Thus, the name of Morglos is still spoken as a curse (if at all) and his works viewed as an abomination. It is not known where the Writings are kept, as even the beneficial books would be burned by people afraid of another epidemic of undead.

Trebizond

Astral Conveyance

This locket is made of fine platinum laden with diamonds; worth a small fortune in craftsmanship alone. It is oval shaped with carvings depicting wind and water on front and back. The gems are held by a fine wire mesh in such a way that they may be moved and manipulated. The locket can be opened to reveal two vortexes on its inner faces. When touched, one vortex takes the traveler to a different Plane, the other allows a return to the traveler's Plane of origin.

Wearing the Conveyance confers the ability to survive in any of the alternate Planes it can reach. It is believed, with a great deal of additional Heka, a traveler may take companions, but this is not certain. Currently the Astral Conveyance is on display in the museum at Castle Fortitude of Duke Grandeaous II. It has not been used for nearly two centuries, as the proper gem configurations have been forgotten. It is displayed in a glass case, open to show the vortexes to prove its authenticity.

Hekaheart

This is a large agate cut in the shape of a cartioid, or heart. On the surface of the three foot gem are thousands of crystals, glimmering in the light. The Hekaheart is a large regenerating Heka Reservoir with a capacity of at least 20,000 Heka. The crystals may be grown and removed, and serve as sources of up to 10,000 Heka. Accomplished sculptors may cause the crystals to grow to any desired form through use of mind, spirit, and Heka. The fabulous crystal statuettes are almost pure Heka, and melt away once the Heka within them is used. A partially drained crystal may be touched to the Hekaheart to restore its full Heka capacity; otherwise they may not be recharged.

Years ago, Trebizond gave away these statuettes as gifts to foreign ambassadors when they believed them to be beautiful, but useless. Now that their true power is known, the country closely guards both the Hekaheart and all statuettes made from it. From time to time, the statuettes have been given to heroes who have performed great deeds for Trebizond.

Igar's Smokesring

This unique item remains an enigma. Below Castle Pertenes, within the largest dungeon, lies a perfectly circular ring of smoke. The smoke varies in hue from light blue to dark gray or black. Usually, it has a combination of colors giving it a marbled appearance. The Smokesring gives off neither smell nor heat, but instead radiates a great deal of positive and negative Heka.

The Smokesring is named after the guard Igar, who was the sole surviving witness to its creation. Unfortunately, he died hours after he was discovered, and those searching the castle could not see him but could only hear his voice. Igar raved about the death and madness caused by the glowing ring of smoke.

Igar's Smokesring is a source of random magickal Effects for anyone who touches it. Some of these Effects are relatively benign, such as change of skin and hair color, height or sex. The Smokesring also has totally disfigured individuals and even made a few completely disappear! On the other hand, several miraculous changes have been caused by this item. One person became a full practitioner simply by touch, while another was healed of leprosy. As yet, no clear pattern or control mechanism has been discovered. While the Smokesring is an item of great potential, only fools or desperate people dare to approach it.

Iron Alternatives of Xanadides

These are shackles of unsurpassed quality meant to secure the arms, legs and neck of a prisoner. Separate but integral to the item are two arm bands meant to be worn on the forearms. All this appears to be made of fine polished steel.

Xanadides was a cruel ruler who especially enjoyed the suffering of prisoners being tortured. The Iron Alternatives were his favorite means of torture, which he used to inflict pain on those close to the prisoner. The arm bands enabled Xanadides to transform into the person bound by the shackles -- gaining the appearance, memories, and skills of the prisoner. Thus changed, he could assume that person's life and ruin both family and reputation. Even if the prisoner was allowed to live, he found no welcome upon his return.

Xanadides finally died, and the Iron Alternatives were seized by Trebizond's military. It is unknown how this powerful item is currently being used.

Meteorswand

This copper wand has no distinguishing marks or symbols, except that it is more shiny at one end, indicating where it is grasped. This probably has prevented a number of burns, as the other end is very hot to the touch -- hot enough to ignite dry combustibles.

The Meteorswand is used to ignite and extinguish fires. In competent hands, it can control natural fires, summon fire elementals, and cause lava to erupt from the ground. As its name suggests, the Meteorswand can even be used to direct flaming meteors to strike a target. This last attack form is renown for ending long sieges and wars. Anywhere from 4 to 10 square miles of terrain is completely devastated by the attack, leaving almost nothing alive in its path.

At the present time it is believed that an elite adventuring group is using the wand to rid the country of an invasion of wererats. Sir Cicero of the First Dwarven Command is leading the expedition, accompanied by Fr. Thomas, Chord the Boy Wonder, General Kala Stoh, and the aged Mistress of Magick, Gabriella.

Tripolis

Adamantine Ram

The Adamantine Ram is in large part responsible for Tripolis' reputation as a sea power. By itself, it has no apparent use, but when attached to the front of a ship the Ram's true power is revealed. The ship with this device attached is invulnerable to any physical assault, both mundane and magickal in nature. Even Supernatural-level Heka attacks have failed to scratch the hull of such a ship. The Ram is also capable of cutting through solid objects as easily as through water. Reefs, stone, and enemy ships will not even slow down a ship equipped with the Ram. This item

has turned the Tripolis Navy into a force to be feared by pirates and nations alike, as it is impossible to determine if a ship is equipped with the Ram until it begins its rampage through enemy fleets.

Despite the obvious power the Ram provides, Tripolis has been reluctant to use it in anything but hit-and-run situations. It has been speculated that, while the ship may be invulnerable to attack, the crew is provided no special protection by the Ram, other than cover behind the ship's hull.

Anything Wheel

The Anything Wheel looks very similar to a roulette wheel, except that designs very similar to the various tarot cards replace the red and black numbers. In addition, the stakes gambled at this Wheel are substantially higher. This item can be used to decide the resolution of any current dilemma - save one created by previous use of the Wheel. The figure that the Wheel stops at will determine how the dilemma will be resolved. Beneficial and baneful resolutions are equally likely, and this probability cannot be altered by any Castings or other outside influences.

Only the noble families of Tripolis have access to the Anything Wheel, and it is frequently used for petty palace intrigue. However, the Wheel has very rarely been consulted for national crises, as it favors more extreme results when more is at stake. One unlucky spin in such a circumstance could bring the downfall of the entire nation.

Hughard's Cosmic Clock

This wonder is rumored to be hidden somewhere within Tripolis by one of the secret societies active there. The Cosmic Clock is a huge astrolabe of incredible complexity. It is said that every heavenly body - from planets and moons to stars and comets - are charted and tracked by this instrument.

When operated by a team of master Astrologers, the Clock will allow travel through time itself. Such travel is accomplished by exact positioning of the instrument to represent the skies as they would appear at the destination's time and place. A reversal of this process will allow a time traveler to return to the Clock. Needless to say, this is dangerous to attempt. Both the calculations required and the instrument's operation are performed at a DR of Extreme. Missteps usually result in the untimely demise of the would-be time traveler.

Authorities in the secret societies of Ærth think that the Eternal Vigilance Union, a group convinced that dark forces are conspiring to take over Ærth governments, possesses this device. For now, they are using the Clock to seek evidence of this conspiracy in other times, despite the heavy casualties suffered. However, serious consequences may occur if they adopt a more active policy in their use of this item.

Eighth Object of Entropy

Though the government denies it vigorously, many suspect Tripolis has possession of this artifact. It is reputed to be a block of lodestone, with a number of indecipherable runes faintly visible on its surface.

If the local sages can be believed, this device absorbs a wide variety of energy, converting it into negative Heka for use by the one controlling the Object. Heka, light, and even life can be converted into negative Heka by this Object. Confirmation of this information is impossible, as no record of this item's use exists.

Some Heka-users of Tripoly have demanded the destruction of this Object of Entropy, claiming that it is drawing on local Heka sources. Though this may be out of simple paranoia, it also gives credence to the legend which claims that the Objects of Entropy would eventually become capable of summoning its Entital creator from his prison. Once accomplished, the pair would once again take up the battle to destroy the multiverse.

Turkistan

Atayad's Cosmic Palette

This set of items includes a Heka-endowed palette, pigments, and a magickal crystal sphere representation of the heavens and all the constellations. It is said that an Astrologer of surpassing and pioneer level Painting skill may alter the skies (and thus the future) by painting the desired celestial event on the portion of the sphere representing the visible heavens centered at the location of the desired event. (Thus if I desire an event to happen in Pisa, I would paint the Sphere in the portion of the skies normally visible in Pisa at night for that time of year.) Thus, the Astrologer may alter horoscopes and Astrological divining, making comets appear, supernovae explode, meteor showers occur, as well as many other Astronomical phenomena. As hinted above, these effects may be produced Ærth-wide, or the phenomena may be limited to one location only.

Beads of Supernatural Conduit

Meditation upon this necklace of beans (unknown beans of Phaeree origin) has been purported to confer several Supernatural powers, including Supernatural Joss, Supernatural Heka, Supernatural Attractiveness, access to Supernatural Planes, and several Supernatural Castings. The bane of the item lies in the Supernatural Counter-Quirks associated with it.

Dreamdust Staff

This Staff has been handy in several major military campaigns, proving effective at placing a large number of enemy troops to sleep. (M Trait at DR Extreme to resist) It also, according to several well-publicized high level information leaks, causes prophetic dreams and admonishing mystical visions, raising Fortune Telling, Divination, and Mysticism STEEPs. The exact nature of this bonus is unknown.

Tuscany

Diaboldi's Mimic

Little is known about this secret weapon of Tuscany, with the exception of its amazing powers to surprise. Apparently the item can blend in anywhere, is impossible to scry or divine, can use any mode of transportation (including Astral and Ethereal travel), and can hold up to 20 occupants at the same time. This is all according to common folklore however, and may easily be a falsehood or exaggeration.

Rainbow Alembics

These items are powerful in the way of Alchemy, and reputedly have powers of Celestial origin as well. Those who have viewed the Alembics give differing descriptions of their exact colors, material composition, and engraving/adornments. Each, however, does agree that each Alembic is a Reservoir of 50-200 Heka for Alchemical operations only, and that each grants a bonus to any attempted Alchemy operation. The exact nature of the bonus is unclear, but is rumored to apply to STEEP, the DR attempted, or to the actual dice roll. By common legend, there are 7 flasks matching the colors of the rainbow that pour forth potions of grades X-XXIX power 7 times daily; Tuscany has declined to comment on such rumors. Some have speculated that the veracity of all of Tuscany's public edicts stem as a side effect of this item; i.e. they are unable to issue false statements in public. Perhaps this explains why officials have declined comment.

Ukrimia

Four Rings of Strovkivar

These four rings allow the wearer to alter one of the Four Basic Elements of Alchemy. Therefore, when used in combination, the Four Rings allow transmutation of any one substance into any other. The effect of any one individual ring is usually quite devastating and lethal. Consider altering the amount of Water in a human (or the amount of Fire, Earth, or Air), or altering the amount of Fire or Air in a Rock to make it explode, or using all Four Rings together to alter a plain object such as a lump of coal into a diamond, platinum, oricalcum, or Hekalite? I think the power of these rings is quite easily shown.

Perhaps rumor only, but several people have recently come from Ukrimia telling strange tales of unnatural effects called "myutaishuns" that some of the citizens there seem to be acquiring, and seem to blame these effects on the Rings. This may be either a large scale effect of the Rings, or a side-effect of its abuse. Many neighboring nations have vowed to send "observers" to find out the truth of the matter.

Seaboots of Jason

These famous items have been passed down from generation to generation from the famous hero Jason. Of their exact abilities, however, none can say, for Jason was under the protection of Hera as well as being a known fraternizer of witches, priestesses, and mages, all of whom could have caused several of the legendary feats (pun intended) which are otherwise commonly attributed to the Boots. In any case, a majority of the sages allege that the Boots enabled Jason to escape the crashing rocks of Scylla and Carybdis, but many sages disagree with this. Others theorize a Sea God gave these Boots to Jason as a bequest to one of Jason's powerful (Immortal) allies, but few legends support this rumor. Their true powers are unknown.

Venice

Gem of Wit

Envious leaders from nearby countries attribute the charm and savoire faire possessed by the Lord of Venice to this item. All that is known about the Gem's physical appearance is that it is a fine emerald set in a piece of jewelry, though the Lord's obsession with emeralds makes singling out the correct stone a difficult proposition.

Though the Gem of Wit does not grant any bonuses to STEEP, its wearer simply *cannot* fail a check in a socially oriented K/S Area. However, this ability is only active when the wearer is actively interacting socially with others. Those speaking with the wearer of this item will inevitably find themselves liking this person, and agreeing with them in an attempt to match the wearer's cleverness. Much to their dismay, foreign ambassadors have later realized that they agreed to binding treaties with Venice during an informal social gathering.

Infallible Impressor

Certain nearby nations are suspected of hiring expert thieves in an attempt to relieve the Lord of Venice of one or more of the items in his possession,

for the combination of the Gem of Wit and the Infallible Impressor makes uninfluenced conversation with him practically impossible.

The Infallible Impressor is a monocle sometimes worn by the Lord of Venice. When a person meets the gaze of one wearing the monocle, they will be dazed as if looking upon someone with an extremely high Attractiveness. This dazing Effect can only be avoided by not meeting the gaze of the wearer. Even then, those successfully avoiding the gaze feel a sense of inferiority to the wearer, and are in awe of the wearer's social standing and position.

When combined with the Gem of Wit, the Lord of Venice has used the powers of this item to dictate terms of treaties, even when dealing with representatives of much more powerful nations. Ægypt has not had this difficulty, leading to speculation that there is either a defense against these items, or at least that the Lord of Venice isn't foolish enough to risk war with the Ægyptian Empire.

Vlachia

Prism of Eight Rays

The Prism of Eight Rays is said to be hidden in a tower on a lone hill overlooking Bucharest. No one has been allowed to approach, but sages have surmised that inside are an array of Heka-Forged mirrors, positioned so that the beams emanating from this crystal can be aimed in any direction from the top of the tower. These beams can be focused narrowly or allowed to cover a large area, though the range and effect is surely reduced in the latter case.

Though the exact size of the Prism is unknown, legends hint that it is linked to the eight Preternatural Planes, and that each side has a different power. Historical archives have recorded the use of only three of the Prism's lesser powers, as Vlachia has been careful not to reveal the full power of this artifact.

The side associated with Positive energy was once used to completely heal Vlachian forces falling before an Unseelie raiding party. A beam of Ærth aided the building of Bucharest's city wall by reversing gravity around the massive stone blocks used in its construction. Finally, a revolt within the city was quickly ended when the Prism's Æthereal beam instantly transported its leader to the Negative Plane, where he presumably expired.

Seeking Dart

Most darts, no matter how heavily enchanted, would not merit the respect granted the great relics possessed by other countries. However, the Seeking Dart is not a weapon as the name implies, but instead possesses incredible divination abilities. The Dart will locate anything its owner wishes to find, even when only a rough description of the person or object is known. Not only will the Dart choose the best possible route, but it will also lead its owner to items necessary to avoid dangers or overcome obstacles along the way.

It is said that this item is in the possession of an elderly Baron who is a retired explorer. Some say that this explorer found the fabled Fountain of Youth with the aid of the Dart a century ago. More believable accounts state that the Baron only wished to find a means to extend his life, and obtained a less notable source of such magick.

Xalissa

Antikau Current

This is a sentient wave of enormous volume. It was one thought to be an elemental king, but has since been found to be much more. Within it an entire ecosystem of life thrives and grows. Mere-creatures, sea-creatures, and the like live within its realms, hidden from the rest of the world. The wave has protected the Isles from time to time by calming waters in the height of a storm for allies, or crushing the enemies of Atlantl by causing waterspouts and tidal waves.

Beoctal's Hatchway

Gestation periods near this rock formation appear to be one tenth of the normal time. No one can say why this is, but the effect has been counter-balanced by the number of predators in the area. Traveling nearby is highly dangerous since there has also been confirmed sightings of a dragon.

Folio of Non-Dimensional Folds

This is a portal to the outer dimensions. It has been more of a nuisance than a benefit, since it cannot be detected and has a tendency to move under its own volition. Many people have simply disappeared into the Folio. In times of trouble, however, it has the uncanny knack to summon forth beings of incredible abilities and power. This is especially helpful when fighting powers of the Ancient and Nameless One.

Pandemonic Rod

[Ed. note: The following is typed correctly, with distorted text representing the effects of the item.]

OrigiNALLY THIS WAS THOUGht to be a control mechanism of the Pan d e m o n i c Machine, however,wheNEVER CONTACT WAS MAde wiht the machine certain chaos ensured. It is believed the same beinG WITCH CReated the Pandemonic Machine, created the Rod. Little written infor295ion is available because the magik which powers the rod

has the abilit]y 2 destroy antything written 4bout it. Appprently the rod is a Rod of Poly1m0o2r9p3hing entities into any ohter known lifeforem. It ws md smtme much later tahn teh machinge, but yet i.....y have some effect or meanS of conTOLLINg the machine which has not bn determinnnnned. Another mane abiltiy it sa; k dghm ".>+4("?"b-89aDhdfjh 7 890&:"

Primal Planetary Models

These ancient mechanized models demonstrate the planetary relationship with the stars, galaxy, and constellations. They are permanent structures and appear to be animated with the power of the heavens. Most of the structure is made of iron alloys and consumes many rooms of the Castle Drachronus. Within the globes and structure it is rumored that there are as many gems as stars in the sky, but the structures are carefully guarded by the best Astrologers in the world. Astrology castings there are 2 DRs easier, and persons can be trained using these facilities at half the usual cost and time. This Castle is considered to be an extended campus for the University Da Plurda con Pumptum O'Curisadad De Astronemica - a famous Atlantl school.

Yarbay

Infinitely Faceted Crystal

The magickal properties of this gem are still not understood. In the past, it has aided spell casters in many ways. For some possessors of the Crystal, it has illuminated the use of components. Others have found that they can acquire new Castings, yet others have experienced the abilities of totally new Heka-producing areas. The effects have remained permanently. However, someone started a rumor that claims some of the facets were disappearing and the gem was shrinking. The scare caused the gem to be locked in a museum as a national treasure where viewers can marvel at its beauty rather than its powers.

Lionblades of Yathbir

These blades of exceptional quality have been rumored to exist from the dawn of time. They are curved swords, with metallic hilts depicting claws opening up toward the blade and the head and mane of a lion along the hilt. The blades convey leadership ability upon those who wield them. Like lions over their kingdom, these blades are made for normal fighters, rulers, and conquerors of men.

Yathbir owned three such blades he acquired from conquest and united the country of Yarbay. He bestowed them to his three sons, who became rulers of their own, and none have challenged the throne for many generations. Since this time, little attention was given to the swords as they were thought to be purely ceremonial, until a fourth sword was found by a slave in a gem mine a few decades ago. The other slaves rallied around this person immediately, and a slave rebellion overthrew the local faction. Today, the fourth sword is in the hands of Pot'tsed the Freeman and he has established himself a threat to the Yathbir rulership. Both political parties have openly hired and contracted excavators and researchers in hopes to be the first to find a fifth sword, if it exists.

Sequela Ineffable

The physical nature of this item is not describable or tangible. Some say that it is an invisible gaseous cloud without odor. Others say it is simply a feeling or a thought that is transferred and controlled by a single person. No one seems to be sure. Its effects, however, are harshly felt. According to reports, it has the capacity to wipe out entire villages and cities. The Sequela Ineffable infects all it touches with a mysterious disease. which slowly dissolves the individual from the intellect as the nerves, and then the body, disappear. There is no known cure, and only one known to survive, although unconfirmed rumors tell of others who have lived.

The sole survivor holds the secret of the item, and is somehow immortal because of it. Many people have called this person various forms and derivations of Death and Plague, but the most ancient records name him Jin'thal The Lost. For centuries he looted and took from those destroyed by the Sequela, until he became insane with greed and loneliness.

All original texts concerning the origin of this item state that it was found by a small party of young men next to a tablet. An ensuing fight of ownership began. The tablet told of how the item was capable of creating great paradise or horrific hell. During the fight, the tablet fell off a ledge and was destroyed.

Now there are many stories with this item of destruction and its mysterious controller. One states of a great caravan housing all the treasures of his paths - including The Torsion Pulley, The Cleft Arm of Togonthian, and The Pillar of Faith. Another tale states he avenges those who have devoted their life to free the oppressed. Still others feel the effects are deity related and have nothing to do with an item.

Sulmunem's Tapestry

This is the greatest treasure of Sulmunem. It appears to be a woven Tapestry of some high quality cloth, ready to be stained and painted. Anything painted on the Tapestry comes to pass. Thus if a portrait of a victory is painted, then it will occur just as it is painted. Great effort has been made to find the

finest dyes, paints, and artists. Once the Tapestry is completed, it must be exposed to the moonlight on the longest night of the year. The interpretation of the Tapestry is very meticulous to detail, thus only the best artists are allowed to work on it.

Ys

Flux Lever

An exact description of this artifact is unknown, but it is surely the source of one of Ys' most powerful defenses. It is said that the Flux Lever draws upon the Plane of Air to produce walls of electricity. These walls can stretch for tens of leagues; enough to cover the entire border with Brettony. It is uncertain how intense these barriers are or how long they can be maintained, as Ys has never used the Flux Lever to its maximum capacity.

The most impressive barriers created with the Lever have been along ancient stone pillars located south of the city. Sages speculate that this is more than coincidence, and that these monuments enhance or even supply power to the Flux Lever.

Moon Pearl

Though Ys would appear vulnerable to an attack by sea, invaders have learned the hard way about the formidable defense provided by the Moon Pearl. The Pearl has incredible influence on the tides and oceans, able to affect them miles away from its location. Thus seas can be calmed from the effects of a storm, and the tides lessened to prevent grounding of vessels leaving Ys' port.

However, no historian makes light of the Pearl's power. Centuries ago, a fleet of ships was gathered on the other side of the English Channel, with the intention of closing a blockade on Ys and bring about its capture. Just when the ships were about to leave shore, a tidal wave struck, destroying every ship and killing most of the men aboard.

First Object of Entropy

This blackened rod of oricalcum and adamantine has been in the city of Ys since its founding. It may have been carried by one of the original leaders of this strange city. Some mages in Ys believe that the Objects of Entropy, once a single weapon used by an Abyssal deity attempting to destroy the rest of the multiverse, can be reassembled if all the pieces are brought together. However, divinations are uncertain as to how many such Objects exist, except that there are at least eight.

This particular Object may be directed against anything which depends upon Heka. Castings within miles of a targeted area quickly break down, even those of permanent nature up to and including Grade XIX power! Any further Castings attempted within this area while the Object is activated will have unpredictable, though probably destructive, Effects to the one foolish enough to try such a thing.

There is evidence that the boundary between the Material and the Entropical Planes has weakened in the vicinity of this Object. Conjuration and Mediumship Castings used in Ys sometimes reach creatures from the Entropical Plane even when the intent is quite different.

Sixth Object of Entropy

The Sixth Object of Entropy is a sword-like blade of a metal unlike anything found on Ærth or Phaeree. Anything pointed at by this blade will immediately suffer some sort of disastrous breakdown. Weapons will snap at the hilt, buildings will spontaneously collapse, and creatures will suffer from a fatal stroke or heart attack. Such an Effect will occur less than 1 BT after the use of the Object.

Visitors have reported that the Lady of Ys has become concerned that some of the mysterious disasters and deaths occurring in the city are caused by this device, and has ordered it moved to a remote section of the city. It is still heavily guarded, although a constant stream of replacements is needed for all the guards who have died under suspicious circumstances.

Recent reports from the Seelie Court indicate that Ys has begun a determined exploration of Phaeree to search for more Objects of Entropy. The prospect of Ys obtaining more of these artifacts has caused nearby nations no end of concern.

Zanzibar

Moonflowers Tomb

There is an old fable which states, " Let the flowers spring forth from those that have died before them." Superstition has followed this by those who would convince others that on particular evenings in the Cemetery of the Lightless Valley, there is an unmarked tomb which will bring one back to the living. In this Valley, flowers only bloom at night - The Moonflower. If sprinkled with the ashes of a lost one, the image of the person will appear and be able to converse with the living. Some rumors also tell of an old woman who lives in the catacombs of the Cemetery. As the tail is told, she knows how to brew a potion from the Moonflower that, when mixed with the ashes of the deceased, will restore the body.

Ziva

Devotional Service Implements

These tunic accessories are colorful bands of interwoven cloth worn over the right shoulder. When placed on an individual during a religious ceremony, they convert devotedly to that religion. Originally in the hands of the Set worshippers, these were used to take control of Ægypt for a short time. Now they are believed to be in the hands of Priestess Grutara of Isis.

Malcul's Measure

This is actually a script of written music. When it is added to the end of a Spellsong, the casting effect continues (or repeats) until the *fine* is sung. Macul himself still has a number of songs active today since none have arrived to finish the final chord.

Oasis Compass

This hefty device appears to be a sundial made of wrought iron roughly twenty feet in diameter. When put on a dais, it slowly summons water to the area by way of underground springs. If left unhindered, within a number of years a self-supplying oasis will be formed out of a wasteland. The whole process takes roughly a decade. The main problem is a desire to move it too early, and finding the correct placement so as not to destroy existing trade routes. After the oasis is created and the Compass is removed, it stands to fight the odds of nature with the same ease or difficulty as any other oasis. It is believed Belvidere Oasis, Raghenta Oasis, and Villa Park were all formed by this device.

Seafire Projector

This lamp has the dreaded ability to transform the element of Water into the element of Fire. This has caused much protection and strife for the nation. During the last invasion, many rivers and irrigation systems were sacrificed for the sake of the current ruler. Ziva has yet to fully recover economically from the damage, though it is temporarily safe from invasion.

Text of the Sphinxes

For the sake of Ziva, this is the only rumored place for the Text, for Ægypt would surely conquer any nation which claims ownership of this priceless tome. Inside complete instructions on how to build and activate a Sphinx are contained. A Sphinx is a guardian of a pyramid, and this book explains how to make them empowered with the ability to take control of the pyramid. Ramses II ordered the Book destroyed to protect the Great Sphinx, but the author chose to smuggle his most prized work out of the country instead. Furious, Ramses ordered his whole family destroyed -- every blood relative, no matter how distant! The possessor of the book has knowledge to activate any Sphinx made and effectively take control of the Ægyptian pyramids with little effort.

Zuivan

Host of Unseen Messengers

This is a rough rock that dates back over a thousand years before the fall. To keep in contact with various satellite nations, messengers were used to travel abroad using Magick. As a source for that magical power, a towering pyramid was made using primordial marble (the oldest purest material known). This Pyramid Primortalia Communikay enabled continuous contact with the thousands of messengers and allowed them incredible speed in addition to water-running.

This was fine for many years/centuries, until war was declared on the Unnamed One's minions. When the Unnamed One heard this, he tainted the pyramid, and all the messengers became spirits trapped within its marble. Defiled and unusable for its original purpose, the pyramid was destroyed and its materials incorporated into other buildings. However, much later, it was discovered that the spirits were still connected to the tainted marble.

We know now that the spirits cannot be freed until they perform a certain number of missions delivering messages, and thus are happy to do so. The number of messages must be great for the same spirits have been used for decades. The spirits are faithful and cooperative.

Lavastick

These were common items during the War of the Fall. They are last effort attempts to destroy hostile invaders and monsters. The sticks, when planted firmly in the ground by a person born of the land, cause an eruption. This is a self-sacrificing event of course, but it discouraged large enemy forces to land and take control. These items were often handed down generations from father to son, but that tradition has started to change due to peace.

The names of those who died through sacrifice line the walls of the Ebony Marble Caves. A relative who died in this manner is held in the highest honor, and generations will recognize him on the day of the Fall.

Well of Probability

Drinking of this water has unbelievable and unpredictable effects. Anything can and will happen, from spontaneous combustion to magical enlightenment. Clones have formed, people have disappeared, and transformations into the incredible

and the hideous have occurred. Only pure curiosity and marvel will drive people to this well, for there is no telling what can happen. Why people drink can only be answered by the consumer.

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