

The Broken Lance

☞ TREASURE +5 Traits, *Slow, Clumsy*

This is the broken one-foot haft of a lance, made of mahogany with the end rubbed down so that it's clearly broken but not sharp. When desired by the wielder it grows a chimerical spiral of hardwood that twists five feet into a deadly point. On a charge it does two wounds.

Honor's Blade

Chimerical Item, +5 Traits, *No Negatives*

This is a giant double-headed battle-axe with the face polished to a mirror sheen. It can only be wielded by someone with a personal code of honor, refusing to cut the flesh of anyone else's opponents, and is light as a feather to the honored warrior. Against Thallain and any chimera without a Seelie Legacy it does two wounds. But it does no wounds to any honorable fighter.

Gem of Scrying

☞ TREASURE

This is a fist-sized piece of onyx with many polished faces. By looking into it and reciting the true name of a person or the name of an item or place the viewer can see where it is, what it is doing, and how to find it, but no auditory information is conferred.

Hermes Sneakers

A pair of treasure shoes that have tiny chimerical wings on them. They let you run so fast you aren't even on the ground (as long as there are no unenchanted around). In game terms they let you run instead of walk at the site when no unenchanted are watching (be care-ful not to hurt yourself), to declare fair escape against anyone with under 3 total actions in a turn, and to gain +1 action for each point of glamour spent in combat.

Dagger

☞ TREASURE: The Dancing Knife +2 Traits, Short

A long wavy-bladed dagger that gives you an extra attack in combat with it for the first turn of the conflict as if you had cast a 1 Trait Quicksilver, it can do real or just chimerical damage as the wielder chooses.

Goblin Cloak

☞ TREASURE

This is a large black cloak with chimerical blacklight crystals woven into it, it grants the wearer a free retest on any attempts to see him or her (Veiled Eyes cantrip, etc).

The Edge

☞ TREASURE

This is a small piece of sharp metal, broken off of a larger blade, probably an axe. When used to create a blood oath (ie use it to cut hands and mingle blood) it completely supersedes any but the strongest oath of the same type as long as all parties are willing.

Chalice of Rhys

☞ TREASURE

This is an ornate silver cup. When filled with water from a Glade spring, imbued with Glamour, it can remove temporary Banality from an imbiber. Legends indicate that when filled with the appropriate ingrediants it can restore an Undone Kithain.

Orb of Kal-Ra

☞ TREASURE

This is a fist-sized glass ball of smoky red coloring. When thrown at a chimera it can be forced inside (must win challenge to hit chimera) with the expenditure of Glamour equal to the Chimera's equivalent level and a win on a simple test. It can be released at the owner's whim.

Ogre Belt

☞ TREASURE

The wearer of this belt gains Brawny x4, but loses 3 traits each from Mental and Social categories. Prolonged wearing of the belt is rumored to lead to loss of Seelie nature and even more disgusting habits best left to nightmares.

Fire Heart Spear

☞ TREASURE +5 Traits, *Slow, Clumsy*

This is an ancient staff-sized length of magic-strengthened bronze, carved with Ogham runes. At some point it was enchanted to be ignored by mortal authorities. At the bearer's will it is wreathed in blue flame that makes damage dealt aggravated, and a point of glamour may be spent to make this fire manifest in the mortal world. Those of Fomorian blood touching it are burned for one level. It is a great spear, and on a charge does +1 wound. It may possess other powers that are currently unknown.

Bracer of Light

☞ TREASURE +5 Traits, *Blinding*

A very old bronze plate with leather ties carved with Celtic imagery, knotwork, and Ogham script and magically strengthened. At the wearer's will a circle of pure white light forms as a shield from it, and a glamour may be spent to have this manifest in the mortal world. It burns those of Fomorian blood who attempt to wear it, and may have other unknown powers.

Iron Key

TREASURE? +1 Traits

A large ancient key of the loathsome metal, with barely-perceived scripts scratched into its surface. It is enchanted with glamour to prevent the draining qualities of the metal, but still destroys any fae killed by it. If kept for more than a month, alert the Changeling ST.

Shuttered Flashlamp

Nocker Creation

A small lantern, about a half foot on a side, with a Will-o'-the-Wisp, or FUBAR, contained within. It can be activated three times per day before needing to be refueled of 1 Glamour for a full recharge, and will create a blinding flash of light that steals vision from anyone who ties or fails a simple test when looking at it. This blindness lasts for 5 turns or 30 seconds (out of combat). It has a series of wires and connectors that allow it to serve as a power supply for other things.

Airstriding Harness

Nocker Creation, Chimera

This conglomeration of fans, straps, and leather gliding wings is FUBAR powered. It allows the wearer to fly / glide for 5 turns or One Minute out of combat, plus an additional 10 turns/5 minutes for each Glamour fed to the FUBAR. When not in use it folds down into something resembling a hiking backpack, which is, coincidentally, its mortal seeming. If used without the "Air Harness" ability, dire consequences will result.

Mask of Willows

TREASURE

The wearer of this mask may activate any Sovereign power as a 1 trait bunk at will, or may add 1 trait automatically to personal Sovereign castings. The mask also bestows Social: Trustworthy x2 to the wearer, but this is a chimerical increase (no non-enchanted).

Riton of Minos

TREASURE

This is an ornate funnel carved out of a stone bull's head, dating back to Minoan culture. It is quite heavy and large, so cannot be carried on the person. Fluid offerings poured into the top come out through the nose, and are enhanced towards their intention.

King' Labrys

TREASURE, +3 Traits, clumsy

This is an enchanted bronze battle axe, which looks like a corroded museum piece to unenchanted observers. In addition to its weapon-like nature, on command it can release Ariadne's thread, an invisible tie that will allow the bearer to be led to an origin at will.

Nightmare Catcher

TREASURE

This small dreamcatcher made of a black-hued bronze, crows feathers, and sable thread can defend against nightmares. It gives the bearer +4 traits against nightmare chimera and makes any nightmares the character has somehow more bearable and less likely to cause madness.

Ursine Lighter

TREASURE

An antique silver zippo, this lighter is incapable of producing flames. Instead, it protects against them. The bearer of the lighter may spend a point of Glamour to ignore all fire damage, ordinary, chimerical, or magical, for one turn.

Fang Knife

+3 Traits, Short

Red Dragon's Tooth, Ignores Armor

A long hooked device used for stabbing, off white and sharp. It is made of the fang of a Wurm, and has leather around the handle so it can be kept up with in the real world.

Red Scale Armor

+2 Wounds, Bulky

Red Dragon's Skin, +4 Traits to Resist Fire

This is a jerkin made of the scaled hide of a slain wurm. It is very shiny and hard, but moves easily on its joints so only barely restricts motion. It can take two wounds before needing repair, and resists flame.

Dried Heart

Chimerical Item

Red Dragon's Heart, +3 Bunk on Fire Related Cantrips
This item is the heart of a slain Wurm, and still contains some of its essence. The bearer gains +3 traits on fire related powers (fae only) and counts as 3 levels up for bunks. A bunk must still be performed. If eaten, see a ST.

Red Leather Cloak

Red Dragon's Wing, +4 Traits to Resist Fire

This is a cloak made of the scaled wings of a slain wurm. It is very shiny and has been worked to make it very supple. It is water resistant, provides relief from summer heat, and resists flame. Modifiers are cumulative with other flame resistive clothing.

Bane Dagger

+2 Traits, *Short* TREASURE

This is a proscribed assassination weapon. When a part of the target is placed in the hilt the blade becomes attuned. Attacks against that target are up another 2 traits and +1 wound. When the target dies the blade corrodes within an hour, traceless.

Wurmreaver

+6 Traits, *Friggin Huge* LEGENDARY CHIMERA

Forged in times long past, this immense sidhe sword was created to destroy the draconic line of Silverwrath, and eliminated them to the last. It was last in the possession of house Eiluned, but has been missing many months. If used against a Dragon, see ST for effects.

Flowing Black Robe

+0 Traits, *Hot, Constricting, Coveted*

CHIMERICAL ITEM

This does nothing. That's right, absolutely nothing. But it looks really damn neat. You'll be really cool if you wear this, but it doesn't do much of anything at all. Everyone wants one though, so you'll be hard pressed to hold onto it for some strange reason.

Bag of Runes

CHIMERICAL ITEM

This is a bag of chimerical runestones. Their use is unclear. If moved more than 10 feet from the bag the stones disappear and reappear inside of it. Maybe it has a power unknown to anyone, or maybe it's just a bag of pretty rocks. The world may never know.

Meilge's Mask

TREASURE

This half-mask of alabaster is the property of the King of Willows. Any fae wearing it and speaking the absolute truth is perceived as saying whatever the listeners want to hear. This should be asked out of character. In short, it makes the wearer immune to lie detection.

Genie Lamp

TREASURE

An oil lamp in the style of popular culture, the kind that genies live in. Unfortunately no genie seems to live in this one. No doubt, however, if a genie was found he or she would find this a lovely abode. Until that time it serves as a nice paperweight.

Ring of Invisibleness

TREASURE

The wearer of this ring falls under the effects of Veiled Eyes and resists Heightened Senses challenges with 13 traits and a free retest each challenge, with none of the wearer's traits risked. However, if you wear it for more than 15 minutes a day, tell the ST. It is only for emergencies my precious, yessss.

Blinkstone

TREASURE

A small blue gem, when the proper invocation is made, the bearer takes 4 steps directly forward at the end of each combat turn, for 5 turns (bypassing people and obstacles by stepping around). This may be used once per game session. Facing is very important.

Lark's Feather

TREASURE

The bearer of this feather, a leather cord wrapped around the end, halves all wounds taken from falling, and moves at half speed when doing so. If this causes disbelief, the character may be shunted into the Dreaming.

The Sensei's Gloves

TREASURE

The wearer of these gloves is able to make brawling attacks at range, attacking anyone within 10 feet as if they were in normal striking range. This works on simple planes of force, so never does aggravated damage. Claws will not work, and will necessitate repair.

Amulet of Health

TREASURE

The bearer of this device may store health levels into the amulet, taking appropriate damage. These dissipate at the rate of 1 per month. Once invoked, any and all wounds can be transferred back to the character at the rate of 1/turn. Death cannot be revoked.

Time Delay Watch

TREASURE

One cantrip of Basic or Intermediate levels may be cast into this antique gold pocket watch. A countdown of an hour begins on a special dial. The cantrip can be released at any time in that hour, or rebounds on the caster at the end. The realm used must still be correct.

Alloy Bracelet

TREASURE

This silvery metal wristband, if placed between the caster of a cantrip and the target as the spell goes off, can give the target a bonus retest against the cantrip. It is always applied towards the wearer, even for beneficial cantrips, so should be taken off in those cases.

Brass Doorknob

TREASURE

This antique brass ball with attached post, if placed into a full-sized picture of a door on a wall (chalk, spraypaint, whatever), can cause it to open. Works as Portal Passage. This can be used once per day.

Mirror of Displacement

TREASURE

This small circle of silvered glass has antique platinum filigree. Whoever bears it gains a free retest against any powers, especially Soothsay, used to scry upon him, and even if the power is successful it can not pinpoint the position exactly. Also gives +2 Feth Fiada against technological surveillance.

Lucky Penny

TREASURE

This copper piece, emblazoned with the face of a long dead fae king, imparts an extra health level per day to the bearer as real world or chimerical armor, as an attack luckily misses or fails to do significant damage.

Obsidian Statue

TREASURE

This is a small (6 inch tall) obsidian carving of a multi-armed demonic figure. It is unclear what it does exactly, if anything, but it certainly looks very menacing. Better to leave it be, most likely. Consult the Changeling ST if anything is tried with it.

Siyes Board

TREASURE

This is an old style Ouija board, made of willow bark and inked in what appears to be blood. The user may ask questions related to in game matters of the Changeling ST once per game and may continue to do so until a Yes/ No answer is received (instead of Maybe).

Pacifist's Collar

TREASURE

The wearer of this device becomes completely unable to participate in combat, save for defensive maneuvers. However, after the first attack, any supernatural must spend a WP each turn to continue to attack the character. It can only be removed with a WP spent.

Book of Wisdom

TREASURE

This thick tome is made of red leather and bound in silver. The writing inside is in a mishmash of languages and resists all magical attempts to read it. To plumb its wisdom the time must be devoted to learn the languages within from context. See the Changeling ST.

Conduit of Eidak

TREASURE

This is a ring of various metals twined together in near-microscopically intricate knotwork. The wearer is bathed in a portion of the energies of a freehold, slowing aging to ¼ and recovering 1 glamour per month extra. It is unsure which hold this is tied to.

Leadstone

TREASURE

This miniature black hole attracts lead. At any point it resembles a small lump of the dull metal. The first bullet fired at the bearer each day is drawn to and absorbed by the device. If at least one bullet-sized or larger piece of lead is not consumed every day, it disappears. Give to the Changeling ST if this occurs.

Sidhe Plate Mail

CHIMERA +4 wounds, *Bulky, Heavy, Hot*

This immense suit of silver armor was forged in the days of yore. Powerful magics allow it to fit anyone of sidhe proportions (i.e. tall and thin). Like most chimerical armors, it can be repaired when damaged, and will take 4 wounds. However, it also heals itself at one wound per day.

Arrow of Dragon Slaying

CHIMERICAL ITEM

This shaft of ruby and onyx has a dragon's head for a tip. When fired at a dragon or dragonkin it does +4 aggravated chimerical wounds. If it misses its target or hits a non-dragon, a simple test is made and it breaks on a loss. If it hits a dragon, it breaks on a loss or tie.

Ra's Caress

TREASURE, +4 Traits, *Brittle*

This old broadsword was forged long ago when kithain warred with kindred. When bathed for a day in the light of the sun, and invested with a Glamour, it will do aggravated wounds to vampires or other heliophobes for the following night. This is a physical weapon, and obvious to mortals.

Snikkhersnakh

CHIMERICAL WEAPON, +3 TRAITS, *Baneful*

This Persian scimitar has long been feared by Chimera. Said to have destroyed the line of Jabberwock, it visits horrible wounds upon chimera. It functions normally against others, but against chimera it is at an additional +2 traits and does aggravated damage. Chimera can sense its loathsome presence from 100 yards away.

Nightmare Gem

TREASURE

This is a blood red ruby with weblike flaws. If placed in a freehold it will absorb over several nights up to 5 glamour. The owner can then call this glamour forth as Dross at any point. However, whatever amount of glamour is drawn is a corresponding Nightmare. See the Changeling ST.

Rune-Carved Staff

TREASURE +3 TRAITS, *Clumsy*

This rune-etched ebony staff bears many sigils pertaining to the duties of fate. Anyone but the owner attempting to take it takes 1 agg. The staff always strikes for one normal wound and one aggravated chimerical wound, and a glamour may be spent to make the normal damage agg. Additionally each wound level sacrificed adds +1 damage as the above rules.

Ring of Death's Blow

TREASURE

A golden ring of Celtic knotwork strangely interwoven with Norse runes. When the wearer is slain by direct damage to the body (not by poison or disease), five minutes later the ring heals the wearer back up to Wounded. This only works once for each character (though it may be passed on after use), and does not function if the body is further damaged after death (consider 3 wounds under Mortal that if still functions for).

Runic Ring

TREASURE

A ring enchanted with the Naming power Runic Circle along with the Prop and Fae realms (to only work for the one it was attuned to). It reduces all incoming cantrips by 3 bunk levels and adds +3 traits to resist. It adds +2 traits to resist Garou Gifts and Mage Spheres, and +1 vs. all other powers. It functions against malign and benign.

Arcane Spectacles

TREASURE

These rose colored lenses allow the character to read most any language as if under the effect of the Naming Seek and Spell cantrip. The translation is rarely perfect, but usually the gist can be gained of all but the most unusual languages. They do not work to decode any form of technological encryption.

Dragonbane Shield

CHIMERA, +4 TRAITS IN COMBAT, *Bulky*

A large shield of burnished silver and gold, a stylized image of a dragon on the front. It adds an additional +2 traits of resistance in combat with a dragon (none of the traits are for offense, just in addition for defense). If hidden behind and a Glamour spent, it negates all but the deadliest dragonsbreath.

Assassin's Dagger

TREASURE, +2 Traits, *Short*

This is a normal, albeit antique, dagger that has been invested with Chicanery so that any attempts to find it on the owner's person (even strip searches) are unable to detect it without strong sensory magic. Additionally, the weapon bypasses the first level of armor worn, ignoring it.

Winter's Bane

CHIMERA, +4 TRAITS, *Clumsy, Slow*

An axe forged of hard-packed ice and enchanted greatly so as to not melt far from the polar regions of the Dreaming. It is strongly resistant to the effects of Banality, and does aggravated damage against Dauntain and Banal Chimera, easily bypassing the chill of their soul with its own essence of frost.

Dragonlance

CHIMERA, +6 TRAITS, *Unweildy, Bulky, Clumsy, Slow*

Created in the late 80s by an enterprising team of Dougal Sidhe, Boggans, and Nockers under the employ of a dragon-harried Duke who was well read in his fantasy literature. This weapon normally does +1 wound on a charge, and adds the bearer's current Willpower in wounds vs. Dragons.

Fell Slayer

CHIMERICAL LONGSWORD, +4 TRAITS, *Unweildy*

Forged at times by great smiths of the Sidhe since the Resurgence, this weapon is enchanted to protect freeholds without a Guardian of the Gates. The wielder gains an additional action for each Scuttle action an opposing chimera takes and in combat it glows with unearthly beauty that does aggravated damage against those composed of shadow.

Domestication Stone

TREASURE

This small sapphire and leather thong can be attached to any item imbued in some way with magic or other supernatural powers. Whenever the item is lost or stolen (rather than given away or discarded) it will eventually find its way back to the owner. This card should be clipped to the item and any non-owner with it should bring it to the Changeling ST.

Giant's Sword

CHIMERICAL GREATSWORD, +10 TRAITS, *Special*

This is an immense greatsword over 10 feet in length. Forged for the first followers of Dana, it may only be lifted by one with at least 10 physical traits. Anyone shorter than 20 feet must bid 2 extra traits in combat with it. In exception, the sword has been enchanted to be wielded with no penalties by any Seelie pure of heart and honor (see Changeling ST for details).

Angel Wings

This seems to be a large chimerical cloak, fashioned of rows and rows of feathers. Its neutral color is white, but after it has had time to bond to a bearer, it changes to reflect the bearer's court, silver for unseelie, black for seelie. At will, the cloak can be changed into a pair of large wings, and gains the effects of Windrunner for 10 turns, after which the cloak must rest for a day. These can be used over the course of a day, in pieces. (See Changeling ST for details on bonding)

Ebon Steed

TREASURE This onyx figurine of a stallion can be infused with a point or more of Glamour and cast to the ground, at which point it becomes a black chimerical warhorse with 12 physical traits that behaves in all respects as a trained war steed. It lasts for one hour per point of glamour invested, and any attachments (barding, etc.) return to the treasure to be used on the next summoning.

Circle of Binding

TREASURE This unbroken circle of fine silver chain measures 5 feet in diameter when set down. Anyone with Glamour within the circle may be trapped by an expenditure of Willpower by anyone outside the circle, and the expenditure must equal or exceed that spend by all on the outside. Chimera are surrounded as if by an impenetrable wall of force, while those with a human seeming are only prevented from stepping over or touching the silver chain, and may attack those outside normally (but cannot use magic to escape).

Tree Branch Staff

+3 traits, *Clumsy*

This chimerical length of wood is straight but gnarled, and colored silver and iron gray along its length. It exudes a quiet malevolence, that seems to lack direction, merely a contained ire. Anyone struck by it in combat should see the Changeling ST as soon as possible, though no special damage is incurred beyond the normal done by a staff.

Armor of the Spiderbat

+3 Wounds

This vaguely sentient set of armor is enchanted from a large spiderbat. It flattens out onto the body into armor, the wings covering the front, and the head forming a helmet with a shapeable faceplate. It imparts to the wearer that its wounds can be healed with expended Glamour on a one for one basis, and it has other potential powers that might be activated as the bearer learns more about it.

Quicksilver Potion

TREASURE

This is a small phial of mercury-like liquid that grants the imbiber great speed. After consumption, the subject gains five extra actions that may be used as desired, up to all five in one turn, but they must all be used in the five turns after consumption or they are lost.

Stonestrength Potion

TREASURE

A small phial of purplish-black liquid. The imbiber gains the traits Brawny x2 and Resilient x2 that may exceed normal maximums, stack with other uses of the potion, and last until expended or until the next sunrise, whichever is first.

Dagger

+2 Traits, *Short*

Common CHIMERICAL Item

A long device used for stabbing. It is made of chimerical silver, as are most chimerical weapons, and is bound to a mortal object of some small size, made of metal.

Mace

+4 Traits, *Clumsy, Slow*

Common CHIMERICAL Item

A long-hafted footman's mace with a flanged head of chimerical gold and silver. It has a reach of three feet. Its mortal seeming is a short length of wood of some type.

Battle Axe

+4 Traits, *Clumsy, Unwieldy*

Common CHIMERICAL Item

A large but one-handed battle axe with a single large head. It is made of chimerical silver and has a good reach. Mortal seeming is a small length of wood.

Longsword

+3 Traits, *Heavy*

Common Chimerical Item

A long and elegant blade used for hurting people a lot. It is made of chimerical silver with gold inlay, and its mortal seeming is a small length of metal that fits in the hand.

Chain Mail

+2 Wound Levels, *Heavy*

Common Chimerical Item

A set of fine silver mesh. It will absorb two chimerical wounds before requiring repair. Stilettos and Arrows ignore these levels. Mortal seeming is a light fleece sweater or similar item.

Leather Armor

+1 Wound Level

Common Chimerical Item

A long tunic of some crafted Dreaming beast, then boiled and hardened for maximum protection. It will absorb one chimerical wound before needing repair. Mortal seeming is a sweatshirt or similar item.

Battle Bus

Mortal Seeming: An old renovated Schoolbus.

Fae Mien: A tank, bristling with strange Nocker creations.

Repeating Cannon

Set for Battle Bus Mounting, will shoot balls of carved rock or anything else of approximately half a foot in diameter at blinding speed due to chimerical gunpowder. It does 2 Wounds on impact at a range of up to 300 yards, but requires a win on a simple test to hit what is aimed at without a gunner skilled in Artillery. It has three shots before reload.

Death Blades

A set of automated spurs and saws that can be released from the sides of the battle bus with the push of a button. They extend the range of impact from the bus, doing one wound to any that hit them and one additional wound for every 20 mph the bus is moving.

Repeating Ballista

Shoots large sharpened Dreaming trees. Each one does 2 wounds on a successful hit, and would really mess up any enchanted vampires. They can be fired from remote or by hand. Remote firing requires a win on a simple test to hit what is aimed at (beyond the physical challenge) while hand firing works with the Firearms skill. It can fire five times before being reloaded.