

Rune-laden Scales

2 armor, worn, magical, weight 2

An ancient vest of bluish steel, each scale etched with a silvery rune similar to those found among the ruins near Barrier Pass. A working of the Makers, no doubt, or at least of their most gifted students.

The armor is surprisingly light and supple. The scales are always cold to the touch, and often edged in frost.



When you **wear the Rune-laden Scales**, you are perfectly comfortable in cold weather and suffer no harm from exposure or magic that freezes your flesh. You have no such immunity to secondary effects of ice-magic; you can still slip on a sheet of ice, be impaled by an icicle, or find yourself encased in a block of ice.

When you **wear the Rune-laden Scales and stand fast against a magical attack**, roll +CON.

10+ The magic washes over you, unpleasant perhaps but with no ill effect.

7-9 You're affected, but only partially. Suffer half damage (if any) and a reduced effect.

6- Mark XP, and the magic affects you fully.

When you **defeat a being that wields dark or chaotic magic**, mark a box.



When you mark the last box, you unlock the mysteries of the armor. Gain a move of your choice from the reverse, but also mark a consequence. Then, erase the marks in the boxes above.

Blackwood Fetishes

magical, weight 2 (1 each)

A pair of wooden figurines, carved from blackwood and worn smooth with age and use. A whitish shaft has been driven into the top of each figurine's head, and the eyes and forehead of each are stained a rusty, reddish color.

The figurines resist all mundane attempts to break, shatter, burn, or split them. Such attempts might mar them slightly, but their forms hold fast.



When you **mark a figurine's eyes with blood and likewise mark your own eyelids**, you see through the eyes of the figurine whenever you close your own eyes. This lasts as long as the blood remains.

When you **anoint a figurine with your own blood and then sleep in its presence**, roll +CON.

10+ You dream lucidly of the spirit in the figurine. It speaks an archaic but intelligible dialect. It might be persuaded to reveal its name, or the name of its fellow spirit, or the method of calling them forth.

7-9 You dream of the spirit, but the dream is fleeting, strange, and disorienting. Ask the GM what you learn of the spirit.

6- Mark XP, and the GM makes a move.

When you **learn the name of one of the bound spirits**, mark a box. When you **learn the mark that calls them forth and binds them**, mark a box.



When you mark the last box, you unlock the mysteries of the Blackwood Fetishes and can use **Call Forth and Command** (see reverse).

☐ INDOMITABLE

When you **wear the Rune-laden Scales and stand fast against a magical attack**, treat a 6- as a 7-9. But if you roll snake eyes, also mark a consequence.

☐ MAGNET

When you **witness a magical attack**, you can either spend 1 hold from **Defend** or mark a consequence to redirect the magic so that it affects only you. You can then **stand fast against it**.

☐ POWER SINK

When you **wear the Rune-laden Scales and stand fast against a magical attack**, on a 12+ the armor drains the attacker's power. That form of attack is lost to them, though they might regain it with time, study, or effort.

When you **spend time in quiet communion with the elements**, the power absorbed by the armor dissipates harmlessly. If you **trigger this move again before dissipating the power**, mark XP and the GM makes a move.

☐ PROOF AGAINST HARM

The Rune-laden Scales now provide you 3 armor, even against attacks that normally ignore armor or that are *piercing*. If you **are at Death's Door**, you can mark a consequence before you roll to automatically get a 10+.

☐ CALL FORTH AND COMMAND

When you **mark both figurines with your own blood and call both Astor and Halix by name**, their ghosts manifest before you. Treat them as followers. They are bound by sorcery to obey your direct commands and can take no overt action against you, but you might very well need to **Command Followers** to get them to do anything other than follow your orders to the letter.

When you **dismiss either Astor or Halix**, both return to their figurines until you call them forth again. When **either Astor or Halix are banished or reduced to 0 HP**, they both return to their respective fetish. They cannot be called forth again until the next new moon.

In life, Astor was a hunter, low-born but handsome and proud. Halix was the lordly heir of Astor's people: spoiled, manipulative, vain. He took Astor as one of many furtive lovers, making an insincere blood-oath that one day they would wed.

Their clan fell under the sway of a sorcerer. Astor snuck away to warn to the Makers of rebellion, but Halix betrayed her. The sorcerer used the blood-oath between them to work foul magic, wrenching Astor's soul from her body and binding it. To his surprise, Halix's soul was likewise bound. The sorcerer used them as spies and assassins, leaving Astor's once-noble soul bitter and distrustful. Halix, though, revels in his immortality and delights in the opportunities his undead state affords him.

CONSEQUENCES

- ☐ You no longer mark a box (see reverse) when you simply defeat a being that wields dark or chaotic magic; you must destroy it instead.
 - ☐ You only mark a box for destroying a potent agent of darkness or chaos, like a mighty demon or sorcerer. Mere minions and mindless horrors no longer suffice.
- ☐ Should you ever use dark or chaotic magic, or knowingly allow yourself to be affected by it, the Rune-laden Scales cease to benefit you or anyone you consider to be a friend or ally.
- ☐ When you **kill a living creature out of anger, fear, or passion**, even if it serves darkness and chaos, take -1 ongoing until you ceremonially atone and purify yourself.
 - ☐ When you **take any violent action out of anger, fear, or passion**, take -1 ongoing until you ceremonially atone and purify yourself.
- ☐ You come to the attention of one of the mightiest of the Things Below, and they make your doom—or your corruption—a priority.
- ☐ You ascend into a vision state, in which you meet the spirit of the last hero to wear the armor. They will give you a quest; should you refuse it, the Rune-laden Scales cease to function for you.

ASTOR

Undead, insubstantial, magical, hunting-wise, cunning, stealthy, self-sufficient, warrior

Quality +1 Loyalty ____ (starting -1)

Cost Affection and respect

Traits Ghostly, tall & fierce, jealous, sarcastic

HP 9 Armor 0 Damage d8 Load 0

Instinct to subvert dishonorable or selfish commands

- Stalk her assigned prey
- Manifest a ghostly spear (*reach, ignores armor*)
- Make a grim, pessimistic observation

HALIX

Undead, insubstantial, magical, vice-wise, cautious, cunning, devious, organized, stealthy

Quality +2 Loyalty ____ (starting -1)

Cost Pleasures of the flesh

Traits Ghostly, hooked nose, controlling, superior

HP 6 Armor 0 Damage d4 Load 0

Instinct to second-guess your decisions

- Take possession of an unconscious body
- Spot someone's weakness, wants, or fears
- Spin all manner of plots and falsehoods