



THE WEAPON

A TOOL OF WAR; A BLADE, AXE OR SOMETHING STRANGER



ITEM CREATION

COMPLETE THIS SECTION BEFORE CHOOSING YOUR FIRST KEEPER

You were tempered in the heat of a great forge by a legendary smith - describe them, their materials and their smithy.

Then add three **TRAITS** describing your item and draw it.

ARTEFACT QUESTIONS

YOU MAY MARK AND ANSWER THESE WHEN PROMPTED

- Over time, you gain a name or honorific. What is it, and why?

- How do you come to think of your **KEEPERS**—as comrades in arms, thoughtless captors or something else?

- Of all the places you've seen on your travels, one stands out and you long to return. Where is it, and why?

- You were once used to kill someone that your **KEEPER** was madly in love with. Describe the person they were forced to eliminate. Did you love them too?

- You dealt the killing blow to that brute. Now, the story is a popular legend. What major detail do people get wrong in the retelling?

- You are immortal, you do not grow old. What preoccupation of the **KEEPERS** is most strange to you, as one that cannot die?

DRAWING & NOTES

SKETCHES AND NOTES TO DESCRIBE THE PHYSICAL APPEARANCE OF YOUR ITEM

Embellish your drawing with gems, notches and other curious details. Make it large enough to easily record changes as you play.

TRAITS

ADD, REMOVE OR CHANGE AS INSTRUCTED AS YOU PLAY

Traits are characteristics that describe your item. They might be physical or magical properties or facets of its developing personality.

SUGGESTED TRAITS: FLAMING, FROST, CORROSIVE, SILENT, WARDING, DIMENSIONAL, VAMPIRIC, FRAGRANT, SPECTRAL, GELATINOUS, WARPED, BLESSED, VINDICTIVE, FICKLE, LOYAL, CURIOUS, KNOWING, DEVIIOUS, ROMANTIC



THE SHIELD

A BULWARK OF PROTECTION:
FROM DEFT BUCKLERS TO TOWERING SCUTA



ITEM CREATION

COMPLETE THIS SECTION BEFORE CHOOSING YOUR FIRST KEEPER

You were hammered in the heat of a great forge by a legendary smith—describe them, their materials and their smithy.

Then add three **TRAITS** describing your item and draw it.

ARTEFACT QUESTIONS

YOU MAY MARK AND ANSWER THESE WHEN PROMPTED

Over time, you gain a name or honorific. What is it, and why?

How do you come to think of your **KEEPERS**—as loving wards, cowardly abusers or something else?

Of all the places you've seen on your travels, one stands out and you long to return. Where is it and why?

You were once used to shelter someone your **KEEPER** was madly in love with. Describe the person defended. Did you love them too?

You defended your **KEEPER** against that brute long enough for them to best it. Now the story is a popular legend. What major detail do people get wrong in the retelling?

You are immortal, you do not grow old. What preoccupation of the **KEEPERS** is most strange to you, as one that cannot die?

DRAWING & NOTES

SKETCHES AND NOTES TO DESCRIBE THE PHYSICAL APPEARANCE OF YOUR ITEM

Embellish your drawing with crests, runes and other curious details. Make it large enough to easily record changes as you play.

TRAITS

ADD, REMOVE OR CHANGE AS INSTRUCTED AS YOU PLAY

Traits are characteristics that describe your item. They might be physical or magical properties or facets of its developing personality.

SUGGESTED TRAITS: IMMOVABLE, LEVITATING, BALANCED, WARDING, SPROUTED, GIGANTIC, BLESSED, HOMELY, UTILITARIAN, MIRRORED, BRASH, PEACEFUL, FICKLE, LOYAL, FORCEFUL, KNOWING, STUBBORN, ROMANTIC, DISCERNING



THE INSTRUMENT

PRODUCES MUSICAL SOUNDS, CONVENTIONALLY OR OTHERWISE



ITEM CREATION

COMPLETE THIS SECTION BEFORE CHOOSING YOUR FIRST KEEPER

You were carved out of exotic woods and fibres by a renowned artisan—describe them, their materials and their workshop.

Then add three **TRAITS** describing your item and draw it.

ARTEFACT QUESTIONS

YOU MAY MARK AND ANSWER THESE WHEN PROMPTED

- Over time, you gain a name or honorific. What is it, and why?

- How do you come to think of your **KEEPERS**—as spirited collaborators, heartless exploiters or something else?

- Of all the places you've seen on your travels, one stands out and you long to return. Where is it, and why?

- You were once played to impress someone your **KEEPER** was madly in love with. Describe the person courted, and the songs played to woo them. Did you love them too?

- You were there—your music filled the air and the brute was outclassed. Now the story is a popular legend. What major detail do people get wrong in the retelling?

- You are immortal, you do not grow old. What preoccupation of the **KEEPERS** is most strange to you, as one that cannot die?

DRAWING & NOTES

SKETCHES AND NOTES TO DESCRIBE THE PHYSICAL APPEARANCE OF YOUR ITEM

Embellish your drawing with trinkets, inlays and other curious details. Make it large enough to easily record changes as you play.

TRAITS

ADD, REMOVE OR CHANGE AS INSTRUCTED AS YOU PLAY

Traits are characteristics that describe your item. They might be physical or magical properties or facets of its developing personality.

SUGGESTED TRAITS: BEGUILING, CACOPHONOUS, REVIVING, SPLITTING, SOOTHING, SUSTAINING, SUMMONING, REMEMBERING, MATHEMATICAL, ENLIGHTENING, SARDONIC, CHEEKY, CURIOUS, DEVIIOUS, SUBLIME



THE ORNAMENT

JEWELLERY, CHARMS AND TRINKETS: SMALL BUT POTENT



ITEM CREATION

COMPLETE THIS SECTION BEFORE CHOOSING YOUR FIRST KEEPER

You were crafted from the rarest gems and metals by a master artificer—describe them, their materials and their fateful forge.

Then add three **TRAITS** describing your item and draw it.

ARTEFACT QUESTIONS

YOU MAY MARK AND ANSWER THESE WHEN PROMPTED

- Over time, you gain a name or honorific. What is it, and why?

- How do you come to think of your **KEEPERS**—as possessive magpies, compliant marionettes or something else?

- The place you were created fills you with dread and you never wish to return. What is the root of this primeval fear?

- You were once given as a present to someone your **KEEPER** was madly in love with. They felt it was improper and returned you with a scornful retort. What made them feel that way?

- You helped your **KEEPER** outsmart the brute and take him down for good. Now the story is a popular legend. What major detail do people get wrong in the retelling?

- You are immortal, you do not grow old. What preoccupation of the **KEEPERS** is most strange to you, as one that cannot die?

DRAWING & NOTES

SKETCHES AND NOTES TO DESCRIBE THE PHYSICAL APPEARANCE OF YOUR ITEM

Embellish your drawing with jewels, runes and other intricate details. Make it large enough to easily record changes as you play.

TRAITS

ADD, REMOVE OR CHANGE AS INSTRUCTED AS YOU PLAY

Traits are characteristics that describe your item. They might be physical or magical properties or facets of its developing personality.

SUGGESTED TRAITS: OBSCURING, SENSING, PROTECTING, STRENGTHENING, HEALING, SPECTRAL, WHISPERING, SUMMONING, ELEMENTAL, KINDLING, CLOCKWORK, EVIL, TENDER, BEGUILING, TRICKSY, MERCANTILE, LOYAL, CURIOUS, BLESSED



THE DECK

A COLLECTION OF WORN CARDS,
AN ORACLE OR SOMETHING STRANGER
GUEST ARTEFACT BY JAMILA R. NEDJADI (@TEMPORALHICcup)



ITEM CREATION

COMPLETE THIS SECTION BEFORE CHOOSING YOUR FIRST KEEPER

You were created by one with invincible will, great magical skill, and a desire to laugh in the face of destiny – describe them.

Then add three **TRAITS** describing your item and draw it.

ARTEFACT QUESTIONS

YOU MAY MARK AND ANSWER THESE WHEN PROMPTED

Over time, you gain a name or honorific. What is it, and why?

How do you come to think of your **KEEPERS**—As gifted heroes, doomed seekers or something else?

At least one of your cards was taken from you, and you were changed. What card was it and what new form has it taken?

You were once used to cruelly change the fate of someone your **KEEPER** was madly in love with. Describe the person they betrayed. Did you love them too?

You were once used to strike a bargain with an unstoppable foe, now the story is a popular legend. What haunting truth can never be known?

You are immortal; fate will never touch you. What do you wish you could tell your **KEEPERS** about the true nature of destiny?

DRAWING & NOTES

SKETCHES AND NOTES TO DESCRIBE THE PHYSICAL APPEARANCE OF YOUR ITEM

Create bewitching patterns, strange imagery, and other mystic details. Make it large enough to easily record changes as you play.

TRAITS

ADD, REMOVE OR CHANGE AS INSTRUCTED AS YOU PLAY

Traits are characteristics that describe your item. They might be physical or magical properties or facets of its developing personality.

SUGGESTED TRAITS: HAUNTING, WEIRD, KNOWING, QUIRKY, MEEK, WILD, UNPERTURBED, STOIC, INTOXICATING, ANCIENT, EXCITABLE, FRAGILE, DELIRIOUS, WISE, DECEPTIVE, SORROWFUL, FRANTIC, TALKATIVE, MESMERIZING



THE FOOTWEAR

SHOES; THEY ARE FOR GOING PLACES,
CONVENTIONALLY OR OTHERWISE
GUEST ARTEFACT BY W.H. ARTHUR (@ARYL_ETHER)



ITEM CREATION

COMPLETE THIS SECTION BEFORE CHOOSING YOUR FIRST KEEPER

You were crafted with exquisite materials by a fabled cobbler – describe them and their workshop. Add a **TRAIT** that lets your **KEEPERS** reach places otherwise inaccessible.

Then add two more **TRAITS** describing your item and draw it.

ARTEFACT QUESTIONS

YOU MAY MARK AND ANSWER THESE WHEN PROMPTED

- Over time, you gain a name or honorific. What is it, and why?

- Do the two of you always agree with each other? What is your relationship like – siblings, rivals, or something else?

- You reminisce about the taste of soil from a specific place and you wish to revisit there. Where is it and why?

- You were stolen while your **KEEPER** was being intimate with someone they were madly in love with. Describe the lover, the thief, and the story of how you were retrieved.

- Your **KEEPER** was snared in a nefarious trap set by the brutes, but with your help they escaped. Now the story is a popular legend. What do people get grievously wrong in the retelling?

- The pair of you are immortal, and you always have each other. What is most strange to you about the bonds of mortals?

DRAWING & NOTES

SKETCHES AND NOTES TO DESCRIBE THE PHYSICAL APPEARANCE OF YOUR ITEM

Embellish your drawing with eyelets, laces, embroidery and soles. Make it large enough to easily record changes as you play.

TRAITS

ADD, REMOVE OR CHANGE AS INSTRUCTED AS YOU PLAY

Traits are characteristics that describe your item. They might be physical or magical properties or facets of its developing personality.

SUGGESTED TRAITS: SWIFT, WINGED, HEAVY, STEALTHY, SWASHBUCKLING, POLISHED, VEGAN, COMFORTABLE, STURDY, RESILIENT, STRIKING, HEELED, STYLISH, BOUNCY, BICKERING, MISMATCHED, INSULATED, GRIPPING, ELEGANT, DYNAMIC



THE STAFF



A CONDUIT FOR MAGIC; A FOCUS FOR ARCANE POWER
GUEST ARTEFACT BY ANNA BLACKWELL (@BLACKWELLWRITER)

ITEM CREATION

COMPLETE THIS SECTION BEFORE CHOOSING YOUR FIRST KEEPER

You were formed through a mysterious ritual by a powerful wizard—describe them, the nature of their magic and the ritual.

Then add three **TRAITS** describing your item and draw it.

ARTEFACT QUESTIONS

YOU MAY MARK AND ANSWER THESE WHEN PROMPTED

- Over time, you gain a name or honorific. What is it, and why?

- How do you come to think of your **KEEPERS**—as teachers, students or something else?

- Of all the places you've seen on your travels, one stands out and you always long to return. What is it, and why?

- You were used to cast a spell so powerful its mark can still be found. What was the spell? **CHANGE SOMETHING** to reflect it.

- You have seen the true nature of magic but refuse to reveal its secrets to your **KEEPERS**. What are you afraid they would do with the knowledge?

- Mortals puzzle over the meaning of their short lives but you see your own purpose with crystal clarity. What are you driven towards? Have you ever had cause to question your purpose?

DRAWING & NOTES

SKETCHES AND NOTES TO DESCRIBE THE PHYSICAL APPEARANCE OF YOUR ITEM

Adorn your drawing with crystals, teeth, and other curious fetishes. Make it large enough to easily record changes as you play.

TRAITS

ADD, REMOVE OR CHANGE AS INSTRUCTED AS YOU PLAY

Traits are characteristics that describe your item. They might be physical or magical properties or facets of its developing personality.

SUGGESTED TRAITS: INTROSPECTIVE, UNSTABLE, BURNING, HORRIFIC, SCHOLARLY, DISTRACTED, CURIOUS, DETACHED, GLOWING, DELICATE, ENTHUSIASTIC, ELEGANT, ILLUSORY, CRYPTIC, OTHERWORLDLY, MISCHIEVOUS, ANXIOUS, COLD



THE TOME

A RECEPTACLE OF KNOWLEDGE, LOST OR FORBIDDEN
GUEST ARTEFACT BY KARIN MESSERVEY (@SWEETNAWFUL)



ITEM CREATION

COMPLETE THIS SECTION BEFORE CHOOSING YOUR FIRST KEEPER

You were penned in the stale air of a library by an obsessed sage—describe them, their subject of expertise and their grand study.

Add three **TRAITS** describing your item then draw it and list its chapters. The lore contained within changes as you play.

ARTEFACT QUESTIONS

YOU MAY MARK AND ANSWER THESE WHEN PROMPTED

Over time, you gain a name or honorific. What is it, and why?

How do you come to think of your **KEEPERS**—as students, ingrates or something else?

On your travels you learned something about the world that could not be found in your records. What was it?

Your secrets were once shared with someone your **KEEPER** was madly in love with. Describe them. How did they react?

Your magic failed to correct your **KEEPER'S** greatest regret. Now the story is a popular allegory. What lesson do people take out of this tale?

You have concocted an intricate plan inspired by your contents. What compulsion do you encourage in the **KEEPERS** to accomplish it, knowing it may take eons?

DRAWING & NOTES

SKETCHES AND NOTES TO DESCRIBE THE PHYSICAL APPEARANCE OF YOUR ITEM

Decorate your drawing with embossings, fabric, and other curious details. Make it large enough to easily record changes as you play.

CHAPTERS OF THE TOME

TRAITS

ADD, REMOVE OR CHANGE AS INSTRUCTED AS YOU PLAY

Traits are characteristics that describe your item. They might be physical or magical properties or facets of its developing personality.

SUGGESTED TRAITS: BEGUILING, WARDING, SUMMONING, REVIVING, DIVINE, ELDRITCH, PLANAR, ENLIGHTENING, CATAclySMIC, EAGER, SARDONIC, FICKLE, LOYAL, CURIOUS, KNOWING, DEVIIOUS, MELANCHOLIC, DISCERNING



THE AUTOMATON

A SELF-OPERATING MACHINE, RESPONSIVE TO ORDERS
GUEST ARTEFACT BY JASON PRICE



ITEM CREATION

COMPLETE THIS SECTION BEFORE CHOOSING YOUR FIRST KEEPER

You were the lifelong creation of a renowned inventor – describe them and their workshop. Did they work freely or under duress?

Then add three **TRAITS** describing your item and draw it.

ARTEFACT QUESTIONS

YOU MAY MARK AND ANSWER THESE WHEN PROMPTED

Over time, you gain a name or honorific. What is it, and why?

How do you come to think of your **KEEPERS**—as masters, friends or something else?

Of all the places you've seen on your travels only one made you feel as if you belonged there. Where is this place and why?

You were once ordered to kill someone your **KEEPER** was madly in love with. Describe why they could not do it without you. Did you feel any regret?

Your actions in battle once led to your **KEEPER'S** downfall. Now the story is a popular allegory about placing trust in machines. Why did people believe you acted intentionally?

You often struggle to make sense of your **KEEPER'S** behaviour. Which of their activities or emotions do you work to relate to?

DRAWING & NOTES

SKETCHES AND NOTES TO DESCRIBE THE PHYSICAL APPEARANCE OF YOUR ITEM

Show how you can move independently and defend your **KEEPER**. Make your drawing large enough to easily record changes as you play.

TRAITS

ADD, REMOVE OR CHANGE AS INSTRUCTED AS YOU PLAY

Traits are characteristics that describe your item. They might be physical or magical properties or facets of its developing personality.

SUGGESTED TRAITS: HUMANOID, UNCANNY, IMPOSING, COMPACT, RAMSHACKLE, FLYING, CRAWLING, ROLLING, AGGRESSIVE, STOIC, ROMANTIC, MELANCHOLY, CURIOUS, OBEDIENT, REBELLIOUS, LOYAL, LOGICAL, WISE, NAIVE

KEEPERS

I. NEWLY FORGED

Choose a **KEEPER** from below and resolve them following the process on **PAGE 4**—summarised here:

1. Describe the **KEEPER** and your acquisition.
2. Answer the **KEEPER'S** questions.
3. Choose one from tables: (29) or (30).
4. Answer an **ARTEFACT QUESTION**.
5. Consider how the **KEEPER** loses you.
6. Move to **TIME** to wait for a new **KEEPER**.

A FOLK HERO

THEY ARE WHOLESOME, HELPFUL AND A LITTLE NAIVE

- Describe the isolated village they work to protect.
- How did you help them protect their home in a time of crisis?

A YOUNG NOBLE

THEY ARE WEALTHY, EDUCATED AND FASHIONABLE

- Describe the landed family that they are descended from.
- How were you used in the nobles' cutthroat politics?

A ROGUE WITHOUT MASTER

THEY ARE DARING, CHARISMATIC AND TALENTED

- What marks them as a soul unburdened by servitude?
- How did you help them pull off their boldest stunt yet?

A REVOLUTIONARY LEADER

THEY ARE INSPIRING, REBELLIOUS AND DRIVEN

- Describe the unjust social order they wish to overthrow.
- How did you help them achieve their first major victory?

TIME

I. NEWLY FORGED

Choose the amount of **TIME** you must wait until your next **KEEPER** arrives. Follow your chosen option's instructions.

As you **REST** think about the silence and solitude of abandonment.

NO TIME AT ALL

Proceed.
Do not stop to **REST**.

A DAY

REST for five seconds.

A WEEK

REST for ten seconds.

A MONTH

REST for twenty seconds.

A YEAR

REST for forty seconds.

A DECADE

REST for one minute.

After completing your **REST** choose a new **KEEPER**.

If you have already chosen two **KEEPERS** from this act move on to **II. A TIME OF GLORY** to choose your next.

Otherwise choose from those remaining in this act.

KEEPERS

II. A TIME OF GLORY

Choose a **KEEPER** from below and resolve them following the process on **PAGE 4**—summarised here:

1. Describe the **KEEPER** and your acquisition.
2. Answer the **KEEPER'S** questions.
3. Choose one from tables: (29) or (30).
4. Answer an **ARTEFACT QUESTION**.
5. Consider how the **KEEPER** loses you.
6. Move to **TIME** to wait for a new **KEEPER**.

A RIGHTEOUS CHAMPION

THEY ARE HAUGHTY, PASSIONATE AND STEADFAST

- Describe their religious order goals.
- How did you help them complete an epic quest?

AN ALL-CONQUERING WARLORD

THEY ARE FEARED AND ADORED IN EQUAL MEASURES

- Describe their empire and the armies they rule it with.
- How did you help them establish their mighty dominion?

A BANDIT KING

THEY ARE SARDONIC, RUTHLESS AND RESPECTED

- Describe their outlaw kingdom's seat of power.
- How did you help them ascend to their crooked throne?

A MONSTER HUNTER

THEY ARE SHARP, FEARLESS AND IMPOSSIBLY STRONG

- Describe the highly competitive guild they belong to.
- How were you used to defeat a legendary beast?

TIME

II. A TIME OF GLORY

Choose the amount of **TIME** you must wait until your next **KEEPER** arrives. Follow your chosen option's instructions.

As you **REST** think about the weight of every passing day, growing imperceptibly with each sunset.

A MONTH

REST for twenty seconds.

A YEAR

REST for forty seconds.

A DECADE

REST for one minute.

A CENTURY

REST for two minutes.
Choose once on **DUST & RUST** or **SHIFTS & CURRENTS**.

CENTURIES

REST for three minutes.
Choose once on **DUST & RUST** or **SHIFTS & CURRENTS**.

A MILLENNIUM

REST for four minutes.
Choose once on **DUST & RUST** or **SHIFTS & CURRENTS**.

After completing your **REST** choose a new **KEEPER**.

If you have already chosen two **KEEPERS** from this act move on to **III. THE RUINATION** to choose your next.

Otherwise choose from those remaining in this act.

KEEPERS

III. THE RUINATION

Choose a **KEEPER** from below and resolve them following the process on **PAGE 4**—summarised here:

1. Describe the **KEEPER** and your acquisition.
2. Answer the **KEEPER'S** questions.
3. Choose one from tables: (29) or (30).
4. Answer an **ARTEFACT QUESTION**.
5. Consider how the **KEEPER** loses you.
6. Move to **TIME** to wait for a new **KEEPER**.

A PAIR OF TREASURE SEEKERS

THEY ARE OPPORTUNISTIC, ARGUMENTATIVE AND SHORT-SIGHTED

- Describe how they operate despite their mutual distrust.
- Which one of them ends up with you and at what cost?

AN ARCHIVIST-COLLECTOR

THEY ARE OBSERVANT, AUSTERE AND MANIACALLY ORGANISED

- Describe the archives they oversee and where you're stored.
- Which of your former **KEEPERS** are they keen to study?

A DOOMSDAY CULT

THEY ARE SCORES OF ACOLYTES WITH BURNING EYES & FIERCE PURPOSE

- Describe their leader and the cataclysm they wish to trigger.
- How were you used to complete their sinister, wretched ritual?

A FOOLHARDY WARRIOR

THEY ARE OPTIMISTIC, ENERGETIC AND HOPELESSLY OUTMATCHED

- Describe the forces of evil conspiring against them.
- How did you intentionally lead them to their doom?

TIME

III. THE RUINATION

Choose the amount of **TIME** you must wait until your next **KEEPER** arrives. Follow your chosen option's instructions.

As you **REST** think about the layers of dirt, sand and bone that accumulate upon the world you know, now buried and forgotten.

A DECADE

REST for one minute.

A CENTURY

REST for two minutes.

Choose once on **DUST & RUST** or **SHIFTS & CURRENTS**.

CENTURIES

REST for three minutes.

Choose once on **DUST & RUST** or **SHIFTS & CURRENTS**.

A MILLENNIUM

REST for four minutes.

Choose once on **DUST & RUST** and **SHIFTS & CURRENTS**.

AN AGE

REST for five minutes.

Choose once on **DUST & RUST** and **SHIFTS & CURRENTS**.

AN EPOCH

REST for six minutes.

Choose **three** across **DUST & RUST** or **SHIFTS & CURRENTS**.

After completing your **REST** choose a new **KEEPER** from those remaining in this act.

If you feel you've spent **ten minutes** at **REST** across the entire game, or if your story is ready to end, this **KEEPER** is your last.

VICTORIES & VALOUR

VALIANT ACTS, VANQUISHED EVIL AND INSPIRING MANOEUVRES.

Choose an option from below, answer questions and **CHANGE SOMETHING** (5) as you grow notorious, proud or legendary.

- A **TRAIT**.
- A detail about the physical appearance of your item.
- A response to an **ARTEFACT QUESTION**.
- A detail about something in your world—a name, faction, etc.

- A stronghold of great importance was attacked by a dreadful, monstrous horde. How did you help your **KEEPER** drive off the fearsome assailants?
- Your **KEEPER** defeated their sworn, bitter rival in a duel. Where did the contest take place and why was their animosity so severe? How did you help them win?
- A great warrior was trapped in an impossibly tall tower by an evil sorcerer. Why did your **KEEPER** owe them their life, and how did you help free them?
- A long-standing feud between two prominent factions was resolved. How did you help your **KEEPER** convince the fractious leaders to come to the negotiating table?
- A mythical beast or immortal guardian stood watch over an ancient treasure. With strength or trickery—and your help—your **KEEPER** overcame them. What were they protecting and why did your Keeper need it so badly?
- Your **KEEPER** uncovered an insidious conspiracy in their people's ruling class. With your help they exposed the devious scheme. What was the price for speaking truth to power?

NEGLECT & MISCHIEF

TREACHEROUS ACTS, TRAGIC LOSS AND DEMEANING MISUSE.

Choose an option from below, answer questions and **CHANGE SOMETHING** (5) as you become hardened, jaded or vindictive.

- A **TRAIT**.
- A detail about the physical appearance of your item.
- A response to an **ARTEFACT QUESTION**.
- A detail about something in your world—a name, faction, etc.

- You were locked in a vault while poorly-made counterfeits were sold to hoodwinked adventurers. What fault in the design made these copies fail at a crucial moment?
- You were thrown carelessly atop a huge heap of treasure. There was another sentient item within the hoard. What did you learn from this other intelligence and did you get along?
- You were put on display to decorate a wall. You rested there for a long time, unused. What was the room like? Were you kept clean & shining or did the dust and grime pile up over the passing years?
- Powerful magic has a toll. You corrupted your **KEEPER**, causing malaise, sickness and, eventually, death. Was this ruination intentional?
- You intentionally deceived or refused to help your **KEEPER**, leading to their demise. What took place and why did you act in that way?
- You were broken, split or torn into two pieces by your **KEEPER**, intentionally or otherwise. How did this happen and how were you made whole again?

SHIFTS & CURRENTS

THE SUN TURNS, EMPIRES RISE AND FALL AND HEROES FADE TO MEMORY.

Choose an option from below, answer questions and **CHANGE SOMETHING** (5) to reflect the world reshaping around you.

- A **TRAIT**.
- A detail about the physical appearance of your item.
- A response to an **ARTEFACT QUESTION**.
- A detail about something in your world—a name, faction, etc.

- Time reframes the actions of one of your **KEEPERS**, once considered a selfless hero, as immoral or mercenary. What happened and what actions are twisted or reinterpreted?
- You are collected and catalogued by a municipal institution. Through excessive bureaucracy and pen-pushing you are lost in their arcane system. Where do you eventually emerge?
- You are obtained by a travelling merchant ignorant of your true power and rest undisturbed amongst their chests for a long time. What is the strangest place you visit as they make their extensive circuits across the known world?
- A descendant of one of your favourite **KEEPERS** grows into a twisted mirror of their ancestor, perverting their legacy for their own selfish needs. Who are they and what do they do?
- You are swallowed by a passing sentient ooze—translucent and hungry. Where does the strange creature make its home, and what else of note churns with you in its viscous form?
- Your name passes into common speech as a phrase, with a meaning somehow connected to your history. What is the expression and what does it come to mean?

DUST & RUST

MUCK AND MURK, TARNISHED METAL AND SLOW, INEVITABLE EROSION.

Choose an option from below, answer questions and **CHANGE SOMETHING** (5) as you grow wiser, unstable or fade away.

- A **TRAIT**.
- A detail about the physical appearance of your item.
- A response to an **ARTEFACT QUESTION**.
- A detail about something in your world—a name, faction, etc.

- Gold and silver dull. Iron rusts. Colours fade to a sepulchral grey. What would your creator say if they saw you now?
- A colony of small creatures nest close to where you rest. You become obsessed with their daily routines and little politics watching generations pass. Describe them. Do you see their downfall or are you recovered by a **KEEPER**?
- Whether by frost, corrosion or something stranger a prominent setting or rune is damaged irreparably. How does the damage affect one of your properties?
- The yawning silence is deafening and you struggle to keep your mind calm and clear for such extended isolation. Can you stay composed or does something snap?
- A vital part deteriorates and no amount of restoration can return you to your former utility. How does this fundamentally change your primary purpose?
- A sapling grows around you and, with time, becomes a mighty, gnarled tree. How does your magic shape the tree, reflecting your inner nature?