

The background of the cover is a detailed illustration of a man sitting in a highly complex, multi-armed mechanical chair. The chair is made of dark, metallic-looking material with numerous arms extending outwards, some ending in what look like tools or sensors. The man is wearing a dark jacket and light-colored pants. The setting is a futuristic, industrial environment with a warm, orange-red color palette. In the background, there are various mechanical components, pipes, and a smaller figure of a man standing on a platform to the left. The overall atmosphere is one of advanced technology and scientific experimentation.

THE STRANGE™

ENCYCLOPEDIA OF IMPOSSIBLE THINGS

BY BRUCE R. CORDELL

ENCYCLOPEDIA OF IMPOSSIBLE THINGS



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THE ESTATE FOUNDATION

YOUR ASSIGNMENT: ENCYCLOPEDIA OF IMPOSSIBLE THINGS

PREPARED BY THE FIXER

I'm the Fixer. I've got a title, not a name, because fixing things requires anonymity. I hope you're not one of those dumbass operatives with an attitude about my position at the Estate. Believe you me, it's no picnic doing what I do. It's why someone held the title before me, and someone will hold it after me when I get too burned out to continue. So listen up, the Fixer's talking to you. This is important.

This dossier is your 411 on a tome titled the *Encyclopedia of Impossible Things*, penned by a rival recursion-traveling organization the Estate only just discovered. They call themselves the "Implausible Geographical Society." From what we've been able to piece together, they're older than the Estate by at least a couple of hundred years, and though they originated on Earth, now they operate out of a constructed recursion that reflects London of the 1800s. (If this is the first time you've heard the name Implausible Geographical Society, check out the supplemental I've provided at the end of this dossier.)

The *Encyclopedia of Impossible Things* contents are an abridged survey of artifacts and cyphers found in the recursions making up the Shoals of Earth, plus a few found on Earth and in the Strange itself. Some of these are artifacts and cyphers that operatives of the Estate have encountered before, but most we've never run across.

Which is why this encyclopedia is a treasure trove—forewarned is forearmed. For instance, if you find yourself in a recursion where an albino prince is waving a demonic rune blade at you, you'd better hope that when the blade eats your soul, your quickened nature doesn't wake the spark in it. Because that would be bad. Not for you; you're already dead. But for everyone else.

So. Read the encyclopedia. Become familiar with the items described herein. The cyphers and some subset of the artifacts, too, make great acquisition targets for any bright-eyed operative eager to make a name. But the other items, like the aforementioned demonic rune blade, should be left well-enough alone.

The Fixer

ESTATE EYES ONLY

FICTIONAL ARTIFACTS

You're not a dumbass, so I'm sure it's already occurred to you that if fictions can spawn a limited world, then the crazy weapons, vehicles, mutation rays, and all other lunatic devices some caffeine-addicted writer spattered over her computer screen are also out there. If a screenwriter for a superhero TV show invents a speed belt that gives anyone who wears it super-speed powers, and if that TV show becomes popular enough, then by God that belt is likely to be echoed into a recursion of the Strange at least once. The Implausible Geographical Society, which I've decided to abbreviate as IGS starting now, classifies these as fictional artifacts.

MYTHOLOGICAL ARTIFACTS

People have been telling stories to each other since language was invented. I haven't the foggiest if that's true, but it sounds good. But stories *have* been around for thousands of years, and when a story gets old enough, it goes from being fictional to mythological. At least, that's how the classification breaks in the *Encyclopedia of Impossible Things*. From a certain perspective, fictional and mythological items are of a kind, but obviously the IGS likes the distinction. Anyway, artifacts from myth tend to be overpowered implements of the gods themselves, like Thor's hammer or Odin's





THE ESTATE FOUNDATION

spear. Most of the time, such artifacts are associated with a creature of the Strange you should probably stay clear of. A god is not a creature you want to piss off within the context of its own recursion.

EMERGENT ARTIFACTS

Even an operative with only a few translations under her belt quickly realizes that few fictions are exactly replicated as limited worlds in the Strange (though some get close). No, it's more like the limited worlds overlap, merge, cross-pollinate, and boil within the dark energy network to create—by synthesis—wholly new recursions, though ones with obvious provenance. The artifacts that come into being within these recursions often can't be classified as either fictional or mythological. Rather, they're emergent. They evolved “naturally” from the context of the recursion itself. Though of course, that usually means some group of engineers (or a mad scientist lab or wizard cabal) created the thing. Such is the case for the latest and greatest in Estate travel: the Estate surveillance van Model 7, which is my very favorite thing.

CYPHERS

You know about cyphers. If you're like most of the operatives, we've issued you more cyphers than policy strictly authorizes, which apparently pisses off only me among the senior staff. You're an operative of the Estate! Go gather your own cyphers. And guess what, friend? If you take a gander through the *Encyclopedia of Impossible Things*, you'll discover hundreds of cyphers completely new to the Estate. Knowing they exist in the first place is half the battle, making it more likely you'll be able to find them. Well, that's not what Hertzfeld believes, but you know what? He's not always right.



<http://www.theestatefoundation.org>

IMPLAUSIBLE GEOGRAPHICAL SOCIETY SUPPLEMENTAL

A secret offshoot of the Royal Geographical Society of London (founded in 1830) has long been aware of recursions. This secret “sister” society was originally made up of a handful of regular Royal Society members: those who were also quickened and able to translate. The IGS is located in an Earthlike recursion of London based on the writings of Sir Arthur Conan Doyle, but it has bases in other recursions, including one called Paradiso. Apparently, the IGS isn't concerned with protecting the Earth but merely with cataloguing all the many worlds, creatures, and wonders of the Strange, a task they've been at for nearly two centuries.



DON'T GO SURFING WHILE WEARING THIS TALISMAN.



CHAPTER 1

ARTIFACTS

“Though we of the Implausible Geographical Society are not in the habit of being brief in our correspondences, I only wish to impart one thought to you, dearest love: I have acquired a pair of talaria from a recursion reflecting Legendary Greece as a gift for you befitting our two years together.”

~Sir Raymond Creswicke, in a letter to his paramour Irene located in the constructed recursion of Paradiso



Repair rules, page 119

Artifact translator, page 81

For more information on finding, identifying, and using artifacts, see chapter 7 in *The Strange* corebook.



Throughout this book, you'll see page references to various items accompanied by this symbol. These are page references to *The Strange* corebook, where you can find additional details about that item, place, creature, or concept. It isn't necessary to look up the referenced items in the corebook; it's an optional way to learn more about the game and provide additional information to your players.

Most “true” artifacts of the Strange are seeded from the same fictions that create recursions themselves. Objects of myth and legend, as well as objects made popular by novels, TV shows, and movies, are the most spectacular artifacts found in the Strange.

Artifacts are similar to cyphers in that they can create amazing effects, and moreover, they can usually create such effects more than once. On the other hand, most artifacts can't translate. So unlike cyphers, a recursor must leave behind the Holy Grail, the stasis ring, or the blaster when she translates to a new limited world (unless she has a special translating artifact or gives the artifact the capacity to translate, perhaps by using a cypher such as an artifact translator).

Unlike the dozens of cyphers a typical character might possess over the course of her career, most characters will only ever find and use a handful of artifacts. That makes them even more special.

All artifacts have a level. Unlike cyphers, each also has a unique form, and most have a rate of power depletion. When an artifact is used or activated, the player rolls the designated die (d6, d10, d20, or d100).

If the die shows the depletion number(s), the item works, but that is its last use. A depletion entry of “—” means that the artifact never depletes, and an entry of “automatic” means that it can be used only once.

Depowered artifacts can sometimes be recharged using the repair rules, or by a method detailed in the artifact description.

In this chapter, you will find approximately 270 new artifacts. Combine those with the ones in *The Strange* corebook, and you've got

more than 320 artifacts to choose from. The few groups on Earth aware of the Strange keep track of artifacts according to their own unique classification systems. The system used in this book draws on the classification system used by the Implausible Geographical Society.

FINDING, IDENTIFYING, AND USING ARTIFACTS

In most cases, artifacts must be found or acquired from defeated foes. After the characters find an artifact, identifying it is a separate Intellect task. The GM sets the difficulty of the task, but it is usually equal to the artifact's level. Identifying it takes fifteen minutes to three hours. If the PCs can't identify an artifact, they can bring it to an expert to be identified or, if desired, traded or sold.

Using an artifact that hasn't been identified is possible. It requires an Intellect task equal to the artifact's level + 2. Failure might mean that the PCs can't figure out how to use the artifact or that they use it incorrectly (GM's discretion). Of course, even if characters use an unidentified artifact correctly the first time, they might not figure out the actual effect.

Once characters identify an artifact, using it for the first time might require an additional Intellect action; for many artifacts, the process is more complex than pushing a button. It can involve manipulating touchscreens, reciting the proper arcane words, or anything else that fits the recursion. The GM sets the difficulty, but it is usually equal to the artifact's level.

NATURE OF ARTIFACTS

Within the context of the recursion where they are found, artifacts are more powerful than regular equipment and can't simply be purchased. Nearly anyone on Earth with the means could buy a medium ranged weapon like a 9mm pistol, but buying a rocket-propelled grenade would require more extraordinary circumstances.

Though ease of acquisition is a good rule of thumb, the more fundamental distinction between artifacts and equipment is provided by the recursion of origin. If an item is an artifact within the context of its recursion of origin, it remains an artifact even if it passes through an [inapposite gate](#) to a world where similar items can be bought as equipment. Thus, the artifact in the hands of a PC continues to require depletion rolls.

For instance, if a character from Earth with a rocket-propelled grenade travels via an inapposite gate to a recursion that uses rocket-propelled grenades as a matter of course in hunting giant alien beasts, the RPG in the character's hands remains an artifact. Sure, the character might be able to purchase something similar in that recursion as equipment, but the original RPG she brought with her isn't changed.

Essentially, just because an item is considered gear in one recursion doesn't mean that a similar item in a different recursion isn't an artifact. For instance, a Star Trek replicator would clearly be a Mad Science or science fiction artifact; however, on Earth, 3D printers are getting more sophisticated every year. One is an artifact, but the other is more a piece of equipment—an expensive one, sure, but within the means of average people who set their minds to acquiring it.

ARTIFACT CLASSIFICATION

The Implausible Geographical Society classifies artifacts by their recursion of origin, as well as by three broad categories. The categories are: fictional, mythological, and emergent.

FICTIONAL

Fiction is full of wondrous items, such as Saberhagen's swords, Star Trek phasers, the many and varied Dungeons & Dragons magical items, blasters in Star Wars, and so on. Almost all of these exist in some limited world or other in the Strange, and they are designated as

fictional because they were called into existence by a piece of fictional writing or film, which is related to the question of what differentiates fictional artifacts from mythological. Though an Implausible Geographical Society surveyor would be loath to say so, it comes down to how recently a fiction was penned (or filmed). Essentially, stories that persist long enough—more than a few hundred years—often become myths. Those created more recently remain fictional.

MYTHOLOGICAL

Mythology is dense with magical artifacts, including Zeus's aegis, the green armor of the Green Knight, the seven-league boots of European folklore, and so on. Some among the Implausible Geographical Society refer to certain mythological items as Biblical items, as if they belonged to a separate category. Such items include the [staff of Moses](#), Noah's ark, and the sword of the archangel Michael. However, that is a distinction we've chosen not to make in this survey.

EMERGENT

Many artifacts do not owe their origin to a piece of fiction or myth, but rather come about through the natural evolution of a self-consistent recursion. If a recursion is populated by beings capable of creating fantastic artifacts consistent with their context, then those artifacts manifest as part of the recursion. Emergent items include artifacts like a [negation rifle](#), [boots of the Strange](#), a [power rod](#), and so on.


ARTIFACT TABLES

The tables in this section allow you to select artifacts randomly. First, roll a d20 to figure out which table to roll on.

01-05	Artifact Table A
06-10	Artifact Table B
11-15	Artifact Table C
16-20	Artifact Table D

Items in these tables marked with an asterisk are from *The Strange* corebook.

Alternatively, the tables in chapter 3 let you select artifacts by category (such as all guns and beam weapons) or by recursion law (Exotic, Mad Science, Magic, Psionics, Standard Physics, or any law).

 [Inapposite gate \(matter gate\)](#), page 135

[Staff of Moses](#), page 68

[Negation rifle](#), page 15

[Boots of the Strange](#), page 33

[Power rod](#), page 59

ARTIFACT TABLE A

1	Aegis	36	Cloak of innocence	70	Disintegration beamer
2-3	Aladdin's lamp	37	Cloak of wisdom	71	Dr. Nikidik's celebrated wishing pills*
4	Ankh of death	38	Coil of endless rope	72-73	Dragon horn
5	Ankh of life	39	Coinbringer	74	Dragon's eye*
6	Antigrav boots	40-41	Communicator	75-76	Dragon's teeth
7	Armor-piercing machine gun	42	Communion platter*	77	Dragontongue weapon*
8-9	Artificial blood	43	Companion oracle	78	Draupnir, ring of Odin
10	Ascended armor plating	44-45	Confusion ray	79	Duplicator
11	Axe of the Dwarvish Fathers	46	Cosmetic case of beauty	80	Eaglestone
12	Battle armor*	47	Crown of immortality	81	Ecstasy node
13-14	Beam projector	48	Crown of the king	82	Electric katana
15	Belt of divine strength	49	Crown of terror	83	Elvish knife
16	Biosplice companion*	50-51	Crying gnat	84	Elvish long sword
17	Blade of warding	52	Cybernetic hand	85-86	Elvish short sword
18-19	Blaster	53-54	Cypher chest	87	Empathic psychotron
20	Blaster goggles	55	Cypher siphon (boost)	88	Enigmolith*
21	Blister glove	56	Cypher siphon (detonation)	89	Equalization field generator
22-23	Boots of the Strange	57-58	Cypher siphon (healing)	90	Equilibrium infuser*
24	Burner	59	Cypher siphon (ray emitting)	91-92	Estate badge (enhanced)
25	Capricious hookah	60	Cypher siphon (shielding)	93	Estate surveillance van Model 7
26-27	Carbonizer	61-62	Death ray	94	Excalibur
28	Carnwennan	63	Death's scythe	95	Exoskeleton (gravity assistance)
29	Cellular prod	64	Defabricon 2	96	Exoskeleton (melee)
30	Cellular sampler	65	Demolecuizer	97	Exoskeleton (turret)
31	Chaos skiff*	66-67	Demon powder	98	Eyeglasses of memory
32	Chest of worms	68	Demonic rune blade	99-00	Falcon cloak
33-35	Cloak of elfkind	69	Dimensional modulator		

ARTIFACT TABLE B

1	Faterazor	34	Graft (cypher pocket)	68	Impact cloak
2-3	Flamethrower (antipersonnel)	35	Graft (fast-twitch muscle)	69	Impact cloak (reflective)
4	Flashlight laser	36	Graft (gravitic assist)	70	Impact cloak (stealth)
5	Flintlock of certainty	37	Graft (light eating)	71-72	Inapposite case
6	Flute of the elder spirit	38-39	Graft (skill specialization)	73	Inapposite harness*
7-8	Flying carpet	40-41	Graft (skill training)	74	Intellect cache
9	Foam restraint rifle	42	Graft (slow-twitch muscle)	75	Interface disc*
10	Foldable keep	43	Graft (synthesis gland)	76	Interface gauntlets*
11	Force armor	44	Graft (tentacle)	77	Jack-o'-lantern
12	Fractal wing*	45	Gravity gun	78-79	Jade dragon
13-14	Freeze ray	46	Gravity maul*	80	Kavacha, armor of Karna
15	Friction modulator	47	Green armor	81	Knot of Isis
16	Fundament tunneler*	48	Grip glove	82	Kusanagi
17-18	Game of Screams	49-50	Guardian sphere (defensive)	83-84	Learning torc
19	Gas gun	51	Guardian sphere (offensive)	85	Lich eye
20	Gate map	52	Guardian weapon	86	Lich hand
21	Gate ring*	53	Gun armor	87-88	Lock seal
22	Gecko jumpsuit	54-55	Gunbot (mark one)	89-90	Luck stone
23	Gem of dreams	56	Gunbot (mark two)	91-92	Machine plasma gun
24	Genius proximator	57	Gunbot (mark three)	93-94	Magic wand
25-26	Ghost instance	58	Gungnir, spear of Odin	95	Marvelous powder of life*
27	Gjallarhorn, horn of summoning	59	Hammer of wishes	96	Mask of dream
28	Glass from Leng*	60-61	Hand of glory	97	Mask of happiness
29	Gleipnir, chain of binding	62	Helm of Hades	98	Mask of Oceanus*
30	Goggles of mind control	63	Hlidskjalf, seat of Odin	99-00	Medusa rifle
31	Goggles of mind leeching	64	Holy Grail		
32-33	Graft (All Song implant)	65-66	Human helper		
		67	Human suit		

ARTIFACT TABLE C

1–2	Memory eraser	34	Necronomicon*	68	Psychic whip
3	Memory spike (focus)	35–36	Necronomicon (Latin edition)	69	Railgun
4	Memory spike (knowledge)	37	Negation rifle	70	Reality-tearing knife
5	Metabolism bud*	38	Omni arm*	71–72	Recursion anomaly bell
6	Metalodermis graft	39	Orb of far sight	73	Recursion pod*
7–8	Microdrone	40	Perpetual motion engine*	74	Red coat
9–10	Microwave gun	41–42	Personal wardstone	75	Replication rifle
11	Midas's touch	43	Pheromone banner*	76	Requisition arch
12	Mind armor	44	Phial of elflight	77–78	Retractable claws
13	Mind armor (conscious)	45	Phylactery	79	Retractable laser claws
14	Mind blade	46	Picture of Dorian Gray	80	Retractable venomous head spikes
15	Mind blade (conscious)	47	Planetovore skin*	81	Ring of dragon's flight*
16	Mind blade (mind feeding)	48–49	Plasma crossbow	82–83	Ring of fall flourishing
17	Mind blade (psychic bane)	50–51	Plutonian iron knife	84	Ring of Gyges
18	Mindcrusher	52	Pnakotic Manuscripts	85–86	Ring of invisibility
19	Minor network terminal*	53–54	Potion of invincibility	87	Ring of magic breaking
20	Mirror of fading beauty	55	Power bracers	88	Ring of Ruling
21–22	Mirror of mental swapping	56	Power glove	89	Ring of wishes
23	Mjöltnir, hammer of Thor	57	Power rod	90–91	Robodoc
24	Monitor's monocle*	58	Prang suitcase	92	Robodoc (longevity)
25–26	Monocle of doom	59	Prion gun	93–94	Rocket-propelled grenade
27	Moriarty's cane	60	Prism of the eighth ray*	95	Rod of blasting
28	Moriarty's pistol	61	Probe bot	96–97	Rune staff (Ashur) *
29	Morphic integrator	62	Protocol bot	98	Rune weapon of blood*
30	Mutation mask	63–64	Protohibitor	99–00	Rune weapon of striking*
31	Nanobot pill	65	Psychic circlet		
32	Naturalizer	66	Psychic inverter		
33	Necroham radio	67	Psychic skin		

ARTIFACT TABLE D

1	Sand of dreams	33–34	Spellbook of searing light	68	Vibro saber
2–3	Scarab of shielding	35	Spellbook of Thoth	69	Violin of Erich Zann
4	Seal of Solomon	36	Spirit revolver	70	Vorpall sword*
5	Serpent pistol	37	Spirit ward*	71	Wand of binding
6	Seven demon bag	38–39	Spiritslaying weapon*	72	Wand of blasting
7–8	Shadow cloak*	40	Staff of Moses	73–74	Wand of delirium (madwand)
9	Shamshir twinblade*	41	Staff of Ra	75	Wand of spider's webbing
10–11	Shrink ray	42	Staff of spell mastery	76	Wand of vampire slaying
12	Siege Perilous	43	Stasis ring	77	War walker
13	Skatert-Samobranka	44	Strange harness	78–79	Ward tape
14–15	Skill bud*	45	Strange sword	80	Water of Urd
16	Sleep band	46	Strangelance*	81	Water wand
17	Sonic harmonizer	47–48	Suggestion ray	82–83	Weapon graft*
18	Sonic toolgrip	49	Swordbreaker Zeal fragment	84	Weapon of splendor*
19	Soul sheath*	50	Talaria	85	Whorl of destiny
20	Soul weapon*	51–52	Tattoo graft	86	Windrider*
21–22	Space suit	53–54	Tendrill graft*	87	Wings of the sun*
23	Spark damper	55	Terahertz cannon	88–89	Witch's broom
24	Spear of Longinus	56	Terahertz scanner	90–91	Wizard's staff
25	Spectacles of slaying	57	Tesla goggles	92	World key*
26	Spellbook of the Amber Mage*	58–59	Time-slicing dagger	93	Yasakani no Magatama
27	Spellbook of the dragon's maw	60	Transfer discs	94	Yobuko mask (dominating)
28	Spellbook of Dreadimos Felthane*	61	Translation anchor	95	Yobuko mask (intimidating)
29–30	Spellbook of elemental summoning	62	Translation staff	96	Yobuko mask (knowledge)
31	Spellbook of glass	63–64	Trickster's charm	97	Yobuko mask (observant)
32	Spellbook of ineffable evil (Zauber Maleficarum)	65	Veil of judgment	98	Yobuko mask (protective)
		66–67	Venom trooper command helm*	99	Z-com
				00	Zero pistol

WEAPONS

The weapons available across the myriad recursions were seeded either directly or indirectly from fiction.

GUNS AND BEAM WEAPONS

ARMOR-PIERCING MACHINE GUN

Level: 1d6 + 1

Origin: Earth (emergent)

Law: Standard Physics

Form: Automatic rifle

Effect: This automatic rifle functions as a normal medium weapon of its kind. However, because of its unique design, rounds fired from the weapon ignore most kinds of Armor found on Earth, such as flak vests and even tank armor. Against alien (or magic) force fields, the weapon ignores Armor only if the level of the machine gun is equal to or higher than the level of the source of the effect (or the tier of the ability user).

This device is a rapid-fire weapon, and thus can be used with the [Spray](#) or [Arc Spray](#) abilities that some characters have, but each round of ammunition used or each additional target selected requires an additional depletion roll.

Depletion: 1 in 1d100

BEAM PROJECTOR

Level: 1d6 + 2

Origin: New York Grey (fictional)

Law: Mad Science

Form: Handheld metallic box with nozzle

Effect: The artifact has two settings. One fires a beam of energy that acts as propulsion and rockets the artifact away unless the user can hold onto it with a difficulty 4 Might-based task. A user could use this setting to fly a long distance each round, but doing so requires a difficulty 4 Speed-based task each round to move in the direction desired (and not plow into the ground or the side of a building).

The other setting fires a reactionless beam that can be used as a long-range plasma attack that inflicts damage equal to the artifact level.

Depletion: 1 in 1d20



IMPLAUSIBLE GEOGRAPHICAL SOCIETY

The Estate believes its own founding operatives were the first on Earth to discover recursions and the Strange. They're wrong. As it happens, a secret offshoot of the Royal Geographical Society of London (founded in 1830) has long been aware of recursions. This secret "sister" society was originally made up of a handful of regular Royal Society members: those who were also quickened and able to translate. The so-called Implausible Geographical Society met clandestinely within the confines of the larger organization until 1913. That's when the regular Royal Society moved into the Lowther Lodge in Kensington Gore, when the ban on female membership was lifted, and when the Implausible Geographical Society (IGS) moved to its own, separate headquarters. In fact, the IGS moved to a virtual duplicate of Lowther Lodge, located not on Earth but in an Earthlike

recursion of London based on the writings of Sir Arthur Conan Doyle.

The Royal Geographical Society was founded to advance geographical knowledge and science. The Implausible Geographical Society's purpose is the same, except its members explore both known and new recursions. Unlike the more well-known society, the IGS doesn't widely broadcast its discoveries or publicly award medals to its members who have achieved amazing things in the face of adversity. The IGS keeps all it learns secret among its members. However, that membership is quite large. In fact, several individuals who the Estate regards as lone [recursion miners](#) are affiliated with the Implausible Geographical Society.

The truth is, members of the IGS have been active in the Shoals of Earth for almost two hundred years.

New York Grey, page 70

Spray, page 27

Arc Spray, page 28

Recursion miner, page 150



Spray, page 27

Arc Spray, page 28

Major effect, page 101

R639, page 53

Rebel Galaxy, page 47

BLASTER

Level: 1d6 + 2

Origin: Rebel Galaxy (fictional)

Law: Mad Science

Form: Similar to submachine gun with sight

Effect: This one-handed weapon fires a blast of energized particles at a creature or object within long range, or if a round is taken to set up a shot through the sight, at a target within 500 feet (152 m). Damage inflicted is equal to the artifact level; however, a manufacturing defect in many of these artifacts means the wielder must use two hands to fire or the difficulty of her attack is increased by one step.

Alternate models of blasters can be found; roll a d100 to determine blaster type.

01–10	Electricity
11–30	Spikes
31–40	Spores
41–50	Flechettes
51–75	Laser
76–00	Energized particles

This device is a rapid-fire weapon, and thus can be used with the [Spray](#) or [Arc Spray](#) abilities that some characters have, but each additional target selected requires an additional depletion roll.

Depletion: 1 in 1d100

BLASTER GOGGLES

Level: 1d6 + 2

Origin: Rebel Galaxy (fictional)

Law: Mad Science

Form: Complex goggles with red-tinted lenses

Effect: A wearer can tap the side of the goggles and cause them to emit a blaster pulse that travels a long distance. The pulse inflicts damage equal to the artifact level.

If the user gets a [major effect](#) on an attack roll using this device, in lieu of extra damage, another major effect, or anything else, the pulse inflicts 6 additional points of damage to the target, and it inflicts 4 points of damage to all creatures and objects within immediate range of the target.

Depletion: 1 in 1d20

BLISTER GLOVE

Level: 1d6 + 2

Origin: R639 (emergent)

Law: Exotic

Form: Fingerless glove sewn from ratty denim, covered with rusted rivets

Effect: If the wearer points with her gloved hand at a target she can see within long range, the target blisters across its extremities, feels

LIGHT, MEDIUM, AND HEAVY ARTIFACT WEAPONS

The artifact weapons described in this section are idiosyncratic in that they are not described as light, medium, or heavy. If they were specifically categorized, many characters would find that their training doesn't match up with a particular designation. With artifact weapons living outside the regular weapon categories, anyone can use an artifact weapon without penalty.

extreme pain, and suffers ambient damage equal to the artifact level. Fleshy pustules also form on objects, the ground, and other structures near the target.

Depletion: 1 in 1d20

BURNER

Level: 1d6 + 2

Origin: Ruk (emergent)

Law: Mad Science

Form: Scarlet pistol-like device

Effect: This weapon fires a heat beam at a target within long range, inflicting damage equal to the artifact level. An affected target ignites with flame, and beginning in the round following the attack, takes 2 points of damage for three rounds.

This device is a rapid-fire weapon, and thus can be used with the [Spray](#) or [Arc Spray](#) abilities that some characters have, but each additional target selected requires an additional depletion roll.

Depletion: 1 in 1d20



CARBONIZER

Level: 1d6 + 1

Origin: New York Grey (fictional)

Law: Mad Science

Form: Tiny silver pistol with multiple pronglike barrels

Effect: This weapon fires a beam that transmutes the matter of targets within short range into powdery ash, inflicting damage equal to the artifact level that ignores Armor from force fields and natural scales, leather, and other organic sources. A target killed by a carbonizer is turned completely to dust.

Depletion: 1 in 1d20

CONFUSION RAY

Level: 1d6 + 2

Origin: New Centropolis (emergent)

Law: Mad Science

Form: Single-handed pistol-like gun made of translucent crystal and steel

Effect: Allows the user to attack a target within short range with a grey beam of energy. The target becomes confused and acts in a random manner determined by the GM for one minute. A confused target might attack an ally, do nothing, run away, attack normally (though without understanding why), or take some other action appropriate to the circumstances.

Depletion: 1 in 1d20

CONFUSED ACTIONS

A creature targeted by a confusion ray might adopt one of the following behaviors while the condition persists:

- 1 Fainting
- 2 Screaming fit
- 3 Panicked flight
- 4 Laughing or crying inappropriately
- 5 Attacking allies
- 6 Hallucinating

CRYING GNAT

Level: 1d6 + 2

Origin: New York Grey (fictional)

Law: Mad Science

Form: Miniature pistol-like device

Effect: Despite its tiny form, the crying gnat fires a blast of plasma at a target within short range that inflicts damage equal to the artifact level that ignores most forms of Armor. However, the recoil is powerful, and the user must make a difficulty 4 Might defense roll after firing or

be knocked back an immediate distance and lose her turn in the next round. Even on a success, the difficulty of actions taken on the user's next turn is increased by one step.

Depletion: 1 in 1d20

DEATH RAY

Level: 1d6 + 2

Origin: New Centropolis (fictional)

Law: Mad Science

Form: Two-handed silver gunstock with sight and single menacing barrel

Effect: Allows the user to make a long-range attack with a red ray of neural energy that instantly shorts out all brain and nerve functions of a level 1 creature, killing it.

The user can adjust the settings to increase the death ray's effectiveness by making one additional depletion roll per increase in the maximum level of the target. Thus, to kill a level 5 target (4 levels above the normal limit), the user must make five depletion rolls.

Depletion: 1 in 1d20

DEFABRICON 2

Level: 1d6 + 1

Origin: New York Grey (fictional)

Law: Mad Science

Form: Tiny red pistol with multiple pronglike barrels

Effect: This short-range weapon targets a victim's synthetic clothing and equipment, not the living creature itself. It automatically destroys mundane clothing and objects whose level is less than or equal to the artifact level. Special equipment such as cyphers and artifacts must be attacked separately.

Depletion: 1 in 1d20

DEMOLICULIZER

Level: 1d6 + 2

Origin: New York Grey (fictional)

Law: Mad Science

Form: Shotgun-sized weapon with multiple barrels

Effect: This weapon fires a beam at a target within short range, inflicting damage equal to the artifact level to the target and all creatures and objects within immediate range of it. The weapon automatically cancels out force fields and similar energy fields it is fired through.

Depletion: 1 in 1d20

DISINTEGRATION BEAMER

Level: 1d6 + 2

Origin: Rebel Galaxy (fictional)

Law: Mad Science

Form: Pistol with two rotating barrels

New Centropolis, page 59

Effect: This weapon fires a beam to suppress the charge of the electrons that make up a creature or object within long range, inflicting damage equal to the artifact level for three rounds. If the attack reduces the target's combined Pools to below the level of the artifact, the target is disintegrated and instantly falls to dust. (A PC who would be disintegrated can spend 1 XP and instead descend one step on the [damage track](#).)

Depletion: 1 in 1d20

EMPATHIC PSYCHOTRON

Level: 1d6 + 1

Origin: Atom Nocturne (emergent)

Law: Psionics

Form: Pistol with elaborate crystal components

Effect: This one-handed weapon leeches mental energy from the wielder to empower an intense beam of focused psychic energy at a target within long range. Each shot fired inflicts damage equal to the artifact level, plus 2 additional points of damage for each point the wielder sacrifices from her Intellect Pool (ignoring Edge). The user chooses how many points to sacrifice, and she could sacrifice none and still gain the base effect.

Depletion: 1 in 1d20

FLAMETHROWER (ANTIPERSONNEL)

Level: 1d6 + 1

Origin: Earth (emergent)

Law: Standard Physics

Form: Cherry-red flamethrower

Effect: This weapon sprays a short-range line of flaming, high-pressure liquid at up to three targets standing next to each other, inflicting damage equal to the artifact level. Affected targets are also doused in burning liquid, catch on fire, and take 2 points of damage for three rounds following the first round.

Depletion: 1 in 1d6

FLASHLIGHT LASER

Level: 1d6 + 3

Origin: Rebel Galaxy (fictional)

Law: Mad Science

Form: Device similar to a flashlight

Effect: The user can move this device through three settings. The first setting provides bright light in a cone reaching a long distance.

The middle setting allows the device to be used as a weapon, firing a laser burst at a target in long range that inflicts 4 points of damage.

The last setting creates a continuous laser beam with an effective range of 3 miles (5 km).

The user can make attacks with the beam by adjusting the line of light so it comes in contact with a target he can see. Treat such an attack

GUNS OF ARDEYN

It's easy to forget, even for veteran recursors, but objects and artifacts that operate under the law of Standard Physics also work in recursions that operate under the laws of Magic, Mad Science, and Psionics, unless specified otherwise. This means that if a gun (or other piece of equipment or Earthly artifact) is transferred via a matter gate or a translation cypher to Ardeyn, the Sword Realms, or some even more unusual recursion, it's likely that it would shoot just fine, at least until it ran out of ammo.

as a light long-range weapon that inflicts an additional 2 points of damage (4 points total). However, in continuous firing mode, each round a user keeps the laser pointed at the same spot without drifting, it inflicts 1 more point of damage than in the previous round, up to a maximum of 10 additional points of damage (12 points of damage total).

Depletion: 1 in 1d100 (check per laser blast use and per round of continuous laser use)

FLINTLOCK OF CERTAINTY

Level: 1d6 + 1

Origin: Oceanmist (emergent)

Law: Magic

Form: Classic flintlock inscribed with glowing magical runes

Effect: The flintlock fires a magic bullet to a range of 200 feet (60 m) that inflicts damage equal to the artifact level. If the wielder can see the target, the attack always hits. A PC wielder should still roll for the attack because results of 17 to 20 grant special effects. On the other hand, a roll of 1 doesn't result in a miss (but a GM intrusion is still triggered).

Depletion: 1 in 1d20

FOAM RESTRAINT RIFLE

Level: 1d6 + 2

Origin: New Centropolis (emergent)

Law: Mad Science

Form: Two-handed rifle with a wide mouth

Effect: Emits a short-range stream of orange liquid that foams over a target and hardens into a body restraint that lasts for ten minutes. A restrained victim can't move or take actions that require movement. A target whose level is higher than the artifact level can usually break free within one or two rounds.

This device is a rapid-fire weapon, and thus can be used with the [Spray](#) or [Arc Spray](#) abilities that some characters have, but each additional target selected requires an additional depletion roll.

Depletion: 1 in 1d20

Damage track, page 108

Atom Nocturne, page 234



Pirates, princesses, and dragons reside along a beach in the recursion called Oceanmist.

Rebel Galaxy, page 47

Spray, page 27

Arc Spray, page 28

New Centropolis, page 59

FREEZE RAY

Level: 1d6 + 2

Origin: New Centropolis (fictional)

Law: Mad Science

Form: Two-handed black gunstock with several menacing protruding barrels

Effect: The artifact emits a time-nullifying ray at a single target within long range. The victim remains frozen in time for as long as the user maintains the effect by holding down the weapon trigger plus one round. A victim of the freeze ray is immune to damage and effects.

Depletion: 1 in 1d20 (check for each use, or each day of continuous use)

GAS GUN

Level: 1d6 + 1

Origin: Eleventh Reich (emergent)

Law: Mad Science and/or Magic

Form: Wide-barreled pistol connected to backpack canister with hose

Effect: The wielder can select different chemical gasses, though some gas guns may come equipped with only one kind of cartridge. An attack projects a gas grenade up to a long distance and floods the area within immediate range of that point with the selected gas.

Acidic: An acidic cloud melts most substances, inflicting damage equal to half the artifact level each subsequent round for one minute or until the chemical is washed away.

Anticoagulant: After a few minutes, victims begin bleeding from the eyes, mouth, ears, and skin. Bleeding is gradual, but unless an antidote is given, a victim descends one step on the damage track every hour.

Coagulant: After a few hours, victims notice an odd stiffness to their limbs as their blood begins to clot in their veins. The process is gradual, but unless an antidote is given, a victim descends one step on the damage track every ten hours, and if killed by the coagulant effects, he remains stiff as an embalmed corpse thereafter.

Lachrymator: Victims cry, sneeze, cough, find it hard to breathe, and are partially blinded for ten minutes or more, increasing the difficulty of all tasks by two steps.

Poison: Victims are initially fine, but each day, they descend one step on the damage track unless they receive treatment specifically designed to alleviate poison.

Depletion: 1 in 1d10

GRAVITY GUN

Level: 1d6 + 2

Origin: New Centropolis (emergent)

Law: Mad Science

Form: Two-handed rifle tricked out with gadgets

Effect: The gravity gun has a range of 5 miles (8 km). An object struck by the gun doubles in weight for one minute. Creatures affected find the difficulty of all tasks involving movement and finesse increased by two steps. For many objects, doubling in weight has little effect. However, flying objects are often grounded if their weight is doubled, usually by crashing.

Depletion: 1 in 1d20

MACHINE PLASMA GUN

Level: 1d6 + 3

Origin: New York Grey (fictional)

Law: Mad Science

Form: Two-handed machine gun with sleek styling

Effect: This weapon fires plasma rounds at targets within long range, inflicting damage equal to the artifact level.

This device is a rapid-fire weapon, and thus can be used with the *Spray* or *Arc Spray* abilities that some characters have, but each round of ammunition used or each additional target selected requires an additional depletion roll.

Depletion: 1 in 1d100

MEDUSA RIFLE

Level: 1d6 + 3

Origin: Urban Fantastic (fictional)

Law: Magic

Form: Rifle with fiber-optic barrel

Effect: This rifle replicates the effect of a medusa's gaze on one target within long range. A target takes damage equal to the artifact level as a portion of the victim's flesh is transformed into stone, which initiates a chain reaction within his body. Each round thereafter, the



Spray, page 27

Arc Spray, page 28

Urban Fantastic, page 53

ELEVENTH REICH

The conspiracy theorists were right about Nazis surviving, but their imagination didn't come close to the real truth. The ideology of the Third Reich (Nazi Germany, 1933 to 1945) survived, but not because specific individuals were given safe haven by sympathetic organizations. No, it "survived" because the strength of the Nazi mythology bled over into the Strange, creating a recursion where Germany won World War II and went on to create an empire that rules most of the planet (or, in this case, the parts of the planet that exist within the limited world of the Eleventh Reich).

victim must make another Might defense roll or suffer the same number of points of damage as the transformation process continues. If he succeeds on a defense roll, the chain reaction ends. If he is killed by the process, he is turned into mute stone, hot to the touch.

Depletion: 1 in 1d20

MICROWAVE GUN

Level: 1d6 + 1

Origin: New York Grey (fictional)

Law: Mad Science

Form: A tiny, silver gun-shaped object with no moving parts

Effect: This ranged weapon is a maser, beaming collimated microwaves at a target within long range, initially inflicting damage equal to the artifact level, and then inflicting half that amount in each of the two subsequent rounds. A living creature killed by a microwave gun explodes as if it had been cooked in a microwave. The microwave gun can also burn through solid objects of its level or lower at a rate of 1 foot (30 cm) per round.

Depletion: 1 in 1d100

NEGATION RIFLE

Level: 1d6 + 2

Origin: Earth (emergent)

Law: Standard Physics

Form: A broad-barreled rifle rich with embedded electronics

Effect: When the rifle is fired, a designated recursion gate (*translation* or *inapposite*) within short range collapses if it leads to a recursion whose level is less than or equal to the artifact level. The recursion beyond the gate isn't otherwise affected.

Depletion: 1 in 1d10

PLASMA CROSSBOW

Level: 1d6 + 3

Origin: New York Grey (fictional)

Law: Mad Science

Form: Large crossbowlike weapon festooned with gadgets

Effect: This ranged weapon is a crossbow that fires bolts of plasma at targets within 1,000 feet (305 m), inflicting damage equal to the artifact level.

Translation gate,
page 134

Inapposite gate,
page 135





Spray, page 27

Arc Spray, page 28

This device is a rapid-fire weapon, and thus can be used with the [Spray](#) or [Arc Spray](#) abilities that some characters have, but each round of ammunition used or each additional target selected requires an additional depletion roll.

Depletion: 1 in 1d100

PRION GUN

Level: 1d6

Origin: New York Grey (fictional)

Law: Mad Science

Form: Large pistol that fires spinning discs

Effect: This one-handed weapon inflicts damage equal to the artifact level. On a hit, a prion-unfolding chain reaction begins in the target's tissue. Each round thereafter, the victim must make another Might defense roll or suffer the same number of points of damage as the chain reaction dissolves her from the inside. A successful defense roll ends the chain reaction. A creature killed by the chain reaction slumps into so much cloudy pink fluid.

Depletion: 1 in 1d20

PROTOHIBITOR

Level: 1d6 + 2

Origin: New York Grey (fictional)

Law: Mad Science

Form: Pistol-like device

Effect: This one-handed weapon fires orbs of incandescent energy at a target within long range. The orbs track the target, which decreases the difficulty of hitting it by two steps. On impact, an energy orb inflicts damage equal to the artifact level. A target killed by an orb becomes a glassy, slagged sculpture of its former likeness.

Depletion: 1 in 1d20

RAILGUN

Level: 1d6 + 3

Origin: Steam London (emergent)

Law: Mad Science

Form: Bulky, long-barreled rifle

Effect: This weapon fires a railroad spike via an intense steam-powered process at targets

STEAM LONDON

Steam London is a recursion seeded from thousands of stories about improbable science and magic that have been written in the so-called “steampunk” genre. Steam London has the advantage of possessing technology far in advance of its Victorian trappings, where large construction projects that result in dirigibles, giant robots, and other wonders of “the modern world” do not draw undue attention from the locals (as long as one has paid the proper Mad Science Tax to the London authorities).



within long range, inflicting damage equal to the artifact level. A target that takes damage must make a Might defense roll or be knocked back an additional short distance and either be prone or be spiked to an intervening wall or barrier. If spiked to a surface, the creature must sustain 5 points of damage (ignores Armor) in order to get free and begin taking normal turns again.

Depletion: 1 in 1d20

REPLICATION RIFLE

Level: 1d6 + 1

Origin: Zed America (fictional)

Law: Mad Science

Form: Precision military rifle with fused bioreactor module and telescopic sight

Effect: The bioreactor contains live, concentrated human regenerative virus (HRV), which causes rapid-onset zombie transformation in those it infects. The HRV coats the ammunition when fired from the rifle. With the scope, the rifle can be fired at a target within 1,600 feet (488 m), inflicting damage equal to the artifact level. A target that fails a Might defense roll suffers an episode of HRV replication. If the target fails three subsequent Might defense rolls before succeeding on two, she falls into a coma and rises ten minutes later as a **zombie**.

Depletion: 1 in 1d20

ROCKET-PROPELLED GRENADE

Level: 1d6 + 3

Origin: Earth (emergent)

Law: Standard Physics

Form: Tube with sight and trigger

Effect: The user can make a long-range attack with a rocket-propelled grenade that inflicts 7 points of damage to the target and every creature and object next to the target.

Depletion: 1 in 1d6

SERPENT PISTOL

Level: 1d6 + 1

Origin: Samurai Sky (emergent)

Law: Magic

Form: Pistol inlaid with serpent designs in mother of pearl

Effect: This pistol inflicts 5 points of damage on a target within short range.

When the special function of the pistol is activated, instead of a normal shot, it emits a ray of slithering energy at a foe within short range. The snake-shaped ray inflicts damage equal to the artifact level. As another option, the wielder can choose to fire an empowered slithering ray (requiring two depletion rolls) that deals damage equal to the artifact level plus 3 additional points of damage.

Depletion: 1 in 1d20

SPIRIT REVOLVER

Level: 1d6

Origin: Samurai Sky (emergent)

Law: Magic

Form: Six-shooter inscribed with kanji

Effect: This revolver inflicts 5 points of damage on a target within short range. It inflicts additional damage equal to the artifact level to undead, spirits (even if intangible), and other paranormal creatures (generally speaking, creatures that rely on the law of Magic to exist).

Depletion: 1 in 1d20

SUGGESTION RAY

Level: 1d6 + 2

Origin: New Centropolis (emergent)

Law: Mad Science

Form: Pistol studded with gadgets

Effect: This one-handed weapon fires a violet beam of energy at a target within short range. The target becomes highly suggestible for one minute. A suggestible target finds the difficulty of tasks related to detecting lies and resisting persuasion increased by four steps.

Depletion: 1 in 1d20

TERAHERTZ CANNON

Level: 1d6 + 4

Origin: Rebel Galaxy (fictional)

Law: Mad Science

Form: Cannon turret, mountable on solid ground, a vehicle, or a spacecraft

Effect: By emitting a prodigious amount of terahertz light and long-range infrared light, this device can target a structure (or part of a city-sized or larger structure) up to 5 miles (8 km) away and inflict damage equal to the artifact level on all living targets inside, unless the structure was built to shield out terahertz

Samurai Sky, page 48

Zombie: level 3, Speed defense as level 2; health 12. If an attack would reduce the zombie's health to 0, it does so only if the number rolled by the attack was an even number; otherwise, the zombie's health is reduced to 1 instead.

ZED AMERICA

Zed America is a recursion—one of many—seeded from stories of the zombie apocalypse. Most “Zed Omegas” aren’t as fortunate as Zed America, where civilization survived by finding a new equilibrium. The status quo is an uneasy one, because every year, new HRV replication events convert fresh victims, sometimes even those who hunker behind high fortress walls.



Catalyst, page 238

radiation. The cannon works by generating resonant effects that unzip double-stranded DNA. In addition, when the cannon fires, the user can see the interior of the structure on a screen, which usually shows enemies falling left and right in the invisible glare of the terahertz beam.

Depletion: 1 in 1d20

Z-COM

Level: 1d6 + 1

Origin: New York Grey (fictional)

Law: Mad Science

Form: Smartwatch device with deployable laser

Effect: The z-com wrist unit has all the functions of a modern smartphone. An analyzer app using microsensors in the device lets the wearer scan her surroundings for specific materials, toxic traces, and life forms.

In addition, the unit can fire an offensive laser; in this mode, treat the z-com as a light long-range weapon that inflicts an additional 2 points of damage (4 points of damage total).

Depletion: 1 in 1d100 (check each time the analyzer app is used)

New York Grey, page 70

ZERO PISTOL

Level: 1d6 + 2

Origin: Catalyst (emergent)

Law: Mad Science

Form: Large pistol

Effect: This weapon fires a blast of absolute zero energy at a creature or object within long range. Depending on the setting used by the wielder, the gun either inflicts freezing damage equal to the artifact level or freezes the victim solid. A victim frozen solid isn't killed, but instead put in a state of suspended animation, during which time it is immune to damage and effects. It can be unfrozen by the wielder, but it also revives on its own after a few hours.

Depletion: 1 in 1d20



MAGIC IMPLEMENTS

MAGIC WAND

Level: 1d6 + 2

Origin: Ardeyn (emergent)

Law: Magic

Form: Wand

Effect: When a character spends points from a Pool to trigger a special focus or type ability that is a direct attack, she can draw some or all of the points from the held wand instead. The wand contains a number of points equal to the artifact level, which return each day after the wielder's ten-hour recovery roll. A user can attempt to coax out additional points, but doing so requires a separate Intellect task whose difficulty is equal to the number of additional points being drawn from the wand. Coaxing additional points out of a magic wand can be done only once per day.

Depletion: 1 in 1d20

ROD OF BLASTING

Level: 1d6

Origin: Urban Fantastic (fictional)

Law: Magic

Form: Wooden rod engraved with runes

Effect: A rod of blasting has no power unless a wielder empowers it, after which the rod can target a creature or an object within long range with a powerful concussive force. At the user's discretion, the force can either inflict damage or knock the target back an immediate distance, blast open doors, or smash breakable objects.

A rod of blasting has a variable number of charges that are dependent on a user empowering the rod by expending recovery rolls. Even if a user spends several days empowering a rod of blasting, it can hold a maximum of five charges at any one time. To empower a rod with a charge, the wielder must expend one or more recovery rolls while holding and concentrating on the rod. Each recovery roll expended requires one minute of concentration and adds one charge to the rod.

One charge grants the potential for a blast that inflicts 6 points of damage; each additional charge increases the blast damage by 3 points. So a rod of blasting empowered with three charges can inflict up to 12 points of damage on its first attack. However, each attack reduces the number of charges and the additional damage by the same amount it was incremented. So after a rod with three charges is used once, it has only two charges remaining and can inflict 9 points of damage.

If a user wants to knock back a creature or smash open doors or objects, compare the base level of the rod of blasting plus the number of charges empowering it to the level of the target.

Depletion: —

SPECTACLES OF SLAYING

Level: 1d6 + 3

Origin: Wuxia City (fictional)

Law: Magic

Form: Pair of spectacles whose eyepieces are opaque ruby crystal

Effect: The wearer can see normally through the spectacles, which correct any vision impairments, including blindness. In addition, the wearer can project scarlet-hued lightning from the lenses at up to three targets within long range as one action, inflicting damage equal to the artifact level. If an attack misses, the ruby spectacles fuse to the wearer's face on a failed difficulty 2 Might defense roll. Once fused, the spectacles can't be removed until the artifact is depleted, and even then, they leave the victim's face scarred.

Depletion: 1 in 1d20

STAFF OF RA

Level: 8

Origin: New Kingdom (mythological)

Law: Magic

Form: Simple staff set with elaborate circular headpiece

Effect: This staff functions as a normal medium melee weapon. In addition, the wielder can call upon the following effects.

Combust: If the wielder uses the staff to strike a foe in melee, she can activate a flame as hot as the sun that inflicts additional damage to the target equal to the artifact level.

Dawn: The user summons the dawn, which could be as simple as clearing the clouds that obscure the rising sun to as dramatic as collapsing part of a structure to let in the light or advancing time so that dawn is imminent. The GM may rule that this use automatically depletes the staff of Ra.

Sun Ray: Allows the user to make a long-range attack with a golden beam of sunlight, inflicting damage equal to the artifact level and blinding the target for one round. Spirits, zombies, vampires, and similar creatures take 5 additional points of damage from each sun ray.

Depletion: 1 in 1d20 (upon depletion, becomes a beam of sunlight that leaps into the sky)

The Implausible Geographical Society uses the term "magic implements" to describe items from Magic recursions designed to directly attack or harm foes with arcane energy. This is why a magic wand is considered a magic implement but spellbooks are not, since several related effects can usually be coaxed from spellbooks.

Ardeyn, page 160

Wuxia City, page 38

Urban Fantastic, page 53

New Kingdom, page 57

The origin of a particular artifact doesn't lock it to appearing only in that location—usually, similar artifacts can be found in other recursions that operate under the same law. For instance, though magic wands are indicated as originating in Ardeyn, they can also be found in the Sword Realms.

STAFF OF SPELL MASTERY

Level: 1d6 + 1

Origin: Urban Fantastic (fictional)

Law: Magic

Form: Wooden staff engraved with runes

Effect: Although this staff can be used as a medium melee weapon, its intended use is to give the wielder greater focus over any magical abilities she may have. When the staff is held by someone able to create an effect with a spell or a similar special ability, the difficulty of the task—including a qualifying attack—is reduced by one step.

In addition, some staves have an inherent ability to tap nearby fonts of energy, especially those that have been concentrated for use by magical beings. If so, the wielder can attack a target within long range with burning energy that inflicts 4 points of damage that ignore Armor.

Depletion: 1 in 1d20

WAND OF BINDING

Level: 1d6 + 1

Origin: Sword Realms (fictional)

Law: Magic

Form: Maple wand

Effect: A target within long range is held motionless and unable to take actions for one minute. In addition, the bearer of the wand has an asset on defense rolls to resist similar effects that would bind, freeze, or otherwise directly hold him in place.

Depletion: 1 in 1d10

WAND OF BLASTING

Level: 1d6 + 1

Origin: Sword Realms (fictional)

Law: Magic

Form: Rosewood wand

Effect: The wand emits up to three glimmering blue points of light that speed toward one, two, or three targets within long range. Unless the target is protected by some kind of Armor from a magical source, the attacks unerringly hit, each inflicting 1 point of damage that ignores Armor.

Depletion: 1 in 1d100

WAND OF DELIRIUM (MADWAND)

Level: 1d6 + 1

Origin: Sword Realms (fictional)

Law: Magic

Form: Butternut wand

Effect: This wand produces a variable effect that is entirely random, making its efficacy questionable but occasionally entertaining. The user specifies a target within long range to attack, and the result is determined by a roll on the following table, or by the GM.

d100	Effect
01–07	Target sprayed with acid that inflicts 3 points of damage (ignores Armor) for three rounds
08–09	Target exchanges places with wand user
10–16	Target limned in red light for one hour
17–18	Random cypher carried by wand user affects target
19–25	Icy blizzard inflicts 5 points of damage on target and all within immediate range of target
26–27	Wand user reduced to 1 foot (30 cm) in height for one hour
28–34	Electrical discharge connects wand and target (and all between), inflicting 5 points of damage
35–36	Enraged gorilla (level 4) appears in immediate range of wand user
37–43	Wand user telepathically hears target's thoughts for three rounds
44–45	Target and creatures within immediate range of it are blinded for one minute
46–47	Wand user laughs uncontrollably each round until making a difficulty 3 Intellect defense roll
48–54	Target affected as if by a wand of spider's webbing artifact
55–56	Wand user suffers extreme vertigo each round until making a difficulty 3 Might defense roll
57–63	Target affected as if by wand of blasting artifact
64–65	Thirty gold coins emerge from wand at high velocity, inflicting 7 points of damage on target
66–67	Target is teleported, appearing next to wand user
68–74	Fireblast inflicts 5 points of damage on target and all within immediate range of it
75–76	Target becomes invisible for one minute or until after its next attack
77–83	Target is teleported 100 feet (30 m) in the air, then falls normally
84–85	Wand user forgets name and should choose a new one
86–92	Target falls asleep for one minute or until woken
93–94	Roll again; wand user afflicted by indicated result regardless of targeting instruction
95–99	Roll again; target afflicted by double the indicated result regardless of targeting instruction
00	Target up to level 5 killed; a higher-level target takes 10 points of damage (ignores Armor)

Depletion: 1 in 1d20

Sword Realms, page 73

The wizard Abigail, a mercenary in the employ of the Lords of Dyranmar in the Sword Realms, was called upon to defeat a secret church of assassins. She famously used a wand of binding to capture many of the assassins alive so they could be formally charged for treachery in the Free City.

WAND OF SPIDER'S WEBBING

Level: 1d6 + 1

Origin: Sword Realms (fictional)

Law: Magic

Form: White oak wand

Effect: This wand produces a long-range stream of grey spider's webbing that entangles a target and holds it stuck to nearby surfaces. Entangled victims can't move or take actions that require movement. Targets whose level is higher than the wand's level can usually break free within one or two rounds. The entangling web is highly flammable, and if ignited it burns away over the course of one round, but the intense heat inflicts damage equal to the artifact level on whatever was caught within it.

Depletion: 1 in 1d20

WAND OF VAMPIRE SLAYING

Level: 1d6 + 1

Origin: Sword Realms (fictional)

Law: Magic

Form: Wand carved with magic runes that glow golden like the sun

Effect: The wand emits a ray of burning sunlight that inflicts 4 points of damage on a target within long range. In addition, vampires and other creatures vulnerable to sunlight take 8 points of damage, are stunned for one round, and lose their next turn.

Depletion: 1 in 1d20

SWORDS AND OTHER MELEE WEAPONS

ANKH OF DEATH

Level: 1d6 + 2

Origin: New Kingdom (mythological)

Law: Magic

Form: Ebony ankh-shaped rod

Effect: This one-handed ankh-shaped weapon can be used to make a melee attack that inflicts damage equal to the artifact level. Struck targets are blinded for one round and aged five years.

Depletion: 1 in 1d20

AXE OF THE DWARVISH FATHERS

Level: 1d6 + 2

Origin: Sword Realms (fictional)

Law: Magic

Form: Double-bladed axe

Effect: This axe functions as a normal weapon of its type. Furthermore, it inflicts 2 additional points of damage due to its magically sharp blade. This quality means that if the wielder rolls a 20, instead of choosing to inflict extra damage or a normal major effect, he can instead attempt to chop off one of the target's limbs or even its head. To do so, he must reroll the d20 and get a 17 or higher.

In addition, the user can see in the dark, teleport to a known location under the earth in the same recursion, and call upon the wisdom of the Dwarvish Fathers to answer a question. (The Dwarvish Fathers are wise when it comes to knowledge regarding the Sword Realms, but less so if questions stray to recursions beyond.)

However, each day the wielder retains the axe, his semblance becomes more and more like that of a short, broad, bearded man, if he is not one already.

Depletion: 1 in 1d6 (Check each time a limb is chopped off, the user teleports, or a question

is posed to the Dwarvish Fathers; if depleted, the axe's magical abilities can be recharged if a living human or elf perishes on its blade.)

BLADE OF WARDING

Level: 1d6 + 4

Origin: Urban Fantastic (fictional)

Law: Magic

Form: Sword made entirely of silver

Effect: This sword functions as a normal weapon of its type. Once claimed by a wielder, it can be summoned or dismissed as part of any other action (from or to a prepared location in the same or different recursion), including an attack, which makes it easier to **surprise** a foe. Individual swords of warding are keyed to destroy certain types of creatures. Instead of dealing damage, the user can attempt to destroy a creature of the keyed type of up to level 3. To do so, she must succeed on a second attack and make a depletion roll. (She can try to affect higher-level creatures, but it requires one additional depletion roll per level higher than 3 attempted.) Roll a d100 to determine the kind of creature the sword wards against.

01–25	Aliens
26–50	Fae creatures
51–75	Demons and devils
76–00	Undead

Depletion: 1 in 1d20

CARNWENNAN

Level: 7

Origin: Camelot (mythological)

Law: Magic

Form: Dagger with white hilt

New Kingdom, page 57

Urban Fantastic, page 53

Sword Realms, page 73

Surprise, page 110



Camelot is a recursion seeded from the many myths and stories detailing the events surrounding King Arthur's Court.

The demonic rune blade trembles on the edge of gaining the spark. If this occurs, it would look for a quickened wielder who could take it into the wider universe or the Strange itself. The blade's ambitions would become unbounded, potentially giving it planetovore status.



The spark, page 22

Quickened, page 22

Planetovore, page 8

Death manifestation:
level 7

Effect: This dagger functions as a light bladed melee weapon. In addition, Carnwennan's user can step into shadow, which allows him either to teleport to another shadowy location within long range, or to become invisible for up to one minute or until he attacks another creature.

Depletion: 1 in 1d20 (check per use of invisibility or teleportation)

DEATH'S SCYTHE

Level: 1d6 + 4

Origin: Urban Fantastic (mythological)

Law: Magic

Form: Double-handed scythe

Effect: This scythe functions as a normal weapon of its type. In addition, it instantly kills level 1 or level 2 creatures it hits. To try to kill higher-level creatures, instead of applying Effort to decrease the difficulty of the attack, the wielder can apply Effort to increase the maximum level of the target. Thus, to instantly kill a level 5 target (three levels above the normal limit), the wielder must apply three levels of Effort.

Depletion: 1 in 1d20 (check per killing effect; upon depletion, a **manifestation of Death** appears to reclaim its blade)

DEMONIC RUNE BLADE

Level: 1d6 + 4

Origin: Sword Realms (fictional)

Law: Magic

Form: Sword inscribed with runes in the alphabet of demons

Effect: This sword functions as a normal weapon of its type. In reality, it is a powerful demon transformed into the shape of a sword. The demon cannot speak directly to the wielder, but it can make its desires known by emitting bass rumbles and dirgelike melodies, and by pulling in the direction of its desire. The sword has had many names (and perhaps forms) and, according to the context of the recursion hosting it, is older than the current universe.

The sword's features include the following:

- The difficulty of attacks made with the sword is reduced by one step.
- The sword inflicts 4 additional points of damage beyond the 6 points a heavy weapon normally inflicts (10 points of damage total).
- The wielder absorbs a portion of the life force of a creature killed by the sword, adding 5 points to her Might Pool and 1 to her Might Edge (surpassing the maximum in both for up to one hour). If in a recursion where a





spirit normally lingers after death, the spirit is instead absorbed and eaten by the blade.

- If the wielder misses a target, the blade sometimes attacks a wielder's ally instead; this always happens on an attack roll of 1.

Depletion: 1 in 1d10 (check each time a killed creature's life force is absorbed; if depleted, the sword's magical abilities can be recharged if it kills an "innocent" creature)

ELECTRIC KATANA

Level: 1d6

Origin: Samurai Sky (emergent)

Law: Standard Physics

Form: Katana fitted with power cables and a battery backpack

Effect: This katana inflicts 4 points of damage if wielded with one hand or 6 points if wielded with two hands. When it strikes a foe, the wielder decides whether to activate the electrical charge as part of the same action, which deals additional points of damage equal to the artifact level. If the weapon is depleted on a use, the final electrical charge is dealt to the wielder instead of the target.

Depletion: 1 in 1d20

ELVISH KNIFE

Level: 1d6 + 3

Origin: Sword Realms (fictional)

Law: Magic

Form: Large dagger

Effect: This large knife can be used as a normal light knife or a medium short sword (user's choice). Either way, it deals 1 additional point of damage (for a total of 3 or 5 points of damage, respectively).

In addition, the elvish knife can cut through any material of its level or lower with ease, owing to its exceptional sharpness.

Finally, the blade sheds a blue light as bright as a candle to warn when goblins, orcs, trolls, or similar creatures are within 300 feet (91 m).

Depletion: —

ELVISH LONG SWORD

Level: 1d6 + 3

Origin: Sword Realms (fictional)

Law: Magic

Form: One-and-a-half-handed sword

Effect: This sword has a long pommel and can be used as a medium sword or a heavy sword if wielded in two hands (user's choice). Either way, it deals 1 additional point of damage (for a total of 5 or 7 points of damage, respectively).

In addition, the elvish long sword can cut through any material of its level or lower with ease, owing to its exceptional sharpness.

Finally, the blade sheds a blue light as bright as a candle to warn when goblins, orcs, trolls, or similar creatures are within 300 feet (91 m).

Depletion: —

ELVISH SHORT SWORD

Level: 1d6 + 3

Origin: Sword Realms (fictional)

Law: Magic

Form: Short sword

Effect: This sword can be used as a normal medium sword that deals 2 additional points of damage (for a total of 6 points).

In addition, the elvish short sword can cut through any material of its level or lower with ease, owing to its exceptional sharpness.

Finally, the blade sheds a blue light as bright as a candle to warn when goblins, orcs, trolls, or similar creatures are within 300 feet (91 m).

Depletion: —

EXCALIBUR

Level: 7

Origin: Camelot (mythological)

Law: Magic

Form: Sword inset with jewels and engraved with Latin phrases ("Take me up" and "Cast me away") on opposite sides of the blade

Effect: This sword functions as a normal weapon of its type. The first time each day that Excalibur is drawn from its sheath by its wielder, all enemies within long range are blinded for one round (depletion roll required).

Constructed of magically enhanced meteoric iron, Excalibur can cut through wood, stone, and normal metal (of the artifact level or less) without losing its edge; the blade inflicts 1 additional point of damage (no depletion roll required).

Finally, Excalibur has the ability that Earth myth often confers to the blade's scabbard and can keep the wielder healthy even if wounded.

When this ability is used, 1d6 points are restored to any stat Pool the wielder wishes.

Though using Excalibur in this fashion requires a depletion roll, it does not require an action.

Depletion: 1 in 1d100 (if depleted, the sword becomes embedded in the nearest boulder and will not come free except in the hand of its maker or the rightful ruler of the recursion)

FATERAZOR

Level: 1d6 + 3

Origin: Sword Realms (fictional)

Law: Magic

Form: Sword inscribed with red runes down one side of the blade, white runes on the other

Samurai Sky, page 48



Gungnir GM Intrusion:

The weapon becomes lodged in the target and is wrenched from the wielder's hand.

Asgard, page 33

Odin: level 8, attacks with Gungnir as level 10; magic and martial abilities perfect for the task at hand



Cypher limit, page 310

Samurai Sky, page 48

Fate's assassin once wielded Faterazor but has since gone missing. Now the blade floats around the Sword Realms, a prize to anyone brave enough to find it.

Atlantis, page 51



Atom Nocturne, page 234

Effect: This sword functions as a normal weapon of its type, and the difficulty of attacks made with the weapon is decreased by one step. If the wielder becomes separated from the blade, Faterazor returns to her if she can find a dagger, sword, or other bladed weapon to grip as a temporary stand-in. The first time the wielder attacks another creature with the stand-in blade, Faterazor manifests, replacing the stand-in. In addition, Faterazor can store spells and cyphers along its blade as runes. Spells and cyphers that grant aid are stored as white runes on one side of the blade, and spells and cyphers that inflict harm on foes are stored as red runes down the other side. If a PC wields Faterazor, her **cypher limit** increases by one as long as she stores her cyphers as runes on the sword.

Storing a cypher on Faterazor requires an action, whereupon the cypher is converted to a rune. Using a stored rune-cypher merely requires that the user have her hands on Faterazor. The cypher provides its normal effect, though the user can choose to convert a red rune-cypher's energy into a number of points of damage dealt on a successful hit equal to the cypher so converted. A white rune-cypher can likewise be converted to additional points equal to the cypher level restored to the wielder's Pools on a recovery roll.

Storing a spell requires a spellcaster to cast the spell into the blade. Only three spells can be so stored. Triggering a spell is the same as for using a cypher, and a stored spell can likewise be converted into extra damage or extra healing. If it's unclear, the GM determines whether a character's special abilities qualify as spells.

Depletion: 1 in 1d20 (Check each day of use. If depleted, Faterazor must be "fed" a number of cyphers whose total level exceeds that of the artifact. These cyphers are destroyed; they do not appear as runes on the blade.)

GUARDIAN WEAPON

Level: 1d6 + 1

Origin: Atlantis (mythological)

Law: Magic or Mad Science

Form: Curved wand of bronze and glass that flows to fit perfectly in the wielder's hand

Effect: This device has two functions. First, it can produce a constant bladelike beam 2 or 3 feet (60 to 90 cm) long that can be used in melee as a light, medium, or heavy weapon (user's choice upon activation). Once activated, the blade remains for one minute. Second, the weapon can also fire a blast of superheated energy up to long range, which inflicts damage equal to the artifact level.

Depletion: 1 in 1d10

GUNGNIR, SPEAR OF ODIN

Level: 9

Origin: Asgard (mythological)

Law: Magic

Form: Large spear

Effect: This spear functions as a normal weapon of its type. It is so well crafted and carved with magic runes of such power that it never misses a target. No attack roll is necessary for the wielder to hit with Gungnir. If a PC rolls in hopes of achieving a special effect but gets a 1, Gungnir still hits the target (though a GM intrusion is still appropriate).

If the user defeats an enemy with the spear and dedicates the victory to **Odin**, Odin knows it and may eventually reward the wielder with a trove, a secret, or direct aid.

Depletion: 1 in 1d20 (upon depletion, the spear returns to Odin in the recursion of Asgard)

KUSANAGI

Level: 1d6 + 3

Origin: Samurai Sky (emergent)

Law: Magic

Form: Sword forged of white metal

Effect: This sword functions as a normal weapon of its type. If a target lies while the tip of the blade is pointed at him, the wielder feels a vibration in the hilt. If the wielder spends a round concentrating, she learns the exact location of every creature within long range, regardless of how well hidden they might be.

Finally, if the wielder attacks a foe with the blade, she can choose to inflict 2 additional points of damage beyond the 6 points normally dealt by a heavy blade (8 points total).

Each special use of the weapon requires a depletion roll. If the artifact is depleted, it finds a way to become lost and pass on to a new wielder.

Depletion: 1 in 1d100

MIND BLADE

Level: 1d6

Origin: Atom Nocturne (emergent)

Law: Psionics

Form: Dagger made from grey crystal

Effect: This dagger functions as a normal weapon of its type. In addition, material from which this weapon is made is highly receptive to thought and stores mental energy placed into it. When a user attacks with the weapon and applies Effort, he can spend points from his Intellect Pool instead of his Might Pool.

Depletion: —

MIND BLADE (CONSCIOUS)**Level:** 1d6**Origin:** Atom Nocturne (emergent)**Law:** Psionics**Form:** Sword made from grey crystal

Effect: This sword functions as a normal weapon of its type. In addition, material from which this weapon is made is highly receptive to thought and stores mental energy placed into it. When a user attacks with the weapon and applies Effort, he can spend points from his Intellect Pool instead of his Might Pool.

A conscious mind blade contains a telepathic presence, usually a psychic echo of a once-living person trapped in crystal. It typically possesses one or more additional abilities the wielder can call upon (or which the mind blade can trigger itself, if applicable). Roll a d100 to determine the additional ability the mind blade provides. Each use of a mind blade's secondary ability requires a depletion roll; the user can decide whether or not to use the special ability, though sometimes the mind blade may trigger its ability unexpectedly.

01–10 On a hit, deal extra damage equal to weapon level of a kind specific to the weapon. Roll a d6. Enabler.

1 Psychic

2 Cold

3 Lightning

4 Acid

5 Flesh-decaying

6 Fire

11–15 For one minute, a singularity appears in the space where the first victim of the mind blade was killed, dragging everything within immediate range into another recursion of punishment and pain. Enabler.

16–20 A violent storm gathers in the sky over the area where the mind blade kills its first foe of the day and rages for one minute, randomly striking allies of the slain creature with lightning attacks. Enabler.

21–25 On a hit, the victim is aged 1d6 years. Enabler.

26–30 If the wielder is debilitated, the personality in the mind blade exchanges places with him and fights on until the fight is concluded or the body is killed. Enabler.

31–40 The wielder can make a free recovery roll that doesn't count against his daily recovery rolls. Action.

41–50 For one hour, the wielder gains +5 to Armor against a kind of energy specified in the first table entry. Action.

51–60 For one hour, the weapon is transformed into a creature whose level equals the weapon's level. The creature must obey the wielder's commands. Action to initiate.

61–65 On a hit, the victim gains a **harmful mutation**. Enabler.

66–70 On a hit, the victim is flung forward in time by one minute. Enabler.

71–75 On a hit, a level 3 or lower NPC or creature ceases to exist; one higher than level 3 loses its next turn. Enabler.

76–80 The weapon can attack a target that the wielder can see within long range. It fires an energy ray of a kind specified in the first table entry that deals damage equal to the weapon's level. Action.

81–85 On a hit, a level 3 or lower NPC or creature forgets the previous hour; one higher than level 3 loses its next turn. Enabler.

86–90 On a hit, the victim is blinded for one round. Enabler.

91–95 On a hit, the victim goes insane for one round and attacks its own allies. Enabler.

96–00 On a hit, the victim's mind is transferred into the blade and the consciousness of the blade enters the victim's body for three rounds. Enabler.

Depletion: 1-2 in 1d00 (on depletion, user must make an Intellect defense roll or his mind is drawn into the blade)

MIND BLADE (MIND FEEDING)**Level:** 1d6**Origin:** Atom Nocturne (emergent)**Law:** Psionics**Form:** Sword made from grey crystal

Effect: This sword functions as a normal weapon of its type. In addition, material from which this weapon is made is highly receptive to thought and stores mental energy placed into it. When a user attacks with the weapon and applies Effort, she can spend points from her Intellect Pool instead of her Might Pool.

In addition, when the wielder makes a successful attack with the weapon, she adds 1 point to her Intellect Pool. If this causes the Pool to exceed its normal maximum, the excess points fade following the wielder's next one-hour or ten-hour recovery roll.

Depletion: 1 in 1d20

Harmful mutation,
page 240

Thor: level 8, attacks with Mjölfnir as level 10; health 50; Armor 2

Only someone “worthy” can lift Mjölfnir; it’s up to the GM to determine whether a PC meets that criteria when the hammer is first discovered.



Atom Nocturne, page 234

Inapposite gate, page 135

Creatures that qualify as targets for the psychic bane mind blade include anyone with a focus like *Awakens Dangerous Psychic Talent*, *Awakens Dreams*, or other foci, types, or natural special abilities that allow someone to command mental powers. For example, a sirrush makes psychic attacks, and this blade would be effective against one.



Awakens Dangerous Psychic Talent, page 236

Sirrush, page 290

Ardeyn, page 160

MIND BLADE PERSONALITY

The personality of a conscious mind blade can be a little extreme, given its limited existence. The GM could develop a general personality and perhaps a special purpose that the mind blade desires to accomplish, such as “bring about revolution,” “protect the downtrodden,” “instigate conflict,” and so on.

One of the greatest dangers of using a conscious mind blade is that it sometimes trades places with the consciousness of the wielder, especially when the wielder is confused or otherwise addled. The wielder must make an Intellect defense roll to resist the transfer.

MIND BLADE (PSYCHIC BANE)

Level: 1d6

Origin: Atom Nocturne (emergent)

Law: Psionics

Form: Dagger made from grey crystal

Effect: This dagger functions as a normal weapon of its type. In addition, material from which the weapon is made is highly receptive to thought and stores mental energy placed into it. When a user attacks with the weapon and applies Effort, he can spend points from his Intellect Pool instead of his Might Pool.

In addition, the weapon is the bane of creatures that use mental powers or psychic energy to make attacks. Against such creatures, the mind blade inflicts additional damage equal to its level and the difficulty of attacks against such creatures is reduced by one step. If such a creature attempts to use the mind blade, it takes damage equal to the artifact level each round the blade is handled.

Depletion: 1 in 1d20

MINDCRUSHER

Level: 1d6 + 2

Origin: Atom Nocturne (emergent)

Law: Psionics

Form: Mace with crystal head

Effect: This mace functions as a normal weapon of its type. In addition, the material from which it is made is highly receptive to thought and stores mental energy placed into it. When a user attacks with the weapon and applies Effort, she can spend points from her Intellect Pool instead of her Might Pool.

In addition, when the user makes a successful attack with the weapon, she can deal 1 additional point of damage directly to the

target’s mind (ignoring Armor). Against a PC, the additional damage is subtracted from the character’s Intellect Pool.

Depletion: 1 in 1d20

MJÖLNIR, HAMMER OF THOR

Level: 9

Origin: Asgard (mythological)

Law: Magic

Form: Medium hammer

Effect: This hammer functions as a normal weapon of its type and the difficulty of attacks made with it is decreased by one step.

In addition, the wielder can make a long-range lightning attack on a target and all creatures within immediate range of the target that inflicts damage equal to the artifact level. Alternatively, every other round she can throw the hammer at a single foe within long range, inflicting double the artifact level in damage. Once thrown, the hammer returns to the wielder.

The wielder can activate the hammer and gain the ability to fly a long range each round while holding it. This ability lasts for ten minutes.

Finally, the wielder can use the hammer to travel between recursions as if through an *inapposite gate* generated on the fly, if she has previously visited that recursion. She can also travel in this fashion to Asgard, regardless of whether she’s been there before.

Depletion: 1 in 1d20 (upon depletion, the wielder is judged to be unworthy to wield Mjölfnir any longer, and she cannot lift it)

PLUTONIAN IRON KNIFE

Level: 1d6

Origin: Ardeyn (fictional)

Law: Magic

Form: Night-black blade in which distant stars and nebulae are sometimes visible

Effect: This knife functions as a normal weapon of its type. However, if the wielder wishes, on a successful attack the special qualities of the knife inflict additional damage (ignores Armor) equal to the artifact level. If this damage reduces a target to 0 health, the target’s soul is drawn into the blade. The soul remains trapped there for up to three days, after which time it is consumed. (Alternatively, the wielder can release the soul to whatever its fate would otherwise be.)

As a separate activation, the wielder can ask three questions of a creature whose soul is trapped in the blade and not yet consumed. After answering the third question, the soul is consumed.

Depletion: 1 in 1d20

POWER GLOVE**Level:** 1d6 + 1**Origin:** New Centropolis (fictional)**Law:** Mad Science**Form:** Metal gauntlet with integrated circuits**Effect:** Unarmed attacks made while wearing the glove inflict 1 additional point of damage. However, if the user activates the glove as part of an attack, gravity is modified in her vicinity for one round, allowing her to make a gravity punch attack. If the attack is successful, the glove inflicts additional damage equal to the artifact level and throws the target back a short distance.**Depletion:** 1 in 1d10 (check per use of gravity punch)**PSYCHIC WHIP****Level:** 1d6 + 2**Origin:** Atom Nocturne (emergent)**Law:** Psionics**Form:** Crystal-handled whip made of flexible silver metal**Effect:** A target within short range takes damage equal to the artifact level. In addition, the target must make a second Intellect defense roll or be subject to extreme mental pain, causing it to collapse into a quivering mass of screaming nerve endings for one round, which inflicts 2 points of damage (ignores Armor).**Depletion:** 1 in 1d20**REALITY-TEARING KNIFE****Level:** 1d6 + 3**Origin:** R639 (emergent)**Law:** Exotic**Form:** A shard of dull steel, sharpened along one edge**Effect:** This large knife functions as a normal weapon of its type. When its special power is activated as part of an attack, the knife emits a silent pulse of reality-twisting force that sweeps out to a short range in all directions. Creatures in the area other than the wielder are knocked prone and stunned for one round, losing their action. Unfixed objects are toppled or moved at least 5 feet (2 m). Cracks form in walls, floors, and ceilings, and a reality scar is left behind in the area.

Sometimes, the largest crack left behind creates a temporary inapposite gate to the recursion R639 (or to recursions outside it, if the knife is used within R639).

Depletion: 1 in 1d10**RETRACTABLE CLAWS****Level:** 1d6 + 1**Origin:** Ruk (emergent)**Law:** Mad Science**Form:** Metallic claws and bone sheath graft, self-installing**Effect:** The graft recipient can make unarmed weapon attacks with metallic claws that can be extended as part of another action. Instead of dealing normal unarmed attack damage, the attack deals damage equal to the artifact level. If the user has a special ability or training that increases her natural unarmed attack damage, the increase is applied to the damage dealt by the retractable claws.**Depletion:** —**RETRACTABLE LASER CLAWS****Level:** 1d6 + 3**Origin:** Ruk (emergent)**Law:** Mad Science**Form:** Metallic claws and bone sheath graft, self-installing**Effect:** This graft functions like a set of regular retractable claws. However, as a special use of the claws, the user can energize them with a laser-cutting surface, which can cut through any material of the artifact level or less.**Depletion:** 1 in 1d20 (check per laser ignition)*New Centropolis, page 59**Generally speaking, grafts that become part of a character translate into other recursions with that character as if they were a cypher and take on the visual context of the new location, though they do not count against a PC's cypher limit.**Ruk, page 190**Cypher limit, page 310**A reality scar is a region about 200 feet (60 m) in diameter that messes with perceptions of creatures within it, increasing the difficulty of all tasks by one step. Everything within a scar is seen as if through visual static. Creatures and NPCs sometimes take on nightmarish outlines that are probably not real.**R639, page 53*

RETRACTABLE VENOMOUS HEAD SPIKES

Level: 1d6 + 1

Origin: Ruk (emergent)

Law: Mad Science

Form: Cranial spikes, self-installing

Effect: If the wearer of this graft head-butts a foe and inflicts damage, the victim must make a Might defense roll as the venomous spikes automatically break the skin and inject the foe with venom. If the second defense roll fails, the target takes an additional number of points of Speed damage (ignores Armor) equal to the artifact level and is so stunned with pain that it loses its next turn.

Depletion: 1 in 1d20

SPEAR OF LONGINUS

Level: 7

Origin: Legendary Canaan (mythological)

Law: Magic

Form: Large spear

Effect: This spear functions as a normal weapon of its type. In addition, it inflicts 2 additional points of damage. A character hit by the spear also moves one step down the damage track.

Depletion: — (GM Intrusion: The wielder's heart is not pure enough to permit the use of the spear. If he attempts to use it regardless, during each round in which he remains in direct or indirect contact with the shaft, he is subjected to a level 10 pyrotechnic attack.)

STRANGE SWORD

Level: 1d6

Origin: The Strange (emergent)

Law: Any

Form: Tear in reality shaped like a bladed weapon in which the fractalscape of the Strange slowly boils

Effect: This bladed weapon functions as a normal weapon of its type. However, it inflicts 2 additional points of damage, which means that a medium Strange sword inflicts 6 points of damage.

The weapon can inflict one of two additional effects on creatures who are not native to the recursion where they are struck. The first option is to allow the Strange sword to inflict an additional number of points of damage equal to the artifact level. The second option is to forgo regular damage on a successful hit and instead attempt to force the creature back to its home recursion as if pushing it through a translation gate, which requires a second successful attack. If the wielder rolls a natural 19 or 20 on this second attack and the target is hit, the target not only is returned to its native

recursion but also loses any quickened abilities and the spark for an indeterminate period.

Depletion: 1 in 1d100

TIME-SLICING DAGGER

Level: 1d6 + 3

Origin: Ardeyn (fictional)

Law: Magic

Form: Dagger with short curved blade and medial ridge

Effect: This dagger can be used as a normal light weapon. In addition, the user can activate the dagger as part of another action, gaining the ability to take another full turn immediately, but never more than once every other round. During the round in which the user slows apparent time around her, the difficulty of her Speed defense rolls is reduced by one step.

Depletion: 1 in 1d10

VIBRO SABER

Level: 1d6 + 2

Origin: Rebel Galaxy (fictional)

Law: Mad Science

Form: Thin metallic blade on a hilt like a gun grip

Effect: This long one-handed sword inflicts damage equal to the artifact level. In addition, the target takes 1 point of damage each round until 1 or more points of damage inflicted by the weapon are restored.

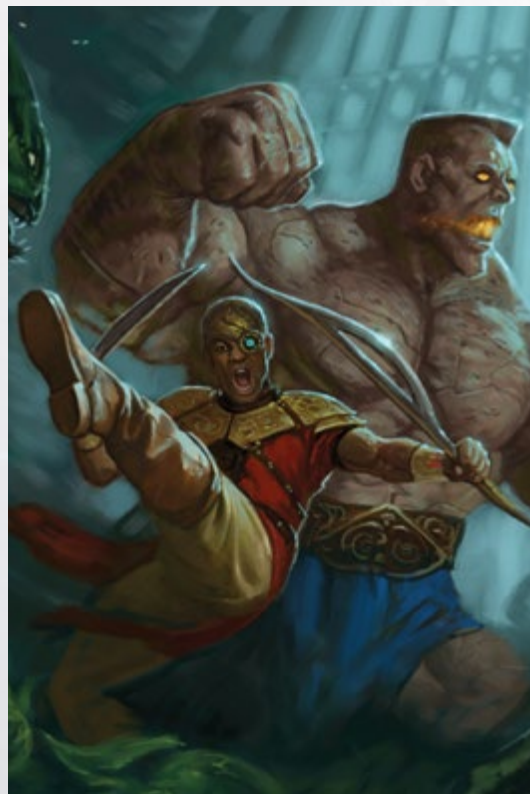
Depletion: 1 in 1d00

According to the Christian Bible, the Spear of Longinus is the lance that pierced the side of Jesus as he hung on the cross.

Legendary Canaan is a recursion seeded from the myths and legends of the Ancient Near East.

Rebel Galaxy, page 47

The material from which a Strange sword is forged appears to be a slice of the dark energy network itself, like a tear in reality, except on Earth. On Earth, a Strange sword appears to be forged of night-black steel inset with tiny fractal designs.



ARMOR

AEGIS

Level: 1d6 + 3

Origin: Legendary Greece (mythological)

Law: Magic

Form: Gold-hued shield

Effect: In addition to the asset on Speed defense rolls the user has while bearing the shield, the difficulty of her Speed defense rolls is decreased by a further two steps.

Depletion: 1 in 1d20 (check per day of use; if depleted, the shield fades away, perhaps recalled to Mount Olympus)

ASCENDED ARMOR PLATING

Level: 1d6

Origin: Atlantis (mythological)

Law: Magic or Mad Science

Form: Ring

Effect: Nanomachines sweep out of the ring, completely covering the user's body in a sheen of bronze-colored armor, granting her additional Armor equal to the artifact level for ten minutes.

Depletion: 1 in 1d20

FORCE ARMOR

Level: 1d6

Origin: Rebel Galaxy (fictional)

Law: Mad Science

Form: Belt

Effect: Upon activation, an almost transparent force field surrounds the user in blocky planes for one hour, giving her +2 to Armor. The user can tune the field so that it's translucent, hiding her identity, or make it fully dark so that it emits no light (though she can see through the field normally).

Depletion: 1 in 1d20

GREEN ARMOR

Level: 1d6

Origin: Camelot (mythological)

Law: Magic

Form: Emerald-hued plate mail

Effect: This plate mail functions as heavy armor. In addition, the user gains +3 to Armor against effects that would directly affect her Speed (such as poison) or Intellect (such as a curse or psychic attack). The user can also make an extra one-action recovery roll each day.

Depletion: —

GUN ARMOR

Level: 1d6 + 4

Origin: Rebel Galaxy (fictional)

Law: Mad Science

Form: Bulky metallic suit featuring an integrated weapon of prodigious size

Effect: This heavy armor grants +2 to Armor in addition to the +3 that heavy armor usually provides. Further, the armor features a massive integrated weapon that fires plasma; treat as a heavy weapon able to target a creature within long range, inflicting damage equal to the artifact level.

Depletion: 1 in 1d20 (check for each day of use)

HELM OF HADES

Level: 1d6 + 2

Origin: Legendary Greece (mythological)

Law: Magic

Form: Dark-hued helm

Effect: The wearer has an asset on Speed defense rolls. In addition, she can become invisible for one minute, which decreases the difficulty of stealth tasks by two steps and grants the possibility of making a surprise attack against an enemy. While the wearer is invisible, attacking another creature doesn't disperse the effect, which means that a foe is effectively blind when attacking and defending against her.

Depletion: 1 in 1d20 (check per use of invisibility; if depleted, the helm fades away, perhaps recalled to Mount Olympus)

Legendary Greece is a recursion seeded from the myths and legends of ancient Greece.

Atlantis, page 51



GM Intrusion for

Kavacha: *The wearer's heart is not pure enough to permit continued use of the armor. If he continues to wear the Kavacha regardless, all subsequent attacks against him are treated as level 10 attacks.*

According to the Hindu epic Mahabharata, Karna was an ancient king of India.

Legendary India is a recursion seeded from the myths and legends of historical India.

Generally speaking, grafts that become part of a character translate into other recursions with that character as if they were a cypher and take on the visual context of the new location, though they do not count against a PC's cypher limit.

IMPACT CLOAK

Level: 1d6 + 1

Origin: Rebel Galaxy (fictional)

Law: Mad Science

Form: Cloak with attached hood

Effect: Under normal circumstances, the hood and cloak are as flexible and fashionable as a normal garment of this type, without any penalties associated with wearing regular armor. However, if the wearer is subjected to a physical or energy attack, the garment immediately stiffens, redirecting the energy of the attack and protecting him as if he was wearing heavy armor for that instant.

Depletion: 1 in 1d100 (check per attack)

IMPACT CLOAK (REFLECTIVE)

Level: 1d6 + 1

Origin: Rebel Galaxy (fictional)

Law: Mad Science

Form: Cloak with attached hood

Effect: This artifact functions as an impact cloak, except that it has a 50% chance to reflect energy attacks back on the attacker.

Depletion: 1 in 1d100 (check per attack)

IMPACT CLOAK (STEALTH)

Level: 1d6 + 1

Origin: Rebel Galaxy (fictional)

Law: Mad Science

Form: Cloak with attached hood

Effect: This artifact functions as an impact cloak, except the user can activate the cloak's stealth field as an action. The stealth field creates a camouflage bubble around the user that dampens sound and decreases the difficulty of stealth tasks by two steps.

Depletion: 1 in 1d100 (check per attack)

KAVACHA, ARMOR OF KARNA

Level: 1d6 + 4

Origin: Legendary India (mythological)

Law: Magic

Form: Breastplate and helm

Effect: Grants +2 to Armor in addition to the +3 that heavy armor usually provides. The suit doesn't completely cover the wearer, but its protection applies to damage that often isn't reduced by typical armor, such as heat, cold, and Intellect damage.

Depletion: —

METALODERMIS GRAFT

Level: 1d6

Origin: Ruk (emergent)

Law: Mad Science

Form: Injection

Effect: A microthin layer of flexible metal spreads beneath the user's skin, giving her a greyish, silvery cast. She gains +1 to Armor.

Depletion: 1 in 1d100 (check each day)

MIND ARMOR

Level: 1d6

Origin: Atom Nocturne (emergent)

Law: Psionics

Form: Armor (usually medium or heavy) made from crystal

Effect: The material from which the armor is made is highly receptive to thought and stores mental energy placed into it. When the wearer defends from a physical attack and applies Effort, she can spend points from her Intellect Pool instead of her Speed Pool.

Depletion: —



MIND ARMOR (CONSCIOUS)

Level: 1d6

Origin: Atom Nocturne (emergent)

Law: Psionics

Form: Armor (usually medium or heavy) made from crystal

Effect: The material from which the armor is made is highly receptive to thought and stores mental energy placed into it. When the wearer defends from a physical attack and applies Effort, she can spend points from her Intellect Pool instead of her Speed Pool.

A conscious set of mind armor contains a telepathic presence, usually a psychic echo of a once-living person trapped in crystal. The armor usually possesses one or more additional abilities the wearer can call upon (or which the armor can trigger itself, if applicable). Roll a d100 to determine the additional ability. Each use of a mind armor's secondary ability requires a depletion roll; the wearer can decide whether to use the special ability, though sometimes the mind armor may trigger its ability unexpectedly.

01–10 If the user is struck with a melee attack, the mind armor automatically fires a bolt of energy back at the attacker. Roll a d6 to determine the kind of energy. Enabler.

- 1 Psychic
- 2 Cold
- 3 Lightning
- 4 Acid
- 5 Flesh-decaying
- 6 Fire

11–15 The armor teleports the user to a spot she can see within short range. Enabler.

16–20 The armor and its user go out of phase for up to one minute, during which time she can move through physical objects but cannot physically attack or be physically attacked. Action to initiate.

21–25 The armor allows the user to fly a short distance each round for one minute. Action to initiate.

26–30 When an enemy makes a melee attack against the user, the armor pulses with light, which counts as an asset on the wearer's Speed defense roll. Enabler.

31–40 Grants the user 1 point that she can use to restore any Pool. Action.

41–50 User gains +5 to Armor against a kind of energy specified in the first table entry for one hour. Action.

51–60 User lands on her feet and takes no damage after a fall from any height. Enabler.

61–65 Allows user to mentally communicate with up to six other touched allies for twenty-four hours. Action to initiate.

66–70 While the user wears the armor, her maximum Intellect Pool is 2 points higher than normal for ten hours. Enabler.

71–75 User can move more quickly for one minute, and each round she can move up to a short distance and take a normal action. Action.

76–80 User can see normally in the dark; through fog, smoke, and similar translucent and opaque gasses; and through cloudy water for up to one minute. Action.

81–85 A level 1 foe who strikes the user forgets the previous hour. Enabler.

86–90 User becomes invisible, which reduces the difficulty of stealth tasks by two steps, for up to one minute or until she attacks or takes a similar dramatic action. Action to initiate.

91–95 If struck by a ranged attack, the user can choose to immediately teleport to a location next to the attacker. Enabler.

96–00 If the user is debilitated or killed, the armor retains an echo of her consciousness and continues to act as if she was hale for up to one hour. Enabler.

Depletion: 1-2 in 1d00 (upon depletion, user must make an Intellect defense roll or her mind is drawn into the armor and becomes the resident personality)



GENERAL ARTIFACTS

Legendary Arabia is a recursion seeded from the myths and legends of historical lands of western Asia and Egypt.

Djinni of the lamp: level 7; health 35; magic touch attack inflicts 9 points of damage; can transform into smoke and flame; can grant a limited number of wishes while bound to the lamp

New York Gray, page 70

ALADDIN'S LAMP

Level: 1d6 + 2

Origin: Legendary Arabia (mythological)

Law: Magic

Form: Bronze oil lamp

Effect: When rubbed, the lamp produces a *djinni* that appears in a puff of smoke and remains manifest for up to one hour or until a service or wish is requested of the creature. If the user makes a wish, it is granted, within limits; the level of the effect granted is no greater than the level of the artifact, as determined by the GM, who can modify the effect of the wish accordingly. (The larger the wish, the more likely the GM will limit its effect.) Once the service or wish is granted, the user makes a depletion roll.

Depletion: 1 in 1d6 (upon depletion, the *djinni*'s service is completed and it is free to act as it will)

ANKH OF LIFE

Level: 1d6 + 2

Origin: New Kingdom (mythological)

Law: Magic

Form: Ebony ankh-shaped rod

Effect: If the ankh is touched to a character, she regains 10 points in one Pool, is cured of blindness, and, if elderly, is reduced in apparent age by ten years.

Depletion: 1 in 1d10



ANTIGRAV BOOTS

Level: 1d6

Origin: New York Grey (fictional)

Law: Mad Science

Form: Stylish shoes or boots

Effect: Wearer can fall from any height safely, even if not prepared for the descent. In addition, he can levitate in the air for up to ten minutes at a time, rising or descending an immediate distance each round.

Depletion: 1 in 1d20

ARTIFICIAL BLOOD

Level: 1d6

Origin: Ruk (emergent)

Law: Mad Science

Form: Red fluid in pod, self-injecting

Effect: Once a recipient has incorporated a full measure of artificial blood into her system, she is more resilient, adding 1 to all recovery rolls, and she gains one additional benefit, as determined by a d100 roll. The effects last for twenty-four hours.

01–10	Immune to disease
11–15	Immune to poison
16–20	Immune to acid
21–25	+5 to Armor against electrical damage
26–30	+5 to Armor against fire damage
31–40	+5 to Armor against cold damage
41–50	+5 to Armor against psychic damage
51–60	+5 to Armor against damage from high gravity
61–65	Difficulty of defense rolls to survive drug or alcohol overdose decreased by two steps, and user is not subject to hangovers
66–70	Tireless; add 1 to Might Edge
71–75	Quick; add 1 to Speed Edge
76–80	Smart; add 1 to Intellect Edge
81–85	Regenerative; recovery roll restores 2 additional points to a Pool
86–90	User's eyes reflect light like a cat's; user can see in the dark
91–95	User's blood is acidic to other creatures; melee attackers who damage the user suffer 1 point of acid damage from blood splash
96–00	User can apply one level of Effort to a noncombat task without spending any points from a Pool

Depletion: 1 in 1d20 (check each day)

New Kingdom, page 57

Ruk, page 190

BELT OF DIVINE STRENGTH**Level:** 1d6**Origin:** Asgard (mythological)**Law:** Magic**Form:** Heavy belt tooled with Norse runes**Effect:** For ten minutes, wearer adds 10 points to her Might Pool and adds 3 to her Might Edge.**Depletion:** 1 in 1d20**BOOTS OF THE STRANGE****Level:** 1d6 + 3**Origin:** The Strange (emergent)**Law:** Any**Form:** Pair of boots inlaid with swirling fractals**Effect:** When the boots are activated as part of a move, the wearer can walk across empty air for a long distance each round for up to one minute. If used in the Strange, the boots decrease the difficulty of any [Chaosphere navigation](#) or [fractal surfing](#) task by one step.**Depletion:** 1 in 1d100**CAPRICIOUS HOOKAH****Level:** 1d6 + 1**Origin:** Wonderland (fictional)**Law:** Magic**Form:** Hookah**Effect:** A user who occupies herself with smoking the hookah—which must be supplied with tobacco and lit—can call upon the following effects, but never the same effect twice in two rounds.**Cough:** Attack all creatures within immediate range with a cloud of smoke. On a failed Might defense roll, victims suffer damage and a fit of coughing that renders them unable to take actions in the following round.**Get Away:** User blows a smoke ring around himself and teleports to a location within long range.**Go Away:** Create a magic smoke circle that targets one creature in short range. If the victim fails a Speed defense roll, it is teleported to a random location within long range.**Heal:** Breathe in a long draught of smoke that restores 4 points to any Pool.**Make Friends:** Blow smoke into the eyes of a target within immediate range. If the victim fails an Intellect defense roll, she sees the hookah smoker

as her ally for one minute or until she spends a round rubbing the smoke out of her eyes.

Tell Me True: Force a secret (bearing on the topic selected by the smoker) from a target within immediate range. If no secret is being withheld, treat this as a psychic attack against a target within short range that deals 5 points of Intellect damage.**Depletion:** 1 in 1d6**CELLULAR PROD****Level:** 1d6 + 1**Origin:** Ruk (emergent)**Law:** Mad Science**Form:** 4-foot-long (1 m) metallic rod with a barbed propulsive head**Effect:** The cellular prod is used like a cattle prod. When its business end is applied to a living target (possibly in a melee attack), it injects a potent cocktail of DNA, RNA, ribosomes, and other promoters that have an immediate effect and a long-term effect on the target.

The immediate effect paralyzes the target for up to one minute, after which the target has no memory of that time period. The long-term effect could be any one of the following, depending on the nature of the cellular prod (each injector has only one kind of secondary effect).

Aggression: The target's aggressive tendencies are increased for up to twelve hours, during which time the target attacks almost anything it encounters.**Calm:** The target's aggressive tendencies are damped down for up to twelve hours, during which time the target responds to attacks but never initiates them.**Transformation:** The target transforms into a leukocyte over a twelve-hour period. A fully transformed target loses all memory of his former existence, but a successful translation to another recursion before the transformation is complete salvages those memories (and resets the recursor's form to fit the context of the new recursion).**Depletion:** 1 in 1d20*The belt of divine strength, also called Megingjörð, was a possession of the god Thor, and those who find and wear it risk his wrath.**Thor, page 26**The Strange, page 212**Chaosphere navigation, page 215**Fractal surfing, page 215**Wonderland, page 253***ASGARD AND THE NINE WORLDS**

Asgard is a recursion seeded by Norse myths and modern comics and movies that feature godlike entities such as Odin, Loki, Thor, and many more who reside there. According to the fiction that birthed the recursion, all these beings possess the ability to travel into other realms (linked recursions), which is how some of them spend much of their time. Associated recursions include the Nine Worlds, such as Jotunheim (the home of the giants) and Svartalfheim (the home of the dark elves). A few Norse gods may have the spark and travel farther afield.

CELLULAR SAMPLER

Level: 1d6 + 1

Origin: Ruk (emergent)

Law: Mad Science

Form: 4-foot-long (1 m) metallic rod with a barbed propulsive head

Effect: The cellular sampler is used like a cattle prod. When its business end is applied to a living target (possibly in a melee attack), it removes a sample of the target's tissue and analyzes it. A readout shows what, if any, special abilities the target possesses. If the wielder wishes, she can then use the cellular sampler on herself and gain one of the special abilities from the last creature sampled. A transferred ability lasts for one minute. Sampling and transferring each require a depletion roll.

Depletion: 1 in 1d20

CHEST OF WORMS

Level: 1d6 + 3

Origin: Crow Hollow (emergent)

Law: Magic

Form: Wooden chest containing soil and writhing worms

Effect: Anything placed in the chest whose level is less than or equal to the artifact level is consumed within one hour and rendered into more rich compost. (Each time an object is consumed by the chest's residents, an equal mass of particularly rich compost can be removed from the chest.) The chest measures 2 by 3 by 2 feet (60 by 90 by 60 cm).

Depletion: 1 in 1d20

CLOAK OF ELFKIND

Level: 1d6 + 2

Origin: Sword Realms (fictional)

Law: Magic

Form: Cloak of fine greyish-green cloth

Effect: When the cloak is activated by drawing the hood over the wearer's head, the difficulty of all stealth tasks she attempts is decreased by two steps. The effect lasts until the hood is lowered again. If the wearer cannot see in the dark already, the active cloak grants her that ability.

Depletion: 1 in 1d00

CLOAK OF INNOCENCE

Level: 1d6

Origin: Crow Hollow (emergent)

Law: Magic

Form: Violet cloak

Effect: Anyone wearing the cloak is reduced to a young child. Removing the cloak returns the wearer to his normal apparent age (unless the cloak became depleted when it was put on). The wearer's clothing reduces in size to fit the child, though the cloak does not.

Depletion: 1 in 1d20

CLOAK OF WISDOM

Level: 1d6

Origin: Crow Hollow (emergent)

Law: Magic

Form: White cloak

Effect: Anyone wearing the cloak is advanced to an arthritic, elderly age. Removing the cloak returns the wearer to her normal apparent age (unless the cloak became depleted when it was put on).

Depletion: 1 in 1d20

COIL OF ENDLESS ROPE

Level: 1d6

Origin: Ardeyn (fictional)

Law: Magic

Form: Coil of rope

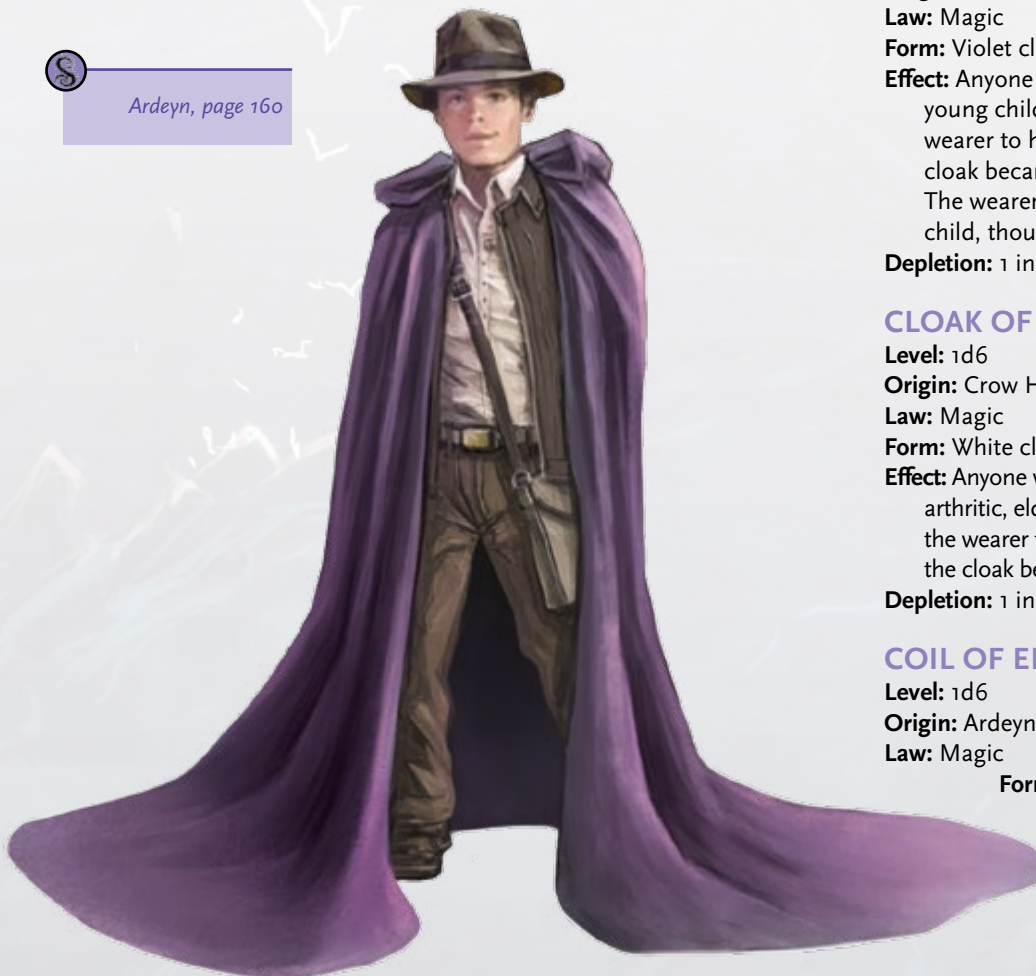
Effect: The coil of rope can be let out at a rate of 50 feet (15 m) per round; however, no end to the rope can be found no matter how long the user uncoils it. The



Crow Hollow, page 242



Ardeyn, page 160





rope retains its incredible length until recoiled or until it becomes depleted.

Depletion: 1 in 1d20 (check per hour the rope's length remains extended past 50 feet)

COINBRINGER

Level: 1d6 + 3

Origin: Sword Realms (fictional)

Law: Magic

Form: Bracelet set with dice icon

Effect: For tasks that are usually random, the user exerts some level of control. When he picks a card, rolls a die, or otherwise takes an action that skill usually plays no part in, he makes a difficulty 4 Intellect roll. If successful, he achieves the desired result if it is a result that could have occurred randomly.

Depletion: 1 in 1d20

COMMUNICATOR

Level: 1d6 + 2

Origin: The Strange (emergent)

Law: Any

Form: Two matched fossil-like spirals

Effect: A communicator is a special artifact of the Strange that travels between recursions when its user translates without losing its abilities.

The artifact comes in two pieces. Whoever holds one piece can activate it and verbally communicate with the owner of the matched piece for up to one minute per use. The communication is instantaneous and works at any range, even across recursions.

Each piece also serves as a [recursion key](#), allowing a quickened creature to translate to the location of the other piece (but otherwise following the normal rules of translation). This special effect isn't obvious even to those who know the artifact's main effect.

Depletion: 1 in 1d100

COMPANION ORACLE

Level: 1d6 + 1

Origin: Atom Nocturne (emergent)

Law: Psionics

Form: Crystal sphere containing psychic image of an oracle

Effect: When the sphere is touched, it displays a psychic image of an entity. This is the Oracle, who will talk with, counsel, and serve as a friendly confidant to the user without the need for a depletion roll. In addition, the Oracle can answer questions about any topic put to it, and if anyone within all the recursions that make up the Shoals of Earth whose level is equal to or less than the artifact level knows the answer, the Oracle knows the answer too,

and provides that answer after a few minutes of psychically searching.

Depletion: 1 in 1d10 (check per special question successfully answered)

COSMETIC CASE OF BEAUTY

Level: 1d6

Origin: Urban Fantastic (fictional)

Law: Magic

Form: Cosmetic case

Effect: The supplies within this case are infused with illusion magic. Someone who uses the cosmetics can visually erase the signs of age and skin damage for twenty-four hours. In addition, someone made up with the cosmetics has an asset on all tasks related to perception, persuasion, deception, and pleasant social interaction. Finally, the user can see invisible creatures within short range, or see through illusions that cloak a creature's true appearance within short range.

Depletion: 1 in 1d20

CROWN OF IMMORTALITY

Level: 1d6 + 3

Origin: Legendary Greece (mythological)

Law: Magic

Form: Laurel wreath

Effect: If the wearer would become debilitated or die, the crown prevents it by instantly restoring health (to a creature or an NPC) or points to a Pool (to a player character). If the wearer would die of old age, disease, or poison, the crown prevents it by rolling back the clock by a few decades, clearing the disease, or denaturing the poison. The crown is ineffective in preventing death when it comes from extreme sources, such as falling into lava, the sun, a singularity, and so on, or being struck by [Death's scythe](#) or some other divine implement specifically designed to kill.

Depletion: 1 in 1d20 (upon depletion, the crown fades away, perhaps recalled to Mount Olympus)

CROWN OF THE KING

Level: 1d6 + 2

Origin: Sword Realms (fictional)

Law: Magic

Form: White crown set with jewels and with silver and pearl wings on either side

Effect: The wearer of the crown has an asset on all interaction tasks. In addition, she can ask one general question each day and receive an answer from a divine source, though the answer received may not always be complete, or even in words.

Depletion: —

Urban Fantastic, page 53

Recursion key, page 130

Death's scythe, page 22

Atom Nocturne, page 234

Sword Realms, page 73



Halloween, page 51

CROWN OF TERROR

Level: 1d6 + 3

Origin: Halloween (emergent)

Law: Magic

Form: Blackened, rusted iron crown

Effect: When the wearer activates the crown, creatures within short range view him as a terrifying vision for one minute. An affected creature either stands frozen or runs away. If the wearer moves to within immediate range of an affected target and menaces that target, its terror is magnified; the target takes 3 points of damage that ignore Armor and can take no actions for one round. Each round in which the wearer menaces a single target requires an additional depletion roll.

Depletion: 1 in 1d20

CYBERNETIC HAND

Level: 1d6 + 1

Origin: Rebel Galaxy (fictional)

Law: Mad Science

Form: Mechanical hand

Effect: Serves as a fully functional prosthetic mechanical hand. In addition, the hand provides its owner with several abilities, including the ability to crush objects whose

level is less than the hand's level, a short-range laser attack that inflicts damage equal to the artifact level, and +1 to Might Edge that applies only when the user is using the prosthesis directly to accomplish a task (such as making a melee attack, climbing, or holding onto something).

Depletion: —

CYPHER CHEST

Level: 1d6 + 1

Origin: The Strange (emergent)

Law: Any

Form: Chest measuring 1 foot (30 cm) in its longest dimension

Effect: The chest can store a number of cyphers equal to its level for the user. This could potentially allow her to exceed her normal **cypher limit**. Accessing the chest and removing a cypher from it takes one action, as does storing a cypher.

This artifact translates like a cypher but does not count against a PC's cypher limit.

Depletion: 1-2 in 1d00 (Check each time a cypher is removed. If the chest becomes depleted, it and any remaining cyphers stored in it are lost.)



Cypher limit, page 310



CYPHER SIPHON (BOOST)

Level: 1d6

Origin: The Strange (emergent)

Law: Any

Form: Bracelet etched with fractal designs

Effect: An unused cypher's energy is siphoned by this artifact, which destroys the cypher. The siphoned energy adds 1 to the user's Edge for one hour. Roll a d6 to determine which Pool's edge is boosted:

1–2 Might

3–4 Speed

5–6 Intellect

This artifact translates like a cypher but does not count against a PC's cypher limit.

Depletion: 1 in 1d20

CYPHER SIPHON (DETONATION)

Level: 1d6

Origin: The Strange (emergent)

Law: Any

Form: Bracelet etched with fractal designs

Effect: An unused cypher's energy is siphoned by this artifact, which destroys the cypher. The siphoned energy forms a glowing orb that streaks to a location within a short distance determined by the user, where it explodes in an immediate radius, inflicting damage equal to the level of the destroyed cypher. Roll a d100 for the type of damage:

01–10 Cell-disrupting (harms only flesh)

11–30 Corrosive

31–40 Electrical discharge

41–50 Heat drain (cold)

51–75 Fire

76–00 Shrapnel

This artifact translates like a cypher but does not count against a PC's cypher limit.

Depletion: 1 in 1d20

CYPHER SIPHON (HEALING)

Level: 1d6

Origin: The Strange (emergent)

Law: Any

Form: Bracelet etched with fractal designs

Effect: An unused cypher's energy is siphoned by this artifact, which destroys the cypher. The siphoned energy restores a number of points to the user's Pools equal to the level of the destroyed cypher.

This artifact translates like a cypher but does not count against a PC's cypher limit.

Depletion: 1 in 1d20

CYPHER SIPHON (RAY EMITTING)

Level: 1d6

Origin: The Strange (emergent)

Law: Any

Form: Bracelet etched with fractal designs

Effect: An unused cypher's energy is siphoned by this artifact, which destroys the cypher. The siphoned energy forms a ray of destructive energy targeting a foe up to 200 feet (60 m) away that inflicts damage equal to the level of the destroyed cypher. Roll a d100 to determine the effect.

01–50 Heat/concentrated light

51–60 Cell-disrupting radiation

61–80 Force

81–87 Magnetic wave

88–93 Molecular bond disruption

94–00 Concentrated cold

This artifact translates like a cypher but does not count against a PC's cypher limit.

Depletion: 1 in 1d20

CYPHER SIPHON (SHIELDING)

Level: 1d6

Origin: The Strange (emergent)

Law: Any

Form: Bracelet etched with fractal designs

Effect: An unused cypher's energy is siphoned by this artifact, which destroys the cypher. The siphoned energy creates a force field around the user that lasts for one hour. He gains +3 to Armor against a specified kind of damage for one hour. Roll a d100 to determine which kind.

01–12 Fire

13–27 Cold

28–39 Acid

40–52 Psychic

53–65 Sonic

66–72 Electrical

73–84 Poison

85–00 Physical (blunt force, slashing, piercing)

This artifact translates like a cypher but does not count against a PC's cypher limit.

Depletion: 1 in 1d20

DEMON POWDER

Level: 1d6 + 1

Origin: Wuxia City (fictional)

Law: Magic

Form: A leather pouch filled with yellow powder

Effect: A pinch of powder cast at targets in immediate range deals damage equal to the artifact level and causes victims to run in

WUXIA CITY

Wuxia City is a recursion the size of San Francisco with many of the actual neighborhoods, businesses, and establishments of the city it was seeded from. However, it also contains a host of secret societies, sorcerous colleges, and martial arts dojos where mystical power is real and the most respected (and feared) teachers are beings who first came into their strength centuries ago in ancient China. Regular citizens don't know or believe in any of it, but that doesn't stop the constant power struggles, dramas, and intrigues from playing out in the back streets and hidden places.

abject terror for up to a minute, or to cower if fleeing is not an option. The powder works on targets whose level is less than or equal to the artifact level and who are supernatural creatures (including ghouls, demons, and other supernatural beings from recursions that operate under the law of Magic).

Depletion: 1 in 1d20

DIMENSIONAL MODULATOR

Level: 1d6 + 3

Origin: Urban Temporal (fictional)

Law: Mad Science

Form: Handheld device

Effect: For an object or creature no larger than the user and within immediate range, the dimension of breadth is folded into a higher dimension, rendering the target as flat as paper. The target adheres to whatever surface it was attached to, set upon, or standing upon, resembling particularly realistic art. An affected creature enters stasis. While in stasis, it can take no actions, doesn't age, and is immune to damage and effects. It remains in stasis until the artifact is depleted.

A dimensional modulator can also be used to return a dimensionally collapsed creature or object within immediate range to its normal state.

Depletion: 1 in 1d10

DRAGON HORN

Level: 1d6

Origin: Ardeyn (fictional)

Law: Magic

Form: Musical horn carved of dragon bone

Effect: When sounded, the horn attracts the attention of the closest dragon (if in a recursion inhabited by dragons). The dragon attracted is at least curious but not necessarily friendly.

Depletion: 1 in 1d20

DRAGON'S TEETH

Level: 1d6 + 1

Origin: Legendary Greece (mythological)

Law: Magic

Form: Burlap bag containing a handful of teeth

Effect: If a dragon's tooth is drawn from the bag and cast upon the earth, a soldier outfitted as an ancient **Greek warrior** (whose level is equal to the artifact level) appears, ready to fight for the user for up to ten minutes before going his own way. The user can draw several teeth at once from the bag, but each tooth drawn requires a separate depletion roll.

Depletion: 1 in 1d10

Urban Temporal, page 65

Greek warrior: level 4, Speed defense as level 5 due to shield; Armor 1; spear attack (melee or short ranged) inflicts 4 points of damage and impedes movement of victim to immediate range for one round



DRAUPNIR, RING OF ODIN**Level:** 1d6 + 2**Origin:** Asgard (mythological)**Law:** Magic**Form:** Golden ring inscribed with runes**Effect:** Ring can produce eight nonmagical, gold replicas of itself, each worth 20 gold coins.**Depletion:** 1 in 1d100**DUPLICATOR****Level:** 1d6 + 2**Origin:** Ruk (emergent)**Law:** Mad Science**Form:** Palm-sized disc**Effect:** Creates a duplicate of the user that persists for up to one hour. The duplicate's level is equal to the artifact's level or the user's level (or tier), whichever is lower. The duplicate is dressed like the user but has no specialized equipment such as cyphers or artifacts. The duplicate possesses the general knowledge of the user, including at least one special ability that most defines the user.**Depletion:** 1 in 1d20**EAGLESTONE****Level:** 1d6 + 2**Origin:** Ohunkakan (mythological)**Law:** Magic**Form:** Amber-colored crystal**Effect:** If placed next to the body of a creature that was recently killed, at dawn the body is returned to life and health.**Depletion:** Automatic**ECSTASY NODE****Level:** 1d6**Origin:** Ruk (emergent)**Law:** Mad Science**Form:** Small biopod fitted behind the left ear**Effect:** Once the biopod is fitted, the user can mentally direct the stimulation of his brain's pleasure center in a short pulse lasting about a round, or program a series of pulses lasting up to ten minutes. On the lowest intensity setting, the user has an asset on tasks related to pleasant social interaction. On the medium setting, the user can still interact with his surroundings, but the difficulty of all tasks is increased by one step. On the highest setting, the user is essentially **debilitated**, though incredibly happy.**Depletion:** 1 in 1d20**EQUALIZATION FIELD GENERATOR****Level:** 1d6 + 2**Origin:** The Strange (emergent)**Law:** Any**Form:** Small device on tripod**Effect:** The artifact creates a translucent field of energy that extends to a diameter of short range and lasts for ten hours. Reality is warped inside the field so that any creature entering it can survive inside it regardless of physical or environmental requirements, even if other creatures requiring a much different environment are already within. For example, sharks and humans would each feel fully at home within the field, and the sharks could swim around as if in water, while the humans could walk around normally without drowning. The field has one additional effect on all creatures within it: all tasks, attacks, and defenses attempted within the field are treated as if attempted by a level 4 creature, regardless of normal level, training, or lack of expertise. For instance, if an antagonistic level 2 human and an enemy level 5 grey found themselves within the field, the human would attack the grey as if level 4, the grey would defend as if level 4, and vice versa.The device translates like a cypher but does not count against a character's **cypher limit**.**Depletion:** 1 in 1d20**ESTATE BADGE (ENHANCED)****Level:** 1d6 + 2**Origin:** The Strange (emergent)**Law:** Any**Form:** Estate badge in badge holder**Effect:** In the hands of a quickened individual who has been duly sworn into the service of **the Estate**, the badge identifies her as an operative and authorizes her to freely pass through certain warded areas on the Estate campus and other locations the organization has warded.

Additionally, other creatures to whom the badge is shown see the identification as whatever would be most useful to the operative, which can grant the bearer authority over a situation. For example, the badge might grant authority over local police, get the bearer past the gate guards of nearly any compound, and so on. Furthermore, the bearer can command a viewer to forget events that occurred within the last hour and even forget the bearer herself, as long as she makes such demands to further a mission or goal of the Estate. Finally, an enhanced Estate badge translates with a quickened operative and takes on the context of a new recursion as if it were a

*Asgard, page 33**Odin, page 24**Ohunkakan, page 41**Cypher limit, page 310**Only a handful of Estate operatives on Earth are lucky enough to be given one of the very rare and valuable enhanced Estate badges.**The Estate, page 148**Debilitated, page 108*

cypher, though it does not count against the bearer's cypher limit.

In the hands of someone who is not an Estate operative (and, more important, someone who is not quickened), the badge has no special abilities. It merely shapes the quickened abilities of its bearer.

Depletion: 1 in 1d20 (check each time a target is commanded to forget events or the bearer)

ESTATE SURVEILLANCE VAN MODEL 7

Level: 1d6 + 1

Origin: The Strange (emergent)

Law: Any

Form: White electrician's van exterior with tinted windows

Effect: The cabin of the vehicle is a separate pocket dimension larger on the inside than the outside. Interior windows seem like regular glass, but they are projections of what sensors on the van's exterior detect, filtered so that attacks that use lasers and other light-based attacks are not replicated inside. Indeed, the exterior of the van could be destroyed, and as long as the inapposite doors remain internally sealed, the van's passengers are safe. The interior contains a driver and passenger seating area with

controls for operating the van, a conference area immediately behind the passenger seats, storage lockers, and a bathroom. The driver can coax the same speed and performance from the Model 7 as she might from a regular van.

Depletion: —

EXOSKELETON (GRAVITY ASSISTANCE)

Level: 1d6

Origin: Rebel Galaxy (fictional)

Law: Mad Science

Form: Metallic frame

Effect: Anyone wearing the metallic frame functions normally in areas of high gravity, low gravity, and zero gravity. The exoskeleton allows the user to walk normally in every gravity condition (including adhering to or walking on a surface in a zero-gravity or low-gravity environment). She can make attacks and attempt other tasks normally with no increases in difficulty due to extreme gravity conditions. The exoskeleton fails in the especially extreme gravity on the edge of a singularity.

Depletion: —



EXOSKELETON (MELEE)**Level:** 1d6**Origin:** Rebel Galaxy (fictional)**Law:** Mad Science**Form:** Metallic frame

Effect: The melee exoskeleton offers protection that other exoskeleton models do not offer, providing +1 to Armor. In addition, the wearer becomes practiced with using the exoskeleton manipulators, which can function as heavy melee weapons. If he hits a foe with a manipulator, the manipulators latch on and automatically deal crushing damage in subsequent rounds until the caught foe can break free with a Might defense roll.

Depletion: 1 in 1d20 (check per minute of use)**EXOSKELETON (TURRET)****Level:** 1d6**Origin:** Rebel Galaxy (fictional)**Law:** Mad Science**Form:** Metallic frame

Effect: The wearer can make one attack using the long-range blaster turret mounted on the exoskeleton as part of any other action. The blaster is a heavy weapon and deals 6 points of energy damage.

Depletion: 1 in 1d20 (check per minute of use)**EYEGASSES OF MEMORY****Level:** 1d6 + 2**Origin:** Wuxia City (fictional)**Law:** Magic**Form:** A pair of silver spectacles

Effect: The wearer can duplicate a special ability that she witnessed an ally or foe perform within the last few rounds. This can be an attack, the creation of a special effect, the application of skilled knowledge to complete a task, and so on. The effect created by the spectacles knows few bounds, though the wearer must make any associated task or attack roll to use the duplicated ability. For example, if the wearer sees a giant asp deliver a venomous bite that shrivels flesh in seconds, she can attempt to do the same, but she must succeed on the attack roll.

Depletion: 1 in 1d20**FALCON CLOAK****Level:** 1d6**Origin:** Asgard (mythological)**Law:** Magic**Form:** Cloak made of feathers

Effect: For ten hours, the wearer becomes a falcon whose level is equal to the artifact level. The falcon can fly a long distance each round, or up to 60 mph (97 kph) when traveling overland.

Depletion: 1 in 1d100**FLUTE OF THE ELDER SPIRIT****Level:** 1d6 + 1**Origin:** Ohunkakan (mythological)**Law:** Magic

Form: Delicate wooden flute with the symbol of an elder spirit carved upon it

Effect: There are as many kinds of flutes as there are elder spirits. When played, the flute confers an ability of the elder spirit carved upon it for one hour. The kinds of flutes include (but are not limited to) the following:

Owl: Flautist's Intellect Edge increases by 1.*Wolf:* Flautist's Speed Edge increases by 1.*Bear:* Flautist adds 3 points to Might Pool.*Hawk:* Difficulty of all perception tasks for the flautist decreases by two steps.*Snake:* Flautist deals 2 additional points of venom damage on a successful melee attack.

Transformation: The flute transforms the flautist into an animal of a specified type. He takes on the physical characteristics and abilities of the animal for the duration but retains his own mind.

Love: Flautist specifies one character, and that person falls in love with the flautist for the duration of the flute's song.

Blood: Flautist can willingly inflict 2 points of damage on himself. His spilled blood coagulates and becomes a tiny man-shaped construct that can communicate a short message to anyone in the recursion whose name the flautist knows.

Sometimes the user of an activated animal flute exhibits some of the behavioral characteristics of the animal carved upon the flute, even for flutes that do not transform the flautist.

Depletion: 1 in 1d20*Rebel Galaxy, page 47**Asgard, page 33**Wuxia City, page 38***OHUNKAKAN: THE LIVING MYTHS**

In Ohunkakan, the old stories still live. Tale-tellers practice their art throughout the recursion, the constant flux of their tellings and retellings weaving an ever-changing tapestry of myth that shapes the fabric of reality. Landmarks, villages, and even the patterns of stars shift across the landscape, the familiar freely mixes with the mythic, and elements of dim ages stubbornly persist alongside images pulled from modern Earth. Even today, a tale told powerfully enough might just become true.

FLYING CARPET

Level: 1d6 + 1

Origin: Legendary Arabia (mythological)

Law: Magic

Form: Silken rug with repeating arabesque designs bordered with a pattern that suggests scudding clouds

Effect: Carpet flies a long distance each round, carrying up to five passengers for up to ten hours per activation. When traveling overland, the artifact can achieve a rate of 60 mph (97 kph).

Depletion: 1 in 1d20

FOLDABLE KEEP

Level: 1d6 + 1

Origin: Sword Realms (fictional)

Law: Magic

Form: Thick sheet of stiff parchment inked with intricate fold guides

Effect: If one minute is spent folding this sheet of parchment, a tiny keep takes shape. Upon completion, it expands and transforms, becoming a broad stone keep some 50 feet (15 m) high and 35 feet (11 m) in diameter. The keep takes the form of a tower with battlements. The interior is furnished and stocked with enough supplies to feed and outfit a small group of travelers for up to seven days. The keep persists

for up to seven days, or until the keystone above the fireplace in the Great Hall is pressed, at which point the keep begins to unfold, returning to its sheet form over the course of one minute. Creatures and foreign objects inside the keep that do not exit before the end of that minute could be ejected or stored in stasis until the next time the keep is folded, depending on the particular foldable keep.

Depletion: 1 in 1d20

FRICTION MODULATOR

Level: 1d6 + 3

Origin: Urban Temporal (frictional)

Law: Mad Science

Form: Handheld device

Effect: An object that has moving wheels, gears, discs, or other moving parts ceases to function for one minute as the coefficient of friction dramatically increases. The object must be able to fit into a cube 10 feet by 10 feet (3 m by 3 m). Solid-state objects and objects that work biologically, magically, or psionically are not affected, unless moving gears or other moving mechanical parts are part of their normal operation. A clockwork creature or similar target is frozen in place for the duration.

Depletion: 1 in 1d20

Urban Temporal, page 65

Sword Realms, page 73



GAME OF SCREAMS

Level: 1d6 + 4

Origin: Halloween (emergent)

Law: Magic

Form: Board game in a wooden box with a d20 and seven playing pieces

Effect: The game is linked to the recursion of Halloween and mediates effects between the two locations through game play. The basic rules are as follows: “Roll the die to move your token. The first one to reach the end with a Trick and a Treat wins. But beware: do not start unless you intend to finish. Finishing is the safest way to release those who become trapped.” See *Playing the Game of Screams*.

The game has a special property allowing it to translate between recursions as a cypher, though it does not count against a character’s cypher limit.

Depletion: 1 in 1d20 (Roll for depletion after a game is completed. If depleted, the game disappears and reappears in a random recursion.)

PLAYING THE GAME OF SCREAMS

To play a simplified game, the GM can have the players roll d20s on their turn and keep track of their total; the first player to reach 100 wins, if they’ve also got a Trick and a Treat. Each time a player rolls 5 or less on the d20, a Halloween-themed creature appears out of the game and menaces them until killed. When killed, a creature drops either a Trick (such as a loose tooth, a bag of dung, and so on) or a Treat (such as a hard candy, a cypher, or the like). If more detailed instructions of play are desired, see page 55 of *Strange Revelations*.

GATE MAP

Level: 1d6 + 3

Origin: The Strange (emergent)

Law: Any

Form: Foldable poster map on heavy stock

Effect: The map reveals a series of connected inapposite gates and translation gates in the recursion in which it is opened, along with timestamps that constantly update. These gates are not normally recognized within the context of any given recursion because they are not permanent—just brief, ephemeral flaws in the dark energy network. But with the aid of a gate map, any user (quickened or not) can find a hidden “exit” to another recursion within a period of 1d20 hours and somewhere

within 3 miles (5 km) of her current location.

Each exit shown lasts no more than a few rounds. Charting a course to a specific recursion is possible using the map (and requires a difficulty 5 Intellect roll with each attempt); however, even a successful attempt is somewhat roundabout, and the user can expect to pass through at least a few unrelated recursions in the process.

A gate map translates with its owner like a cypher but does not count against the user’s cypher limit.

Depletion: — (GM Intrusion: A mysterious entity of the Strange appears to reclaim its lost map.)

GECKO JUMPSUIT

Level: 1d6 + 1

Origin: Earth (emergent)

Law: Standard Physics

Form: Jumpsuit with rough surfaces that mimic mechanism used by geckos to stick to walls

Effect: The wearer can climb any surface without the need to succeed on a Might-based task, but only as long as he keeps his speed down to an immediate distance per round. Doing something other than climbing (such as climbing and fighting) requires that the user attempt a normal climbing task; however, while wearing the suit, he has two assets to any such task.

Depletion: —

GEM OF DREAMS

Level: 1d6

Origin: Urban Fantastic (fictional)

Law: Magic

Form: Glowing red gem

Effect: The user can pull dreams from his mind (or those of others) and make them real within short range. The effects created have a level equal to the artifact level and can include objects, structures, and creatures. This is a creative process, not a destructive one—at least not directly. For example, the user could overlay a coffee shop with a dream of a jungle, complete with trees, vines, heat, bugs, and venomous snakes, which might then threaten the shop patrons. The created dream lasts for ten minutes, or longer if the user is present and concentrates on maintaining it. If maintained for longer than a day, the dream may pinch off into a completely new recursion.

Depletion: — (GM Intrusion: The gem is lost in a passing dream.)

GENIUS PROXIMATOR

Level: 1d6 + 2

Origin: The Strange (emergent)

Law: Any

Form: Metallic cube etched with spirals

Effect: A psychic energy source within the artifact is linked to the subconscious minds of several brilliant people in various recursions in the Shoals of Earth, including fictional versions of Albert Einstein, Socrates, and Dmitri Mendeleev, as well as wholly fictional personages such as comic book inventor geniuses, mad scientists of novels and movies, and so on. In effect, possessing the artifact means that the difficulty of the user's tasks related to knowledge, solving puzzles, and generating tactical suggestions is reduced by three steps, thanks to the aid of a particular summoned genius mind. However, if the user fails a difficulty 5 Intellect task for pleasant social interaction, the personality that comes to the fore becomes difficult, sullen, manic, or otherwise represents a viewpoint that is not eager to answer questions for the next twenty-four hours.

Depletion: 1 in 1d20



All Song, page 192

Einherjar: level 4; Armor 1; sword attack inflicts 5 points of damage on normal and immaterial or phased foes alike

Asgard, page 33

GHOST INSTANCE

Level: 1d6 + 2

Origin: Ruk (emergent)

Law: Mad Science

Form: Metallic umbilical

Effect: The user can project a short-lived imprint of her consciousness into the All Song. The imprint—a “ghost”—can travel the network for up to ten hours, searching for hard-to-find data, tracing users of other networks, and attempting to break into encrypted areas. The ghost sends a message with a summary of everything it's learned on a topic (if anything) prior to its natural dissolution. In effect, the ghost instance reduces the difficulty of an information-gathering or hacking attempt by two steps.

The ghost instance could spawn a “ghost” into a similar data network, such as the Internet, if it were brought into a different recursion. However, in a recursion that doesn't support Mad Science, the ghost lasts for only a few hours, and the difficulty is reduced by only one step.

Depletion: 1 in 1d10 (Upon depletion, the user's mind is transferred, not duplicated, leaving behind an unconscious body; the user must find a way back into her body or risk permanent disassociation with it.)

GJALLARHORN, HORN OF SUMMONING

Level: 1d6

Origin: Asgard (mythological)

Law: Magic

Form: Musical horn

Effect: When the horn is sounded, five spirits of fallen warriors called Einherjar are summoned for up to one minute and fight on behalf of whoever blew the horn.

Depletion: 1 in 1d10

GLEIPNIR, CHAIN OF BINDING

Level: 1d6 + 4

Origin: Asgard (mythological)

Law: Magic

Form: Silver chain of indeterminate (and expandable) length

Effect: The chain can be used to bind a creature whose level is less than or equal to the artifact level. Once bound, the creature cannot remove the chain through any method. The bound creature becomes frozen in time, cannot be harmed, and cannot be interacted with unless Gleipnir is removed by another creature.

Depletion: 1 in 1d10

GOGGLES OF MIND CONTROL

Level: 1d6 + 2

Origin: Atom Nocturne (emergent)

Law: Psionics

Form: Crystal goggles

Effect: If the wearer meets the eye of another creature within immediate range and makes an Intellect attack, the creature comes under the wearer's sway for one minute and does as he telepathically commands. The wearer can see from the target's point of view, if desired, during this period.

Depletion: 1 in 1d10

GOGGLES OF MIND LEECHING

Level: 1d6

Origin: Atom Nocturne (emergent)

Law: Psionics

Form: Crystal goggles

Effect: If the wearer meets the eye of another creature within immediate range and makes an Intellect attack, mental energy is drained from the target (as damage) and transferred to the wearer in an amount equal to the artifact level. The wearer adds the drained points to her Intellect Pool. Points added that exceed her normal maximum fade after one hour.

Depletion: 1 in 1d10

GRAFT (ALL SONG IMPLANT)

Level: 1d6

Origin: Ruk (emergent)

Law: Mad Science

Form: Organ, self-installing

Effect: The graft recipient can plug into the All Song anywhere in Ruk and gain full access to it without the need to connect via umbilical to an *All Song communal*. The difficulty of all tasks associated with connecting to and retrieving information from the All Song is decreased by one step.

Depletion: 1 in 1d20

GRAFT (CYPHER POCKET)

Level: 1d6

Origin: Ruk (emergent)

Law: Mad Science

Form: Organ, self-installing

Effect: The graft recipient's cypher limit increases by one.

Depletion: 1 in 1d20 (check each day)

GRAFT (FAST-TWITCH MUSCLE)

Level: 1d6

Origin: Ruk (emergent)

Law: Mad Science

Form: Organ, self-installing

Effect: The graft recipient permanently adds 2 points to her Speed Pool.

Depletion: —

GRAFT (GRAVITIC ASSIST)

Level: 1d6

Origin: Ruk (emergent)

Law: Mad Science

Form: Organ, self-installing

Effect: The graft recipient can reduce or increase his gravity on the fly, nullifying the effects of high, low, or no gravity, as a normal function of the graft that doesn't require a depletion roll. In addition, he can trigger the graft to reduce his effective mass in order to leap up to a long distance as his normal movement for the round.

Depletion: —

GRAFT (LIGHT EATING)

Level: 1d6 + 2

Origin: Ruk (emergent)

Law: Mad Science

Form: Skin replacement, self-wrapping

Effect: The graft recipient can subsist without food as long as he has the equivalent of one hour of bright sunlight exposure each day and a normal quantity of water. In addition, he gains +5 to Armor against attacks using light, including lasers. Finally, each time the user is attacked by light or lasers, 1 point is restored to the Pool of his choice.

Depletion: —

GRAFT (SKILL SPECIALIZATION)

Level: 1d6

Origin: Ruk (emergent)

Law: Mad Science

Form: Organ, self-installing

Effect: This organ grants *specialization* in one noncombat task. A multitude of different skill grafts provide specialization in a multitude of different skills. The higher metabolic cost of a skill-specialization graft (as opposed to a skill-training graft) means that this graft will eventually burn out and become depleted.

Depletion: 1 in 1d00 (check each day)

GRAFT (SKILL TRAINING)

Level: 1d6

Origin: Ruk (emergent)

Law: Mad Science

Form: Organ, self-installing

Effect: This organ grants *training* in one noncombat task that the user is not already trained in. A multitude of different skill grafts provide training in a multitude of different skills.

Atom Nocturne,
page 234

Generally speaking, grafts that become part of a character translate into other recursions with that character as if a cypher, taking on the visual context of the new location. They do not count against a PC's cypher limit.

All Song communal,
page 198

Cypher limit, page 310

Skills, page 21

Specialization, page 99

Training, page 99

Roll a d20 to determine the skill training or choose from this table:

1	Biology
2	Climbing
3	Computer science
4	Crafting
5	Deceiving
6	Escaping
7	Forensic science
8	Healing
9	History
10	Initiative
11	Intimidation
12	Jumping
13	Lockpicking
14	Mechanical repair
15	Perception
16	Persuasion
17	Pickpocketing
18	Riding
19	Stealth
20	Swimming

Depletion: —

GRAFT (SLOW-TWITCH MUSCLE)

Level: 1d6

Origin: Ruk (emergent)

Law: Mad Science

Form: Organ, self-installing

Effect: The graft recipient permanently adds 2 points to her Might Pool.

Depletion: —

GRAFT (SYNTHESIS GLAND)

Level: 1d6

Origin: Ruk (emergent)

Law: Mad Science

Form: Organ, self-installing

Effect: Over the course of one minute, the graft recipient can synthesize hormones and other chemicals that feed directly into her blood. This can provide a great many advantages, including reducing the difficulty by one step of a particular task, kind of attack, or kind of defense for three rounds; counteracting a poison or acid; or restoring 2 points to a Pool. The GM may allow other effects from synthesized chemicals but may require a roll. Users who spectacularly fail to create a desired outlier chemical may suffer instead of gain a benefit from the botched synthesis, as determined by the GM.

Depletion: 1 in 1d20

GRAFT (TENTACLE)

Level: 1d6

Origin: Ruk (emergent)

Law: Mad Science

Form: 3-foot (1 m) long tentacle, self-installing

Effect: The graft recipient gains an additional limb, which allows her to hold an extra piece of equipment, such as a shield, or make an unarmed attack with the tentacle (as if practiced), treating it as a light weapon. On a hit, the user can inflict damage or hold the victim in place for one round.

Depletion: 1 in 1d20 (check each day)

GRIP GLOVE

Level: 1d6 + 3

Origin: Earth (emergent)

Law: Standard Physics

Form: Gauntlet with a mechanical suction device on the palm

Effect: The wearer of the glove has an asset for all tasks related to gripping, which includes making an attack with a melee weapon, climbing, and holding tightly to something.

Depletion: 1 in 1d20

GUARDIAN SPHERE (DEFENSIVE)

Level: 1d6

Origin: Atom Nocturne (emergent)

Law: Psionics

Form: Crystal sphere about twice the size of a human head that glows with blue internal light

Effect: The sphere follows whoever activated it around for one hour by rolling across the ground to stay within an immediate distance of her. The sphere jumps over obstacles that are 6 feet (2 m) tall or less. Otherwise, it maneuvers around them if possible or stays put if not. Upon command, the sphere emits a mental cloaking field in an immediate radius; anyone within the field is virtually immune to mental tracking and has an asset on Intellect defense rolls.

Depletion: 1 in 1d20



Synthesis Gland Graft GM

Intrusions: *The character takes damage equal to the artifact level. The character loses her next turn. The character's skin turns bright blue. The character begins to emit the overpowering odor of burned chocolate.*

GUARDIAN SPHERE (OFFENSIVE)

Level: 1d6

Origin: Atom Nocturne (emergent)

Law: Psionics

Form: Crystal sphere about twice the size of a human head that glows with blue internal light

Effect: The sphere follows whoever activated it around for one hour by rolling across the ground to stay within an immediate distance of her. The sphere jumps over obstacles that are 6 feet (2 m) tall or less. Otherwise, it maneuvers around them if possible or stays put if not. Once per round, whenever the user is attacked by a foe within an immediate distance, the sphere fires a psychic bolt that inflicts 3 points of damage (ignores Armor) on the foe.

Depletion: 1 in 1d20

GUNBOT (MARK ONE)

Level: 1d6

Origin: Rebel Galaxy (fictional)

Law: Mad Science

Form: Skeletal-frame robot with integrated laser firearm

Effect: This robotic entity is not free-thinking, but rather commanded by a user (typically, a designated leader with the appropriate command module). It fights as part of a squad, using its head-mounted eye laser to make long-range laser attacks as an entity equal to the artifact level.

Depletion: 1 in 1d100 (check each day; on depletion, robot powers down until repaired)



GUNBOT (MARK TWO)

Level: 1d6

Origin: Rebel Galaxy (fictional)

Law: Mad Science

Form: Flying robot with integrated laser firearm

Effect: This robotic entity is not free-thinking, but rather commanded by a user (typically, a designated leader with the appropriate command module). It can fly a long distance each round and fights as part of a squad, using its integrated laser firearm to make long-range laser attacks as an entity equal to the artifact level.

Depletion: 1 in 1d100 (check each day; on depletion, robot powers down until repaired)

GUNBOT (MARK THREE)

Level: 1d6 + 3

Origin: Rebel Galaxy (fictional)

Law: Mad Science

Form: Spherical when moving; unfolds into gun-armed robot when attacking

Effect: This robotic entity is not free-thinking, but rather commanded by a user (typically, a designated leader with the appropriate command module). It can roll a long distance each round when moving and fights as part of a squad, using its integrated laser firearm to make two long-range laser attacks as one action as an entity equal to the artifact level.

Depletion: 1 in 1d100 (check each day; on depletion, robot powers down until repaired)

HAMMER OF WISHES

Level: 1d6

Origin: Samurai Sky (emergent)

Law: Magic

Form: Hammer inlaid with kanji that read "Uchide no Kozuchi"

Effect: A wielder who spends a minute using the hammer on a solid surface of stone, metal, or a similar substance can wish for an object and tap it into existence. Objects created can last for several days or weeks, depending on their simplicity and purpose. The level of the item is determined by the GM but is no greater than the level of the artifact. The more powerful

REBEL GALAXY

Nothing's better than a fast ship and your trusty blaster at your side in Rebel Galaxy, a recursion created by fictional leakage from action-packed space opera films and books, particularly those popular in the last forty years. In Rebel Galaxy, the forces of good face near-impossible odds but struggle on in the name of freedom from oppression. Rebels fight to free the galaxy from the tyrannical Imperium one planet at a time. What neither side of this interstellar war realizes, however, is that outsiders seek to stoke the flames of the conflict for their own ends.



Albion is a recursion seeded from the myths and legends of the island of Great Britain.

the object, the more likely the GM will limit its existence. For example, an object with an effect like a cypher probably lasts for only one use, like a regular cypher, while a chair might last for weeks.

Depletion: 1 in 1d20

HAND OF GLORY

Level: 1d6 + 3

Origin: Albion (mythological)

Law: Magic

Form: Dried humanoid hand with candle-tip fingers

Effect: A hand of glory has several potential uses, including the following. In all cases, the

candles making up the hand must be lit and burning to produce an effect.

Thief's Passage: A locked or barred door or a container whose level is less than or equal to the hand's level becomes unlocked when touched by the hand.

Insensibility: A target within short range is motionless and unable to take actions as long as the lit hand remains within range (or until the target is attacked or otherwise snapped out of the trance).

Invisibility: User is invisible for up to one minute while holding the hand. While invisible, the user is specialized in stealth and Speed defense tasks.

Depletion: 1 in 1d20

SAMURAI SKY

In the recursion of Samurai Sky, the economic and cultural prosperity enjoyed by the Land of the Rising Sun during the historical Edo period (1603 to 1868) never ended. Usually, the law of Standard Physics is ascendant in the recursion, but Magic also functions under certain phases of the moon. Some artifacts in the recursion rely on Magic (and thus a certain phase of the moon) to fully function.

HLIDSKJALF, SEAT OF ODIN**Level:** 1d6 + 4**Origin:** Asgard (mythological)**Law:** Magic**Form:** Blazing jewel, usually set in a chair or throne**Effect:** When someone sits in a seat set with the artifact, she can see and hear into any other location in Asgard or the Nine Worlds for up to ten minutes at a time. In addition, a quickened user can see into any other recursion, world, or even the Strange itself if she makes a difficulty 5 Intellect-based task. However, doing so is strenuous. Seers who use Hlidskjalf who are not gods must make a level 5 Might defense roll or fall dead afterward.**Depletion:** 1 in 1d20 (upon depletion, the blazing jewel disappears and returns to Odin)**HOLY GRAIL****Level:** 1d6 + 4**Origin:** Camelot (mythological)**Law:** Magic**Form:** Modest bronze cup**Effect:** Anyone who drinks from the Holy Grail is immediately healed of all wounds, diseases, toxins, and malign mental influences. A

drinker who suffers from one or more curses is released from them all, and unwelcome transformative effects are completely reversed. Furthermore, the ill effects of age are wiped away, rendering someone older than twenty-five years back to that approximate physiological age. The drinker is not made immortal, however, or immune to normal aging thereafter.

Depletion: 1 in 1d6 (Upon depletion, the Holy Grail disappears. A new quest to find it, if successful, restores the artifact for another span of time.)**HUMAN HELPER****Level:** 1d6**Origin:** New York Grey (fictional)**Law:** Mad Science**Form:** A ring with a generic human face design**Effect:** The ring ejects a pellet that rapidly inflates to create what seems to be a normal human, though one with limited vocabulary and ability to reason. The human created (level 1) does as instructed for ten minutes and then slumps and melts into so much reddish goo.**Depletion:** 1 in 1d20*Asgard, page 33*

Many versions of the Holy Grail exist throughout the Shoals of Earth. One version, from a recursion where Nazis have attempted to pervert the power of the Grail to their own uses, has twisted the magic so that it creates "eternal life" by converting the drinker into a mindless zombie.

New York Grey, page 70

HUMAN SUIT

Level: 1d6

Origin: New York Grey (fictional)

Law: Mad Science

Form: Folds of cloth and fleshlike substance (inactive) or a specific human individual (active)

Effect: The wearer of a human suit is completely disguised as a specific human individual; the difficulty of any disguise task attempted is reduced by five steps. A human suit is usually no one in particular; each suit is designed to allow whoever's wearing it to adopt a *new* human persona, not pretend to be someone famous. A suit's technology is such that it adapts to fit a wearer ranging from half the size of a normal human to one that is almost the same size (including another human). Human suits usually come with attached clothing.

Depletion: 1 in 1d20



INAPPOSITE CASE

Level: 1d6 + 1

Origin: Ruk (emergent)

Law: Mad Science

Form: Black attaché case

Effect: The case translates with its holder, but objects within the case retain the context of the recursion where they were stored. If items are stored in a recursion that operates under one law and then taken to a recursion that operates under a different law, they do not begin to degrade until they are removed from the case. This means that cross-law items function for at least a minute at full capacity upon removal from the case. Thus, a magic wand could work in Ruk, a nanobot injector could work on Earth, and so on, without having to be used immediately after translation or inapposite travel.

Depletion: 1 in 1d20 (check per translation)

INTELLECT CACHE

Level: 1d6 + 4

Origin: Atom Nocturne (emergent)

Law: Psionics

Form: Necklace with inset crystal

Effect: The crystal is highly receptive to thought and stores mental energy placed into it. A character can transfer points of Intellect from his Pool into the crystal, up to 1 per round, up to a number of stored points equal to the cache's level. (He can recover the transferred points normally.) Thereafter, the points can be used to pay the cost of abilities (including associated Effort) that use Intellect. The character using the intellect cache does not need to be the same one who invested it. The user cannot use the points to restore his Intellect Pool, unless he does so indirectly by using an Intellect-based ability that restores the points.

Depletion: 1 in 1d20 (check each time the cache is drawn down by any amount)

JACK-O'-LANTERN

Level: 1d6 + 3

Origin: Halloween (mythological)

Law: Magic

Form: Brass lantern sculpted to resemble a traditional Halloween pumpkin

Effect: When lit, the lantern provides bright light within immediate range and dim light within short range for one hour. The user can also call on various abilities of the lantern, including the following:

- Reveal invisible or otherwise unseen creatures for one round.
- Command level 1 spirits for ten minutes.
- Add +1 to Armor against damage from spells for one hour.

Depletion: 1 in 1d20

JADE DRAGON

Level: 1d6 + 2

Origin: Samurai Sky (emergent)

Law: Magic

Form: A 2-inch (5 cm) jade statuette of a dragon

Effect: When the statuette is activated, it grows into a living dragon-shaped creature 30 feet (9 m) long that obeys the user's commands. The creature is level 5 and persists for up to eight hours. The dragon can bear up to three human-sized creatures on its back, attack with a bite, or (once every other round) breathe fire at short range on up to three targets within immediate range of each other.

Depletion: 1 in 1d10

KNOT OF ISIS

Level: 1d6 + 1

Origin: New Kingdom (mythological)

Law: Magic

Form: Brooch with symbol resembling an ankh, except its arms curve down

Effect: When the wearer makes a slashing or piercing attack on a foe, the foe takes damage as normal. In subsequent rounds, however, the wound bleeds abnormally strongly, dealing 3 points of damage each round for three additional rounds.

Depletion: 1 in 1d100

LEARNING TORC

Level: 1d6 + 2

Origin: Atlantis (mythological)

Law: Magic or Mad Science

Form: Golden torc that flows to fit perfectly around the wearer's head

Effect: When worn, the artifact grants knowledge (as an asset) in one area, depending on the particular torc. Possible options include the following (roll a d20 or choose one):

1	Biology
2	Climbing
3	Computer science
4	Crafting
5	Deceiving
6	Escaping
7	Healing
8	History
9	Initiative
10	Intimidation
11	Jumping
12	Lockpicking
13	Magic lore
14	Perception
15	Persuasion
16	Pickpocketing
17	Riding
18	Stealth
19	Swimming
20	Weapon (choose category)

Depletion: 1 in 1d20 (check per use)

Samurai Sky, page 48

New Kingdom, page 57

HALLOWEEN

Halloween is a recursion where the holiday is manifest as a city. Each neighborhood of Halloween has its own unique character and includes the Midnight Circus, the Graveyard, and the witch-haunted House on the Hill. Goblins, trick-or-treaters, ghosts, witches, and ghouls inhabit the leaning buildings and spookily decorated tenements. Though some may initially mistake the recursion for a place to let childlike wonder roam free, those few are quickly eaten and forgotten.

ATLANTIS

The story of Atlantis is one of the oldest myths. Supposedly 9,000 years before Plato first wrote of its existence, a great civilization arose on the now-lost continent. There is truth to the myth, but it has become distorted by time—and by intentional deception. Atlantis has thus become a “recursive” recursion, where a God-King has long tended to fictions about the lost civilization in order to shape the actual recursion, making it larger, stronger, and more potent than it would otherwise be.

If the same individual gains both the lich eye and the lich hand as prosthetics, reports indicate that an additional suite of malefic powers becomes available. However, apparently so does a secondary personality that attempts to trick the wearer into giving up control of his body.

S Cypher limit, page 310

Urban Temporal, page 65

LICH EYE

Level: 1d6 + 3

Origin: Sword Realms (fictional)

Law: Magic

Form: Eyeball-sized white orb with a burning point of fire at the center

Effect: Serves as a fully functional prosthetic—and noticeably malefic—eye. In addition, the eye grants the owner the ability to see in the dark for up to ten hours at a time, the ability to see through illusions and see invisible creatures for up to one minute at a time, and the ability to command the actions of a creature within immediate range who meets the eye's gaze for a period of one minute.

The lich eye will translate into other recursions with its owner as if a cypher, taking on the visual context of the new location, though it does not count against a PC's cypher limit.

Depletion: 1 in 1d20 (Upon depletion, the eye takes control of the host for one day, during which time he has no memory of the horrible deeds he undertakes at the eye's bidding. At the end of the period, the eye disappears.)

LICH HAND

Level: 1d6 + 3

Origin: Sword Realms (fictional)

Law: Magic

Form: Withered hand

Effect: Serves as a fully functional prosthetic—if not especially aesthetic—hand. In addition, the hand provides its owner with an icy touch attack that inflicts damage equal to the artifact level, a long-range magical blast that inflicts 4 points of damage (ignores Armor), and a +2 boost to Might Edge that lasts for one hour. The lich hand will translate into other recursions with its owner as if a cypher, taking on the visual context of the new location, though it does not count against a PC's cypher limit.

Depletion: 1 in 1d20 (upon depletion, the hand detaches and attempts to strangle its former owner)

LOCK SEAL

Level: 1d6 + 3

Origin: Urban Temporal (fictional)

Law: Mad Science

Form: Self-adhering locking mechanism



Effect: If applied to a container, door, or other object that can be closed, the target is locked. The lock mechanism level is equal to the artifact level and requires three successful lockpick attempts before the lock seal disengages. It will also disengage at the user's touch or under conditions the user specified when installing the lock, such as to open only in the presence of a certain individual or under special circumstances. Once disengaged, the lock seal folds back into a compact form and can be reused if not depleted.

Depletion: 1 in 1d20

LUCK STONE

Level: 1d6

Origin: Camelot (mythological)

Law: Magic

Form: A river-smooth stone with a hole in the center

Effect: When the stone is activated, the next task the wearer attempts within one minute is decreased in difficulty by one step.

Depletion: 1 in 1d10

MASK OF DREAM

Level: 1d6 + 2

Origin: Urban Fantastic (fictional)

Law: Magic

Form: Gas mask of ominous design

Effect: The user can physically enter the dream of any nearby sleeping creature for up to ten minutes at a time. While in another creature's dream, the difficulty of all tasks related to persuasion and intimidation is decreased by one step for the user.

Depletion: 1 in 1d20

MASK OF HAPPINESS

Level: 1d6

Origin: R639 (emergent)

Law: Exotic

Form: Humanoid clown mask

Effect: The wearer is happy while the mask remains on. This effect also keeps him safe from malign mental influence, including fear and intimidation.

Depletion: 1 in 1d20

MEMORY ERASER

Level: 1d6

Origin: New York Grey (fictional)

Law: Mad Science

Form: Handheld cylinder with a dial and a flash

Effect: A flash of light erases the last minute (or more) of memory in all creatures within immediate range that look at the flash without protective eyewear. The memory eraser has a dial with increments; the higher the dial is set before the device is used, the larger the swath of memory erased by the flash, up to about a month.

Depletion: 1 in 1d20

MEMORY SPIKE (FOCUS)

Level: 10

Origin: Urban Temporal (fictional)

Law: Mad Science

Form: Slender crystal rod

Effect: The rod contains a personality fragment from a person long dead. Accessing the fragment is as simple as grasping the rod and concentrating on its contents. The user's mind is instantly flooded with shreds of memory, feelings, and sensations until he

New York Grey, page 70

Mask of Dream GM

Intrusion: *The mask is lost in a passing dream.*

R639

In some ways, R639 resembles Seattle in December. Cloud cover is constant, grey, and oppressive. Coats and gloves only partly protect from a seeping damp chill that pervades everything. But R639 takes gloominess orders of magnitude further, because the recursion is a version of Seattle without power and, more immediately noticeable, one where everyone has vanished. Streets are empty. Cars are parked as if their owners expected to return. Chalky dust covers everything that's not exposed to the weather. Nothing moves in the parks but for the sway of empty swings in the wind. Silence lies as heavy as a shroud over the Seattle of R639.

URBAN FANTASTIC

"Urban Fantastic" is the term given to a class of recursions seeded by the plethora of urban fantasies in novels, TV, and movies. It includes a recursion called Urban Wizardry and others of a similar bent. At first glance, an Urban Fantastic recursion seems just like modern-day Earth. But peel back the facade just a bit, and revealed is a world where magic and creatures of the night, of myth, and of magic are all too real. Vampires and werewolves exist in their nests and packs, as do fae creatures, demons, humans who can perform magic, and the remnants of ancient gods who yet wander the Earth in the guise of normal people (or who abide in separate but associated recursions).

R639, page 53

Though the user of a mirror of fading beauty can't normally see it, others see the user's reflection in any mirror become more horrific and threatening with each use of the artifact. The monstrous reflection lasts after the Beauty Pool is used up and the artifact is depleted, even if the user translates to other recursions.

Urban Temporal, page 65



Atom Nocturne, page 234

New Centropolis, page 59



Moriarty, page 307

Midas's Touch GM Intrusion: *The character must make a difficulty 3 Might defense roll or be turned to gold.*

absorbs the extra personality. He immediately chooses and gains a second focus, though it operates only in the recursion where the memory spike is used, and only until the user translates away.

Depletion: 1 in 1d20

MEMORY SPIKE (KNOWLEDGE)

Level: 10

Origin: Urban Temporal (fictional)

Law: Mad Science

Form: Slender crystal rod

Effect: The rod contains a personality fragment from a person long dead. Accessing the fragment is as simple as grasping the rod and concentrating on its contents. The user's mind is instantly flooded with shreds of memory, feelings, and sensations until he absorbs the extra personality. He immediately gains training in one task that does not involve offense or defense. The training applies only in the recursion where the memory spike is used, and only until the user translates away.

Depletion: 1 in 1d20

MICRODRONE

Level: 1d6 + 1

Origin: Earth (emergent)

Law: Standard Physics

Form: Tiny flying drone shaped like a dragonfly

Effect: This microdrone uses four quad-copter rotors housed in synthetic but lifelike dragonfly wings, giving the mechanical device a disguise that is difficult to pierce when it is flying. The microdrone comes with a remote control and virtual-reality goggles that give the user visual and audio in the drone's proximity. Under most circumstances, the drone has a range of 1 mile (2 km).

Depletion: 1 in 1d20 (Check per flight; depletion usually means the microdrone suffered a mishap, but it can be repaired with a difficulty 2 Intellect task if the right part is available, or with a difficulty 6 Intellect task if not.)

MIDAS'S TOUCH

Level: 1d6 + 2

Origin: Legendary Greece (mythological)

Law: Magic

Form: Rod tipped with solid gold finger

Effect: Anything touched by the rod is turned to solid gold for twenty-four hours, after which time the target dissolves into dust.

Depletion: 1 in 1d20

MIRROR OF FADING BEAUTY

Level: 1d6

Origin: R639 (fictional)

Law: Exotic

Form: Hand mirror

Effect: A user who gazes at himself in the reflective surface activates the device. He gains access to an additional stat Pool called Beauty that has a number of points equal to the artifact level. When spending points from any other Pool, he can take one, some, or all the points from the Beauty Pool first.

Depletion: 1 in 1d20 (check per day of use)

MIRROR OF MENTAL SWAPPING

Level: 1d6

Origin: Atom Nocturne (emergent)

Law: Psionics

Form: Hand mirror

Effect: If the user presents the mirror so that a creature within immediate range can see its own reflection, the minds of the user and the creature are swapped for one minute.

Depletion: 1 in 1d10

MONOCLE OF DOOM

Level: 1d6 + 2

Origin: New Centropolis (emergent)

Law: Mad Science

Form: Silver lens that can be worn as a monocle or mounted as part of a helmet or suit

Effect: A user who gazes through the monocle and activates it as an action determines the weaknesses, vulnerabilities, qualities, and mannerisms of a single creature within long range. The GM should reveal the creature's level, basic abilities, and obvious weaknesses (if any). For the user, the difficulty of all actions that affect that creature—attack, defense, interaction, and so on—is reduced by one step for one minute afterward.

Depletion: 1 in 1d20

MORIARTY'S CANE

Level: 1d6 + 3

Origin: The Strange (emergent)

Law: Any

Form: Walking cane with polished mahogany handle

Effect: Once per day, as an action, the user can translate between recursions he has previously visited.

The cane translates as if a cypher but does not count against a PC's cypher limit.

Depletion: 1 in 1d00

Cataclyst, page 238

Harmful mutation, page 240

Powerful mutation, page 241

New York Grey, page 70



MORIARTY'S PISTOL

Level: 1d6 + 2

Origin: The Strange (emergent)

Law: Any

Form: Idealized pistol

Effect: This pistol can be wielded in one hand like a normal light weapon, but it deals 5 additional points of damage (for a total of 7 points per attack) that ignore Armor.

The pistol translates as if a cypher but does not count against a PC's cypher limit.

Depletion: 1 in 1d00

MORPHIC INTEGRATOR

Level: 1d6 + 1

Origin: New York Grey (fictional)

Law: Mad Science

Form: Metallic helm with wires and LEDs

Effect: The wearer can integrate body parts of other creatures into her own, enhancing herself by gaining associated abilities of the melded parts. The integrator can meld any kind of alien biology with the wearer. The integration process requires the wearer to touch a subdued, unresisting creature for one minute. Afterward, the creature is reduced to dust, and the skin, extra arm or head, tail, tentacle, tendril, organ, or other desired portion of the creature is melded with the wearer. The wearer can then access the body part's associated ability as her own. For instance, if the creature could see radiation with its eyes, the user of the morphic integrator can too.

Multiple additional abilities can be gained by using the integrator, but each additional use further disfigures the wearer, depending on the part melded. In addition, for each integration after the first, the wearer must succeed on a difficulty 5 Intellect defense roll or begin to go crazy. Three failed rolls render the user criminally insane, whereupon she turns on her former friends and allies and tries to integrate them.

Depletion: 1 in 1d20

MUTATION MASK

Level: 1d6 + 4

Origin: Cataclyst (emergent)

Law: Mad Science

Form: Leather face mask with integrated electronics

Effect: When worn, the mask conforms to the wearer's head, enclosing it. While wearing the mask, the user can trigger a mutation by spending an action fiddling with the mask. Over the next few rounds, any previous mutations fade, and a new mutation appears.

Roll a d6 to determine whether it is a **harmful mutation** (1-4) or a **powerful mutation** (5-6), and then roll on the associated mutation table.

Depletion: 1 in 1d100 (check each day the mask is worn, and each time the mutation changes)

NANOBOT PILL

Level: 1d6 + 1

Origin: Ruk (emergent)

Law: Mad Science

Form: Large pill filled with miniaturized robots

Effect: When the user ingests the pill, nanobots swarm out of it and into her body, providing one of the benefits described below. When the effect ends after about a minute, the nanobots extricate themselves from her tissue and form a fresh pill nestled in her hand, ready for another use (unless depleted). Effects include the following.

Antivenom. User is cured of the effects of any poison currently afflicting her and gains immunity to poison for one hour.



S Harmful mutations, page 240
Powerful mutations, page 241

The Necronomicon is near the top of the list when it comes to fictional artifacts the Estate has banned its operatives from interacting with, on pain of dissociation from the organization. Unlike other similar relics, no versions of the tome have been found that can translate like a cypher. At least, not yet.

S Innsmouth, page 253

S Exception, page 32

Someone using a necroham radio to contact a dead creature of malign power, such as an evil wizard, should be cautious lest the summoned spirit decide that it's tired of being dead and try to use the radio operator's body as its new form.

Urban Fantastic, page 53

Decontamination. User is cured of radiation sickness and other unwanted effects of radiation, including any **harmful mutations**, over the course of one minute.

Reconfiguration. User gains one randomly rolled **powerful mutation**, a process that takes one hour to complete and inflicts 10 points of damage on her. The mutation lasts for twenty-four hours and then fades.

Recovery. User makes a free recovery roll that doesn't count against her daily number of recovery rolls.

Remedy. User is cured of one mundane disease and gains immunity to mundane diseases for one hour.

Depletion: 1 in 1d20 (Upon depletion, the pill reforms one final time; if ingested again, it acts like acid that inflicts 5 points of damage for three rounds.)

NATURALIZER

Level: 1d6 + 3

Origin: The Strange (emergent)

Law: Any

Form: Metallic ring

Effect: The wearer gives the appearance of being native to the recursion where the ring is worn to all forms of scanning and perception, including qualities from artifacts and cyphers, that might otherwise reveal a creature to be a non-native. This camouflage includes invisibility to special abilities like **Exception** and similar attacks that rely on a subject being foreign, a native of the Strange, a demon, and so on. The artifact does not change the wearer's physical appearance, so if a demon wearer becomes immune to an attack that normally expels demons, observers might still recognize the wearer for what it is.

A naturalizer translates with its owner like a cypher but does not count against the user's cypher limit.

Depletion: 1 in 1d20

NECROHAM RADIO

Level: 1d6 + 3

Origin: Urban Fantastic (fictional)

Law: Magic

Form: Electronic device superficially similar to a ham radio

Effect: A user who succeeds on a difficulty 4 Intellect task to operate the radio can communicate with a dead creature for up to ten minutes per use. The corpse must be present and dead for no more than about a decade per level of the artifact. A user can attempt to communicate with a corpse that has been dead longer, or communicate

with a named and described dead creature whose corpse is not present (this latter effect works best if something that was once in the possession of the dead creature is present), but the difficulty of the task is increased by three steps.

Depletion: 1 in 1d20

NECRONOMICON (LATIN EDITION)

Level: 1d6 + 4

Origin: Innsmouth (fictional)

Law: Magic

Form: Grimoire (no reader can long keep the book's exact form in memory)

Effect: A reader who understands Latin can use this grimoire to accomplish a wide variety of occult operations, though all of them risk her sanity. Indeed, one must be a little insane, or at least naive, to use this tome, given its storied history. That said, the uses a reader can put the *Necronomicon* to include the following.

Reference. Grimoire reduces the difficulty of any task related to knowledge of Lovecraftian recursions, entities, objects, and related subjects by three steps.

Spellbook. Grimoire contains a variety of horrifying spells and rituals, which a reader can attempt to cast by incanting from the tome. They range from simple curses and spells to speak to the dead all the way up to death spells and the summoning of Lovecraftian entities. The GM can let the player describe the kind of spell she's looking for, and then decide if that spell exists in the *Necronomicon*. If it does, the spell also likely has an unintended side effect, such as infecting a nearby object or friend with a demonic entity, killing a pet, or striking a nearby NPC insane.

Each time the reader references the grimoire or casts a spell from it, the disturbing imagery, phrasing, and general evil nature require her to make a difficulty 5 Intellect defense roll. On a failed roll, she takes 5 points of Intellect damage, descends one step on the damage track, and takes one other action (determined by the GM) motivated by insanity. On a successful roll, she still takes 2 points of Intellect damage.

Depletion: —

ORB OF FAR SIGHT

Level: 1d6 + 4

Origin: Ardeyn (fictional)

Law: Magic

Form: Glass orb

Effect: When the orb is activated, the user names a place in the same recursion and can see a vision of that place for up to one minute if she



makes a difficulty 2 Intellect roll, though some areas may be harder to view, especially if they are warded, which increases the difficulty. The user can see a vision from named places in other recursions if she succeeds on an Intellect task equal to the recursion's level + 2. Several orbs of far sight exist. Telepathic communication between orbs by their users is possible, and merely requires one user to open communication with one of the other orbs. However, this is dangerous because it lays open the user's mind to attack by unfriendly owners of other orbs. To attack the mind of another user (or attempt to implant a false vision), one user makes an Intellect attack against her. If successful, Intellect damage equal to the artifact level is inflicted on her, or a false vision is presented to her as if true, such as a vision of a city being burned when in reality it remains unharmed.

Depletion: 1 in 1d20 (Upon depletion, the orb grows as black as pitch, and for the following seven nights, the user has nightmares of falling into the heart of that darkness. On the eighth night, the nightmares are gone, and so is the orb.)

PERSONAL WARDSTONE

Level: 1d6

Origin: Urban Fantastic (fictional)

Law: Magic

Form: Amulet or bracelet

Effect: Nullifies one magical effect per round whose level is less than or equal to the artifact level that would otherwise affect the user.

Depletion: 1 in 1d6

PHIAL OF ELFLIGHT

Level: 1d6 + 2

Origin: Sword Realms (fictional)

Law: Magic

Form: Crystal vial filled with glowing fluid

Effect: The vial constantly emits light as dim as a candle. However, it can be commanded to emit bright light that fills an area a short distance across. Undead creatures, evil spirits, orcs, goblins, and similar foul beasts are blinded for one round when first exposed to the bright light, and afterward their tasks, attacks, and defenses are modified by two steps to their detriment while they remain in the light.

Depletion: —

PHYLACTERY

Level: 1d6 + 1

Origin: New Kingdom (mythological)

Law: Magic

Form: Circlet set with square ebony gem

Effect: While the phylactery is worn, the wearer's soul is stored in the ebony gem. This provides the wearer +1 to Armor and an asset on Might defense tasks. In addition, he can choose to ignore the effects of becoming impaired or debilitated. Finally, he can choose to ignore the effects of death itself for a limited time.

Depletion: 1 in 1d20 (check for each minute spent either impaired or debilitated, and for each round the user would otherwise be dead)

PICTURE OF DORIAN GRAY

Level: 1d6 + 3

Origin: Victorian Earth (fictional)

Law: Any

Form: Framed portrait of whomever the picture is attuned to

Effect: Once the portrait is attuned to a specific person (requiring the user to succeed on a difficulty 5 Intellect-based task), it takes half the damage that person would otherwise take after Armor (if any) is applied. After attunement, the picture and the one portrayed do not have to remain in proximity for the bond to remain, though someone else could come along later and change the portrait's attunement. The picture can withstand a number of points of damage equal to its level per day, at which time no more damage is transferred that day (and a depletion roll is required).

Depletion: 1 in 1d20

PNAKOTIC MANUSCRIPTS

Level: 1d6 + 2

Origin: R'lyeh (fictional)

Law: Magic

Form: Tome with stony plates binding a sheaf of parchment

Effect: When a user reads aloud from the manuscripts in an area or a recursion where Magic operates, she can create several different effects, all of which put her at risk. The effect most readily available allows the user to contact the mind of a powerful godlike being. She must make a difficulty 5 Intellect

Urban Fantastic, page 53

Sword Realms, page 73

R'lyeh belongs to a class of limited worlds seeded by stories of cosmic horror and madness written by author H.P. Lovecraft.

NEW KINGDOM

Seeded from the myths of ancient Egypt commingled with modern stories of that period, the New Kingdom is a recursion located along an alternate Nile where pharaohs yet rule the land, and gods such as Anubis, Isis, Nephthys, Osiris, Ra, and Tefnut are revered.

Wuxia City, page 38

defense roll. On a failed roll, she takes 5 points of Intellect damage, descends one step on the damage track, and takes one other action (determined by the GM) motivated by insane panic. On a successful roll, she takes 2 points of Intellect damage and learns the answer to one question, no matter the scope, from the mind contacted.

The Pnakotic Manuscripts can translate between recursions like a cypher, thanks to the **fundament** making up the plates binding the sheaf of parchment that is inked with spells.

Depletion: —



Fundament, page 214



POTION OF INVINCIBILITY

Level: 1d6

Origin: Wuxia City (fictional)

Law: Magic

Form: A golden decanter filled with steaming liquid

Effect: When a portion of the liquid in the decanter is consumed, it confers a sense of overweening confidence and well-being for one hour. This effect counters fear effects, psychic attacks that attempt to cripple a victim's mind, and similar psychological manipulations. The user also immediately gains 3 experience points (XP) that can be used to reroll failed rolls. If these 3 XP are not used by the end of the hour, they fade away.

Depletion: 1 in 1d20

POWER BRACERS

Level: 1d6 + 2

Origin: New Centropolis (emergent)

Law: Mad Science

Form: Matching ebony bracers etched with nanoscale circuits

Effect: The bracers bond to the wearer and are extremely difficult to remove until depleted. Different bracers confer different abilities. Known power bracers include the following types.

Cryo. The user emits a long-range cold ray that inflicts damage equal to the artifact level. In addition, the user can create bridges and walls of ice within long range that last for up to one hour. An ice object's level is equal to the artifact level. A wall is up to 1 foot (30 cm) thick and up to 20 feet by 20 feet (6 m by 6 m) in size, and a bridge is up to 5 feet by 50 feet (2 m by 15 m) in size. The ice object appears resting on a solid foundation.

Deflection. The difficulty of the user's Speed defense rolls is decreased by two steps for ten minutes.

Energy. The user emits a long-range heat ray attack that inflicts damage equal to the artifact level.

Growing: The user (and her equipment and clothing) grows to a height of 9 feet (3 m) for about a minute. During that time, she adds 4 points to her Might Pool, +1 to her Armor, and +2 to her Might Edge. While she is larger than normal, the difficulty of her Speed defense rolls increases by one step.

Intangibility. The user can pass through solid objects for one minute, during which time she cannot interact with or attack tangible objects or creatures.

Invulnerability. The user gains +5 to Armor for one minute.

Shrinking. The user (and her equipment and clothing) becomes about 1 inch (3 cm) high for one minute. During that time, the difficulty of her Speed defense rolls decreases by three steps; however, given her radical change in scale, she may find many tasks beyond her reach.

Soaring. The user gains +1 to her Speed Edge and can fly a long distance each round for one hour.

Strength. The user gains +3 to her Might Edge for ten minutes.

Supersense. The difficulty of the user's perception tasks is decreased by two steps for one hour. Each use of the bracers usually focuses on one sense enhancement: hearing, sight, touch, taste, or smell.

Depletion: 1 in 1d100 (a pair of depleted bracers may regain its power spontaneously a few months or years later)

POWER ROD

Level: 1d6 + 3

Origin: The Strange (emergent)

Law: Any

Form: 1-foot (30 cm) long metallic rod ringed with wires and electronic connectors

Effect: Each time the end of the metallic rod is touched to a living, warm-blooded creature (or on a successful melee attack), the user can siphon a designated amount of health from the target, up to the artifact level. For each point of health drained, the power rod gains an electrical charge.

If a charged rod is connected to a piece of machinery that can use electrical power, the rod powers the machinery for one hour per charge gained.

Depletion: 1–2 in 1d100

PRANG SUITCASE

Level: 1d6 + 1

Origin: New York Grey (emergent)

Law: Mad Science

Form: Large metallic suitcase composed of programmable matter

Effect: The user can convert the suitcase matter into nearly any object or piece of equipment of an equal or lower level, including weapons or artifacts native to the recursion. To do so, he

must succeed on an Intellect-based task with a difficulty equal to the level of the object that he is attempting to replicate. The replicated object can be converted back to its base state as part of another action.

Depletion: 1 in 1d20

PROBE BOT

Level: 1d6

Origin: Rebel Galaxy (fictional)

Law: Mad Science

Form: Hovering robot with a variety of manipulator arms and data-gathering tools

Effect: This robotic entity typically takes commands from a designated leader. The bot can be deployed to other “planets” in the recursion to gather environmental and tactical information, which is transmitted back. Most probe droids do not fight, but if threatened or discovered, they detonate in a short-range blast inflicting damage equal to the artifact level on all creatures and objects in the area.

Depletion: 1 in 1d100 (check each day; on depletion, robot explodes as if threatened)

PROTOCOL BOT

Level: 1d6

Origin: Rebel Galaxy (fictional)

Law: Mad Science

Form: Humanoid form but obviously robotic

Effect: This robotic entity emulates sentience and a pleasant personality, though it isn't actually free-thinking, but rather commanded by its user. It accompanies its designated user and provides language translation, knowledge on a variety of Mad Science topics, and something akin to companionship.

Depletion: 1 in 1d100 (check each day; on depletion, robot powers down until repaired)



It's possible to convert the prang suitcase matter into a weapon that fires ammunition. After it is fired, the spent ammo reveals its programmable nature by creeping back to the user on a variety of tiny robotic legs.

New York Grey, page 70

NEW CENTROPOLIS

New Centropolis is one of several “Supers” recursions, which are seeded by comics, anime, and movies about superhuman heroes. A PC in New Centropolis is likely to be a superhero, though bad choices could lead to a different path.

PSYCHIC CIRCLET

Level: 1d6 + 1

Origin: Atom Nocturne (emergent)

Law: Psionics

Form: Circlet or crown set with crystals

Effect: A psychic circlet possesses at least one special ability. Roll a d100 to determine the ability.

01–10 Wearer can take on the semblance of another person for one hour, which decreases the difficulty of disguise tasks by three steps. Action to initiate.

11–15 Wearer can take on the shape of a mundane animal for up to one hour, growing to twice her normal size or shrinking to the size of a mouse. She generally retains her normal stats but gains flight if she takes the shape of a bird, the ability to swim and breathe underwater if she takes the form of a fish, and so on. Action to initiate.

16–20 The wearer adds +5 to Armor against attacks that target Intellect for one hour. Action to initiate.

21–25 The wearer becomes especially affable for one hour, during which time the difficulty of all tasks related to pleasant social interaction is reduced by two steps. Enabler.

26–30 The wearer becomes two-dimensional for up to one hour. She can slip through narrow spaces, turn sideways to an observer to become invisible, or make hand-to-hand slashing attacks that inflict 4 additional points of damage thanks to their hyper-fine edge. However, anytime she takes damage, she takes 1 additional point of damage. Enabler.

31–40 The wearer can make a free recovery roll that doesn't count against her daily recovery rolls. Action.

41–50 The wearer makes a mental attack on a living target she can see within long range, forcing it to take a specified action on its next turn. Action.

51–60 The wearer can make a mental attack on a living target she can see within long range, forcing it to forget a span of preceding time (one minute, ten minutes, one hour, or ten hours). Action.

61–65 If the wearer takes damage from an attack, an illusory duplicate is formed that lasts for one minute. The duplicate might confuse enemies as to whether it is real or a facade. All else being equal, if the wearer succeeds on a difficulty 3 Intellect-based task, a given enemy believes the illusion is real until the enemy interacts with it. Enabler.

66–70 The wearer can move one round forward in time. She does not seem to exist for observers during the round she chooses to step over. Action.

71–75 The wearer can mentally project a ball of psychic static at a target within long range that inflicts 2 points of damage (ignores Armor) on the target and all creatures within immediate range. Enabler.

76–80 A target within long range is immediately drawn to within immediate range of the wearer by psychic lines of energy, which also inflict damage equal to the artifact level. Action.

81–85 The wearer teleports to a location within long range. Upon her arrival, all creatures and objects next to the wearer are subject to a psychic attack inflicting damage equal to the artifact level. Action.

86–90 The wearer steps into another recursion she has previously visited as if stepping through an *inapposite gate*. Action.

91–95 On the wearer's next turn, the difficulty of a task (including attack or defense) is reduced by one step. Action.

96–00 The difficulty of a task (including attack or defense) attempted as part of the same action as activating this ability is reduced by one step. Action.

Depletion: 1 in 1d20

PSYCHIC INVERTER

Level: 1d6

Origin: New York Grey (fictional)

Law: Mad Science

Form: Harness

Effect: Whenever the wearer takes damage, 1 point of that damage isn't actually taken. Instead, it is converted to a point of Intellect and added to the wearer's Intellect Pool, unless that Pool is already full.

Depletion: 1 in 1d10

PSYCHIC SKIN

Level: 1d6 + 1

Origin: Atom Nocturne (emergent)

Law: Psionics

Form: Fist-sized ball of psionically charged ectoplasm

Effect: When activated, this ball liquefies and coats the body of the user for one hour, appearing to be an opaque bodysuit veined with pathways of soft light, swirling bands of color, or some other striking pattern. All psychic skin confers at least two abilities. First, the wearer can inflict 3 points of psychic damage (ignores Armor) with a touch. Second, the skin provides one of the following abilities, as determined by the user's desire when she first activates the skin.

Acrobatic. The wearer has an asset on all balancing, jumping, and acrobatic tasks, as well as an asset on Speed defense rolls.

Animate. When the wearer attacks a foe within short range, during that same round the skin automatically attacks the foe by firing a glob



Inapposite gate,
page 135

New York Grey, page 70



Atom Nocturne,
page 234



of ectoplasm from its surface that inflicts 2 points of psychic damage (ignores Armor).

The wearer makes the attack as if practiced.

Armoring. User gains +1 to Armor (+5 to Armor against psychic attacks). Enabler.

Claw. The skin can extend lethal claws from the wearer's fingertips. She can make a claw attack as if practiced with unarmored attacks. The attack is considered a light melee attack, but the underlying psychic damage inflicted by the touch of the suit also counts, so a claw attack inflicts 5 points of damage, 3 of which ignore Armor.

Disguising. The wearer can take on the semblance of other people, real or imagined, as the skin changes shape and hue, even taking on the likeness of special clothes or equipment (but not the abilities of such equipment). The difficulty of disguise tasks is decreased by three steps.

Invisibility. While invisible, the wearer is specialized in stealth and Speed defense tasks. This effect ends if she does something to reveal her presence or position—attacking, using an ability, moving a large object, and so on. If this occurs, she can regain the remaining invisibility effect by taking an action to focus on hiding her position. Action.

Mental Edge. The wearer gains +1 to her Intellect Edge.

Depletion: 1 in 1d20 (check per day of use)

RECURSION ANOMALY BELL

Level: 1d6 + 3

Origin: The Strange (emergent)

Law: Any

Form: Hand bell

Effect: The bell rings of its own volition when it detects a Strange-related anomaly within long range. Potential anomalies include a translation event, a gate mouth, the appearance of a creature not native to the recursion, and similar events. Depending on the event in question, the bell makes a slightly different tone; deciphering the tone is a difficulty 5 Intellect-based task.

A recursion anomaly bell translates with its owner like a cypher but does not count against the user's cypher limit.

Depletion: 1 in 1d100

RED COAT

Level: 1d6 + 2

Origin: Camelot (mythological)

Law: Magic

Form: Splendidly tailored, long black suitcoat with red velvet lining, pants or skirt, and boots

Effect: This clothing looks fabulous in any setting and fits whoever puts it on as if tailored especially for him. The wearer has an asset on

all tasks related to persuasion, deception, and pleasant social interaction. The set of clothes repels dirt and odor, and it self-repairs tears, punctures, burns, and so on.

Depletion: —

REQUISITION ARCH

Level: 1d6 + 3

Origin: The Strange (emergent)

Law: Any

Form: Free-standing arch, foldable into a cube that fits in the palm

Effect: The appearance and underlying biology of a creature who passes through the arch is altered to become that of another creature "requisitioned" from any recursion in the Shoals of Earth of similar level and outlook. The requisitioned creature is either chosen randomly or determined by the user as a difficulty 5 Intellect task (the creature that serves as the template is not harmed in any way). A translation could do something similar, but the arch also overwrites the target's mind with a new personality. Only the faintest residue of what it was like before remains, which likely manifests as strange dreams. The erased persona and memories are stored in a separate object (such as a locket, a bracelet, or a jump drive) that can restore the previous mind (and body) if reunited with the user.

A folded requisition arch (and the separate key) translates like a cypher but does not count against the user's cypher limit.

Depletion: 1 in 1d20

RING OF FALL FLOURISHING

Level: 1d6

Origin: Sword Realms (fictional)

Law: Magic

Form: Gold band inscribed with feather wreath

Effect: The wearer of the ring can fall any distance safely, landing easily and upright.

Depletion: 1 in 1d00

RING OF GYGES

Level: 1d6 + 2

Origin: Plato's Republic (mythological)

Law: Magic

Form: Gold band inscribed with Greek characters

Effect: The wearer of the ring becomes invisible until the ring is removed. Each minute the ring is worn, the wearer must make a difficulty 3 Intellect defense roll. On a failed roll, she is driven to steal something, trip someone, or take some other malicious action unlikely to be tied back to her since she can't be seen.

Depletion: 1 in 1d00

Requisition arches might be used by fugitives who are so desperate to escape their enemies that they'll hide even the knowledge of their own existence from themselves. Campaign idea: one or more of the PCs' strange dreams come from having walked through a requisition arch.

Sword Realms, page 73

Cypher limit, page 310

RING OF INVISIBILITY

Level: 1d6

Origin: Sword Realms (fictional)

Law: Magic

Form: Gold band inscribed with characters that are revealed only if ring is heated

Effect: The wearer of the ring becomes invisible for one minute, until he spends points from a Pool for any reason, or until he attacks another creature.

Depletion: 1 in 1d20

RING OF MAGIC BREAKING

Level: 1d6 + 3

Origin: Sword Realms (fictional)

Law: Magic

Form: Silvery, mirror-bright ring

Effect: The difficulty of all defense rolls to resist ranged magical attacks, especially spells, is decreased by one step. In addition, if the user rolls a 17 or higher on the defense roll, the magical attack is turned back upon its source.

Depletion: 1 in 1d20

RING OF RULING

Level: 1d6 + 4

Origin: Sword Realms (fictional)

Law: Magic

Form: Heavy gold band

Effect: Several lesser magical rings are scattered about the Sword Realms, each providing a minor ability or power to its wearer. Many are leashed to the Ring of Ruling, which grants its wearer the ability to dominate and control those wearing a lesser ring, no matter how far apart they are. Treat domination attempts as an Intellect attack that, if successful, puts the lesser ring wearer in the thrall of the Ring of Ruling wearer for twenty-four hours.

In addition, the Ring of Ruling enhances the power of its wearer by decreasing the difficulty of any task, attack, or defense by three steps (including domination attempts of lesser ring wearers). Attacks made while wearing the Ring of Ruling inflict 15 additional points of damage.

The Ring of Ruling turns its user invisible while it is worn. A wearer who wishes to remain visible can do so for up to one hour at a time if he makes a difficulty 5 Intellect roll for each new period.

The Ring of Ruling also extends the natural life span of its owner by hundreds of years or longer.

The abilities of the ring come with a price. The first time the Ring of Ruling is touched, and each time thereafter that the wearer rolls for depletion, he must make a difficulty 6 Intellect-based roll or become obsessed with the ring. After three failed obsession rolls, the

wearer becomes paranoid about the Ring of Ruling and begins to think that even friends and allies want to steal it.

Depletion: 1 in 1d10 (Check per use of an enhanced task, per minute of invisibility, or per day of commanding someone wearing a lesser ring. Upon depletion, the Ring of Ruling manages to get itself lost so that someone else will find it—perhaps someone with a heart more suited to wielding it.)

RING OF WISHES

Level: 1d6 + 4

Origin: Sword Realms (fictional)

Law: Magic

Form: Plain gold band

Effect: The user makes a wish, and it is granted, within limits. The level of the effect granted is no greater than the level of the artifact, as determined by the GM, who can modify the actual effect of the wish accordingly. (The larger the wish, the more likely the GM will limit its effect.)

Depletion: 1-3 in 1d6

ROBODOC

Level: 1d6

Origin: Rebel Galaxy (fictional)

Law: Mad Science

Form: Skeletal-frame robot with integrated medical tools

Effect: This robotic entity can restore points to the Pools (or health) of a creature that has taken damage at a rate of up to 10 points per hour. Creatures in the robodoc's care are usually rendered unconscious for the duration of the care provided.

Depletion: 1 in 1d100 (check each day; on depletion, robot ceases functioning until repaired)

ROBODOC (LONGEVITY)

Level: 1d6

Origin: Rebel Galaxy (fictional)

Law: Mad Science

Form: Skeletal-frame robot with integrated medical tools

Effect: This robotic entity can reverse all signs of aging in a creature. Creatures in the robodoc's care are usually rendered unconscious for three days until the procedure is complete. Afterward, the creature appears as a young adult of its species, and then it begins to age normally again.

Depletion: 1 in 1d20 (check each day; on depletion, robot mistakenly ages target and ceases functioning until repaired with a difficulty 7 Intellect roll)

Sword Realms, page 73

Rebel Galaxy, page 47

SAND OF DREAMS

Level: 1d6 + 2

Origin: Urban Fantastic (fictional)

Law: Magic

Form: Pouch filled with sparkling sand

Effect: Selected creatures within immediate range fall into a deep sleep that lasts for several hours (unless a sleeper is attacked or prodded awake). While sleeping, the sleeper has a dream with a theme suggested by the artifact user. A particularly terrifying or horrifying dream leaves the dreamer shaken when she wakes, and until her next recovery roll, the difficulty of all tasks is increased by one step. On the other hand, an uplifting dream leaves her hopeful and eager to take on the day, and until her next recovery roll, the difficulty of all tasks is decreased by one step.

Additional dream-related effects are possible, including dreams of prophecy, communion with other dreamers, and bodily travel between recursions (the dreamer falls asleep in one recursion and, after a dream of a great journey, wakes in another).

Depletion: 1 in 1d20

SCARAB OF SHIELDING

Level: 1d6 + 2

Origin: New Kingdom (mythological)

Law: Magic

Form: Scarab-shaped ebony medallion

Effect: The wearer has an asset on all Might and Intellect defense rolls. A depletion roll is required each time she succeeds on a roll while wearing the scarab.

Depletion: 1 in 1d100

SEAL OF SOLOMON

Level: 1d6 + 2

Origin: Legendary Canaan (mythological)

Law: Magic

Form: Signet ring bearing star design

Effect: The wearer has power over creatures from hellish recursions, such as demons, devils, djinn, creatures native to the Strange, and creatures from recursions not part of the Shoals of Earth. She can attempt to command such creatures, which if affected must do as she asks for up to one minute (if the creature is level 5 or lower) or for one round (if the creature is level 6 or higher). The ring also grants the wearer the ability to understand and communicate with animals.

Depletion: 1 in 1d100

SEVEN DEMON BAG

Level: 1d6 + 2

Origin: Wuxia City (fictional)

Law: Magic

Form: An ebony bag sewn with fangs, claws, tusks, shanks of fur, and similar beast parts

Effect: The owner of the bag can pull forth a small leathery, furry, or slimy lump and cast it down within immediate range. The lump immediately expands and becomes a demon whose level equals the artifact level. Seven distinct demons can be pulled from the bag, but no more than one at any given time, and the choice is mostly random (roll a d6). A demon persists for up to a minute (or until it is killed) before evaporating into vapor.

The demon named Baigujing is never randomly chosen. It emerges only on a GM intrusion, in the presence of malign magic, or when the bag would otherwise be depleted.

- 1 *Heiyú:* A scaled humanoid with a snake's head that can unfurl its neck like a serpent on an attack. This demon responds to simple commands of the user. Armor 1; bite inflicts damage plus poison that causes severe pain in victim for one minute, during which time all tasks are modified by one step to the victim's detriment.
- 2 *Lúwǎ:* A monstrous humanoid covered in dank, waterlogged weeds (which smell horrific) instead of fur. This demon responds to simple commands of the user. Battering fist attack inflicts damage, and odor stuns victim for one round.
- 3 *Heifeng:* A black bear whose roar unleashes a terrible wind. This demon attacks all creatures indiscriminately. Long-range attack inflicts damage on all targets within immediate range of each other.
- 4 *Xuézhe Bái:* An old man wearing scholarly white robes and a staff. This demon offers advice to the user. If the user attempts a knowledge-related task with the demon's help, the difficulty is reduced by two steps.
- 5 *Hutóu:* A humanoid with a tiger's head and claws. This demon responds to simple commands of the user, but it turns on the user if he fails a persuasion task. Hutóu's attacks inflict 1 less point than its level indicates; two claw attacks against a target and if both hit, the demon also makes a bite attack as part of the same action.
- 6 *Hóngháizi:* A cute red ape about 3 feet (1 m) tall. This demon responds to simple commands of the user. A hug from it restores 3 points to a Pool (for a PC) or 3 points of health (for an NPC).

Special *Baiguji*: A 9-foot (3 m) tall skeleton wearing shreds of a woman's gown. This demon viciously attacks the user when freed. Claws deal damage and on a second failed Speed defense roll, the user is captured and stuffed into the skeleton's rib cage. If the user can't escape before *Baiguji* would normally return to the bag, the user dissipates and is pulled into the bag instead. If this occurs, *Baiguji* remains free, and the user becomes one of the demons of the bag.

Depletion: 1 in 1d20

SHRINK RAY

Level: 1d6 + 1

Origin: New York Grey (fictional)

Law: Mad Science

Form: Wide-barrel projector

Effect: A target within short range and all its equipment shrinks to half its previous size each round the artifact's ray is directed at it. The target remains shrunk until the ray is reversed and used on the target a second time (although a recursor who translates can also throw off the effect). A target shrunk to half its normal size finds the difficulty of physical tasks increased by one step. A target shrunk to a quarter of its normal size (a result of the ray applied for two rounds) finds the difficulty of all physical tasks increased by four steps. A target shrunk further than that finds it impossible to perform most physical tasks related to its previous scale. On the other hand, physical tasks associated with the target's new scale are not penalized.

Depletion: 1 in 1d20

SIEGE PERILOUS

Level: 1d6 + 4

Origin: Camelot (mythological)

Law: Magic

Form: Black gem, usually set in a chair or table

Effect: When someone sits in a chair set with the artifact or at the place on a larger table where the artifact has been installed, she gains a true vision about one topic of her choice. Certain individuals (Sir Galahad being one) can safely use the *Siege Perilous*. But those not so chosen must succeed on a level 7 Intellect defense roll or fall dead as the vision comes over them. Death usually comes so quickly that they cannot communicate their vision to anyone else.

Depletion: 1 in 1d20 (Upon depletion, the gem disappears, possibly to reappear in another time or recursion, potentially in a different form with different, though no less impressive, abilities.)

SKATERT-SAMOBHRANKA

Level: 1d6

Origin: Legendary Novgorod (mythological)

Law: Magic

Form: Elaborate tablecloth

Effect: When the tablecloth is unrolled, it is revealed to be set with food and drink sufficient to feed ten people, complete with plates, silverware, wine glasses, and other needful things. The food is simple but tasty fare, but the quality varies based on how well the artifact has been treated before being rolled out. If mishandled, the food produced is stale and unappetizing. If mended and praised, the food revealed is an amazing product of gourmet skill.

Depletion: 1 in 1d100

New York Grey, page 70

Legendary Novgorod is a recursion where Russian myths and stories are real and magic exists.



SLEEP BAND

Level: 1d6

Origin: Rebel Galaxy (emergent)

Law: Mad Science

Form: Bracelet

Effect: The wearer immediately drops into sleep, and sleeps soundly and comfortably for eight hours (or up to the number of hours set by the wearer) in nearly any setting. Upon waking, she is refreshed and doesn't suffer from a stiff back, neck, or other issues that might afflict someone who sleeps in a less-than-ideal location (such as on a bench or on the floor). If she sleeps at least six hours, she adds 1 to the next recovery roll she makes. While sleeping, she wakes instantly if danger threatens, thanks to sensors built into the artifact.

Depletion: —

SONIC HARMONIZER

Level: 1d6

Origin: Atlantis (mythological)

Law: Magic or Mad Science

Form: Metal and glass device with a handle that flows to fit perfectly in the wielder's hand

Effect: The device launches a floating glass sphere that moves up to a short distance away. Once it is in position (the following round), all creatures and objects within immediate range are "harmonized" via sonic vibrations. Devices work better, creatures operate more efficiently, and so on. All objects in the area provide an asset when used or operate at one level higher than normal, whichever is more appropriate. The difficulty of all tasks for creatures in the area is reduced by one step. This effect lasts for a number of rounds equal to the harmonizer's level.

Depletion: 1 in 1d6

SONIC TOOLGRIP

Level: 1d6 + 3

Origin: Urban Temporal (fictional)

Law: Mad Science

Form: Screwdriver-like grip with sonic actuator tip

Effect: The sonic toolgrip is a multifunction tool that allows its user to interact with objects

(and targets) at long range, as if standing next to them. The interaction is made possible with a sonic effector field, which can be tuned for delicate work such as picking a lock or unscrewing a bolt, or tuned to a high-intensity beam that can burn one target (or a group of targets within immediate range of each other) for damage equal to the artifact level. For all tasks, the sonic toolgrip reduces the difficulty by one step.

Additional functions using the highly tunable sonic field can be generated by an imaginative or skilled user, though the GM is the final arbiter. Suggested possibilities include acting as a microphone, tracking movement, hacking electronics, charging electronics, and scanning an object or creature for strange properties.

Depletion: 1 in 1d100

SPACE SUIT

Level: 1d6 + 1

Origin: Rebel Galaxy (fictional)

Law: Mad Science

Form: Lightweight full-body suit with helmet

Effect: Serves as light armor and offers complete protection from environmental temperature and pressure dangers, providing breathable air, food pellets, and waste recycling services. Each day of use requires a depletion roll.

Depletion: 1 in 1d100

SPARK DAMPER

Level: 1d6 + 3

Origin: The Strange (emergent)

Law: Any

Form: Metallic ring

Effect: The wearer gives the appearance of not possessing the *spark* to all forms of scanning and perception that might otherwise reveal a creature's true nature. If the scan would normally reveal a creature's level, the wearer's level instead seems to be 1.

A spark damper translates with its owner like a cypher but does not count against the user's cypher limit.

Depletion: 1 in 1d20

Sleep bands can be modified to keep prisoners secure by switching off the sensors that wake a sleeper if danger threatens. A sleeper snoozing in a modified band can be woken before the program ends only by removing the band.

Rebel Galaxy, page 47

Atlantis, page 51

Rebel Galaxy, page 47

Spark, page 22



URBAN TEMPORAL

A handful of Urban Temporal recursion iterations are known, seeded by decades of movies, comics, and especially TV series about time travelers. At first glance, an Urban Temporal recursion may seem like modern-day Earth. But before long, aliens, time-traveling monsters, cross-dimensional dangers, and animate angels (all within the context of the recursion) appear to threaten the average bloke with all manner of esoteric dangers. On the flip side, most of these recursions have at least one designated protector, and many of those seem to be versions of the same savior who travels through space and time.



Ardeyn, page 160

Each spellbook has a given effect, but spellbooks could also produce related effects if the GM allows. For example, a spellbook of glass might also create a block of glass large enough to bridge a narrow ravine.

The spellcasters of the Wizards' Guild in Dyranmar discovered a particularly foul book of spells in the stacks of their library. Supposedly haunted by the ghosts of its authors and inexpert readers, the book has gained far too much agency. Several attempts have been made to destroy the book, but so far, no one has succeeded.

Sword Realms, page 73



SPELLBOOK OF THE DRAGON'S MAW

Level: 1d6 + 1

Origin: Ardeyn (fictional)

Law: Magic

Form: Tome inscribed with a rearing dragon

Effect: When the user incants from the spellbook, he fashions and controls a hovering phantasmal construct of magic within long range that resembles a dragon's head. The construct's level is equal to the artifact's level. The construct lasts for up to an hour, until it is destroyed, or until the user incants from this spellbook again. While the construct persists, the spellcaster can use it to manipulate large objects, carry heavy items in its mouth, or attack foes. To use it to attack foes, the spellcaster must spend his action directly controlling the phantom maw for each attack. Action to initiate.

Depletion: 1 in 1d20

SPELLBOOK OF ELEMENTAL SUMMONING

Level: 1d6 + 1

Origin: Ardeyn (fictional)

Law: Magic

Form: A weighty tome filled with pages of spell runes

Effect: When the user incants from the spellbook and makes a level 3 Intellect-based roll, she can summon an elemental of one specific kind (usually earth, fire, thorn, and so on). The elemental appears and does her bidding for up to one hour, unless it breaks the geas created by the book.

Depletion: 1–3 in 1d20

SPELLBOOK OF GLASS

Level: 1d6 + 1

Origin: Ardeyn (fictional)

Law: Magic

Form: Thin tome bound with plates of warm glass

Effect: When the user incants from the spellbook, she creates a level 6 wall of glass within short range that is 1 foot (30 cm) thick and up to 20 feet by 20 feet (6 m by 6 m) in size. It appears resting on a solid foundation and lasts for about ten hours. If the incanter succeeds on a second depletion roll, the glass wall becomes permanent until destroyed naturally. Action to initiate.

Depletion: 1 in 1d20

SPELLBOOK OF INEFFABLE EVIL (ZAUBER MALEFICARUM)

Level: 1d6 + 4

Origin: Sword Realms (fictional)

Law: Magic

Form: Tome of ineffable evil

Effect: When the user incants from the spellbook, various effects can be produced. Several suggested effects follow, though other effects might also be possible. However, each time a user incants from the book and fails the required Intellect-based roll, she gains a mark of evil, which is difficult if not impossible to remove. If a reader gains three marks of evil, her life is snuffed out and her soul is drawn into the spellbook, becoming one more soul trapped in torment within.

Curse Enemy: A target becomes cursed. The general parameter of the curse is variable (the victim can't sleep because of nightmares, the victim can't gain nourishment because he vomits up anything eaten, the victim is infected with a terrible disease, and so on). Regardless, the underlying effect reduces the victim's maximum health (or maximum in Pools) by 2 points each day.

Lich (level 7 Intellect roll): If the spellcaster succeeds on this roll every day for thirty-three days, she is transformed into an undead version of herself, which grants her +2 to Armor, adds 4 points to her Might Pool, and gives her the ability to return from death within three days.

Mark of Evil: A mark of evil is a physical sign of the reader having dabbled with pure evil. The mark is up to the GM, but possible effects include horns sprouting from the user's forehead, eyes taking on the appearance of burning orbs, or profanity she can't help but deliver when circumstances are least appropriate.

Summon Greater Demon (level 6 Intellect roll): A level 6 demon is summoned and does the user's bidding for up to one hour, unless it breaks the geas created by the book.

Summon Lesser Demon (level 3 Intellect roll): A level 3 demon is summoned and does the user's bidding for up to one hour, unless it breaks the geas created by the book.

Depletion: 1 in 1d100 (check per day of use)

SPELLBOOK OF SEARING LIGHT

Level: 1d6

Origin: Ardeyn (fictional)

Law: Magic

Form: Slender book bound with a white cover that glows dimly

Effect: When the user incants from the spellbook, she collects available light into a beam of searing light focused on a location she can see within long range. The beam persists each round in which she uses her action to concentrate. The beam can set fire to flammable objects, boil water within a few rounds, melt certain metals after a few more rounds of concentrated attention, or attack a creature within range (dealing damage equal to the artifact level, plus an additional 3 points

if the user is standing in full daylight when making the attack). The spell doesn't work in full darkness.

Depletion: 1 in 1d20

SPELLBOOK OF THOTH

Level: 1d6 + 2

Origin: New Kingdom (mythological)

Law: Magic

Form: Weighty tome filled with pages of spell runes

Effect: When the user incants from the spellbook and makes a level 3 Intellect-based roll, she casts one of the following spells.

Calm: One target in long range loses the desire to fight for up to one minute. A calm target isn't necessarily a cooperative one, and attacking the target or taking an action that it would normally violently oppose prematurely ends the state of calm. However, the target may be reasoned with while it is calm, and perhaps an agreement can be reached that will withstand the end of the spell.

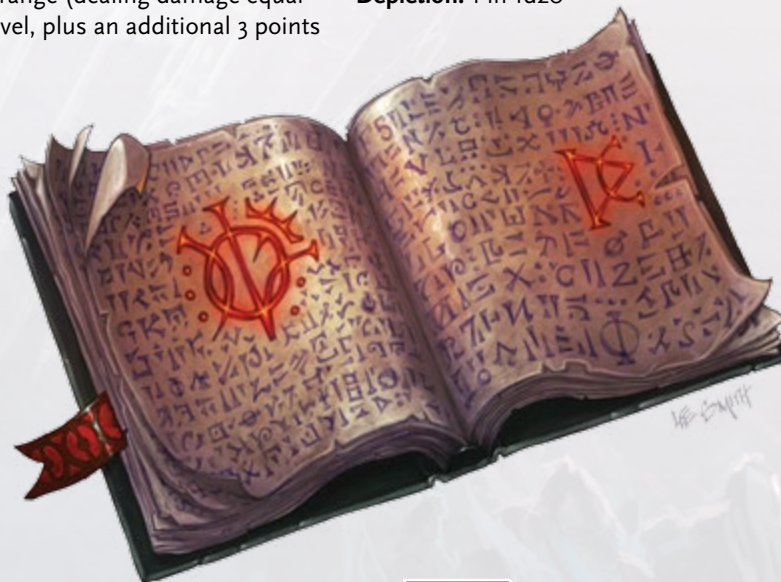
Knowledge: The knowledge of Thoth is infused into the spellcaster for one hour. During that period, the difficulty of all non-attack Intellect-based tasks is decreased by three steps.

Speak to Creature: The spellcaster can speak to any creature, including animals, in its own language.

Summon Baboon: A level 2 baboon appears for one minute and does the spellcaster's bidding. The baboon is best used for combat, though each round in which it attacks, the spellcaster must use her action to command the baboon to do so.

Summon Ibis: A level 1 ibis (a kind of bird) appears and will deliver a message recited by the spellcaster to any one creature in the same recursion, or possibly in another recursion.

Depletion: 1 in 1d20



STAFF OF MOSES

Level: 1d6 + 2

Origin: Legendary Canaan (mythological)

Law: Magic

Form: Short staff

Effect: The staff confers several abilities to its wielder, including the following.

Sea Passage. Creates a dry route through a body of water. The route is approximately 20 feet (6 m) wide, up to 1,000 feet (305 m) deep, and as long as the body of water is wide. The limiting factor is time; the dry route lasts up to four hours, or less if the wielder collapses the passage early.

Snake Form. Staff is transformed into a venomous snake whose level is equal to the artifact level. The snake has a bite attack that inflicts 6 points of damage, plus 3 additional points of Speed damage (ignores Armor) for three rounds on a failed Might defense roll.

Water From Stone. Produces approximately 10 gallons (38 liters) of pure water within immediate range, as if from a natural spring in the ground.

Depletion: 1 in 1d20

STASIS RING

Level: 1d6

Origin: Ruk (emergent)

Law: Mad Science

Form: Thick ring with a control dial and contact surface

Effect: The wearer can adjust the ring from one to six settings, corresponding to one minute, one hour, ten hours, one hundred hours, 1,000 hours (a bit longer than a month), and 10,000 hours (a bit longer than an Earth year). If the contact surface is depressed, the wearer goes into stasis for the amount of time set on the ring. While in stasis, the wearer can take no actions, doesn't age, and gains +10 to Armor against all forms of damage, even kinds not normally reduced by Armor.

If a wearer in stasis takes enough damage to get through his Armor, the stasis effect immediately ends.

Depletion: 1 in 1d20

STRANGE HARNESS

Level: 1d6 + 1

Origin: Steam London (emergent)

Law: Any

Form: Chest harness with central crystal capacitor

Effect: The worn harness decreases the difficulty of all translation rolls, Strange lore rolls, and rolls related to using twists, revisions, or moves by one step.

Depletion: 1 in 1d10 (Check per day of use; harness can be recharged in Steam London with access to tools and a successful difficulty 6 Intellect roll.)

Steam London, page 16



Moriarty, page 307

Planetovore, page 8



MORIARTY'S STRANGE HARNESS

The Strange harness is an artifact constructed by the cross-recursion criminal Moriarty, though it is incomplete. Being incomplete, the harness does not function as Moriarty intended. If components (many of which are other artifacts) could be gathered from around the Shoals of Earth and successfully incorporated according to Moriarty's original plan, the Strange harness might grant its wearer the ability to walk at will between recursions, either in translation or as if through an inapposite gate, while customizing foci abilities on the fly, regardless of recursion or operant law. Furthermore, with a bit of extra mental effort, the wearer might gain the ability to redesign an extant recursion as if in a lucid dream. The wearer might become, in effect, a god. (The Estate has another name for someone wearing a fully constructed Strange harness: planetovore.)

SWORDBREAKER ZEAL FRAGMENT**Level:** 5**Origin:** Ardeyn (fictional)**Law:** Magic**Form:** Crystal fragment, usually set in an amulet, a staff head, a weapon hilt, or a ring**Effect:** Someone with this fragment who has personally renewed it (see below) gains access to the following abilities. Anyone else with this fragment can use only the Repel Enemies function. Each use requires a depletion roll unless otherwise noted.**Renew:** Once a fragment's energy has been depleted, it can be renewed if it is pressed against the Soul Gem of Zeal by someone who utters the Swordbreaker Oath: "I vow to quench the fires of Lotan, to stand as a bulwark against Strangers, and to break the swords drawn against the sanctity of Ardeyn. By the Seven, I so bind myself with bravery, honor, and sacrifice." Action.**Repel Enemies:** If the user makes an attack of any kind against a Stranger, a demon of Lotan, a creature that employs spells provided by Lotan, or Lotan himself, the difficulty of the attack is decreased by one step; this effect does not require a depletion roll. If the attack succeeds, the artifact bearer decides whether to activate the following additional effect (which does require a depletion roll): the fragment flares with Zeal, and the attack inflicts 4 additional points of damage (ignores Armor). Enabler.**Speak:** The user can broadcast to all other fragments and the Soul Gem of Zeal for about a minute. If more than one fragment bearer does this simultaneously, it enables real-time communication between them. Action to initiate.**Depletion:** 1 in 1d20**TALARIA****Level:** 1d6 + 2**Origin:** Legendary Greece (mythological)**Law:** Magic**Form:** Winged sandals of golden hue**Effect:** The sandals give the wearer different movement abilities, as follows.

- He can fly a long distance each round.
- He can run or fly a short distance and attempt a separate task or attack as part of the same action.
- If he makes a difficulty 3 Speed roll, he can run or fly a long distance and attempt a separate task or attack as part of the same action.
- If he makes a difficulty 4 Speed roll, he can move or fly up to 200 feet (60 m) and attempt a separate task or attack as part of the same action.

- If he makes a difficulty 5 Speed roll, he can run or fly up to 1 mile (2 km) in one round as an action (but not attempt any other tasks as part of his turn).

Depletion: 1 in 1d10 (check per use of ability to travel a mile in one round)**TATTOO GRAFT****Level:** 1d6**Origin:** Ruk (emergent)**Law:** Mad Science**Form:** Injection**Effect:** When injected under the skin, organic nanomachines able to stimulate and adjust skin cells give the semblance of inked tattoos of various designs. Each tattoo graft comes with a static template, but a user can concentrate on the tattoos and, over the course of one minute, create any design on his skin that he can imagine. He can also animate a design or make a tattoo visible only under certain wavelengths. Finally, he can cause a tattoo to emit light, and if the design is concentrated enough, it can emit light in a bright beam reaching a short distance.**Depletion:** 1 in 1d100 (check per design change)

The Soul Gem of Zeal is located in a hidden spot in Ardeyn under control of a group of people who call themselves the Swordbreakers.

A Stranger is the term for any creature native to the Strange, rather than Earth or a recursion.

Lotan, page 162

Seven, page 162

Ruk, page 190

Earth, page 147

A terahertz scanner visor utilizes the same technology as is used in airports on Earth, but it is far more portable thanks to the relentless advance of technology.

Urban Fantastic, page 53



Juvenile recursion, page 142



TERAHERTZ SCANNER

Level: 1d6 + 1
Origin: Earth (emergent)
Law: Standard Physics
Form: Bluetooth visor and smartphone app
Effect: By emitting terahertz and long-range infrared light, this device allows a user to see a short distance through most interior walls of standard structures, through normal clothing, and into normal bags and briefcases. Only stone or concrete more than 6 inches (15 cm) thick prevents a scan. Regardless, images are black and white and fuzzy, without offering fine detail.
Depletion: 1 in 1d20 (check per use; depletion usually means a special part must be replaced)

TESLA GOGGLES

Level: 1d6 + 1
Origin: Urban Fantastic (fictional)
Law: Magic
Form: Steampunk-style goggles that crackle with static discharge
Effect: The wearer can see all of the following within short range: spirits, invisible creatures, those who are affected by magical geas and charms, and the residue of past powerful magic, great evil, or a divine visitation (though not the specifics of what occurred). She can also see active spells within that range and can attempt to identify their nature as an Intellect task whose difficulty equals the level of the spell or magical effect in question. However, using a pair of Tesla goggles is hard on the living mind, and after each session wearing the goggles, a character takes 2 points of Intellect damage when they are removed.
Depletion: 1 in 1d100

TRANSFER DISCS

Level: 1d6 + 1
Origin: New York Grey (emergent)
Law: Mad Science
Form: Two or more matching rings 3 feet (1 m) in diameter

Effect: The user can step between deployed transfer discs, teleporting any distance. If a series of discs is deployed in a network, the user receives a mental map of the discs upon stepping on any one of them, and she can navigate by stepping on each intervening disc between her current location and her desired location.
 To deploy a disc, the user must set it on a mostly level, secure surface and make a successful difficulty 3 Intellect-based roll.
Depletion: 1 in 1d20 (check after each day of use)

TRANSLATION ANCHOR

Level: 1d6 + 2
Origin: The Strange (emergent)
Law: Any
Form: Large glowing mechanical device
Effect: When activated, the translation anchor functions constantly until switched off again. If used in a *juvenile* or younger recursion, the recursion becomes a magnet for translation attempts that fail, drawing recursors from across the Strange to the default translation location of that recursion (or to the last location a recursor visited, if applicable). Unlike normal equipment and artifacts, the translation anchor itself can translate between recursions if carried by a recursor.
Depletion: 1 in 1d100

TRANSLATION STAFF

Level: 1d6
Origin: The Strange (emergent)
Law: Any
Form: Staff decorated with fractal designs with headpiece of iterating hard light
Effect: The user has an asset on tasks related to initiating translations with the staff. In addition, she gains additional fine tuning over the translation that a regular quickened creature doesn't have. These effects include sending others who helped with the translation into separate recursions the wielder has personally visited, delaying the arrival of one or more translation helpers into the new recursion by up

NEW YORK GREY

Aliens known as greys surreptitiously studied humans, sometimes abducting them to do advanced research. Eventually, the greys learned everything they needed, and they emerged from the shadows in a historic event (known as the Revelation) in front of the United Nations Headquarters in New York. The greys promised to partner with humanity, help them through their many troubles, and usher in a new golden age where grey and human worked side by side for a better tomorrow. And if you believe that, I've got a bridge to sell you. The reality is that the greys have taken on the role of society elites rather than partners, rendering humans into second-class citizens. Sinister rumors suggest that the greys may still be experimenting on humans, or even eating them. Paranoia runs high in New York Grey.



to twenty-four hours, picking the new recursion focus for other helpers (if they haven't previously visited that recursion), and forcing one or more of those involved in the translation (including the user herself) to appear in the new recursion as if she'd stepped through an inapposite gate.

Depletion: 1 in 1d20

TRICKSTER'S CHARM

Level: 1d6 + 4

Origin: Ohunkakan (mythological)

Law: Magic

Form: Yellow stone painted with a bestial eye

Effect: The incidence of foolishness increases dramatically near the trickster's charm. Any d20 rolls the bearer makes provoke GM intrusions on a result that is 1 higher than normal, which usually means on a 1 or 2 instead of just on a 1. This effect does not require a depletion roll.

The bearer also gains the ability to get a major effect on any task roll, even a failed roll.

The player and the GM should work out the details, but the consequences of failure can't be nullified completely. Usage of this ability requires a depletion roll.

Depletion: 1 in 1d10

VEIL OF JUDGMENT

Level: 1d6 + 1

Origin: Sword Realms (fictional)

Law: Magic

Form: Long, pale, vellum-like scarf

Effect: The long veil is sentient and animate, and when loosed from its role as a scarf, it can attack an enemy within immediate range with a strangling squeeze as a creature equal to its artifact level, or move a short distance each round like a sidewinding snake. In addition, the veil can communicate with its owner by producing text that appears written along its length, though it is an artifact of few words. While consulting the veil and the expertise it possesses, the owner has an asset on all knowledge-related rolls. Finally, the veil sometimes sees hours or days into the future and may warn its owner with cryptic clues about approaching dangers.

Depletion: 1 in 1d20 (Check per clue about the future revealed. If depleted, the veil leaves the owner of its own volition to "continue its search," whatever that means.)

VIOLIN OF ERICH ZANN

Level: 1d6 + 2

Origin: Innsmouth (fictional)

Law: Magic

Form: Bone-white violin

Effect: Upon playing the instrument for a few rounds and succeeding on a difficulty 3

Intellect-based task, the player can close an inapposite gate or a translation gate. On a particularly bad roll (a natural 1) when attempting any task with the instrument, the user instead opens a gate to another Lovecraftian recursion (such as R'lyeh), a recursion of general horror (such as R639), or the Strange itself. Such a gate persists for up to one hour.

The violin can also generate other effects as a single action (often, as an attack), including banishing a creature not native to the recursion within short range, breaking an active spell within short range, or attacking the mind of a creature within short range. If the latter effect is attempted, the target suffers damage equal to the artifact level (ignores Armor). However, using the violin of Erich Zann is hard on a sane living mind, and after each session playing it, the user suffers 2 points of Intellect damage (ignores Armor) when the bow is put down.

Depletion: 1 in 1d20 (upon depletion, the violin attempts to rejuvenate itself with the spirit and life force of its player)

WAR WALKER

Level: 1d6 + 2

Origin: Eleventh Reich (emergent)

Law: Mad Science

Form: Weaponized, motorized exoskeleton covering the wearer's body

Effect: The war walker serves as heavy armor but doesn't penalize a user's Pools; the walker is driven as much as worn. It grants +1 to Armor in addition to the +3 to Armor that heavy armor usually provides. Further, it is entirely sealed and has its own synthesized internal atmosphere, which protects against poison and chemical gasses and allows the wearer to operate in an airless environment for up to an hour. The suit's protection also applies against damage that often isn't reduced by typical armor, such as heat or cold damage (but not Intellect damage).

In addition, the wearer can deploy a shield that acts as an asset for Speed defense rolls, but that doesn't require the use of the wearer's hand.

Finally, the wearer gains a long-range gun attack that inflicts damage equal to the artifact level.

Depletion: — (GM Intrusion: At any time, the GM can rule that the armor has sustained enough damage to lose its atmospheric and environmental protections, that the mechanized exoskeleton that allows the war walker to be driven has been destroyed, or that the mounted gun has run out of ammunition.)

R639, page 53

Ohunkakan, page 41

Eleventh Reich, page 14

Sword Realms, page 73

Innsmouth, page 253

Urban Fantastic, page 53

WARD TAPE

Level: 1d6 + 1

Origin: Urban Fantastic (fictional)

Law: Magic

Form: Roll of sticky tape (similar to duct tape) scribed with continuous scroll of occult runes

Effect: An area an immediate distance across can be warded from malign magic, possession, and malign creatures ("malign" being defined by the user when creating the ward). The ward has a level equal to the artifact level and persists for up to a few months, unless broken. A creature or effect must break through the ward with an attack in order to affect whatever is inside the taped area. A ward created with the tape can also suppress a translation or inapposite gate mouth. Finally, the tape can increase the level of the warded area by a number of levels equal to half the ward tape's level for the purposes of translating into or out of the area.

Depletion: 1 in 1d20

Asgard, page 33

According to Norse myth, the Well of Urd is used by the Norns to water the magical world tree called Yggdrasil. The Norns are powerful entities who safeguard fate, destiny, and death.

WATER OF URD

Level: 1d6 + 2

Origin: Asgard (mythological)

Law: Magic

Form: Clay pot filled with cold water from the Well of Urd

Effect: When consumed, the water has one of the following effects on the user. If the user makes a difficulty 3 Intellect roll, she can choose the effect; otherwise the effect is random (roll a d100). The user could give another creature a sip of the water of Urd and attempt to determine the effect in the same fashion.

01-04	Learns the answer to one question
05-08	Ages ten years
09-12	Increases Might Pool maximum by 5 for one hour
13-16	Increases Speed Pool maximum by 5 for one hour
17-20	Increases Intellect Pool maximum by 5 for one hour
21-25	Restores a number of Might Pool points equal to artifact level
26-30	Restores a number of Speed Pool points equal to artifact level
31-35	Restores a number of Intellect Pool points equal to artifact level
36-45	Age reversed by ten years
46-55	Restores life to corpse for one day
56-65	Permanently increases apparent beauty
66-75	Provides a random vision of the future
76-85	Provides a random vision of the past



86–95 Provides ten hours of dreamless, peaceful sleep

96–00 Replaces imbiber with a **Norn** for one hour

Depletion: 1 in 1d10

WATER WAND

Level: 1d6 + 2

Origin: Atlantis (mythological)

Law: Magic or Mad Science

Form: Golden wand with a clear inset crystal on both ends that flows to fit perfectly in the wielder's hand

Effect: This device causes water within immediate range to take a solid shape as the wielder desires. She can create any single solid object with no moving parts that could fit in a cube that is 3 feet by 3 feet (1 m by 1 m). Although the object appears to be made of water, it is as solid as metal (but only half as heavy). Alternatively, the water wand can be used to create a thin shield or wall about 8 feet by 8 feet by 1 inch (2 m by 2 m by 3 cm). This level 6 structure is as hard as steel.

Depletion: 1 in 1d20

WHORL OF DESTINY

Level: 1d6 + 3

Origin: Sword Realms (fictional)

Law: Magic

Form: Golden ring whose band is twisted like a Möbius strip

Effect: The wearer operates as if she were 1 tier higher than normal for up to one hour. This grants access to special abilities of the next higher tier for her type and focus, +1 to her Intellect Edge, 4 additional points to a Pool, training in one skill, and the ability to apply one additional level of Effort.

Depletion: 1 in 1d6 (if depleted, the artifact doesn't function again until the user spends 4 XP to gain a benefit along the way toward achieving the next higher tier)

WITCH'S BROOM

Level: 1d6 + 2

Origin: Halloween (mythological)

Law: Magic

Form: A 6-foot-long (2 m) wooden broom

Effect: As a vehicle, the broom can be ridden a long distance each round, but on extended trips, it

can move up to 100 miles (160 km) per hour. Additionally, a witch's broom can induce a powerful hallucinogenic state in a user who desires it. Hallucinations last for four hours, during which time the difficulty of all tasks is increased by one step. After the hallucinations end, the difficulty of Intellect-based tasks is decreased by one step for ten minutes.

Depletion: 1 in 1d20

WIZARD'S STAFF

Level: 1d6 + 2

Origin: Sword Realms (fictional)

Law: Magic

Form: Staff of black iron set with an eye-shaped crystal headpiece

Effect: The wielder can use the staff to gain one of the following effects, once per activation.

Influence: The wielder makes a mental attack on a creature within immediate range by providing a suggestion. An affected target follows any suggestion during its next turn that doesn't cause direct harm to itself or its allies.

Lightning: The wielder discharges a stroke of lightning that attacks all targets along a straight line within long range, inflicting damage equal to the artifact level.

Shield: For one hour, the wielder gains the protective effect of a normal shield, which provides an asset on her Speed defense rolls. This effect is invisible and doesn't require her to hold an actual shield.

Depletion: 1 in 1d100

YASAKANI NO MAGATAMA

Level: 1d6 + 3

Origin: Samurai Sky (fictional)

Law: Magic

Form: Bejeweled necklace

Effect: The wearer radiates an aura of kind benevolence, which provides an asset on tasks related to pleasant social interaction, persuasion, and deception. In addition, each round the wearer can choose one creature within short range that becomes besotted with her aura and will not attack her as long as she does nothing to attack the target or its allies.

Depletion: 1 in 1d20 (check with each use of the ability to prevent direct attack)

Norn: level 7, all tasks when seeing and manipulating the future as level 8; can see the future to know secrets and pierce lies



Samurai Sky, page 48

Halloween, page 51

SWORD REALMS

The Sword Realms were seeded by innumerable novels, stories, games, movies, and campaigns about swords and sorcery. The Sword Realms are not a single recursion, but rather the name for several connected recursions shaped by wizardry, hidden elvish enclaves, ambitious human kingdoms, rapacious dragons, barbarian outlanders, marauding orc tribes, trolls and mountain giants, half-forgotten deities, and amazing treasures of gold and magic.

YOBUKO MASK (DOMINATING)

Level: 1d6 + 1

Origin: Seishin Shore (emergent)

Law: Magic

Form: Colorful face mask

Effect: The wearer can make a mental attack on a living target he can see within long range, forcing the target to take an action suggested by the wearer on the target's next turn. If commanded to kill itself or an ally, the target resists and instead loses its next turn.

Depletion: 1 in 1d10

YOBUKO MASK (INTIMIDATING)

Level: 1d6 + 1

Origin: Seishin Shore (emergent)

Law: Magic

Form: Colorful face mask

Effect: The wearer enjoys perfect vision and has an asset on all intimidation tasks.

Depletion: —



YOBUKO MASK (KNOWLEDGE)

Level: 1d6 + 1

Origin: Seishin Shore (emergent)

Law: Magic

Form: Colorful face mask

Effect: The wearer enjoys perfect vision and has an asset on any one category of knowledge, such as carpentry, sailing, poetry, and so on.

Depletion: —

YOBUKO MASK (OBSERVANT)

Level: 1d6 + 1

Origin: Seishin Shore (emergent)

Law: Magic

Form: Colorful face mask

Effect: The wearer enjoys perfect vision and has an asset on all perception tasks.

Depletion: —

YOBUKO MASK (PROTECTIVE)

Level: 1d6 + 1

Origin: Seishin Shore (emergent)

Law: Magic

Form: Colorful face mask

Effect: The wearer enjoys perfect vision. She can also activate a function of the mask that provides +5 to Armor against attacks that inflict Intellect damage for one hour.

Depletion: 1 in 1d20

SEISHIN SHORE AND YOBUKO MASKS

Seishin Shore is a recursion of loss, memory, magic, and adventure. It operates under the law of Magic and is a land seeded by a blend of Asian myths mixed with contemporary stories, comics, and films of related magical lands. It is a changeable place; new creatures and locations sometimes appear there without notice or apparent reason. Seishin Shore is neither a land of everlasting peace nor one of relentless evil; both dwell together in the heart of every creature who abides there, including the yobuko.

A yobuko has a slender humanoid body and always wears a mask. Behind the mask is an utterly blank expanse of flesh; the mask is also the yobuko's face. Sometimes a yobuko removes her mask, possibly to hide it somewhere so she can see and hear what's going on in that location even when she is a few miles away.

Yobuko masks can be used by yobuko and normal humanoids alike. However, if someone who isn't a yobuko wears and activates a mask, he must make a Speed defense roll upon removing it, or his face is erased (effectively, he becomes a yobuko).

CHAPTER 2

CYPHERS

“Several new varieties of cypher have been recently catalogued, many of which I’m proud to say I had a hand in. But more important than my discoveries is my new theory: the various halos, cypher codicils, essence inhalations, and so on and so forth suggest that the increasing fictions are spawning not only more recursions than ever, but also a surge in cypher class and variety.”

~Sir Raymond Creswicke, in a letter to his paramour Irene located in the constructed recursion of Paradiso

Cyphers are some of the most prized items retrieved from worlds numberless and strange. Because of their ability to translate, cyphers can move between fictional realities. In comparison, the majority of artifacts are relegated to a state of *abeyance* when a recursor leaves, until she returns to the same recursion, if she ever does.

Cyphers themselves may be misunderstood parts of the Strange, mistaken applications of laws attempted to be written upon the Strange, or relics of the distant past, created by alien races who used the Strange—perhaps even the aliens who created the dark energy network. Before the Strange was shattered and began to grow without bounds, what recursors experience as cyphers today were likely part of some amalgam of command and control that assured safe and instantaneous transport across interstellar and even intergalactic distances. But with that system’s dissolution, cyphers in their multifarious, ever-changing forms were seeded into the network, much like recursions themselves.

Cyphers are an essential aspect of The Strange, which is why the system behind the game is called the Cypher System. Cyphers enable PCs to get their hands on incredible powers, but only for a moment, so no single ability will ever throw the game out of whack. They also give the GM the ability to play a small role in determining what a character can and can’t do. And since cyphers are dangerous to hoard, they provide ever-changing variety to a character’s available abilities.

All cyphers have a level. Sometimes the level suggests the amount of time the cypher works. Other times, it relates to the amount of damage or healing provided. This level is also useful in

situations that do not directly involve PCs to determine if an NPC is affected by a cypher or not.

For more information on finding, identifying, and using cyphers, see chapter 18 of *The Strange* corebook.


CYPHER FORM


Cyphers change forms when they translate across recursions, taking on the context of the new recursion. Thus, a cypher might appear to be a magic ring in Ardeyn, a wristwatch on Earth, or a bio-tattoo in Ruk. Cyphers with physical forms, like a ring or potion, are called manifest cyphers; cyphers without physical form, like an inspiration or a blessing, are called subtle cyphers. A cypher that translates between recursions might not only change form, but also whether it stays manifest.

It’s important for PCs to know what their cyphers look like, because that helps set the context of the recursion. However, no matter what its form, a cypher works the same way in whichever recursion it is used. For example, regardless of whether the cypher appears as a pill, an elixir, a temporary tattoo, a pair of gloves, a motorcycle helmet, a smartphone app, a blessing, an inspiration, or a taserlike device, it provides the same effect when used. GMs can use the suggested form (for Earth, Ardeyn, or Ruk), or make it up on the fly. No form is impossible, if it suits the game. If the GM wants a pill that allows anyone swallowing it to teleport, then it exists.

Abeyance, page 129

Two kinds of cyphers exist:

 *Anoetic cyphers are easy to use—just pop a pill, push a button, pull a trigger, and so on. Anyone can do it.*

 *Occultic cyphers are rarer, more complicated, and more dangerous. They are devices with multiple buttons, switches, knobs, keypads, touchscreen controls, wires, and so on. They have many different settings, but only one produces an effect. Occultic cyphers count as two cyphers for the purpose of determining how many a PC can carry and use at one time.*

CHOOSING A TRANSLATED FORM

Each cypher presented in *The Strange* corebook and this book has an indicated form for how it appears on Earth, in Ardeyn, and in Ruk. Most of these are manifest forms, although a few (like smartphone apps) are subtle. Of course, there are thousands of possible recursions where the PCs can find cyphers, which means that a given cypher could have many possible forms. When the PCs translate to new recursions, the GM can choose one of the three forms presented or make up her own, as she thinks best suits the cypher's context.

CYPHER TABLES

To choose cyphers at random, first roll a d6 to determine which table to roll on.

1	Cypher Table A
2	Cypher Table B
3	Cypher Table C
4	Cypher Table D
5	Cypher Table E
6	Cypher Table F

Items in these tables marked with an asterisk are from *The Strange* corebook.



Inkling, page 273

Vaxt, page 298

Kray, page 276

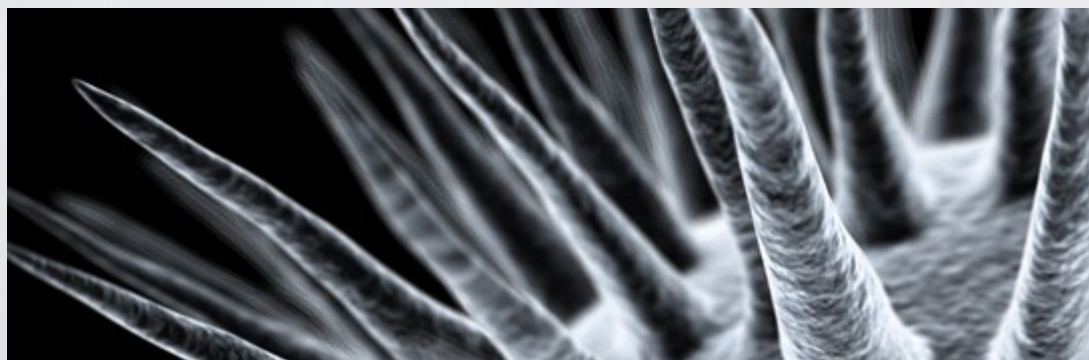
Cypher eater, page 263

GM INTRUSION: CYPHER SURPRISE

Not all GM intrusions, even those triggered by a roll of 1 on the die, should be fumbles or malfunctions. A GM intrusion can be anything that potentially changes the course of the action or the storyline. When it comes to cyphers of the dark energy network, a surprise might be worse than a simple failure to operate. Some suggestions:

- The cypher functions normally but continues for a few additional rounds, its effect moving to new targets each round. So something that healed a character in one round might heal an NPC in a subsequent round.
- The effect of another randomly selected cypher is substituted for the cypher used.
- The cypher functions normally but continues for a few additional rounds, its effect "mutating" each time. For example, something that healed a character in one round might next glue him to the ground, and then explode in the following round.
- The cypher affects the user rather than the intended target.
- An inapposite gate to a previously visited recursion opens.

- Creatures of the Strange are summoned (such as *inklings*, *Vaxt* growths, *kray*, a *cypher eater*, and so on).
- The cypher translates away under its own power instead of providing its effect.
- The user is instantaneously translated to a randomly selected recursion.
- Damage is dealt to the recursion in some fashion. For instance, a hole is ripped in the recursion's fabric, creating a sucking vortex that empties nearby creatures and objects into the Strange.
- The recursion's law is temporarily changed to a different law within a long distance. For example, instead of operating under the law of Mad Science, the specified area now operates under Standard Physics.
- The cypher changes its form (as if the user had translated with the cypher into a different recursion), possibly into something normally seen only in an Exotic recursion, such as a color, a scent, or an emotion.
- The cypher becomes a reusable artifact at the expense of permanently draining 1 point of Intellect from all nearby creatures.



CYPHER TABLE A

1	Abeyance trap*	35	Body bulwark	68	Conduit link (lightning)
2	Acrobatic boost	36	Body burst (grave)	69	Confidence trick
3	Age taker*	37	Body burst (nova)	70–71	Confuser
4	Ammunition (armor phasing)	38	Body burst (temporal)	72	Contextualizer*
5	Ammunition (inapposite)	39	Body throwing	73	Contingent activator*
6	Ammunition (regenerating)	40–41	Brain burgeon	74–75	Curative*
7	Ammunition (sentient)	42	Brain sentinel	76	Curse bringer*
8	Ammunition (tracer)	43	Breaker	77	Cypher alchemist
9	Ammunition (truth)	44	Brute bloom	78	Cypher codicil (boost)
10–11	Analeptic*	45	Bubble cage	79	Cypher codicil (defense)
12	Antidote*	46	Buoyancy	80–81	Cypher codicil (healing)
13	Aquatic adaptation	47	Calculator	82	Cypher extender (area expander)
14	Arm addition	48	Calming presence	83	Cypher extender (duration doubler)
15–16	Armor reinforcer*	49	Camouflage coating	84	Cypher extender (range elongator)
17	Armor (vengeance enhancer)	50–51	Camouflage screen	85	Darkness (eye eating)
18	Artifact enabler	52	Chained trauma	86	Darkness (hungry)
19	Artifact transferer	53	Charge (accelerated)	87	Darksight*
20–21	Artifact translator (type 1)	54	Charge (interrupting)	88	Data ingestor
22	Artifact translator (type 2)	55	Charge (ramming)	89	Data specialization (weapons)
23	Assassin flyer	56	Charming summons	90–91	Data training (weapons)
24	Assistant	57	Clean and bright	92	Death disguiser
25	Attractor*	58	Cognizance booster	93	Death eye
26	Battlecry (berserking)	59	Coin trick (Mars)	94	Death module*
27	Battlecry (energating)	60–61	Coin trick (moon)	95	Death's door guardian
28	Battlecry (inspiring)	62	Coin trick (sun)	96	Deception module
29	Beast form	63	Coin trick (Venus)	97	Defense of friends
30–31	Beast lure	64	Colossus	98	Deflection guardian
32	Blackout*	65	Companion seeds	99–00	Déjà vu
33	Blurred form	66	Condition remover*		
34	Body bastion	67	Conduit link (fire)		

CYPHER TABLE B

1	Desiccation inducer	33	Escape route	66	Far attack
2	Destabilizer	34	Essence binding (allied)	67	Feast
3	Dexterous bulwark	35	Essence binding (offensive)	68	Feast (fortifying)
4	Dimensional flattener	36	Essence binding (soul fuel)	69	Fiery leap
5	Disguise module*	37	Essence binding (soul touch)	70–71	Fire form
6	Doomsday device	38	Essence inhalation (blasting)	72	Fission duplicates
7	Draining capacitor*	39	Essence inhalation (healing)	73	Flashburst*
8	Dupe	40–41	Essence inhalation (inspiration)	74	Flashburst (memory erasing)
9	Earthshaker	42	Essence inhalation (knowledge)	75–76	Flashburst (mind numbing)
10	Edge of celerity	43	Essence inhalation (transportation)	77	Flashburst (terrifying)
11	Edge of exhilaration	44	Essence transfer (body)	78	Floating bubble
12	Effect resistance*	45	Essence transfer (mind)	79	Flurry of punches
13	Effort enhancer*	46	Exotic blood (acidic)	80–81	Focus hook*
14	Effort enhancer (combat)*	47	Exotic blood (exhilarating)	82	Force armor projector*
15	Electric summons	48	Exotic blood (healing)	83	Force screen projector*
16	Electric touch	49	Exotic blood (swiftness)	84	Frenzy boost
17	Ember storm	50–51	Exotic blood (tornadic)	85	Frictionizer
18	Encrust	52	Exotic servitor	86	Frigid summons
19	Endurance enhancer	53	Expert knowledge	87	Fusion prime
20–21	Enduring shield*	54	Explosive spittle	88	Gas ammunition*
22	Energy drain	55	Explosive touch	89	Gaseous sneak
23	Energy siphon	56	Extended awareness	90–91	Gaseous warrior (acidic)
24	Equipment cache*	57	Extra punch	92	Gaseous warrior (possessing)
25	Equipment stash	58	Extra recovery	93	Ghost defense
26	Escape	59	Extra sense	94	Ghost offense
27	Escape (explosive)	60–61	Eye blaster	95	Giant
28	Escape (hiding)	62	False image	96	Glue*
29	Escape (luring)	63	False image (assassin)	97	Golden glow
30–31	Escape (misleading)	64	Falsifier	98	Gravity tower
32	Escape catapult	65	Falsifier (reverse)	99–00	Gravity turret

CYPHER TABLE C

1	Grenade*	34	Halo (transposing)	68	Instant weapon turret
2	Grenade (adhering)	35	Halo (truth casting)	69	Intellect booster*
3	Grenade (attracting)	36	Halo (weapon)	70–71	Intellect limiter
4	Grenade (banishing)	37	Halo (winged)	72	Intelligence enhancement*
5	Grenade (black hole)	38	Hand of immobility	73	Interface
6	Grenade (confounder)	39	Harm buffer	74–75	Invigorator
7	Grenade (creature)*	40–41	Hasten attacks	76	Iron punch
8	Grenade (daylight)	42	Home beacon	77	Iron skin
9	Grenade (disintegration)	43	Ice form	78	Judge
10–11	Grenade (expanded radius)	44	Illusory scene	79	Juggernaut
12	Grenade (expanded range)	45	Image duplicator	80–81	Kill proofer
13	Grenade (forgetting)	46	Image projector	82	Killer instinct
14	Grenade (gravity inversion)*	47	Immobilizing grip	83	Knowledge enhancement*
15	Grenade (health)	48	Infiltrator	84	Life sense
16	Grenade (ice)	49	Information lenses*	85	Lifeleech touch
17	Grenade (petrification)	50–51	Insanitron lure	86	Lift*
18	Grenade (protein misfolding)	52	Insanity cure	87	Liftlock
19	Grenade (recursion)*	53	Insect eruption	88	Liftlock (detonating)
20	Grenade (recursion collapsing)*	54–55	Insight*	89	Liftlock (energized)
21–22	Grenade (recursion shifting)	56	Instant projectile weapon	90–91	Liftlock (persisting)
23	Grenade (restraining)	57	Instant shield (blinking)	92	Lightning seed
24	Grenade (shock)	58	Instant shield (endurance)	93	Limb extension
25	Grenade (siphoning)	59	Instant shield (improved)	94	Liquid confidence
26	Grenade (stunning)	60–61	Instant shield (mind)	95	Locator
27	Grenade (telepathic bond)	62	Instant shield (reflective)	96	Luck maker
28	Halo (mindjamming)	63	Instant shield (traveling)	97	Magnetic master*
29	Halo (mindreading)	64	Instant sword	98	Magnetic radical
30–31	Halo (protective)	65	Instant vehicle	99–00	Manipulation beam*
32	Halo (targeting)	66	Instant wall		
33	Halo (telekinetic)	67	Instant warrior		

CYPHER TABLE D

1	Mapper*	34	Mist producer (revulsion)	67	Permanent handle
2	Martial multiplier	35	Mist producer (suggestibility)	68	Permanent pocket
3	Martial presence	36	Monoblade*	69	Personal pocket dimension
4	Matter remapper	37	Monohorn*	70–71	Personal pocket dimension (confounding)
5	Matter translation ray*	38	Morphic adjustment (eyes)	72	Personal pocket dimension (extra foci)
6	Maze guide	39	Morphic adjustment (kangaroo)	73	Personal pocket dimension (extra gate)
7	Meditation aid*	40–41	Morphic adjustment (tentacle)	74–75	Personal pocket dimension (from fiction)
8	Melt all*	42	Mount	76	Personal pocket dimension (imperator)
9	Memory remover	43	Multiphasic module*	77	Personal pocket dimension (juvenile)
10–11	Memory switch*	44	Multiplier	78	Personal pocket dimension (pass)
12	Mental bulwark	45	Multiplier (damage)	79	Personal pocket dimension (young)
13	Mental scrambler*	46	Murderous strength	80–81	Phantasm
14	Metallic form	47	Neuron buttress	82	Phase changer*
15	Metamorphic cypher	48	Neuron fort	83–84	Phase wall*
16	Mighty	49	Neuron tower	85	Phase adhesive
17	Mimic	50–51	Nimble bloom	86	Phasing wave
18	Mind-control implant	52	Null field*	87	Pheromone spray
19	Mind meld*	53	Nullification ray*	88	Plentiful wallet
20	Mind-restricting wall*	54	Nutrition and hydration*	89	Possession rod
21–22	Mind sled	55	Omega point	90–91	Power source
23	Mind stabilizer*	56	Oracle	92	Prison
24	Mindjack	57	Orbital armor	93	Probability alteration
25	Mine (cypher)	58	Orbital offense	94	Projectile buffer
26	Mine (damage)	59	Overload	95	Protection from law
27	Mine (holding)	60–61	Pain capacitor	96	Protective film
28	Mineralize	62	Pain inverter	97	Provoking
29	Mirth	63	Path	98	Psychic entanglement
30–31	Mist producer (fear)	64	Perfect papers	99–00	Psychic explosion
32	Mist producer (joy)	65	Perfect tool		
33	Mist producer (poison)	66	Perfection		

CYPHER TABLE E

1	Psychokinetic adversary	35	Recursion projection	67	Shadow animator (reach)
2	Purifier	36	Redactor	68	Shadow cape (terrifying)
3	Quantum spears	37	Reflex enhancer*	69	Shadow cape (traveling)
4	Quietude	38	Regenerative boost	70–71	Shape of fire
5	Radiation proofer	39	Relieve affliction	72	Shape of gravity
6	Radiation spike*	40–41	Remembering*	73	Shape of ice
7	Rapport enabler	42	Remote control	74	Shape of the storm
8	Ray emitter*	43	Remote viewer (space)	75	Share pain
9	Ray emitter (command)*	44	Remote viewer (time)	76	Share sense
10	Ray emitter (disintegrator)	45	Repeating module*	77–78	Sheltering recursion*
11–12	Ray emitter (fear)*	46	Repulsive wave	79	Shield garment (athletic)
13	Ray emitter (friend slaying)*	47	Respiratory attack (brain eating)	80–81	Shield garment (empathic)
14	Ray emitter (gravity multiplier)	48	Respiratory attack (fiery)	82	Slammer
15	Ray emitter (gravity repulsion)	49	Respiratory attack (poisonous)	83	Slave maker*
16	Ray emitter (kindling)	50–51	Resurrector	84	Slayer
17	Ray emitter (mind disrupting)*	52	Revealer	85	Slaying (armor piercer)
18	Ray emitter (reaping)	53	Revealer (matter phasing)	86	Slaying (bleeding)
19	Ray emitter (shrinking)	54	Revealer (present through past)	87	Slaying (closing)
20	Ray emitter (unstable flame)	55	Revealer (third eye)	88	Slaying (critical strike)
21–22	Ray emitter (unstable ice)	56	Rhetoric enabler	89	Slaying (disconcerting)
23	Ray emitter (withering)	57	Rubicon	90–91	Slaying (marking)
24	Reanimator	58	Rumor bringer	92	Slaying (shadowclad)
25	Recovery acceleration	59	Sapience inducer	93	Sleep inducer*
26	Recovery advantage	60–61	Scuttling scorpion (explosive)	94	Snapshot
27–28	Recursion anchor*	62	Scuttling scorpion (spying)	95	Sniper module*
29	Recursion code*	63	Scuttling scorpion (transponder)	96	Soul sipper
30–31	Recursion control (damaging)	64	Searing summons	97	Sound encrypter
32	Recursion control (holding)	65	Shadow animator (armor)	98	Spark investiture
33	Recursion control (wayfaring)	66	Shadow animator (attack)	99–00	Spark suppression
34	Recursion lens				

CYPHER TABLE F

1	Speed boost*	34	Swift step	67	Vacuum adaptation
2	Speedburst	35	Sympathetic imager	68	Vacuum protector
3	Spirit question	36	Task imitator	69–70	Vanisher*
4	Spying grenade*	37	Task valet	71	Vanisher (daylong)
5	Stalking target	38	Telekinetic bloom	72	Versatile
6	Standard of allied aid	39	Telepathic bond*	73	Vigor transition
7	Standard of allied defense	40	Temporary shield*	74	Visual displacement device*
8	Standard of allied power	41	Tissue regeneration*	75	Visualizer (psychometry)
9	Standard of enemy affliction	42	Torture spike	76	Visualizer (scanning)
10–11	Standard of enemy morale	43	Tracker*	77–78	Vocal translator*
12	Starshine	44	Transfer affliction	79	Water adapter*
13	Stasis keeper*	45	Translation remedy*	80–81	Water form
14	Stillness	46	Trans-mutation (armored)	82	Water transformation
15	Stim*	47	Trans-mutation (brawn)	83	Weapon enhancer (dismarming)
16	Storm lure	48	Trans-mutation (climbing)	84	Weapon enhancer (impairing)
17	Stormcaller	49	Trans-mutation (death)	85	Weapon enhancer (limb breaking)
18	Strange ammunition*	50	Trans-mutation (density)	86	Weapon enhancer (returning)
19	Strange apotheosis*	51	Trans-mutation (flying)	87	Weapon enhancer (slaying)
20–21	Strange melee enhancer	52	Trans-mutation (swift)	88	Weapon enhancer (stunning)
22	Strength boost*	53	Trans-mutation (thinking)	89	Weapon enhancer (terrifying)
23	Strength enhancer*	54–55	Trans-mutation (venomous)	90–91	Weaponizer
24	Stunning summons	56	Transmutation dust	92	Weaponnaut
25	Stunning whip	57	Transporter	93	Weather oracle
26	Stunt	58	Transvolution*	94	Weathermaker
27	Summon ally	59	Trauma multiplier	95	Wildwalker
28	Supersonic	60–61	Trick embedder*	96	Wildwhisperer
29	Surprise attack	62–63	Uninterruptible power source*	97	Wind aura
30–31	Surveillance set*	64	Universal key	98	Wings*
32	Survival carapace	65	Universal lock	99	Windtamer
33	Swift shift	66	Unrestrained movement	00	Zero gravity

ACROBATIC BOOST

Level: 1d6 + 1

Earth: Hard candy

Ardeyn: Red fruit

Ruk: Liquid refreshment

Effect: User becomes an acrobatic marvel for ten minutes, during which time she is trained in acrobatics. In addition, when she attacks she can employ her acrobatic boost to twist or flip through the air to decrease the difficulty of the attack by one step, and on a natural 17 or 18, she can choose a minor special effect rather than deal extra damage.

AMMUNITION (ARMOR PHASING)

Level: 1d6 + 1

Earth: Ammo clip that fits any firearm

Ardeyn: Rune that transfers to a ranged weapon

Ruk: Nodule that affixes to any weapon that fires ammunition

Effect: Before use, the cypher must be attached to a ranged weapon that requires ammunition. Thereafter, the weapon ignores armor made of physical matter. The weapon retains this ability for up to twenty-four hours.

AMMUNITION (INAPPOSITE)

Level: 1d6 + 1

Earth: Ammo clip that fits any firearm

Ardeyn: Rune that transfers to a ranged weapon

Ruk: Nodule that affixes to any weapon that fires ammunition

Effect: Before use, the cypher must be keyed to a location in the same recursion or an alternate recursion, usually a jail cell or some other holding facility, though the location could be the empty air over a lava pit or a similarly deadly location. Once the cypher is attached to a ranged weapon that requires ammunition, at the weapon user's option, instead of taking damage, targets struck by the weapon are transferred to the keyed location as if through an inapposite gate. The weapon retains this quality for up to twenty-four hours or until ten creatures have been transferred, whichever comes first.

AMMUNITION (REGENERATING)

Level: 1d6 + 1

Earth: Ammo clip that fits any firearm

Ardeyn: Rune that transfers to a ranged weapon

Ruk: Nodule that affixes to any weapon that fires ammunition

Effect: Once the cypher is attached to a ranged weapon that requires ammunition, such as pistol or bow, the user has access to unlimited ammunition for that weapon without need for reloading (though weapons that must

be cocked to fire still require that task to be completed). The weapon retains this quality for twenty-four hours.

AMMUNITION (SENTIENT)

Level: 1d6 + 1

Earth: Ammo clip that fits any firearm

Ardeyn: Rune that transfers to a ranged weapon

Ruk: Nodule that affixes to any weapon that fires ammunition

Effect: Once the cypher is attached to a ranged weapon that fires physical slugs, bolts, arrows, or similar objects, each object so fired is a unique, sentient entity with a single overriding desire to "find communion" with whatever it was fired at. This quality decreases the difficulty of all attacks using the weapon by one step; however, individual pieces of ammunition that fail to find communion (and thus are not destroyed) are usually condemned to long, lonely existences lying abandoned in the dirt.

AMMUNITION (TRACER)

Level: 1d6 + 1

Earth: Ammo clip that fits any firearm

Ardeyn: Rune that transfers to a ranged weapon

Ruk: Nodule that affixes to any weapon that fires ammunition

Effect: Once the cypher is attached to a ranged weapon, at the weapon user's option, instead of taking normal damage, targets struck by the weapon take 1 point of damage and become traceable by the user for twenty-four hours. The user knows the direction, the general distance, and (if applicable) what recursion the target has traveled to. The weapon retains this quality for twenty-four hours.

AMMUNITION (TRUTH)

Level: 1d6 + 1

Earth: Ammo clip that fits any firearm

Ardeyn: Rune that transfers to a ranged weapon

Ruk: Nodule that affixes to any weapon that fires ammunition

Effect: Once the cypher is attached to a ranged weapon, at the weapon user's option, instead of taking damage, targets struck by the weapon must answer the first question put to them in the next minute truthfully. The weapon retains this quality for twenty-four hours.

AQUATIC ADAPTATION

Level: 1d6 + 1

Earth: Pill

Ardeyn: Elixir

Ruk: Clear fluid in tube

Effect: User is trained in swimming, can breathe underwater, can see underwater as if in bright light, and ignores penalties for any action (including fighting) in underwater environments for ten hours.

ARM ADDITION

Level: 1d6 + 2

Earth: Prosthetic arm

Ardeyn: Spiritual arm

Ruk: Robotic arm

Effect: User gains full use of an extra arm for one minute. The extra arm can hold a shield, make an extra attack the user is capable of making, or attempt a task different from the task (or attack) the user is making normally.

ARMOR (VENGEANCE ENHANCER)

Level: 1d6 + 1

Earth: Electronic device affixed to clothes or armor

Ardeyn: Periapt affixed to clothes or armor

Ruk: Biomechanical graft

Effect: The user's Armor is enhanced for one hour, increasing the Armor value and granting one additional quality. Roll a d6 to determine the effect.

- 1 +1 to Armor; spikes inflict 2 points of damage to all attackers that succeed on melee attacks against user
- 2 +1 to Armor; enemies within immediate range of user take 1 point of damage each round from blasts of freezing air
- 3 +1 to Armor; reflects ranged attacks back on attacker
- 4 +1 to Armor; enemy attacks against user are modified by one step to their detriment
- 5 +1 to Armor; wearer can become invisible for one minute once every hour
- 6 +1 to Armor; wearer can emit spike pulse on her turn, attacking all enemies within immediate range, inflicting damage equal to the cypher level

ARTIFACT ENABLER

Level: 1d6 + 2

Earth: Smartphone app

Ardeyn: Ring

Ruk: Umbilical

Effect: This cypher must first be attuned to an artifact, a process that takes a few rounds. Afterward, for one hour, the difficulty of

attempts to use any function related to the artifact (or to understand and manipulate the artifact) is decreased by two steps.

ARTIFACT TRANSFERER

Level: 1d6 + 4

Earth: Electronic module

Ardeyn: Transferable rune

Ruk: Organic oil

Effect: If the cypher is applied to an artifact or other object, the item treated gains a one-time capacity to transfer with a recursor to another recursion. However, the item is transferred as if through an inapposite gate, so if it transfers to a recursion that doesn't operate under a law it needs to function, the item degrades to uselessness within a few days.

ARTIFACT TRANSLATOR (TYPE 1)

Level: 1d6 + 4

Earth: Electronic module

Ardeyn: Transferable rune

Ruk: Organic oil

Effect: If the cypher is applied to an artifact (or other object), the artifact treated gains a one-time capacity to translate with a recursor to another recursion. This means it can continue to function in the new recursion indefinitely (or until depleted) even if the new recursion operates under a law different from the artifact's origin. The artifact can translate this way only once.

In Atom Nocturne and other recursions that operate under the law of Psionics, arm addition cyphers sometimes take on a mind and existence of their own after the normal duration expires.

Atom Nocturne,
page 234



ARTIFACT TRANSLATOR (TYPE 2)

Level: 1d6 + 4

Earth: Electronic module

Ardeyn: Transferable rune

Ruk: Organic oil

Effect: If the cypher is applied to an artifact (or other object), the artifact treated gains the ongoing capacity to translate with a recursor to another recursion. This means it can continue to function in the new recursion indefinitely (or until depleted) even if the new recursion operates under a law different from the artifact's origin. The artifact retains the special ability to translate multiple times (like a cypher) until depleted normally.

ASSASSIN FLYER

Level: 1d6 + 3

Earth: Tiny robotic bee

Ardeyn: Bee figurine

Ruk: Biomod bee

Effect: Bee stealthily locates the target named or described by the user, flying up to a long distance each round as it searches. If it eventually finds the target, it attempts to attack with *surprise* and injects poison that inflicts damage equal to the cypher level for five rounds, barring effective treatment or antivenom.



ASSISTANT

Level: 1d6 + 1

Earth: Action figure

Ardeyn: Rag doll

Ruk: Bio-homunculus

Effect: A 3-foot (1 m) tall entity is created. The level 2 entity takes on the context of the recursion where it forms and might appear as a robot on Earth, a magical creature in Ardeyn, a half-size clone worker in Ruk, and so on. The assistant entity accompanies the user and follows her instructions. The assistant doesn't make attacks in combat but provides the user with an asset on her attacks.

BATTLECRY (BERSERKING)

Level: 1d6 + 2

Earth: Bullhorn

Ardeyn: Ram's horn

Ruk: Grumbling froglike organ

Effect: The user unleashes a battle cry that reverberates loudly. All creatures within long range (except the user) randomly attack other nearby creatures for three rounds, regardless of alliance.

BATTLECRY (ENERVATING)

Level: 1d6 + 2

Earth: Bullhorn

Ardeyn: Ram's horn

Ruk: Grumbling froglike organ

Effect: The user unleashes a battle cry that reverberates loudly. Enemies within long distance lose 3 points of health, and the difficulty of their first defense roll after hearing the roar is increased by one step.

BATTLECRY (INSPIRING)

Level: 1d6 + 2

Earth: Bullhorn

Ardeyn: Ram's horn

Ruk: Grumbling froglike organ

Effect: The user unleashes a battle cry that reverberates loudly. Allies within long distance restore 3 points to a Pool of their choice, and the difficulty of their first attack after hearing the roar is decreased by one step.

BEAST FORM

Level: 1d6 + 1

Earth: Pill

Ardeyn: Elixir

Ruk: Brown fluid in tube

Effect: User changes into an uncontrolled beast for one hour. While changed, she attacks any and every living creature within short range. In addition, she adds 8 points to her Might Pool, 1 to her Might Edge, 2 points to her Speed Pool, and 1 to her Speed Edge. While in beast form, she can't spend Intellect points for any reason other than to try to change to her normal form before the one-hour duration is over (a difficulty 2 task).

BEAST LURE

Level: 1d6 + 1

Earth: Small flutelike instrument

Ardeyn: Ring with beast head

Ruk: Tube containing odiferous gel

Effect: If any nonhuman beasts wander within 3 miles (5 km), the closest level 5 or lower beast makes its way to the user and calmly remains for up to one minute. During this time, the



Surprise, page 110

When used on Earth, a beast form cypher doesn't change the user's physical appearance except by distorting her face into a mask of rage as she goes berserk.



user can impart a basic concept or question to the beast, and the beast can convey a simple answer in return. The cypher can also be used to calm a nonhuman beast that wasn't lured to the user; the calming effect persists for up to one minute.

BLURRED FORM

Level: 1d6 + 2

Earth: Holographic badge

Ardeyn: Small mirror

Ruk: Extra organ, self-installing

Effect: For the next hour, during any round in which the user moves at least an immediate distance, she becomes a blur. This makes it difficult to ascertain her identity and decreases the difficulty of her stealth tasks and Speed defense rolls by one step.

BODY BASTION

Level: 1d6 + 2

Earth: Injection

Ardeyn: Elixir

Ruk: Gas in sealed tube

Effect: User ignores the negative effects of becoming impaired or debilitated for twenty-four hours. If the user would be killed, he is instead debilitated, and the ongoing effects of the cypher immediately end.

BODY BULWARK

Level: 1d6 + 1

Earth: Ring set with bull head

Ardeyn: Ring set with shield

Ruk: Dermal graft

Effect: For one hour, the user gains +1 to Armor, has an asset on Might defense rolls, and is immune to poisons.

BODY BURST (GRAVE)

Level: 1d6 + 3

Earth: Pill

Ardeyn: Elixir

Ruk: Adhesive patch

Effect: User emits a pulse of midnight darkness that inflicts life-sucking damage equal to the cypher level on all creatures within immediate range, 2 points of damage on all creatures within short range, and 1 point of damage on all creatures within long range. In addition, all affected creatures who were looking at the user become afraid for two rounds, which increases the difficulty of attacking the user and defending against the user by one step. The user appears as a silhouette for one minute, during which time he is immune to life-sucking and cold damage.

BODY BURST (NOVA)

Level: 1d6 + 3

Earth: Pill

Ardeyn: Elixir

Ruk: Adhesive patch

Effect: User emits a sun-bright flare that inflicts damage equal to the cypher level on all creatures within immediate range, 2 points of damage on all creatures within short range, and 1 point of damage on all creatures within long range. In addition, all affected creatures who were looking at the user are blinded for two rounds. The user emits bright light over her entire body for one minute, during which time she is immune to damage from heat.

BODY BURST (TEMPORAL)

Level: 1d6 + 3

Earth: Pill

Ardeyn: Elixir

Ruk: Adhesive patch

Effect: User emits a pulse of warped time that rapidly ages tissue, inflicting damage equal to the cypher level on all creatures within immediate range, 2 points of damage on all creatures within short range, and 1 point of damage on all creatures within long range. In addition, all affected creatures become stuck in time for two rounds, during which they cannot take turns or be harmed. The user appears to move at blinding speed for three rounds, during which time he can take two actions each round.

BODY THROWING

Level: 1d6 + 2

Earth: Glove

Ardeyn: Gauntlet

Ruk: Spine

Effect: For the next minute, if the user attacks a creature her size or smaller with an unarmed attack and inflicts damage, she can also choose to throw the creature up to a short distance; it lands prone and takes an additional 3 points of damage.

BRAIN BURGEON

Level: 1d6 + 4

Earth: Clear pill

Ardeyn: Fizzy elixir

Ruk: Translucent oil in an ampule

Effect: User adds 1 to her Intellect Edge for one hour. In addition, her maximum Intellect Pool increases by 4 for twenty-four hours.

Creatures and objects caught in a nova body burst may continue to burn for 2 points of damage for three rounds.

Instead of being stuck in time, a creature affected by a temporal body burst can be tumbled through time several hours, days, months, or longer.

In recursions that operate under the law of Magic, corpses in the area and creatures killed by a grave body burst may rise as zombies that serve the user for up to one minute.

A character using a body throwing cypher can choose to throw a foe straight up, so that it lands at her feet and not outside of her attack range.

If a cypher that restores Intellect, such as a meditation aid, is used in a recursion that operates under the law of Psionics, a character regains 2 additional Intellect points.

*Meditation aid,
page 322*

BRAIN SENTINEL

Level: 1d6

Earth: Knit cap

Ardeyn: Circlet

Ruk: Grey matter lobe, self-installing

Effect: User gains the protection of a brain sentinel for up to twenty-four hours. The brain sentinel is psychically invoked when the user is mentally attacked with an effect that would harm, charm, delude, or otherwise affect his mind in a way he wouldn't choose (mundane persuasion, intimidation, and deception does not invoke the brain sentinel). An invoked brain sentinel is visible to the user and whatever attacked him, appearing as a kind of dream version of the user. An invoked brain sentinel provides an asset to the user's defense rolls. In addition, the sentinel can make one long-range psychic attack per round on the target that invoked it, inflicting Intellect damage equal to the cypher level (ignores Armor). The sentinel disappears when the target that invoked it is neutralized, which ends the cypher's effect.

BREAKER

Level: 1d6 + 3

Earth: Tuning fork

Ardeyn: Tiny clay pot

Ruk: Transferable tattoo

Effect: A weapon, shield, piece of armor, or other equipment in the possession of a target within long range breaks.

BRUTE BLOOM

Level: 1d6 + 2

Earth: Red liquor

Ardeyn: Red mist

Ruk: Subdermal injection

Effect: User's musculature visibly swells, possibly so much that tight clothing tears and gives way. For the next ten minutes, tasks that depend on brute force—such as moving a heavy object, smashing down a door, or hitting someone with a melee weapon—are easier for the user. The difficulty of such tasks is decreased by two steps.

BUBBLE CAGE

Level: 1d6 + 1

Earth: Container with bubble ring

Ardeyn: Wand with ring at end

Ruk: Toadlike synthetic creature

Effect: Creates a bubble of transparent, filmy material of exceptional strength (level equal to the cypher level) around a creature or object no larger than 10 feet (3 m) on a side within immediate range. The bubble floats

with the atmospheric conditions, regardless of the weight it encloses, until the bubble is destroyed or ten minutes elapse.

BUOYANCY

Level: 1d6 + 1

Earth: Pill

Ardeyn: Elixir

Ruk: Injector

Effect: For one hour, the user cannot become submerged in any liquid.

CALCULATOR

Level: 1d6 + 3

Earth: Pill

Ardeyn: Elixir

Ruk: Injection

Effect: For one hour, the user can solve nearly any mathematical equation put before her, if the level of the problem is less than or equal to the cypher level.

CALMING PRESENCE

Level: 1d6 + 1

Earth: Cufflinks

Ardeyn: Amulet

Ruk: Skin dye

Effect: User becomes utterly calm, a rock in stormy seas, and merely being around her assuages potential pain and discomfort in allies. The user chooses any number of creatures within short range; each of them adds 1 to their defense rolls for one minute while they can see the user.

CAMOUFLAGE COATING

Level: 1d6 + 1

Earth: Spray can

Ardeyn: Pouch of powder

Ruk: Nanoparticles in a sealed tube

Effect: When the coating is dispersed over an object that can fit into an area 10 feet by 10 feet (3 m by 3 m), the object is rendered invisible for up to twenty-four hours.

CAMOUFLAGE SCREEN

Level: 1d6

Earth: Handheld device

Ardeyn: Small figurine

Ruk: Handheld projector

Effect: Projects an opaque, two-dimensional screen of light 12 feet (4 m) high and 20 feet (6 m) across that persists for up to ten hours. The screen bears an animate image appropriate to the surrounding area, such as trees and brush in a forest, sandy dunes in a desert, and so on. Thus, anything behind the screen is easily hidden from visual



observation unless the viewer is within immediate distance (and even then it may be obscured, depending on the circumstances).

CHAINED TRAUMA

Level: 1d6 + 2

Earth: Fob

Ardeyn: Figurine

Ruk: Humming cricket

Effect: User's attacks made against a single foe propagate from that foe to other enemies within immediate range of the primary foe for one minute. If the user of a chained trauma cypher attacks an enemy with a sword, phantom sword images lash out at other foes close to the target. The same phenomenon (but with different images) occurs for attacks made with a bullet, a laser, a spell, or some other single-target attack.

CHARGE (ACCELERATED)

Level: 1d6

Earth: Ring

Ardeyn: Amulet

Ruk: Adhesive patch

Effect: User immediately moves up to a long distance and then makes a melee attack on a target as part of the same action. The difficulty of the attack is reduced by one step and inflicts 3 additional points of damage.

CHARGE (INTERRUPTING)

Level: 1d6

Earth: Ring

Ardeyn: Amulet

Ruk: Adhesive patch

Effect: If the user succeeds on a Speed-based attack against a foe within long range, she immediately moves up to a long distance to the foe and makes a melee attack on it as part of the same action. The attack interrupts and ruins whatever action the foe was attempting (an attack, the use of a special ability, and so on).

CHARGE (RAMMING)

Level: 1d6 + 3

Earth: Ring

Ardeyn: Amulet

Ruk: Adhesive patch

Effect: User immediately moves up to a long distance and makes a melee attack on a target as part of the same action. The difficulty of the attack is reduced by one step, and it inflicts 3 additional points of damage. If the target is a wall, barrier, or similar object, it is breached by the user if its level is less than or equal to the cypher level, creating a hole an immediate distance across.

CHARMING SUMMONS

Level: 1d6 + 2

Earth: Smartphone app with smiling-faced icon

Ardeyn: Amulet with smiling-faced shape

Ruk: Adhesive patch of smiling-faced design

Effect: A target within long range is drawn to within immediate range of the user on its next turn, and it must act as the user commands on its subsequent turn.

CLEAN AND BRIGHT

Level: 1d6 + 1

Earth: Smartphone app

Ardeyn: Small figurine

Ruk: Handheld projector

Effect: When the cypher is activated, a structure of up to 5,000 square feet (465 square m) is cleaned and tidied as if subject to the expert attention of a reliable maid service.

COGNIZANCE BOOSTER

Level: 1d6 + 2

Earth: Pill

Ardeyn: Potion

Ruk: Bio-organic film

Effect: The difficulty of tasks to see invisible creatures, hidden or sneaking creatures, and other hard-to-perceive details is reduced by three steps for one hour.

COIN TRICK (MARS)

Level: 1d6 + 4

Earth: Red coin

Ardeyn: Red crown (minted coin)

Ruk: Red disc

Effect: User can execute a coin trick with the cypher so that it seems to disappear, only to reappear up to thirty-three days later when she pretends to pluck at the planet Mars (or other red light source) and retrieve the coin. The retrieved coin can be used to martially empower the user or another creature for up to ten minutes, during which time the target has an asset on melee attacks, gains +1 to Armor, adds 5 points to his Might Pool, and adds 1 to his Might Edge.

COIN TRICK (MOON)

Level: 1d6 + 4

Earth: Silver coin

Ardeyn: Silver crown (minted coin)

Ruk: Silver disc

Effect: User can execute a coin trick with the cypher so that it seems to disappear, only to reappear up to thirty-three days later when she pretends to pluck at the moon (or other pale light source) and retrieve the coin. The retrieved coin can be used to render the user



If the user of an interrupting charge cypher fails to interrupt a foe's action, she still moves up to a long distance to the foe—it's just too late to do any good. If she does succeed, the foe might be able to attempt the same action on its next turn.



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or another creature out of phase for up to ten minutes, during which time the target can choose either to travel to any recursion it has previously visited as if walking through a translation gate (which immediately ends the effect), or to pass through solid objects as though it were entirely insubstantial, like a ghost (the target cannot make physical attacks or be physically attacked).

COIN TRICK (SUN)

Level: 1d6 + 4

Earth: Gold coin

Ardeyn: Gold crown (minted coin)

Ruk: Gold disc

Effect: User can execute a coin trick with the cypher so that it seems to disappear, only to reappear up to thirty-three days later when she pretends to pluck at the sun (or other brilliant light source) and retrieve the coin. The retrieved coin can be used to restore life to one corpse (if dead no longer than three days), or restore a number of points equal to the cypher level to a character's Pools.

COIN TRICK (VENUS)

Level: 1d6 + 4

Earth: White coin

Ardeyn: White crown (minted coin)

Ruk: White disc

Effect: User can execute a coin trick with the cypher so that it seems to disappear, only to reappear up to thirty-three days later when she pretends to pluck at the planet Venus (or other white light source) and retrieve the coin. The retrieved coin can be used to endow the user or another creature with extreme likeability for up to ten minutes, during which time the target has an asset on all interaction tasks, adds 1 to Might Edge and Intellect Edge, and can speak to any creature in its own language.

COLOSSUS

Level: 1d6 + 1

Earth: Grey pill

Ardeyn: Scroll

Ruk: Pod graft

Effect: The user (and her equipment and clothing) grows to a height of 60 feet (18 m) for one minute. During that time, she adds 15 points to her Might Pool, adds 2 to her Might Edge, gains +1 to Armor, and deals 4 additional points of damage with melee attacks. While she is larger than normal, the difficulty of her Speed defense rolls increases by three steps.

COMPANION SEEDS

Level: 1d6 + 1

Earth: Packet of garden seeds

Ardeyn: Pouch of seeds

Ruk: Nanoparticles in a sealed tube

Effect: When the seeds are cast upon the earth or another solid inert substance, a military automaton whose level is equal to the cypher level grows from the substrate over the course of one minute. The automaton has a form appropriate to the recursion (a military drone on Earth, a golem in Ardeyn, a chrysalid in Ruk, and so on). It will fight, guard, or carry a message for the user for up to ten hours before dissipating.

CONDUIT LINK (FIRE)

Level: 1d6

Earth: Candle

Ardeyn: Wax figurine

Ruk: Gel pack

Effect: User and all allies within immediate range burn with phantom flames that do them no harm. They inflict 2 additional points of damage with all melee attacks for one minute.

CONDUIT LINK (LIGHTNING)

Level: 1d6

Earth: Metal bracelet

Ardeyn: Iron ring

Ruk: Steel piercing

Effect: User and all allies within immediate range spark with electricity that does them no harm. They inflict 2 additional points of damage with all melee attacks for one minute.

CONFIDENCE TRICK

Level: 1d6 + 1

Earth: Flyer

Ardeyn: Broadsheet

Ruk: Umbilical

Effect: For the next day, if the user is running a con, picking a pocket, fooling or tricking a dupe, sneaking something by a guard, and so on, the difficulty of the task is reduced by two steps.

CONFUSER

Level: 1d6 + 1

Earth: Penlight

Ardeyn: Small wand

Ruk: Small gunlike device

Effect: The difficulty of all tasks, attacks, and defenses of a target within long range is increased by three steps during the next round.



CYPHER ALCHEMIST

Level: 1d6 + 3

Earth: Smartphone app

Ardeyn: Wand

Ruk: Handheld device

Effect: The user activates this cypher as part of the same action as activating another cypher. In the subsequent round, both cyphers meld together, forming a new random cypher. The user can guide the process and choose the new cypher if she succeeds on a difficulty 3 Intellect-based task.

CYPHER CODICIL (BOOST)

Level: 1d6

Earth: Temporary tattoo

Ardeyn: Elixir

Ruk: Adhesive patch

Effect: Each time the user uses a cypher in the next twenty-four hours, she adds 1 to one Edge for ten minutes. Roll a d6 to determine the improved Edge.

1-2	Might Edge
3-4	Speed Edge
5-6	Intellect Edge

CYPHER CODICIL (DEFENSE)

Level: 1d6

Earth: Temporary tattoo

Ardeyn: Elixir

Ruk: Adhesive patch

Effect: Each time the user uses a cypher in the next twenty-four hours, the difficulty of one of her defense rolls decreases by one step for ten minutes. Roll a d6 to determine the improved defense.

1-2	Might defense
3-4	Speed defense
5-6	Intellect defense

CYPHER CODICIL (HEALING)

Level: 1d6

Earth: Temporary tattoo

Ardeyn: Elixir

Ruk: Adhesive patch

Effect: Each time the user uses a cypher in the next twenty-four hours, she also restores a number of points to her Pools equal to the cypher codicil's level.

CYPHER EXTENDER (AREA EXPANDER)

Level: 1d6

Earth: Smartphone app

Ardeyn: Amulet

Ruk: Adhesive patch

Effect: The user activates this cypher as part of the same action as activating another cypher. If the other cypher affects an area at least an immediate distance in diameter, its area is extended: immediate becomes short, short becomes long, and long increases to about 200 feet (60 m) in diameter.

An area-expanding cypher extender can be used with cyphers that deal damage, create a shield, heal, or have virtually any other effect that produces an area larger than a single target, though cyphers with multiple individual targets are not applicable.

CYPHER EXTENDER (DURATION DOUBLER)

Level: 1d6

Earth: Smartphone app

Ardeyn: Amulet

Ruk: Adhesive patch

Effect: The user activates this cypher as part of the same action as activating another cypher. If the other cypher affects only one target and has a duration (not an instantaneous attack or effect), its maximum duration is doubled.

A duration-doubling cypher extender can be used with cyphers that stun, daze, or otherwise saddle a target with an effect that lasts at least one round. It can also be used with a cypher beneficial to the user.

CYPHER EXTENDER (RANGE ELONGATOR)

Level: 1d6

Earth: Smartphone app

Ardeyn: Amulet

Ruk: Adhesive patch

Effect: The user activates this cypher as part of the same action as activating another cypher. If the other cypher has an effect that is at least an immediate distance away from the user, its range increases: immediate range becomes short range, short range becomes long range, and long range becomes about half a mile (1 km).

DARKNESS (EYE EATING)

Level: 1d6 + 2

Earth: Cigar

Ardeyn: Nargilah

Ruk: Pipe

Effect: A patch of absolute darkness an immediate distance in diameter is created within long range and lasts for one round. Creatures within the darkness are blind but treated as if invisible for those outside the darkness. When the darkness dissolves or creatures leave it, affected creatures remain blind for one minute, their eyes blot of pure black.

DARKNESS (HUNGRY)

Level: 1d6 + 2

Earth: Cigar

Ardeyn: Nargilah

Ruk: Pipe

Effect: A patch of absolute darkness an immediate distance in diameter is created within long range and lasts for three rounds. Creatures within the darkness take damage equal to the cypher level each round. When the darkness dissolves or creatures leave it, affected creatures trail a miasma of dark haze that inflicts 1 point of damage on them each round for one minute.

DATA INGESTOR

Level: 1d6 + 1

Earth: Smartwatch app

Ardeyn: Transferable rune

Ruk: Umbilical

Effect: User rapidly gains complete knowledge of an object or creature touched, including its special qualities, special abilities, weaknesses (if any), level, and so on. If the object is an artifact or a complex piece of equipment, the user becomes trained in using it, if not already trained.



DATA SPECIALIZATION (WEAPONS)

Level: 1d6 + 3

Earth: Hard candy

Ardeyn: Red fruit

Ruk: Liquid refreshment

Effect: For twenty-four hours, the user becomes specialized in one type of attack in which he is already trained.

DATA TRAINING (WEAPONS)

Level: 1d6 + 1

Earth: Hard candy

Ardeyn: Red fruit

Ruk: Liquid refreshment

Effect: For twenty-four hours, the user becomes trained in one type of attack in which he is not already trained.

DEATH DISGUISER

Level: 1d6

Earth: Cable

Ardeyn: Cord

Ruk: Umbilical

Effect: User touches a corpse and takes on the appearance and voice mannerisms of what it was like while alive. Simultaneously, the corpse takes on the appearance of the user (as if the user had died in the same way). The effect lasts for twenty-four hours.

DEATH EYE

Level: 1d6 + 2

Earth: Eyeglasses

Ardeyn: Transferable, ring-shaped tattoo fitted around one eye

Ruk: Prosthetic third eye

Effect: Wearer uses the cypher as part of an attack action against a foe. If struck, the target is hit in a vital location and takes 5 additional points of damage. If the target is level 3 or lower, it dies immediately.

DEATH'S DOOR GUARDIAN

Level: 1d6

Earth: Ring

Ardeyn: Brooch

Ruk: Piercing

Effect: This cypher activates only if the user is debilitated or killed. If either of these events occurs, his body (assuming it remains mostly intact) is suffused with a controlling energy that causes it to take steps to protect and repair itself. During the next minute, even if the user is dead, the body moves away from danger by the safest available route. At the end of this duration, the user makes a recovery roll (again, even if he is dead).

The roll does not count against the limit on recovery rolls that he can make in a day. Points restored are likely enough to return the user to life.

DECEPTION MODULE

Level: 1d6 + 2

Earth: Eyeglasses

Ardeyn: Brooch

Ruk: Extra organ, self-installing

Effect: User becomes trained in deceiving for one hour.

DEFENSE OF FRIENDS

Level: 1d6 + 1

Earth: Bracelet

Arden: Amulet

Ruk: Umbilical

Effect: When the user stands guard as her action during the next twenty-four hours, the difficulty of all defense tasks is decreased by one step for other characters she chooses who are next to her.

DEFLECTION GUARDIAN

Level: 1d6

Earth: Smartphone app

Ardeyn: Wand

Ruk: Handheld device

Effect: User's eyes gain a reddish glow for ten minutes. During that period, if he spends an action concentrating on an area within long range, he can attempt to deflect a number of ranged, single-target attacks equal to the cypher level each round. When a ranged target is selected to be deflected, the difficulty of its attack is increased by five steps. If that would increase the difficulty higher than 10, the attack is reflected back on the attacker.

DÉJÀ VU

Level: 1d6

Earth: Smartphone app

Ardeyn: Wand

Ruk: Biomodule

Effect: A target in long range experiences all the sensory inputs of events that occurred to it in the previous round, in addition to whatever happens to it in this round. If the target took damage or sustained some other kind of effect, it takes the same damage and sustains the same effects this round too. This distracts the target, and the difficulty of all tasks it attempts related to what's actually going on during the current round is increased by two steps.

DÉJÀ VU

Level: 1d6

Earth: Smartphone app

Ardeyn: Wand

Ruk: Biomodule

Effect: A target in long range experiences all the sensory inputs of events that occurred to it in the previous round, in addition to whatever happens to it in this round. If the target took damage or sustained some other kind of effect, it takes the same damage and sustains the same effects this round too. This distracts the target, and the difficulty of all tasks it attempts related to what's actually going on during the current round is increased by two steps.

DESICCATION INDUCER

Level: 1d6

Earth: Pill

Ardeyn: Elixir

Ruk: Injection

Effect: User's fluids rapidly drain from her body over the course of one minute, leaving behind a leathery doll-like inert object; a human-sized user leaves behind a dried doll that is about

1 foot (30 cm) tall and weighs a few pounds. The user is in suspended animation and remains so indefinitely until submerged in water, at which time she is resuscitated over the course of one minute. While desiccated, she has +2 to Armor.

DESTABILIZER

Level: 1d6

Earth: Handheld device

Ardeyn: Amulet

Ruk: Crystal

Effect: Produces a pulse attack that renders all artifacts and machines within a 2-mile (3 km) radius inert for one minute. The pulse does not affect cyphers.

DEXTEROUS BULWARK

Level: 1d6 + 1

Earth: Ring set with cheetah head

Ardeyn: Ring set with diamond

Ruk: Dermal graft

Effect: For one hour, the user gains +1 to Armor against Speed damage, has an asset on Speed defense rolls, and has immunity to most effects that would slow or hold him in place.

DIMENSIONAL FLATTENER

Level: 1d6 + 2

Earth: Smartphone app

Ardeyn: Wand

Ruk: Biopod

Effect: For an object or creature no larger than the user and within short range, the dimension of breadth is folded into a higher dimension for up to ten minutes, rendering the target as flat as paper. The target adheres to whatever surface it was attached to or set upon, resembling particularly realistic art. An affected creature is in stasis. While in stasis, it can take no actions, doesn't age, and gains +10 to Armor against all forms of damage, even kinds not normally reduced by Armor. If a creature in stasis takes enough damage to get through its Armor, the stasis effect immediately ends.

DOOMSDAY DEVICE

Level: 10

Earth: Explosive device

Ardeyn: Complex rune

Ruk: Cyst

Effect: When the device is activated, the user sets a timer for up to one year. When the time runs out, the device explodes to a range of 1 mile (2 km). The explosion inflicts 20 points of damage





to everything in the area and saturates the air and ground with radiation that lasts for 5d20 years. Until the radiation dissipates, it inflicts 1 point of ambient damage for each minute a creature remains in the area.

DUPE

Level: 1d6 + 3

Earth: Smartphone app

Ardeyn: Wand

Ruk: Biomodule

Effect: A physical duplicate of the user, or a touched creature or object, appears next to the user. A duplicate character or creature appears with no clothing or possessions. It obeys the user's commands, remaining until it is killed or the user takes an action to dismiss it. When the duplicate disappears, it leaves behind anything it was wearing or carrying.

If the duplicate of an artifact is created, the original may become depleted, at the GM's option. Likewise, if a cypher is duplicated, the original may dissipate.

EARTHSHAKER

Level: 1d6

Earth: Seismometer

Ardeyn: Rune

Ruk: Crystal

Effect: User can control earth movement and shaking within long distance for three rounds. The user can cause all shaking to cease or increase movement to replicate a severe earthquake in the area, which is enough to knock creatures to the ground and deal damage equal to the cypher level, create fissures in the ground, and partly or wholly collapse buildings (especially ones made of small bricks). The user and creatures within immediate range remain unaffected by the shaking, though indirect effects, like a collapsing building, are not ignored.

EDGE OF CELERITY

Level: 1d6 + 1

Earth: Pill

Ardeyn: Elixir

Ruk: Yellow oil in an ampule

Effect: User adds 1 to Intellect Edge and 1 to Speed Edge for ten minutes.

EDGE OF EXHILARATION

Level: 1d6 + 1

Earth: Pill

Ardeyn: Elixir

Ruk: Yellow oil in an ampule

Effect: User adds 1 to Might Edge and 1 to Speed Edge for ten minutes.

ELECTRIC SUMMONS

Level: 1d6 + 2

Earth: Smartphone app with lightning icon

Ardeyn: Amulet with lightning shape

Ruk: Adhesive patch of lightning design

Effect: A target within long range is immediately drawn to within immediate range of the user by electromagnetic attraction, a bolt of electricity, a vaguely humanoid shape of lightning, or a similar electric force fitting the context of the recursion, which inflicts damage equal to the cypher level as it does so.

ELECTRIC TOUCH

Level: 1d6 + 1

Earth: Glove

Ardeyn: Gauntlet

Ruk: Hand-shaped spider

Effect: For one hour, the user's hands crackle with electricity, and the next time he touches a creature, he inflicts damage equal to the cypher level. Alternatively, if the user wields a weapon, it crackles with electricity and on its next successful attack, it inflicts normal damage plus additional damage equal to half the cypher level (round down).

EMBER STORM

Level: 1d6 + 2

Earth: Match

Ardeyn: Coal

Ruk: Crystal igniter

Effect: A target within 200 feet (60 m) becomes ground zero for a swirling storm of burning embers affecting it and every creature within long range of it for three rounds. All affected creatures take 3 points of damage from embers each round. In addition, the difficulty of their attacks and perception attempts is increased by one step, and they are restricted to moving only an immediate distance each round.

Duplicate: level 2; health 6

Using a dupe cypher to clone oneself can be very handy, but more often than not, a surviving clone eventually returns and seeks to destroy the original for some mad reason or other.



When an encrust cypher is used in a Mad Science or Magic recursion, sometimes the creature that emerges has a new ability or a new appearance, as if the mineral crust was a chrysalis.



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ENCRUST

Level: 1d6 + 2

Earth: Miniature pistol

Ardeyn: Wand

Ruk: Ebony rod

Effect: A target within long range grows a rocky, mineral crust that freezes it in place, giving it the semblance of someone who was petrified. The target is in stasis until the crust is removed by a hearty melee attack or until it explosively sheds after one week, whichever comes first. If the crust sheds, it inflicts damage equal to the cypher level on the target.

ENDURANCE ENHANCER

Level: 1d6

Earth: Drug patch

Ardeyn: Elixir

Ruk: Extra organ, self-installing

Effect: For one hour, the user ignores the impaired condition of the damage track and treats the debilitated condition as impaired.

ENERGY DRAIN

Level: 1d6 + 1

Earth: Charging cord

Ardeyn: Iron rod

Ruk: Umbilical

Effect: User drains one type of energy (heat, electrical, metabolic, nuclear, and so on) from a touched creature or object. An object is rendered useless, a cypher is used up, and an artifact becomes depleted. A creature falls into a deep sleep for at least one minute before it can be roused. The drained energy can be harmlessly dissipated or used to power a piece of equipment that requires a charge or fuel (including a depleted artifact).

ENERGY SIPHON

Level: 1d6 + 2

Earth: Microdrone

Ardeyn: Winged figurine

Ruk: Small metallic device

Effect: When activated, this small cypher hovers around the user, and any energy attack (such as a wizard's fire blast or a beam from a laser) strikes the hovering cypher instead. The cypher functions for one hour or until destroyed.

EQUIPMENT STASH

Level: 1d6 + 2

Earth: Safe

Ardeyn: Chest

Ruk: Metallic cylinder

Effect: A piece of equipment held in *abeyance* when the user left some other recursion is drawn into the current recursion for up to one hour. The equipment can be used to full effect without degradation, regardless of any law mismatch. When the duration expires, the borrowed equipment returns to *abeyance* in its recursion of origin.



ESCAPE

Level: 1d6 + 1

Earth: Ring

Ardeyn: Amulet

Ruk: Adhesive patch

Effect: User mentally triggers the cypher to escape any kind of bond, grasp, or captivity. A user in suspended animation or stasis may attempt to gain this effect, but doing so is a difficulty 4 Intellect-based task.

ESCAPE (EXPLOSIVE)

Level: 1d6 + 1

Earth: Ring

Ardeyn: Amulet

Ruk: Adhesive patch

Effect: User emits a blast of energy that inflicts damage equal to the cypher level on all creatures within immediate range, and then immediately moves up to a long distance, ignoring difficulties from terrain such as mud, water, steep slopes, and so on.

ESCAPE (HIDING)

Level: 1d6 + 1

Earth: Ring

Ardeyn: Amulet

Ruk: Adhesive patch

Effect: User becomes invisible, which decreases the difficulty of all stealth tasks by two steps, and then immediately and silently moves up to a long distance, ignoring difficulties from terrain such as mud, water, steep slopes, and so on.

Energy siphon cypher:
health 18

Equipment borrowed from alternate recursions can include any artifacts that the character gained while in those recursions, as long as they were part of the character's equipment when she translated away.

ESCAPE (LURING)

Level: 1d6 + 1

Earth: Ring

Ardeyn: Amulet

Ruk: Adhesive patch

Effect: User emits a blast of energy that inflicts 3 points of damage on all creatures within immediate range, and then immediately moves up to a long distance, ignoring difficulties from terrain such as mud, water, steep slopes, and so on. On their subsequent turns, all affected creatures can follow the user, crossing the same distance and similarly ignoring any intervening terrain.

ESCAPE (MISLEADING)

Level: 1d6 + 1

Earth: Ring

Ardeyn: Amulet

Ruk: Adhesive patch

Effect: User becomes invisible, which decreases the difficulty of all stealth tasks by two steps, and then immediately and silently moves up to a long distance, ignoring difficulties from terrain such as mud, water, steep slopes, and so on. Simultaneously, a phantom image of the user moves a long distance in the opposite direction and continues to move away as conditions permit for up to one minute or until the image is directly interacted with.

ESCAPE CATAPULT

Level: 1d6 + 1

Earth: Handheld device

Ardeyn: Crystal orb

Ruk: Fleshy nodule

Effect: User and up to one creature of her size or smaller within immediate range is instantly and safely catapulted up to 200 feet (60 m) in a direction she chooses. The user and passenger, if any, land safely, assuming a level place capable of holding their weight exists at the end of the trajectory. The cypher does not activate in the confines of a structure that doesn't contain a travel path of at least a short distance.

ESCAPE ROUTE

Level: 1d6 + 2

Earth: Transferable tattoo

Ardeyn: Stone

Ruk: Adhesive patch

Effect: For ten minutes, the user can't be restrained if he wishes to escape. Ropes slip loose, manacles malfunction, bars temporarily bend, walls reveal previously hidden passages,

and so on. After being bypassed, restraints and barriers return to their previous condition. The user can't use this cypher to break into a secure situation or facility, only to leave one.

ESSENCE BINDING (ALLIED)

Level: 1d6 + 3

Earth: Pen

Ardeyn: Feather

Ruk: Palm graft

Effect: The user chooses an ally within immediate range. For the next twenty-four hours, each time the ally takes damage while within long range, the user restores 1 point to any Pool.

ESSENCE BINDING (OFFENSIVE)

Level: 1d6 + 3

Earth: Pen

Ardeyn: Feather

Ruk: Palm graft

Effect: For the next twenty-four hours, the user restores 1 point to any Pool each time she deals damage to a creature.

ESSENCE BINDING (SOUL FUEL)

Level: 1d6 + 4

Earth: Pen

Ardeyn: Feather

Ruk: Palm graft

Effect: For the next hour, each time the user uses a special ability from her type or focus that has a Pool point cost, all living creatures within immediate range take 1 point of damage. The user gains those points (if any) and can immediately use them to pay the cost of the special ability, including points spent to use Effort. Any extra points gained from damaging living creatures are lost.

ESSENCE BINDING (SOUL TOUCH)

Level: 1d6

Earth: Pen

Ardeyn: Feather

Ruk: Palm graft

Effect: For the next twenty-four hours, each time the user uses a special ability from her type or focus that has a Pool point cost, all living creatures within immediate range take 1 point of damage. If at least one living thing is affected, the user can reroll the first 1 rolled on any die roll associated with using that special ability and ignore 1 point of cost.

In recursions that operate under the law of Magic, essence binding cyphers are considered to be evil magic, and anyone caught using them could be shunned, banned, or condemned as outlaws to be killed on sight.

ESSENCE INHALATION (BLASTING)

Level: 1d6 + 3

Earth: Crystal charm

Ardeyn: Crystal wand

Ruk: Crystal piercing

Effect: A number of targets equal to the cypher level within short range take 1 point of damage (ignores Armor), and the user inhales this essence. In the subsequent round, as her action, the user emits a blasting attack on one target within long range, inflicting damage equal to the cypher level plus additional damage equal to the number of targets whose essence was inhaled. Roll a d100 to determine the kind of damage.

01–12	Fire
13–27	Cold
28–39	Acid
40–52	Psychic
53–65	Sonic
66–72	Electrical
73–84	Poison
85–00	Physical (blunt force, slashing, and piercing)

ESSENCE INHALATION (HEALING)

Level: 1d6 + 3

Earth: Crystal charm

Ardeyn: Crystal wand

Ruk: Crystal piercing

Effect: A number of targets equal to the cypher level within short range take 1 point of damage (ignores Armor), and the user inhales this essence. In the subsequent round, as her action, the user emits a healing pulse that restores a number of points to her own Pools or one ally's Pools equal to the cypher level plus the number of targets whose essence was inhaled.

ESSENCE INHALATION (INSPIRATION)

Level: 1d6 + 3

Earth: Crystal charm

Ardeyn: Crystal wand

Ruk: Crystal piercing

Effect: A number of targets equal to the cypher level within short range take 1 point of damage (ignores Armor), and the user inhales this essence. In the subsequent round, the difficulty of the user's next task, attack, or defense is reduced by a number of steps equal to the number of targets whose essence was inhaled.

ESSENCE INHALATION (KNOWLEDGE)

Level: 1d6 + 3

Earth: Crystal charm

Ardeyn: Crystal wand

Ruk: Crystal piercing

Effect: A number of targets equal to the cypher level within short range take 1 point of damage (ignores Armor), and the user inhales this essence. She telepathically learns the name, title or profession (if any), and one general fact about each affected target. In the subsequent round, as her action, the user can choose one of those targets and learn additional deeper secrets or other relevant hidden knowledge the target has (if any).

ESSENCE INHALATION (TRANSPORTATION)

Level: 1d6 + 3

Earth: Crystal charm

Ardeyn: Crystal wand

Ruk: Crystal piercing

Effect: A number of targets equal to the cypher level within short range take 1 point of damage (ignores Armor), and the user inhales this essence. If she dealt at least 1 point of damage, in the subsequent round, as her action, either she can teleport to any location she has previously visited in the recursion, or she can travel to another recursion she has visited as if stepping through a translation gate. Alternatively, she can teleport or translate one of the targets she damaged.

ESSENCE TRANSFER (BODY)

Level: 1d6 + 2

Earth: Foreign coin

Ardeyn: Green-tinged gold crown

Ruk: Metallic disc

Effect: A creature within immediate range of the user takes damage equal to the cypher level, and the same number of points is immediately added to the user's Might Pool or Speed Pool (her choice), even if that causes her Pool to temporarily exceed its normal maximum. Unused excess points are lost after ten hours. In addition, the target is stunned, losing its next turn, and the user can take an additional turn immediately.

ESSENCE TRANSFER (MIND)

Level: 1d6 + 2

Earth: Foreign coin

Ardeyn: Green-tinged gold crown

Ruk: Metallic disc

Effect: A creature within immediate range of the user takes damage equal to the cypher



level, and the same number of points is immediately added to the user's Intellect Pool, even if that causes the Pool to temporarily exceed its normal maximum. Unused excess points are lost after ten hours. In addition, the target is stunned, losing its next turn, and the user learns one secret about the target, if any are to be had.

EXOTIC BLOOD (ACIDIC)

Level: 1d6

Earth: Green injection

Ardeyn: Green elixir

Ruk: Green fluid in sealed tube

Effect: User is immune to acid damage for one hour. During that same period, he can make touch attacks that inflict 4 points of acid damage or, alternatively, coat a melee weapon with acid so it inflicts 1 additional point of damage for one minute (however, this probably destroys the weapon).

EXOTIC BLOOD (EXHILARATING)

Level: 1d6

Earth: Sparkling injection

Ardeyn: Sparkling elixir

Ruk: Sparkling fluid in sealed tube

Effect: User is immune to being mentally controlled or influenced for one hour. During that same period, she gains an amazing boost to her ability to persuade and charm. The difficulty of attempts to convince other creatures to change their minds or attempt a new course of action is reduced by two steps.

EXOTIC BLOOD (HEALING)

Level: 1d6

Earth: Golden-hued injection

Ardeyn: Golden-hued elixir

Ruk: Golden-hued fluid in sealed tube

Effect: User makes a free recovery roll that doesn't count against his recovery rolls that day. In addition, for one hour, he gains a regenerative ability and can restore 1 point to any Pool as part of any other action each round.

EXOTIC BLOOD (SWIFTNESS)

Level: 1d6

Earth: Silver-hued injection

Ardeyn: Silver-hued elixir

Ruk: Silver-hued fluid in sealed tube

Effect: The difficulty of the user's Speed defense rolls and Speed-based tasks is reduced by one step for ten minutes. During that same period, he can take two actions every other turn.

EXOTIC BLOOD (TORNADIC)

Level: 1d6

Earth: Blue injection

Ardeyn: Blue elixir

Ruk: Blue fluid in sealed tube

Effect: The user can fly a short distance each round for one hour. During that same period, she is surrounded by swirling winds and can use them to attack selected creatures within immediate range, blowing targets to short range (and rendering them prone) as an action.

EXOTIC SERVITOR

Level: 1d6

Earth: Smartphone app

Ardeyn: Figurine

Ruk: Homunculus

Effect: Produces a humanoid creature (level equal to the cypher level) that fits the context of the recursion but also is somewhat exotic, such as a "man in black" on Earth, a demon in Ardeyn, or a *variokaryon* in Ruk. The servitor will perform one task that takes no more than an hour. Anything can be requested, including fighting for the user or attacking a named victim solo.

EXPERT KNOWLEDGE

Level: 1d6 + 1

Earth: Smartphone app

Ardeyn: Crystal orb

Ruk: Umbilical

Effect: The user asks a question and the cypher spends ten minutes seeking out the nearest expert (whether electronically, magically, or psychically, as determined by the context of the recursion). At the end of that period, the question is answered by the expert. Afterward, the expert usually retains no memory of the contact.

EXPLOSIVE SPITTLE


Level: 1d6 + 2

Earth: Injection

Ardeyn: Transferable rune

Ruk: Graft

Effect: For one hour, the user's spittle becomes explosive a few seconds after contact with air. This effectively gives the user an immediate-range spit attack (that she is practiced with) that inflicts explosive damage equal to the cypher level on a target. Spittle remains inactive while it is in contact with the user.

 *Variokaryon*, page 297

EXPLOSIVE TOUCH

Level: 1d6 + 2

Earth: Pill

Ardeyn: Elixir

Ruk: Injection

Effect: For the next ten minutes, one inanimate object per round touched by the user becomes explosive. The changed object must be no larger than something the user can hold in one hand. Once changed, the object explodes within one minute, or sooner if struck or thrown. The object could be thrown a short range as a grenade, inflicting damage equal to the cypher level in an immediate radius from the point of impact.

EXTENDED AWARENESS

Level: 1d6 + 1

Earth: Smartwatch app

Ardeyn: Crystal bracelet

Ruk: Living crystal band

Effect: The user's senses extend up to a mile in any direction for one minute, allowing her to ask the GM very simple, general questions about that area, such as "Where is the sark camp?" or "Where are the black helicopters parked?" and receive simple, correct answers.



EXTRA PUNCH

Level: 1d6 + 1

Earth: Temporary tattoo

Ardeyn: Transferable rune

Ruk: Extra organ, self-installing

Effect: For one hour, the user's melee attacks knock out a living target if the user succeeds on a second Might-based roll against the target. The foe remains unconscious for three rounds.

EXTRA RECOVERY

Level: 1d6 + 1

Earth: Red liquid in vial

Ardeyn: Elixir

Ruk: Red fluid in tube

Effect: User gains an immediate extra recovery roll. She can add a number of points equal to the cypher level to the roll.

EXTRA SENSE

Level: 1d6 + 2

Earth: Pill

Ardeyn: Elixir

Ruk: Extra organ, self-installing

Effect: The user gains an extra sense for twenty-four hours. He can choose from the following or come up with one of his own. If he encounters an entity, situation, or task that relies on or uses the energy he can detect with that sense, the difficulty of tasks related to that interaction is reduced by one step, if applicable.

Electromagnetic Sense: Detect gradations in magnetic field lines and electrical flows and charges.

Ghost Sense: Detect spiritual energy.

Gravity Sense: Detect minor gravitational fluctuations.

Psychic Sense: Detect mental energy.

Radiation Sense: Detect a variety of high-energy particles.

EYE BLASTER

Level: 1d6 + 2

Earth: Sunglasses

Ardeyn: Goggles

Ruk: Prosthetic eye, self-installing

Effect: User gains the ability to fire energy from her eye for one minute. The energy blasts can be fired at a creature or an object within long range. Roll a d100 to determine the kind of energy.

01-10	Electricity
11-30	Maser
31-40	Radiation
41-50	Cold
51-75	Laser
76-00	Energized particles

FALSE IMAGE

Level: 1d6 + 2

Earth: Smartwatch app

Ardeyn: Elixir

Ruk: Adhesive patch

Effect: For up to one minute, the user becomes invisible while shedding an immaterial but solid-seeming image of herself. The image acts as the user wishes, though it cannot speak. Meanwhile, the user can act as she wishes, though if she attacks a creature or an object, the image fades and she becomes visible again.



Sark, page 288

If an enemy is focused on the image and not the user of a false image cypher, the invisible user can usually make her first attack against the misled enemy with surprise.



Surprise, page 110



FALSE IMAGE (ASSASSIN)

Level: 1d6 + 2

Earth: Smartwatch app

Ardeyn: Elixir

Ruk: Adhesive patch

Effect: For up to one minute, the user becomes invisible while shedding an immaterial but solid-seeming image of herself. The image acts as the user wishes, though it cannot speak. Meanwhile, the user can act as she wishes. Even if she attacks a creature or an object, she remains invisible until the duration expires.

FALSIFIER

Level: 1d6 + 1

Earth: Pill

Ardeyn: Elixir

Ruk: Injection

Effect: For one hour, the user loses all “tells” that people, magic, electrical instruments, and similar devices rely on to determine if someone is lying. Thus, he can pass lie detector tests, brain scans, truth-revealing spells, the super-senses of powerful creatures, and so on. In addition, the difficulty of deception tasks is decreased by three steps for the duration. Other creatures may still possess knowledge that contradicts the user’s lies.

FALSIFIER (REVERSE)

Level: 1d6 + 1

Earth: Dart

Ardeyn: Wand

Ruk: Handheld device

Effect: For one hour, creatures within short range of the user can’t speak the truth without broadcasting “tells” that people, magic, electrical instruments, and similar devices recognize as the signs of lying. Thus, a target fails all lie detector tests, brain scans, truth-revealing spells, the super-senses of powerful creatures, and so on, regardless of how truthful it attempts to be.

FAR ATTACK

Level: 1d6 + 4

Earth: Small drone

Ardeyn: Winged figurine

Ruk: Flying homunculus

Effect: The cypher animates and speeds away in the direction of an individual named by the user or the nearest person fitting the description the user provides. Wherever that person is located (whether in the same recursion or a different one), the cypher eventually finds it and attacks, inflicting damage equal to the cypher level for a number of rounds equal to the cypher level.

FEAST

Level: 1d6

Earth: Picnic basket

Ardeyn: Hamper

Ruk: Biomodule

Effect: Produces a large quantity of food able to feed and delight the palates of up to six normal humans, complete with place settings, drink, and condiments.

FEAST (FORTIFYING)

Level: 1d6 + 1

Earth: Picnic basket

Ardeyn: Hamper

Ruk: Biomodule

Effect: Produces a large quantity of food able to feed and delight the palates of up to six normal humans, complete with place settings, drink, and condiments. In addition, all who partake in the feast have an asset on Might defense rolls for ten hours.



FIERY LEAP

Level: 1d6

Earth: Smartphone app

Ardeyn: Amulet

Ruk: Adhesive patch

Effect: User erupts with fire as she leaps up to a short distance. When she lands, she can attack every creature and object within immediate range as part of the same action as activating the cypher. Targets take damage equal to the cypher level and are prone.

FIRE FORM

Level: 1d6 + 1

Earth: Injection

Ardeyn: Mauve elixir

Ruk: Adhesive patch that activates when slapped

Effect: User's body is shrouded in flames that last for ten minutes, granting +2 to Armor against damage from other sources of fire. The flames don't burn the user, but they automatically inflict 2 points of damage to anyone who tries to touch or strike the user with a melee attack.

FISSION DUPLICATES

Level: 1d6 + 3

Earth: Ancient gold coin

Ardeyn: Ring set with clear gems

Ruk: Energy trapped in a clear tube

Effect: For up to one hour, the user splits into up to five discrete individuals, each with the abilities and memories of the original. For each duplicate, the difficulty of tasks, attacks, and defenses is increased by one step. The duplicates gain clothing like that worn by the user, but only the user retains special equipment such as cyphers and artifacts.

Otherwise, the duplicates are free to act as they wish, which is usually exactly what the user would do in the same situation. At the end of the hour, all the duplicates (wherever they are, living or dead) merge with the user, who gains their memories. Each living duplicate who merges with the original restores 2 points to the user's Pools, while each dead one inflicts 2 points of damage.

FLASHBURST (MEMORY ERASING)

Level: 1d6 + 2

Earth: Small grenade

Ardeyn: Handful of dust in a pouch

Ruk: Pulsing organic pod

Effect: If thrown, the cypher sails up to a short range and explodes on impact in an immediate radius, blinding all within it for one round. In addition, blinded creatures forget the previous five minutes.

FLASHBURST (MIND NUMBING)

Level: 1d6 + 2

Earth: Small grenade

Ardeyn: Handful of dust in a pouch

Ruk: Pulsing organic pod

Effect: If thrown, the cypher sails up to a short range and explodes on impact in an immediate radius, blinding all within it for one round. In addition, blinded creatures are dazed for one minute, and the difficulty of all tasks they attempt is increased by one step.

FLASHBURST (TERRIFYING)

Level: 1d6 + 2

Earth: Small grenade

Ardeyn: Handful of dust in a pouch

Ruk: Pulsing organic pod

Effect: If thrown, the cypher sails up to a short range and explodes on impact in an immediate radius, blinding all within it for one round. In addition, blinded creatures flee in a random direction in fear (or are paralyzed with fear) for a number of rounds equal to the cypher level.

FLOATING BUBBLE

Level: 1d6

Earth: Ring

Ardeyn: Bracelet

Ruk: Handheld projector

Effect: User and up to three allies are encapsulated in a bubble of force for up to ten hours, or until the user dismisses it. The bubble floats at least 1 foot (30 cm) in the air at all times but moves as the user wishes vertically or horizontally, up to a long distance





each round. The user cannot penetrate the bubble, and neither can forces from the outside. Not even ambient damage gets through. Dealing at least 50 points of damage to the bubble (which has no Armor) destroys it. Damaging the bubble does not harm anyone inside until the bubble is destroyed, at which point they fall from whatever altitude the bubble was at.

FLURRY OF PUNCHES

Level: 1d6 + 3

Earth: Gloves

Ardeyn: Gauntlets

Ruk: Tendons, self-installing

Effect: As part of an attack with her hands, the user activates the cypher and becomes practiced in making such an attack (if not already practiced). She can make four melee attacks with her fists as one action.

FRENZY BOOST

Level: 1d6 + 1

Earth: Hard candy

Ardeyn: Red fruit

Ruk: Liquid refreshment

Effect: User becomes a frenzied maniac for one minute, during which time he can't use points from his Intellect Pool but he adds 1 to his Might Edge and 1 to his Speed Edge.

FRICTIONIZER

Level: 1d6 + 2

Earth: Spray bottle

Ardeyn: Wand

Ruk: Biopod

Effect: An object that has moving wheels, gears, discs, or other moving parts ceases to function for one minute as the coefficient of friction dramatically increases. The object must be able to fit into a cube 10 feet by 10 feet (3 m by 3 m). Solid-state objects and objects that work biologically, magically, or psionically are not affected, unless moving gears or other moving mechanical parts are part of their normal operation. A clockwork creature or similar target is frozen in place for the duration.

FRIGID SUMMONS

Level: 1d6 + 2

Earth: Smartphone app with snowflake icon

Ardeyn: Amulet with snowflake shape

Ruk: Adhesive patch of snowflake design



Surprise, page 110

The visage of a fused being created by a fusion prime cypher can be shaped by the recursion in which it is used. For instance, in Ardeyn, a fused being might appear as a 7-foot (2 m) tall qephilim wreathed in lightning; in Ruk, as an omega-class chrysalid; and on Earth, as any one of a number of mythological beings.

Effect: A target within long range is immediately drawn to within immediate range of the user by icy winds, an ice tether, a vacuum pulse, or a similar frigid force fitting the context of the recursion, which inflicts damage equal to the cypher level as it does so.

FUSION PRIME

Level: 1d6 + 3

Earth: Ancient gold coin

Ardeyn: Ring set with starfire

Ruk: Energy trapped in a clear tube

Effect: User and up to five allies within immediate range fuse into a single being for one hour. The user retains her base stats and gains one special ability possessed by each of her allies (who select the abilities they wish to contribute). In addition, the user gains +1 to Armor, and the difficulty of all tasks, attacks, and defenses is reduced by one step. Finally, the user adds 3 points to one Pool for each fused ally. The user can act as she wishes, but in any round in which others making up the fused being disagree with her attempted actions, she loses that turn.

GASEOUS SNEAK

Level: 1d6

Earth: Clear pill

Ardeyn: Clear elixir

Ruk: Clear adhesive patch

Effect: User and her equipment become a colorless, odorless gas that is inhaled by a target creature within long range. Given the nature of the attack, it is usually made with **surprise**, and if successful, the target doesn't realize that it has inhaled the user. She can remain secreted within the target for up to one week, during which time she sees and hears everything experienced by the target. While inhaled, the user can take no actions other than to observe. If she is detected, if she chooses to leave, or when the duration expires, she is exhaled and returns to her normal material state up to one minute later at a distance of up to long range from where the target exhaled her.

GASEOUS WARRIOR (ACIDIC)

Level: 1d6

Earth: Grey pill

Ardeyn: Grey elixir

Ruk: Grey adhesive patch



Effect: User and her equipment become a grey, corrosive mist that is inhaled by a target creature within immediate range. Each round in which the user remains inhaled, the target suffers damage equal to the cypher level (ignores Armor). The user remains inhaled each round in which she succeeds on an additional Speed-based attack roll. While inhaled, she can take no physical actions other than to attack. If the target is killed, if the user chooses to leave, or if the user is exhaled on a failed attack roll, she returns to her normal material state.

GASEOUS WARRIOR (POSSESSING)

Level: 1d6

Earth: Grey pill

Ardeyn: Grey elixir

Ruk: Grey adhesive patch

Effect: User and her equipment become a night-black mist that is inhaled by a target creature within immediate range. Each round in which the user remains inhaled, the target takes actions as she directs. The user remains inhaled each round in which she succeeds on an additional Speed-based attack roll. While inhaled, she can take no physical actions other than to attack. If the target is killed, if the user chooses to leave, or if the user is exhaled on a failed attack roll, she returns to her normal material state.



GHOST DEFENSE

Level: 1d6 + 1

Earth: Necklace

Ardeyn: Amulet

Ruk: Torc

Effect: Some physical attacks pass directly through the user, decreasing the difficulty of his Speed defense rolls by one step for ten minutes. However, the user also loses the benefit from any physical armor worn for the duration.

GHOST OFFENSE

Level: 1d6 + 1

Earth: Necklace

Ardeyn: Amulet

Ruk: Torc

Effect: User's attacks (including melee, ranged, energy, and so on) phase to ignore a foe's Armor for one minute.

GIANT

Level: 1d6 + 1

Earth: Blue pill

Ardeyn: Scroll

Ruk: Pod graft

Effect: The user (and her equipment and clothing) grows to a height of 9 feet (3 m) for about a minute. During that time, she adds 4 points to her Might Pool, +1 to her Armor, and +2 to her Might Edge. While she is larger than normal, the difficulty of her Speed defense rolls increases by one step.

GOLDEN GLOW

Level: 1d6

Earth: Key fob

Ardeyn: Figurine

Ruk: Crystal nodule

Effect: Cypher radiates a calming golden glow for up to ten hours that provides dim light within short range. Characters within the glow add 1 to recovery rolls made in the light, have an asset on persuasion and pleasant interaction tasks, and find the difficulty of Intellect defense rolls reduced by one step.

GRAVITY TOWER

Level: 1d6

Earth: Fob

Ardeyn: Ladder-shaped charm

Ruk: Metallic disc

Effect: The user and all creatures within immediate range quickly rise to a height of up to 3 miles (5 km) above the ground (or to the recursion's utmost height, if lower) and can remain elevated for up to ten hours before the effect returns them safely to the ground.

While elevated, affected individuals do not suffer damage from natural environmental conditions such as cold, high winds, lack of oxygen or pressure, and so on.

GRAVITY TURRET

Level: 1d6 + 2

Earth: Spray can

Ardeyn: Rune

Ruk: Spider that rumbles

Effect: An invisible, thin shell of repulsive gravity forms in an immediate range around the user. Bullets, arrows, and other ranged physical attacks that strike the shell are returned on a reverse trajectory. Energy and light-based attacks are not affected, nor are creatures or other slower-moving objects that enter the area.

GRENADE (ADHERING)

Level: 1d6 + 3

Earth: Explosive device or ceramic sphere (thrown, short range)

Ardeyn: Wand (long range)

Ruk: Handheld projector (long range)

Effect: Adheres to primary target before it explodes, attacking all targets within immediate range of the detonation. The difficulty of the attack against the primary target is reduced by one step. Affected targets take a number of points of damage equal to the cypher level; the primary target takes 4 additional points of damage.

GRENADE (ATTRACTING)

Level: 1d6 + 3

Earth: Explosive device or ceramic sphere (thrown, short range)

Ardeyn: Wand (long range)

Ruk: Handheld projector (long range)

Effect: This cypher detonates twice. The first is an implosive pulse, attacking all creatures in immediate range. Affected creatures and objects within short range of the detonation are drawn to within immediate range, whereupon the grenade immediately explodes again, inflicting damage equal to the cypher level on all creatures within immediate range.

GRENADE (BANISHING)

Level: 1d6 + 3

Earth: Explosive device or ceramic sphere (thrown, short range)

Ardeyn: Wand (long range)

Ruk: Handheld projector (long range)

Effect: Explodes, affecting all level 1 or 2 demons, spirits, henchmen, lackeys, servitors, or similar creatures within immediate range

of the detonation. Afflicted creatures are destroyed, turned aside, or otherwise banished. At the user's option, affected targets instead must obey his commands for one minute, after which they are free to go about their business.

GRENADE (BLACK HOLE)

Level: 1d6 + 4

Earth: Explosive device or ceramic sphere (thrown, short range)

Ardeyn: Wand (long range)

Ruk: Handheld projector (long range)

Effect: Implodes spacetime, creating a hovering hole of nothingness that attacks all creatures in short range. Affected creatures are drawn to within immediate distance of the hole. Moving away from it is a Might-based task whose difficulty is equal to the cypher level. Creatures that spend two consecutive rounds within immediate range of the black hole are consumed by it and presumably completely destroyed (though potentially they are sucked into another recursion as if through an inapposite gate). The black hole persists for one minute and then evaporates. While the hole persists, any creature that comes within short range of it is attacked again and potentially drawn toward it.

GRENADE (CONFOUNDER)

Level: 1d6 + 3

Earth: Explosive device or ceramic sphere (thrown, short range)

Ardeyn: Wand (long range)

Ruk: Handheld projector (long range)

Effect: Explodes, afflicting all creatures within immediate range of the detonation with several conditions. Initially, afflicted creatures can take no actions for one round. During the subsequent minute, they deal 2 fewer points of damage (1 point minimum), move at half normal speed, and find the difficulty of all tasks increased by one step.

GRENADE (DAYLIGHT)

Level: 1d6 + 3

Earth: Explosive device or ceramic sphere (thrown, short range)

Ardeyn: Wand (long range)

Ruk: Handheld projector (long range)

Effect: Explodes, creating a region of bright light in a 200-foot (60 m) radius, which lasts for twenty-four hours.

GRENADE (DISINTEGRATION)

Level: 1d6 + 3

Earth: Explosive device or ceramic sphere (thrown, short range)

Ardeyn: Wand (long range)

Ruk: Handheld projector (long range)

Effect: Explodes and creates a field that suppresses the charge on the electrons in all creatures and objects within immediate range of the detonation, inflicting damage equal to the cypher level. If the attack leaves a target's combined Pools reduced to a value less than the cypher level, the target instantly falls to dust. (A PC who would be disintegrated can choose to spend 1 XP and instead descend one step on the [damage track](#).)

GRENADE (EXPANDED RADIUS)

Level: 1d6 + 3

Earth: Explosive device or ceramic sphere (thrown, short range)

Ardeyn: Wand (long range)

Ruk: Handheld projector (long range)

Effect: Explodes into a dozen childlet grenades, which effectively increases the explosion size to short range of the detonation. Affected targets take a number of points of damage equal to the cypher level.

GRENADE (EXPANDED RANGE)

Level: 1d6 + 3

Earth: Explosive device or ceramic sphere (thrown, 500-foot [152 m] range)

Ardeyn: Wand (500-foot [152 m] range)

Ruk: Handheld projector (500-foot [152 m] range)

Effect: Explodes, attacking all targets within immediate range of the detonation. Affected targets take a number of points of damage equal to the cypher level.



GRENADE (FORGETTING)

Level: 1d6 + 4

Earth: Explosive device or black ceramic sphere (thrown, short range)

Ardeyn: Wand (long range)

Ruk: Handheld projector (long range)

Effect: Explodes and creates a memory distortion field within short range of the detonation. All creatures in the area forget everything that happened since they came into the detonation area. To the affected creatures, it's as if they've just walked into the area, and they're not immediately aware of having lost any time.

GRENADE (HEALTH)

Level: 1d6 + 4

Earth: Explosive device or ceramic sphere (thrown, short range)

Ardeyn: Wand (long range)

Ruk: Handheld projector (long range)

Effect: Explodes to release a burst of bioregenerative energy in a short radius. The energy restores a number of points equal to the cypher level to the Pools (or health) of everyone in the area.

GRENADE (ICE)

Level: 1d6 + 3

Earth: Explosive device or ceramic sphere (thrown, short range)

Ardeyn: Wand (long range)

Ruk: Handheld projector (long range)

Effect: Explodes with cold, attacking all creatures in immediate range of the detonation. Affected creatures take damage equal to the cypher level and are frozen in place by a thin coating of ice. Until a target escapes or three rounds pass, the ice encasement inflicts 1 additional point of damage each round after the first, and the creature cannot move or take physical actions (other than trying to break free).

GRENADE (PETRIFICATION)

Level: 1d6 + 3

Earth: Explosive device or ceramic sphere (thrown, short range)

Ardeyn: Wand (long range)

Ruk: Handheld projector (long range)

Effect: Explodes, turning all creatures in immediate range of the detonation to stone. Affected creatures gain +5 to Armor and can take no actions. Level 1 targets are turned to stone permanently, and higher-level targets revert to normal after one minute.

Victims of a forgetting grenade could be surprised all over again by adversaries they were fighting immediately before it exploded.

Damage track, page 108

GRENADE (PROTEIN MISFOLDING)

Level: 1d6 + 3

Earth: Explosive device (thrown, short range)

Ardeyn: A stone with a rune of destruction inscribed on it (thrown, short range)

Ruk: Wristband projector (long range)

Effect: Explodes in an immediate radius, inflicting damage equal to the cypher level and infecting wounds with microscopic prion shrapnel. Each victim is attacked again every subsequent round as a protein-folding chain reaction melts its flesh, inflicting damage equal to the cypher level. A missed attack breaks the chain reaction. A creature killed by the chain reaction slumps into cloudy pink fluid.

GRENADE (RECURSION SHIFTING)

Level: 1d6 + 3

Earth: Explosive device or ceramic sphere (see effect)

Ardeyn: Wand (see effect)

Ruk: Handheld projector (see effect)

Effect: The user throws or launches the cypher and makes a difficulty 3 Intellect roll. If he fails, the grenade explodes. If he succeeds, it disappears and reappears within a recursion he names. The grenade appears at the location where he last left the recursion, or in the default arrival location if he never visited there before. The grenade explodes, attacking all creatures and objects within immediate range of the detonation with shrapnel. Affected targets take a number of points of damage equal to the cypher level.

GRENADE (RESTRAINING)

Level: 1d6 + 4

Earth: Explosive device or ceramic sphere (thrown, short range)

Ardeyn: Wand (long range)

Ruk: Handheld projector (long range)

Effect: Explodes, releasing a liquid that foams over the target and all creatures within immediate range and then hardens into a body restraint that lasts for ten minutes. Restrained victims can't move or take actions that require movement. Targets whose level is higher than the artifact level can usually break free within one or two rounds.

GRENADE (SHOCK)

Level: 1d6 + 3

Earth: Explosive device or ceramic sphere (thrown, short range)

Ardeyn: Wand (long range)

Ruk: Handheld projector (long range)

Effect: Explodes with a pulse, creating a shock wave that attacks all creatures in immediate range of the detonation. Affected creatures take damage equal to the cypher level, are pushed out of immediate range, and fall down.

GRENADE (SIPHONING)

Level: 1d6 + 3

Earth: Explosive device or ceramic sphere (thrown, short range)

Ardeyn: Wand (long range)

Ruk: Handheld projector (long range)

Effect: Explodes with bioenergy, attacking all creatures in immediate range of the detonation. Affected creatures are drained of life force, taking damage equal to the cypher level. An equal number of points are used to restore the Pools of the user and her allies in short range (who are not in the blast radius), split evenly among them.

GRENADE (STUNNING)

Level: 1d6 + 3

Earth: Explosive device or ceramic sphere (thrown, short range)

Ardeyn: Wand (long range)

Ruk: Handheld projector (long range)

Effect: Explodes, afflicting all creatures within immediate range of the detonation with brain-burning light. The light inflicts damage equal to the cypher level and causes victims to lose their next turns.



GRENADE (TELEPATHIC BOND)

Level: 1d6 + 4

Earth: Explosive device or ceramic sphere (thrown, short range)

Ardeyn: Wand (long range)

Ruk: Handheld projector (long range)

Effect: Explodes, conferring a shared telepathic bond on all creatures within immediate range of the detonation for twenty-four hours. Affected creatures can mentally communicate with one another no matter how far they are separated, even across recursions.

HALO (MINDJAMMING)

Level: 1d6 + 1

Earth: Knit cap

Ardeyn: Circlet

Ruk: Scalp tattoo

Effect: User manifests a halo composed of boiling fractals that persists for one hour, although he can suppress the effect as part of another action. While the mindjamming halo is active, the user can attack one creature within short range per round. An affected creature takes 2 points of damage (ignores Armor) and its mind is jammed, forcing it to lose its next turn.

HALO (MINDREADING)

Level: 1d6 + 1

Earth: Knit cap

Ardeyn: Circlet

Ruk: Scalp tattoo

Effect: User manifests a halo composed of boiling fractals that persists for one hour, although he can suppress the effect as part of another action. While the mindreading halo is active, the user can telepathically communicate with creatures in long range and attempt to read the private thoughts of one creature within immediate range each round.

HALO (PROTECTIVE)

Level: 1d6 + 2

Earth: Knit cap

Ardeyn: Circlet

Ruk: Scalp tattoo

Effect: User manifests a halo composed of boiling fractals that persists for one hour, although he can suppress the effect as part of another action. While the protective halo is active, the user has +1 to Armor against all types of attacks, including those that normally ignore Armor.

HALO (TARGETING)

Level: 1d6 + 1

Earth: Knit cap

Ardeyn: Circlet

Ruk: Scalp tattoo

Effect: User manifests a halo composed of boiling fractals that persists for one hour, although he can suppress the effect as part of another action. While the targeting halo is active, the user's ranged attacks are modified by one step to his benefit.

HALO (TELEKINETIC)

Level: 1d6 + 1

Earth: Knit cap

Ardeyn: Circlet

Ruk: Scalp tattoo

Effect: User manifests a halo composed of boiling fractals that persists for one hour, although he can suppress the effect as part of another action. While the telekinetic halo is active, the user can mentally manipulate objects within long range as if physically present. In addition, he can attack all creatures or objects within immediate range, causing them to fly backward a short distance. Affected creatures also take 4 points of damage and are prone.

A halo is a circle of light surrounding a character's head. Creatures without the spark and creatures that are not quickened tend not to see cypher-created halos, unless the visible manifestation is specifically called out to them.

Spark, page 22

Quickened, page 22



If a hasten attacks cypher is used in an Exotic or Substandard Physics recursion, there is a chance that the user accumulates friction burns at a rate of 1 point of ambient damage for each round in which he makes two attacks.

Someone using a weapon halo cypher can attack foes with "Strange energy." Essentially, this is energy that tears at the fabric of the recursion (or the universe of normal matter), which means that few creatures are naturally resistant to it. A creature killed or hit particularly hard by Strange energy might be sucked into the dark energy network itself.



HALO (TRANSPOSING)

Level: 1d6 + 1

Earth: Knit cap

Ardeyn: Circlet

Ruk: Scalp tattoo

Effect: User manifests a halo composed of boiling fractals that persists for one hour, although he can suppress the effect as part of another action. While the transposing halo is active, the user can swap positions with a creature of roughly similar size that he can see within long range, once per turn as an action.

HALO (TRUTH CASTING)

Level: 1d6 + 1

Earth: Knit cap

Ardeyn: Circlet

Ruk: Scalp tattoo

Effect: User manifests a halo composed of boiling fractals that persists for one hour, although he can suppress the effect as part of another action. While the truth-casting halo is active, creatures within immediate range of the user cannot knowingly lie.

HALO (WEAPON)

Level: 1d6 + 3

Earth: Knit cap

Ardeyn: Circlet

Ruk: Scalp tattoo

Effect: User manifests a halo composed of boiling fractals that persists for one hour, although he can suppress the effect as part of another action. While the weapon halo is active, the user can attack a target within long range with a beam of recursion-tearing "Strange energy," which inflicts damage equal to the cypher level.

HALO (WINGED)

Level: 1d6 + 1

Earth: Knit cap

Ardeyn: Circlet

Ruk: Scalp tattoo

Effect: User manifests a halo composed of boiling fractals that persists for one hour, although he can suppress the effect as part of another action. While the winged halo is active, the user can fly a short distance each round in combat, and on extended trips can move up to 40 miles (64 km) per hour.

HAND OF IMMOBILITY

Level: 1d6

Earth: White glove

Ardeyn: White gauntlet

Ruk: Pale hand-shaped spider

Effect: A creature within long range is held unable to move (but able to take other actions)

for one minute by a white glow, a ghostly white hand, a pale hand emerging from a nearby source, or some other force fitting the recursion's context. Each round in which a target remains held and unable to break free, icy cold inflicts damage equal to the cypher level.

HARM BUFFER

Level: 1d6 + 4

Earth: Business card

Arden: Tiny figurine

Ruk: Transferable tattoo

Effect: When the user is attacked, half the damage she would take (after reduced by Armor, if any) is instead transferred to this cypher for a period of twenty-four hours. The cypher can withstand a number of points of damage equal to its level, at which point it shreds and the effect ends early.

HASTEN ATTACKS

Level: 1d6 + 2

Earth: Game card

Ardeyn: White crystal

Ruk: Injection

Effect: User can make one additional attack as part of her normal action for one minute.

HOME BEACON

Level: 1d6

Earth: Smartphone app

Ardeyn: Round stone

Ruk: Crystal

Effect: User and up to ten willing creatures she designates within short range are immediately returned to their home recursion as if they had translated there normally.

ICE FORM

Level: 1d6 + 1

Earth: Injection

Ardeyn: Milky elixir

Ruk: Adhesive patch that activates when slapped

Effect: User's body is encased in a layer of ice that lasts for ten minutes and grants +1 to Armor. The ice doesn't harm her or restrict her movements, but her melee attacks deal 1 additional point of damage from the freezing cold.

ILLUSORY SCENE

Level: 1d6 + 1

Earth: Smartphone app

Ardeyn: Crystal orb

Ruk: Cranial graft

Effect: User spends a round crafting an illusory scene and launches it in the subsequent



round. The illusion can be a complex scene of images within long range. The entire scene must fit within a 100-foot (30 m) cube. The images can move but can't leave the area defined by the cube. The illusion includes sound and smell. It lasts for ten minutes and changes as the user directs (no concentration is needed). If the user moves beyond long range of the effect, the illusion vanishes.

IMAGE DUPLICATOR

Level: 1d6 + 3

Earth: Smartphone app

Ardeyn: Mirror

Ruk: Umbilical

Effect: Up to four duplicate images of the user appear within short range. The images last for one minute, and the user mentally directs their actions. The duplicates aren't mirror images—each one can appear to do different things, though as images, they can't interact with the physical world. If struck violently, they either disappear permanently or freeze motionless until the duration expires (user's choice).

IMAGE PROJECTOR

Level: 1d6 + 1

Earth: Smartphone app

Ardeyn: Crystal orb

Ruk: Graft, self-installing

Effect: User projects her image in a location she has previously seen in a recursion she has visited. She sees and hears what the projection does and can converse with creatures nearby for up to ten minutes before the duration expires. If the projection is attacked and damaged, it is dispersed. The projection can take no physical or mental actions other than observing, listening, and speaking.

IMMOBILIZING GRIP

Level: 1d6 + 3

Earth: Gloves

Ardeyn: Gauntlets

Ruk: Tendons, self-installing

Effect: As part of an attack with his hands, the user activates the cypher and becomes practiced in making unarmed attacks (if not already practiced), and the difficulty of the attack is reduced by three steps. Instead of dealing damage on a successful attack, the user can grab the target and prevent it from moving for up to one minute. While the target is held, the difficulty of its attacks and attempts to break free is increased by three steps.

INFILTRATOR

Level: 1d6

Earth: Thin black gloves

Ardeyn: Amulet

Ruk: Spine graft

Effect: The user has an asset on lying, sneaking, lockpicking, falling, and resisting torture for twenty-four hours.

INSANITRON LURE

Level: 1d6 + 2

Earth: Milky-white marble

Ardeyn: Milky-white amulet

Ruk: Disembodied milky-white eye

Effect: Cypher transforms into a level 3 humanoid of synthetic white substance, which persists for up to ten minutes or until destroyed. The insanitron's mere presence ripples and perturbs the minds of all creatures within short range, increasing the difficulty of all defense rolls made in the area by one step. The insanitron doesn't make physical attacks, speak, or move other than to defend itself.

INSANITY CURE

Level: 1d6 + 2

Earth: Injection

Ardeyn: Elixir

Ruk: Fluid in sealed tube

Effect: One phobia, depression, mania, senility, or other malady affecting the brain of the user or a creature within immediate range of the user is permanently cured. This effect can also do away with the effects of psionic domination, brainwashing, and spells that induce fear or otherwise affect the brain. It also renders the target immune to new attacks seeking to inflict the same deleterious mental effect for up to twenty-four hours.



The Implausible Geographical Society believes that insanitron lures are minor manifestations of a planetovore-class entity of the Strange. For this reason, such cyphers are recorded as potentially dangerous.



INSECT ERUPTION

Level: 1d6

Earth: Smartphone app with insect icon

Ardeyn: Wood doll shaped like ant

Ruk: Purring spider

Effect: A swarm of insects an immediate distance in diameter erupts from a location within long range. The insects remain for one minute and follow the user's mental commands. They can swarm about and modify any or all creatures' task difficulties by one step to their detriment, or attack all targets within the swarm area, inflicting 2 points of damage per round. They can also move heavy objects through collective effort, eat through wooden walls, and perform other actions as the GM determines.

INSTANT PROJECTILE WEAPON

Level: 1d6 + 2

Earth: Gun-shaped fob

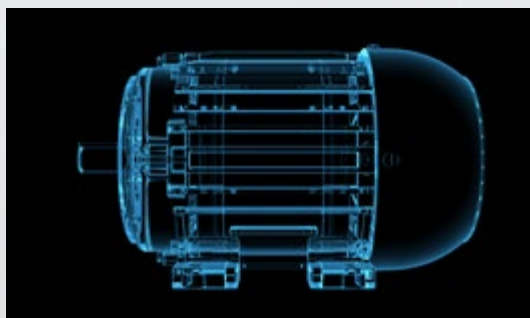
Ardeyn: Crossbow-shaped figurine

Ruk: Adhesive patch with gun design

Effect: User gains a ranged projectile weapon appropriate to her recursion (a heavy weapon) for one minute. She can wield it or allow it to hover in place protectively within immediate range. If she chooses the latter option, her hands remain free to take other actions while the projectile weapon automatically attacks up to one designated enemy within long range each round. However, the hovering weapon does not gain any advantages from training or assets the user might otherwise enjoy.

Roll a d100 to determine if the weapon has additional qualities.

01–35	Standard projectile weapon
36–50	Weapon attack difficulty reduced by one step
51–65	Weapon inflicts +2 damage
66–75	Weapon attack difficulty reduced by one step and it inflicts +2 damage
76–90	Weapon attack difficulty reduced by two steps
91–00	Two attacks with projectile can be made as a single action



INSTANT SHIELD (BLINKING)

Level: 1d6 + 2

Earth: Ring with shield emblem

Ardeyn: Amulet with shield emblem

Ruk: Adhesive patch with shield emblem

Effect: Creates a full-sized shield that can be used as a regular shield in combat, providing an asset on Speed defense rolls for twenty-four hours. In addition, once during any round in which the user is hit with an attack that inflicts damage, she can instantly teleport to any location she can see within short range without using an action.

INSTANT SHIELD (ENDURANCE)

Level: 1d6 + 2

Earth: Ring with shield emblem

Ardeyn: Amulet with shield emblem

Ruk: Adhesive patch with shield emblem

Effect: Creates a full-sized shield that can be used as a regular shield in combat, providing an asset on Speed defense rolls for twenty-four hours. In addition, the instant shield grants the user an asset on Might defense rolls.

INSTANT SHIELD (IMPROVED)

Level: 1d6 + 2

Earth: Ring with shield emblem

Ardeyn: Amulet with shield emblem

Ruk: Adhesive patch with shield emblem

Effect: Creates a full-sized shield that can be used as a regular shield in combat, providing an asset on Speed defense rolls for twenty-four hours. In addition, the difficulty of the user's Speed defense rolls is decreased by one additional step.

INSTANT SHIELD (MIND)

Level: 1d6 + 2

Earth: Ring with shield emblem

Ardeyn: Amulet with shield emblem

Ruk: Adhesive patch with shield emblem

Effect: Creates a full-sized shield that can be used as a regular shield in combat, providing an asset on Speed defense rolls for twenty-four hours. In addition, the instant shield grants the user an asset on Intellect defense rolls.

INSTANT SHIELD (REFLECTIVE)

Level: 1d6 + 2

Earth: Ring with shield emblem

Ardeyn: Amulet with shield emblem

Ruk: Adhesive patch with shield emblem

Effect: Creates a full-sized shield that can be used as a regular shield in combat, providing an asset on Speed defense rolls for twenty-four hours. In addition, once each round, an enemy's attack that misses the user is reflected back on the enemy.

INSTANT SHIELD (TRAVELING)

Level: 1d6 + 2

Earth: Ring with shield emblem

Ardeyn: Amulet with shield emblem

Ruk: Adhesive patch with shield emblem

Effect: Creates a full-sized shield that can be used as a regular shield in combat, providing an asset on Speed defense rolls for twenty-four hours. In addition, the user can command the shield to wrap her and all creatures within immediate range in a protective envelope that becomes a flying vehicle under her control. The vehicle can fly a long distance each round, until the user commands the shield to return to its previous form.

INSTANT SWORD

Level: 1d6 + 2

Earth: Sword-shaped fob

Ardeyn: Sword-shaped figurine

Ruk: Adhesive patch with sword design

Effect: User gains a two-handed sword (a heavy weapon) for ten minutes. She can wield it or allow it to hover in place protectively within immediate range. If she chooses the latter option, her hands remain free to take other actions while the sword automatically attacks up to one designated enemy within immediate range each round. However, the hovering sword does not gain any advantages from training or assets the user might otherwise enjoy.

Roll a d100 to determine if the sword has additional qualities.

01–35	Standard sword
36–50	Sword attack difficulty reduced by one step
51–65	Sword inflicts +2 damage
66–75	Sword attack difficulty reduced by one step and it inflicts +2 damage
76–90	Sword attack difficulty reduced by two steps
91–00	Two attacks with sword can be made as a single action

INSTANT VEHICLE

Level: 1d6 + 1

Earth: Car-shaped fob

Ardeyn: Carriage-shaped figurine

Ruk: Adhesive patch with hover bike design

Effect: User gains a basic vehicle appropriate to her recursion (such as a car on Earth, a horse-drawn carriage in Ardeyn, or a hover bike with extra seats in Ruk) capable of carrying five humanoids for ten hours. The vehicle level is equal to the cypher level, and it can move up

to a long distance each round, or up to 60 mph (97 kph) when traveling overland. The user can drive or allow the vehicle to drive itself.

Roll a d100 to determine if the vehicle has additional qualities.

01–35	Standard vehicle
36–50	Vehicle combat and overland speed is doubled
51–65	Vehicle combat and overland speed is tripled
66–75	Vehicle accompanies PCs through translation
76–90	Vehicle accompanies PCs through translation and persists for ten days
91–00	Vehicle accompanies PCs through translation, persists for ten days, and can travel through the Strange (granting an asset on tasks to navigate the Strange and providing a buffer against alienation)

INSTANT WALL

Level: 1d6

Earth: Tacks

Ardeyn: Dust

Ruk: Warm, dry seed

Effect: If thrown up to a short range, the cypher transforms into a solid stone wall up to 30 feet by 30 feet by 1 foot (9 m by 9 m by 30 cm) that persists for up to twenty-four hours. The wall's level is equal to the cypher level.

Roll a d100 to determine if the wall has additional qualities.

01–50	Standard wall
51–65	Wall's level is +2
66–80	Wall's level is +2 and it lasts until destroyed
81–00	Wall's level is +2, it lasts until destroyed, and the far side of the wall bursts into flame if any creature approaches within immediate distance, inflicting damage equal to the cypher level each round the creature remains within range

INSTANT WARRIOR


Level: 1d6

Earth: Action figure

Ardeyn: Wood doll

Ruk: Tiny homunculus

Effect: Cypher transforms into a warrior that does the bidding of the user for ten minutes and then dissipates. The warrior's level is equal to the cypher level. It is armed with melee weapons appropriate to the recursion where it is produced, has Armor 1, and is level 9 for tasks related to combat tactics.

 Alienation, page 216



Roll a d100 to determine if the warrior has additional qualities.

01–35	Standard warrior
36–50	Warrior has Armor 2
51–65	Warrior has Armor 2; health 25
66–75	Warrior has Armor 2; health 25; melee attacks as level 7
76–90	Warrior has Armor 2; health 25; melee attacks as level 7; long-range attacks as level 7
91–00	Warrior has Armor 3; health 30; melee attacks as level 8; long-range attacks as level 8

INSTANT WEAPON TURRET

Level: 1d6 + 2

Earth: Small plastic box

Ardeyn: Arrow charm

Ruk: Small metallic box

Effect: An immobile automated weapon turret is deployed and lasts for twenty-four hours. The turret's level and damage dealt is equal to the cypher level, and it fires on targets within long range. The turret attacks only targets that are designated (or not excluded) by the cypher user when she deployed it.

To the extent possible, the turret takes on the context of the recursion in which it is deployed. For example, if the turret is deployed in a Standard Physics recursion where technology is not yet up to Industrial Revolution standards, a single-minded level 1 creature with a ranged weapon is deployed instead.

Roll a d100 to determine the kind of damage the turret inflicts.

01–12	Fire
13–27	Cold
28–39	Acid
40–52	Psychic
53–65	Sonic
66–72	Electrical
73–84	Poison
85–00	Physical

INTELLECT LIMITER

Level: 1d6 + 3

Earth: Microdrone

Ardeyn: Winged figurine

Ruk: Flying homunculus

Effect: When activated, this cypher flies into the air and seeks the most intelligent sentient creature in long range, which takes one round. After finding its target, the cypher attempts

to delete the creature's nervous system with a series of neuron-electrical bolts, inflicting 10 points of Intellect damage (ignores Armor).

INTERFACE

Level: 1d6 + 1

Earth: Cable

Ardeyn: Transferable rune

Ruk: Umbilical

Effect: User can plug into any artifact, machine, magic item, or similar complex object, thereby identifying it and becoming trained in operating it. The training lasts for twenty-four hours.

INVIGORATOR

Level: 1d6 + 1

Earth: Liquid in tiny container

Ardeyn: Elixir

Ruk: Fluid in sealed tube

Effect: When used as part of another action that requires spending one or more points from a Pool (including points spent to apply Effort), the cypher pays a number of points toward that cost equal to its level.

IRON PUNCH

Level: 1d6 + 2

Earth: Smartphone app with fist icon

Ardeyn: Wood figurine shaped like fist

Ruk: Hand-shaped spider

Effect: The user's unarmed attacks inflict a number of extra points of damage equal to the cypher level for one minute.



Instructions to an instant turret can be as simple as "Starting in ten seconds, fire on anything that moves" or directions far more finely detailed that exclude the user and other potential targets.

IRON SKIN

Level: 1d6 + 1

Earth: Temporary tattoo

Ardeyn: Dragon-shaped charm

Ruk: Adhesive patch

Effect: User's skin gains a silvery sheen for ten minutes. During that period, if she spends an entire action concentrating on resisting harm, her skin becomes iron hard and she gains +10 to Armor in that round.

JUDGE

Level: 1d6 + 2

Earth: Robe

Arden: Cassock

Ruk: Eye graft

Effect: User has an asset on discerning others' motives, ascertaining their general nature, and detecting lies for twenty-four hours.

JUGGERNAUT

Level: 1d6 + 4

Earth: Visor

Ardeyn: Circlet

Ruk: Goggles

Effect: Until the end of the next round, the user can move through solid objects (such as doors and walls) that possess a level lower than the cypher level. This movement is not

phased and tends to punch a character-sized hole in the object, or destroy the object.

KILL PROOFER

Level: 1d6 + 4

Earth: Drug patch

Ardeyn: Elixir

Ruk: Extra organ, self-installing

Effect: User ignores the impaired and debilitated conditions of the damage track, and treats the dead condition as impaired for ten minutes. However, if he is still technically dead when the duration expires, he explodes (and dies), inflicting damage equal to the cypher level to all creatures within immediate range. Even if the user descends past the final step of the damage track and is subsequently healed before the duration elapses, he is treated as if debilitated until after he takes his next ten-hour recovery roll.

KILLER INSTINCT

Level: 1d6

Earth: Injection

Ardeyn: Transferable rune

Ruk: Green spider (bite)

Effect: The difficulty of the user's stealth, disguise, and ranged weapon attacks is decreased by two steps for ten minutes.



LIFE SENSE

Level: 1d6 + 1

Earth: Eyeglasses

Ardeyn: Brooch

Ruk: Extra eye, self-installing

Effect: The user becomes hyperaware of his surroundings. For ten minutes, he is aware of all living things within 500 feet (150 m), and by spending his action concentrating, he can learn the general emotional state of any one of them.

LIFELEECH TOUCH

Level: 1d6

Earth: Glove

Ardeyn: Gauntlet

Ruk: Hand-shaped spider

Effect: For one hour, the user drains life force from a living creature touched, allowing him to restore 1 point per level of the creature to his Might Pool or Speed Pool. The user restores points at the rate of 1 point per minute and must give his full concentration to the process during this time, meaning that the creature probably has to be subdued in some fashion because it loses 3 points of health for every point the character gains. Creatures drained of all their health die.

LIFTLOCK

Level: 1d6 + 2

Earth: Glove

Ardeyn: Gauntlet

Ruk: Hand-shaped spider

Effect: Target creature within short range is lifted about 6 feet (2 m) for one round, during which time it cannot take a turn and the difficulty of attacks against it is decreased by one step.

LIFTLOCK (DETONATING)

Level: 1d6 + 2

Earth: Glove

Ardeyn: Gauntlet

Ruk: Hand-shaped spider

Effect: Target creature within short range is lifted about 6 feet (2 m) for one round, during which time it cannot take a turn and the difficulty of attacks against it is decreased by one step. When the effect ends, it does so explosively. The target and all creatures within immediate range take psychic damage equal to the cypher level.

LIFTLOCK (ENERGIZED)

Level: 1d6 + 2

Earth: Glove

Ardeyn: Gauntlet

Ruk: Hand-shaped spider

Effect: Target creature within short range is lifted about 6 feet (2 m) for one round, during which time it cannot take a turn and the difficulty of attacks against it is decreased by one step. The victim also takes a number of points of damage equal to the cypher level. Roll d100 to determine the type of damage.

01–12	Fire
13–27	Cold
28–39	Acid
40–52	Psychic
53–65	Sonic
66–72	Electrical
73–84	Poison
85–00	Physical



LIFTLOCK (PERSISTING)

Level: 1d6 + 2

Earth: Glove

Ardeyn: Gauntlet

Ruk: Hand-shaped spider

Effect: Target creature within short range is lifted about 6 feet (2 m) for one round, during which time it cannot take a turn and the difficulty of attacks against it is decreased by one step. The target is attacked again in subsequent rounds and remains liftlocked for another round each time the attack succeeds, but it escapes the effect on a failed attack.

LIGHTNING SEED

Level: 1d6 + 4

Earth: Handheld device

Ardeyn: Wand

Ruk: Handheld projector

Effect: This cypher can be activated only outdoors and with a clear and unobstructed path to the sky. A bright white mote flies up from the cypher into the sky and explodes, throwing lightning out for 1 mile (2 km) in all directions. After one minute, lightning-lit clouds form, and after another minute, creatures on the ground below are subject to random lightning strikes; each strike inflicts damage equal to the cypher level. Any round in which a creature remains in the open (a tree doesn't count), it is 10% likely to be the target of a lightning strike. The user can also direct a total of three lightning strikes at targets she can see in the area. The lightning storm lasts for ten minutes, after which it becomes a normal storm that dissipates 1d6 hours later.

LIMB EXTENSION

Level: 1d6 + 1

Earth: Pill

Ardeyn: Elixir

Ruk: Gas in sealed tube

Effect: User gains the ability to stretch her body, or selective body parts, up to a short distance for ten minutes. This grants her the ability to manipulate objects or attack foes within short range, and take other actions the GM allows as appropriate to the ability.

LIQUID CONFIDENCE

Level: 1d6 + 2

Earth: Liquid in tiny container

Ardeyn: Elixir

Ruk: Fluid in sealed tube

Effect: User experiences a sense of confidence and invincibility for one hour, immediately gaining three rerolls that can be used to retry

failed rolls instead of using XP. If these rerolls are not used for failed rolls by the end of the hour, they fade away.

LOCATER

Level: 1d6 + 2

Earth: Pill

Ardeyn: Vapor in glass orb

Ruk: Injection

Effect: User knows exactly where to find a named individual for the next twenty-four hours, regardless of whether that individual is in another recursion or in the Strange itself. The user can attempt to translate to the recursion where the target is found, even if the user has no previous experience with that recursion. Of course, translating to that recursion would put the user in the default arrival location, which is not necessarily where the target is located.

LUCK MAKER

Level: 1d6 + 1

Earth: Rabbit's foot

Ardeyn: Four-leaf clover

Ruk: Gas-filled bubble

Effect: Use as part of another action. The paired task, attack, or defense is modified according to a d6 roll. On any even result, the task attempt is modified by two steps in the user's favor. On a roll of 1, the task is modified by one step to the user's detriment. (On a roll of 3 or 5, no additional effect results.)





MAGNETIC RADICAL

Level: 1d6 + 4

Earth: Metallic helmet

Ardeyn: Small pyramid of crystal

Ruk: Extra organ, self-installing

Effect: Establishes a connection with one metal object within 3 miles (5 km) that the user can directly see that weighs up to a few tons (3,000 kg). After this connection is established, the user can move or manipulate the object, moving it up to a short range each round (each movement or manipulation is an action). The user can also change the object's shape, break the object, or levitate it through the air. For example, he could levitate a car, compact the car into a much smaller cube, or use the car (or resultant cube) as a weapon. The connection lasts for ten rounds.

MARTIAL MULTIPLIER

Level: 1d6 + 2

Earth: Game card

Ardeyn: White crystal

Ruk: Injection

Effect: For one hour, if the user rolls a natural 17 or higher on an attack roll, all damage

special results are doubled. On a 17, the user deals 2 additional points of damage; on 18, 4 additional points; on 19, 6 additional points; and on 20, 8 additional points.

MARTIAL PRESENCE

Level: 1d6 + 1

Earth: Cufflinks

Ardeyn: Amulet

Ruk: Skin dye

Effect: User becomes so suffused with confidence and martial prowess that merely being around him uplifts the prospects of nearby allies in a fight. The user chooses any number of creatures within short range who can see him; the difficulty of their attacks is reduced by one step for one minute while they can see the user.

MATTER REMAPPER

Level: 1d6 + 2

Earth: Smartphone app

Ardeyn: Wand with diamond tip

Ruk: Metallic bracer with touch-controls

Effect: The user can molecularly reshape a single object no larger than himself that is visible



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and within immediate range. To do so, he attempts a **crafting** task to reshape the object into another form. Reshaping an object in this manner has a difficulty equal to 1 plus the level of the finished object, and it requires concentrating on the object for one minute per level of the finished object. On a failed attempt to reshape the object, it explodes, dealing 10 points of damage to the user and all creatures within immediate range.

MAZE GUIDE

Level: 1d6 + 2

Earth: Twig

Ardeyn: Wooden charm

Ruk: Organimer strand

Effect: Cypher transforms into a level 3 entity of living wood that solves puzzles, mazes, and similar tasks as if level 10. The maze guide can also physically lead the user through a maze, find the way if the user is lost, or otherwise provide the answer to a puzzle of logic or topology. The maze guide persists for one hour.

MEMORY REMOVER

Level: 1d6

Earth: Injection

Ardeyn: Elixir

Ruk: Fluid in sealed tube

Effect: Removes one bad memory of the user's choice from the user's mind, permanently. If a psychosis, tic, depression, or other adverse mental state resulted from that memory, the user's brain heals over the next several days until he no longer suffers from the condition associated with the removed memory.

MENTAL BULWARK

Level: 1d6 + 1

Earth: Ring set with owl head

Ardeyn: Ring set with sapphire

Ruk: Dermal graft

Effect: For one hour, the user gains +1 to Armor against Intellect damage, has an asset on Intellect defense rolls, and is immune to most effects that charm, mentally control, or read the mind of the target.

METALLIC FORM

Level: 1d6 + 1

Earth: Pill

Ardeyn: Elixir

Ruk: Metallic fluid in tube

Effect: A sheath of metal forms over the user like a second skin for ten minutes. She retains the ability to move and act, gains +2 to Armor,

and adds 4 points to her Might Pool, but the difficulty of her Speed defense rolls increases by one step.

METAMORPHIC CYPHER

Level: 1d6

Earth: Small mahogany box

Ardeyn: Silver inscribed chest

Ruk: Animate mass of red slime

Effect: The cypher provides (or becomes) the perfect temporary asset (or equipment) for one specific task the user names. For example, if he wishes to decipher an unknown language, the cypher provides a key similar to a Rosetta stone; if he desires to climb a wall, the cypher provides climbing cleats and gloves; if he wants to blast a hole through a door, the cypher provides an improvised explosive that inflicts damage equal to the cypher level; and so on. The asset or equipment provided lasts for up to one hour or until it's used for its intended purpose.

MIGHTY

Level: 1d6

Earth: Injection

Ardeyn: Elixir

Ruk: Adhesive patch

Effect: For one hour, the user has an asset on smashing down barred doors, lifting or moving heavy objects, striking a foe with a heavy melee weapon, and other tasks requiring brute force.





MIMIC

Level: 1d6 + 2

Earth: Glove

Ardeyn: Key

Ruk: Adhesive patch

Effect: User takes on the likeness of a touched creature or object of about her size for one hour. If a creature is mimicked, she can access special abilities the creature possesses, if any. If an object is mimicked, she can see and hear despite her transformed nature. She can return to her normal form as part of another action, which ends the effect early.



MIND-CONTROL IMPLANT

Level: 1d6 + 4

Earth: Injection

Ardeyn: Transferable rune

Ruk: Adhesive tissue

Effect: To activate the cypher, the user must apply it to another creature, which requires a successful melee attack or for the creature to be willing or helpless. For ten minutes, the user and the creature enjoy long-range mental communication. The user can also control the linked creature, though he doesn't have to.



MIND SLED

Level: 1d6 + 2

Earth: Injection

Ardeyn: Transferable rune

Ruk: Adhesive tissue

Effect: The user falls unconscious, and one round later, a luminous crystal bloodlessly emerges from her head. The crystal persists indefinitely until it is triggered, which occurs if it is touched by another creature. If this happens, the consciousness of the user wakes in the body of that creature, and the host's consciousness is temporarily submerged. The user transfers back into her own body twenty-four hours later. If her body died in the meantime, there's a chance that her consciousness will remain in the host body, but most often, her personality merely burns out.



MINDJACK

Level: 1d6 + 1

Earth: Handheld device

Ardeyn: Crystal gemstone

Ruk: Gas-filled pod

Effect: User's mind takes over and controls a creature within long range for one minute. The target's mind is suppressed during this period, while the user's original body executes a simple autonomic program (such as "stand here" or "sit here") determined by the user before his

mind moves to the new vessel. If the host body is killed while under this control, the user's mind is drawn back to his real body and he takes 5 points of Intellect damage.



MINE (CYPHER)

Level: 1d6 + 2

Earth: Coin

Ardeyn: Transferable rune

Ruk: Biopod

Effect: The mine is integrated with a second cypher and then set at a specific location. Thereafter, if creatures approach within an immediate distance of the mine and they meet the criteria set by the user, the mine triggers, inflicting the integrated cypher's effect (if applicable) on all creatures and objects within immediate distance of the mine.



MINE (DAMAGE)

Level: 1d6 + 2

Earth: Coin

Ardeyn: Transferable rune

Ruk: Biopod

Effect: The mine is set at a specific location. Thereafter, if creatures approach within an immediate distance of the mine and they meet the criteria set by the user, the mine triggers, dealing a number of points of damage equal to the cypher level to all creatures and objects within immediate distance of the mine. Roll a d100 to determine the kind of damage.

01–12	Fire
13–27	Cold
28–39	Acid
40–52	Psychic
53–65	Sonic
66–72	Electrical
73–84	Poison
85–00	Physical (blunt force, slashing, and piercing)



MINE (HOLDING)

Level: 1d6 + 2

Earth: Coin

Ardeyn: Transferable rune

Ruk: Biopod

Effect: The mine is set at a specific location. Thereafter, if creatures approach within an immediate distance of the mine and they meet the criteria set by the user, the mine triggers. Lines of immobile force trap all creatures and objects within immediate distance of the mine for twenty-four hours. Trapped creatures are in stasis and can be released only by the user, if they take damage, or when the effect's duration expires.

Characters have a variety of options when setting the criteria that trigger a mine cypher. For example, it could be set to detonate if any creature larger than a mouse enters the area, if a particular kind of creature (or even a specific individual) enters the area, if the mine is touched, if a particular activity is performed, or after a certain amount of time has elapsed.

If a mindjack cypher user's original body dies while he is controlling another body, his mind might snuff out when the cypher's effect ends. However, if he succeeds on another mental attack on the target, the difficulty of which is increased by one step, he can stay longer.

MINERALIZE

Level: 1d6 + 2

Earth: Handful of pills

Ardeyn: Set of stone runes

Ruk: Series of tubes filled with fluid

Effect: User's entire body hardens for one hour. He gains +3 to Armor, adds 1 to his Might Edge, and adds 5 points to his Might Pool. At the same time, the difficulty of his Speed defense rolls is increased by one step.

MIRTH

Level: 1d6

Earth: Green pill

Ardeyn: Powder smelling of ginger

Ruk: Pod graft

Effect: For twenty-four hours, the user has an asset for all tasks related to telling jokes, relating amusing anecdotes, and putting others at ease through humor.

MIST PRODUCER (FEAR)

Level: 1d6 + 1

Earth: Aerogel

Ardeyn: Stone

Ruk: Biopod

Effect: Emits a cloud of mind-altering gas that gives terrifying visions to anyone within immediate range. Affected creatures freeze and hide their faces, scream and run, or take a similar action. The mist remains for two rounds, as does effects of the fear.

MIST PRODUCER (JOY)

Level: 1d6 + 1

Earth: Aerogel

Ardeyn: Stone

Ruk: Biopod

Effect: Emits a cloud of mind-altering gas that instills joy in anyone within immediate range. Affected creatures smile, laugh, sing, or dance as an overpowering sense of well-being comes over them. The mist remains for two rounds, but the joy effect lasts for up to ten minutes.

MIST PRODUCER (POISON)

Level: 1d6 + 1

Earth: Aerogel

Ardeyn: Stone

Ruk: Biopod

Effect: Emits a cloud of poisonous gas that inflicts damage equal to the cypher level on anyone within immediate range. The mist remains for two rounds.

MIST PRODUCER (REVULSION)

Level: 1d6 + 1

Earth: Aerogel

Ardeyn: Stone

Ruk: Biopod

Effect: Emits a cloud of mind-altering gas that disgusts anyone within immediate range. Affected creatures must remove themselves from the area, the conversation, or whatever activity they were previously engaged in due to overpowering distaste. The mist remains for two rounds, but the revulsion effect lasts for up to ten minutes.

MIST PRODUCER (SUGGESTIBILITY)

Level: 1d6 + 1

Earth: Aerogel

Ardeyn: Stone

Ruk: Biopod

Effect: Emits a cloud of mind-altering gas that affects anyone within immediate range. They become open to suggestion, and the difficulty of attempts to persuade an affected creature is decreased by three steps. The mist remains for two rounds, but the suggestibility effect lasts for up to ten minutes.

MORPHIC ADJUSTMENT (EYES)

Level: 1d6 + 2

Earth: Injection

Ardeyn: Elixir

Ruk: Gas in sealed tube

Effect: User gains several additional eyes scattered about his head and body for one hour. The eyes count as an asset for perception tasks, initiative, resisting surprise, and tasks involving fine manipulation. In addition, the user can see in the dark normally.

MORPHIC ADJUSTMENT (KANGAROO)

Level: 1d6 + 2

Earth: Injection

Ardeyn: Elixir

Ruk: Gas in sealed tube

Effect: User's lower body is transformed into a kangaroo-like morphology for one hour. The transformation counts as an asset for tasks involving running and jumping. In addition, the user can move a short distance and take an action if she succeeds on a difficulty 2 Speed roll.

In locations where morphic adjustment cyphers would be wholly out of context, such as Earth, average residents tend not to notice the adjustments unless they are quickened or the extra eyes, transformed legs, tentacles, and so on are pointed out to them.

MORPHIC ADJUSTMENT (TENTACLE)

Level: 1d6 + 2

Earth: Injection

Ardeyn: Elixir

Ruk: Gas in sealed tube

Effect: User gains an additional limb in the form of a tentacle for one hour. The tentacle allows the user to hold an extra piece of equipment, such as a shield, or make an unarmed attack with the tentacle (as if practiced), treating it as a light weapon. On a hit, the user can inflict damage or hold the victim in place for one round.

MOUNT

Level: 1d6 + 1

Earth: Small jade horse figurine

Ardeyn: Small stone horse figurine

Ruk: Tube filled with brown gel

Effect: Produces a horse-sized creature, complete with saddle and harness, that can be ridden as a level 3 mount for up to twenty-four hours. While the user is mounted, the creature can move in the same turn in which the user makes an attack, though it can make no attacks of its own.

MULTIPLIER

Level: 1d6

Earth: Earring

Ardeyn: Amulet

Ruk: Transferable tattoo

Effect: As part of a successful attack, the user doubles the base damage the attack would normally inflict.

MULTIPLIER (DAMAGE)

Level: 1d6

Earth: Smartwatch

Ardeyn: Bracelet

Ruk: Spine

Effect: For the next ten minutes, the user deals 3 additional points of damage when she makes an attack that inflicts that kind of damage. She can choose from the table below, or roll a d100 to determine the kind of damage multiplied.

01–12	Fire
13–27	Cold
28–39	Acid
40–52	Psychic
53–65	Sonic
66–72	Electrical
73–84	Poison
85–00	Physical (blunt force, slashing, and piercing)

MURDEROUS STRENGTH

Level: 1d6

Earth: Injection

Ardeyn: Transferable rune

Ruk: Red spider (bite)

Effect: User inflicts 3 additional points of damage on melee attacks for up to one minute or until he attacks and misses a target twice in a row.

NEURON BUTTRESS

Level: 1d6

Earth: Pill

Ardeyn: Elixir

Ruk: Fluid in sealed tube

Effect: User doesn't need to sleep for three days. All recovery rolls made during this period take half as long as normal (minimum one round).

NEURON FORT

Level: 1d6 + 1

Earth: Pill

Ardeyn: Elixir

Ruk: Fluid in sealed tube

Effect: User doesn't need to sleep for three days. During this period, he also has an asset on Intellect defense rolls.

NEURON TOWER

Level: 1d6 + 2

Earth: Pill

Ardeyn: Elixir

Ruk: Fluid in sealed tube

Effect: User doesn't need to sleep for three days. During this period, she also gains Armor against Intellect damage equal to the cypher level.

NIMBLE BLOOM

Level: 1d6 + 2

Earth: White liquor

Ardeyn: White mist

Ruk: Subdermal injection

Effect: User's musculature visibly lengthens and becomes more taut, possibly increasing her height by so much that her clothes stretch tightly. For the next ten minutes, tasks that depend on dexterity—such as balancing, dancing, avoiding an attack, or hitting someone with a ranged weapon—are easier for her. The difficulty of such tasks is decreased by two steps.

OMEGA POINT

Level: 1d6 + 4

Earth: Miniature 3D printer

Ardeyn: Small chest

Ruk: Pulsing pod

Effect: If the user succeeds on a difficulty 3 Intellect-based task, the omega point cypher

transforms into a different cypher of the user's choice, which can then be used normally. The user can pick from the *cypher list* in *The Strange* corebook, from this book, or from another source the GM allows.

ORACLE

Level: 1d6 + 4

Earth: Eyeglasses

Ardeyn: Crystal orb

Ruk: Extra eye, self-installing

Effect: User gains the ability to predict the future for ten minutes. During this period, the difficulty of her defense rolls is reduced by one step, she has two assets for seeing through deception and betrayal as well as avoiding traps and ambushes, and she has two assets in all skills involving interaction and deception because she knows what people are going to say before they do.

ORBITAL ARMOR

Level: 1d6

Earth: Three grey metallic cubes

Ardeyn: Three crystalline stones

Ruk: Three crystal spheres strung on force-beam wire

Effect: The cypher components rapidly spin around the user for ten minutes, protecting her from incoming piercing, striking, or other physical damage. The device provides Armor equal to the cypher level.

ORBITAL OFFENSE

Level: 1d6 + 2

Earth: Three grey metallic cubes

Ardeyn: Three crystalline stones

Ruk: Three crystal spheres strung on force-beam wire

Effect: The cypher components rapidly spin around the user for ten minutes. The device automatically attacks any creature that attacks the user, up to once per round, with a long-range blast of searing light that inflicts damage equal to the cypher level.

OVERLOAD

Level: 1d6 + 4

Earth: Pill

Ardeyn: Elixir

Ruk: Injection

Effect: For one hour, all attacks the user successfully makes inflict 4 additional points of damage. However, during the same period, automatic GM intrusions for the user occur on a roll of 1-4 on a d20 (instead of 1 on a d20).

PAIN CAPACITOR

Level: 1d6

Earth: Pill

Ardeyn: Elixir

Ruk: Adhesive patch

Effect: For the next hour, the user keeps track of how often she takes damage. As part of any one melee attack before the duration expires, she can unleash that potential as additional damage equal to the number of times damage was inflicted upon her.

PAIN INVERTER

Level: 1d6

Earth: Pill

Ardeyn: Elixir

Ruk: Adhesive patch

Effect: For the next hour, whenever the user takes damage, she has an asset on her next roll made before the next round ends.

PATH

Level: 1d6 + 2

Earth: Smartphone app

Ardeyn: Orb

Ruk: Shoulder-mounted projector

Effect: Reveals direct path to stated objective, if the user succeeds on an Intellect-based task based on the level of a creature named or an object or location sought. If the objective is in another recursion and the user succeeds on her task, the path shown is to the nearest gate to that recursion, if one exists.



S True Code, page 192

Personal recursion, page 152

A perfect tool cypher might produce a cordless electric drill, an awl, an injector, a tome of lore, or something else that helps the character accomplish a stated task.

PERFECT PAPERS

Level: 1d6

Earth: Badge wallet

Ardeyn: Royal writ

Ruk: True Code DNA symbol

Effect: When flashed, the cypher becomes a badge, pass, warrant, or other official designation that grants the bearer the authority to pass a given area, guardian, officer, or overseer. Once the cypher is so used, it remains transformed in that guise for twenty-four hours.

PERFECT TOOL

Level: 1d6

Earth: Red metallic box

Ardeyn: Reinforced wooden chest

Ruk: Organic pod

Effect: Produces the perfect tool for an indicated task. The cypher produces up to three tools at a time for a period of one hour, which has the effect of giving the user an asset on any noncombat task. He can update the indicated task while the duration lasts.

PERFECTION

Level: 1d6 + 4

Earth: Bracelet

Ardeyn: Brooch

Ruk: Pod graft

Effect: As part of another action involving a d20 roll, the user can replace the actual roll (even a 1) with a natural 20.

PERMANENT HANDLE

Level: 1d6

Earth: Plastic handle

Ardeyn: Iron handle

Ruk: Organic handle

Effect: Permanently bonds to an object or creature, giving the target a handle. It inflicts damage equal to the cypher level to any living creature it bonds to.

PERMANENT POCKET

Level: 1d6

Earth: Fabric

Ardeyn: Cloth

Ruk: Adhesive patch

Effect: Permanently bonds to an object or creature, forming an extradimensional pocket (a space the size of a pocket dimension with an inapposite gate at the opening) on the target. It inflicts damage equal to the cypher level to any living creature it bonds to.

S Pocket dimension, page 142

Inapposite gate, page 135

PERSONAL POCKET DIMENSION

Level: 1d6 + 2

Earth: Smartphone app

Ardeyn: Wand

Ruk: Umbilical

Effect: After ten minutes of concentration, the user fashions a personal recursion if she doesn't already have one. The personal recursion created by this cypher has all the features of a standard, newly created personal recursion fashioned according to the normal method, including an inapposite gate. Using this cypher bypasses the need to make a difficulty 5 Intellect roll.

PERSONAL POCKET DIMENSION (CONFOUNDING)

Level: 1d6

Earth: Smartphone app

Ardeyn: Wand

Ruk: Umbilical

Effect: The user's personal recursion becomes an environment unwelcoming to anyone other than her, those she designates, and recursion natives, if any. The difficulty of all tasks, attacks, and defenses attempted by other non-preferred creatures in the recursion is increased by one step.

If the user has no personal recursion, this cypher instead creates one, as described under the personal pocket dimension cypher.

PERSONAL POCKET DIMENSION (EXTRA FOCI)

Level: 1d6

Earth: Smartphone app

Ardeyn: Wand

Ruk: Umbilical

Effect: The user adds a number of foci to her personal recursion equal to the cypher level. She specifies the foci, which should be appropriate to the recursion's theme, if any, and operate under the same law as the recursion.

If the user has no personal recursion, this cypher instead creates one, as described under the personal pocket dimension cypher.

PERSONAL POCKET DIMENSION (EXTRA GATE)

Level: 1d6 + 2

Earth: Smartphone app

Ardeyn: Wand

Ruk: Umbilical

Effect: The user creates an extra gate for her personal recursion. She specifies the creation of either a translation gate or an inapposite gate to the recursion that originates in the



Cypher limit, page 310



Young recursion, page 142

Spark, page 22



Juvenile recursion, page 142

Special translation zone, page 143

spot where she uses this cypher. The extra gate could be an immobile gate, or it could be an item that she carries with her (such as a collapsible banner) and translates with her as if a cypher (that doesn't count against a PC's cypher limit).

If the user has no personal recursion, this cypher instead creates one, as described under the personal pocket dimension cypher.

PERSONAL POCKET DIMENSION (FROM FICTION)

Level: 1d6 + 2

Earth: Smartphone app

Ardeyn: Wand

Ruk: Umbilical

Effect: The user can overwrite her personal recursion so it evokes a recursion seeded from a particular piece of fiction she chooses. The recursion must fit within the normal limits of a *young recursion*, including specific individuals important to the source fiction (of which, 5% may have the *spark* and awaken to the artificial nature of the seeded recursion).

If the user has no personal recursion, this cypher instead creates one, as described under the personal pocket dimension cypher.

PERSONAL POCKET DIMENSION (IMPERATOR)

Level: 1d6

Earth: Smartphone app

Ardeyn: Wand

Ruk: Umbilical

Effect: The user's personal recursion becomes an environment especially welcoming to her. The difficulty of her tasks, attacks, and defenses within the recursion is decreased by one step. In addition, a PC user gains access to abilities granted by the next higher tier of her type while she remains in her upgraded personal recursion.

If the user has no personal recursion, this cypher instead creates one, as described under the personal pocket dimension cypher.

PERSONAL POCKET DIMENSION (JUVENILE)

Level: 1d6 + 2

Earth: Smartphone app

Ardeyn: Wand

Ruk: Umbilical

Effect: The user advances the age of her personal recursion from young to *juvenile* over the course of seven days. She can increase its size and the number of discrete spaces, change its terrain and potential flora and fauna, add two unique foci (if desired), add *special translation zones* (if desired), and

possibly add the genesis of sentient natives as appropriate for a juvenile recursion.

If the user's personal recursion is a pocket dimension, this cypher instead advances the recursion's age to young as described under the young personal pocket dimension cypher.

If the user has no personal recursion, this cypher instead creates one, as described under the personal pocket dimension cypher.

PERSONAL POCKET DIMENSION (PASS)

Level: 1d6 + 2

Earth: Golden ticket

Ardeyn: Colored stone

Ruk: Adhesive patch

Effect: The user creates a number of passes equal to the cypher level that provide access to his personal recursion. A pass is a physical object that he can distribute to other creatures. It allows its bearer to instantly transfer to the associated recursion and remain there for up to ten hours until automatically returning whence it came, unless the creature chooses to leave earlier. Once used, a pass turns to dust. A pass translates as if a cypher before it is used, though it doesn't count against a PC's cypher limit.

If the user has no personal recursion, this cypher instead creates one, as described under the personal pocket dimension cypher.

PERSONAL POCKET DIMENSION (YOUNG)

Level: 1d6 + 2

Earth: Smartphone app

Ardeyn: Wand

Ruk: Umbilical

Effect: The user advances the age of her personal recursion from pocket dimension to young over the course of seven days. She can increase its size and the number of discrete spaces, change its terrain and potential flora and fauna, add a new focus (if desired), and add *special translation zones* (if desired), as appropriate for a young recursion.

If the user has no personal recursion, this cypher instead creates one, as described under the personal pocket dimension cypher.

PHANTASM

Level: 1d6 + 1

Earth: Handheld device with red switch

Ardeyn: Crystal orb with burning heart

Ruk: Cranial graft

Effect: Illusory images appear next to one or more creatures within long range who are within immediate range of each other. Anyone can



see the images, but they are those most likely to terrify the target creatures. An Intellect attack roll is made against each target. Success means the target flees in terror for one minute, pursued by its nightmares. Failure means the target ignores the images, which do not hamper it in any way.

PHASE ADHESIVE

Level: 1d6 + 1

Earth: Sticker

Ardeyn: Transferable rune

Ruk: Sealed tube with clear fluid

Effect: Activate by marking a wall or other solid surface, after which creatures can move through it an immediate distance each round. The wall or object is not otherwise affected. It remains permeable for ten minutes.

PHASING WAVE

Level: 1d6 + 2

Earth: Handful of pills

Ardeyn: Set of stone runes

Ruk: Series of tubes filled with fluid

Effect: The user enters a fluctuating state that lasts for ten minutes. During this period, she is phased every other round. While phased,

she can't affect or be affected by attacks or other effects. During non-phased rounds, her material state is normal.

PHEROMONE SPRAY

Level: 1d6 + 2

Earth: Spray bottle

Ardeyn: Wand

Ruk: Biopod

Effect: Produces a cloud that affects creatures within immediate range of the user. It reduces the difficulty of his attempts to enrage, interact positively with, or distract the target by one step for the next minute.

PLENTIFUL WALLET

Level: 1d6

Earth: Leather wallet

Ardeyn: Coin pouch

Ruk: Bit stick

Effect: For twenty-four hours, the wallet can produce a number of units of currency equal to the cypher level each round. The currency is appropriate to the recursion where this cypher is used, and it fades after the cypher itself becomes exhausted.

POSSESSION ROD

Level: 1d6 + 2

Earth: Steel rod

Ardeyn: Iron rod

Ruk: Metallic rod

Effect: If the user would be possessed or controlled by a spirit, psychic presence, computer AI, meme, or any other entity, the possession rod flares and burns away to dust, but prevents that particular possession or control attempt.

POWER SOURCE

Level: 1d6 + 2

Earth: Small device

Ardeyn: Figurine

Ruk: Small homunculus

Effect: If attached to a simple or complex machine, the power source provides motive power for up to twenty-four hours. The cypher adapts to the machine's power needs and can substitute for fuel, electricity, magnetic resonance, simple torque, and so on. A power source will also restore a depleted artifact, but it is then immediately used up.

PRISON

Level: 1d6 + 2

Earth: Cube

Ardeyn: Net

Ruk: Lens

Effect: A creature within immediate range disappears and is held in a sealed pocket dimension prison, and the cypher is transformed into a *recursion key* that is keyed to that particular dimension. The target is transferred as if through an inapposite gate, and it remains in the prison unless it can free itself or the holder of the recursion key comes for it.

PROBABILITY ALTERATION

Level: 1d6 + 4

Earth: Smartphone app

Ardeyn: Tome

Ruk: White froglike organ

Effect: For ten minutes, the user gains access to additional special rolls (when the player rolls a d20). Instead of the normal special rolls, if she rolls a natural 15, 16, 17, or 18 on an attack, it deals 1, 2, 3, or 4 additional points of damage, respectively. If she rolls a natural 19 or 20, she deals 5 or 6 additional points of damage, respectively, or she can choose a special minor effect or special major effect, as normal.

PROJECTILE BUFFER

Level: 1d6 + 2

Earth: Belt

Ardeyn: Circlet

Ruk: Shoulder-mounted device

Effect: Ranged projectile attacks are automatically deflected from hitting the user for one minute. Deflected projectiles are redirected randomly at other targets in long range of the user, potentially endangering other creatures and objects in the area.

PROTECTION FROM LAW

Level: 1d6 + 3

Earth: Solar-powered mini-lantern

Ardeyn: Scroll

Ruk: Extra eye, self-adhering

Effect: For ten minutes, the user and all creatures within immediate range gain protection against creatures and effects dependent on the law of Magic, Mad Science, Psionics, or Exotic. The protection manifests as an invisible field of influence that physically forces creatures back (or prevents them from closing), and the difficulty to resist effects passing through the field is reduced by three steps.

PROTECTIVE FILM

Level: 1d6 + 4

Earth: Ring

Ardeyn: Gauntlet

Ruk: Biopod

Effect: Expands to cover the user in a thin film, causing her to appear as a mirror-bright manikin for one hour. She has an asset on any attempt to hide her true identity, and she gains access to an additional stat Pool called Ablation that has a number of points equal to the cypher level. The Ablation Pool lasts for twenty-four hours or until it is used up, whichever comes first. Whenever the user takes damage from her Might Pool, she can take some or all of the points from the Ablation Pool first.

PROVOKING

Level: 1d6 + 2

Earth: Lapel pin

Ardeyn: Broach

Ruk: Spider that growls

Effect: User draws all enemy attacks for one minute, even if he does nothing aggressive. The cypher doesn't create enemies from noncombatants; it only channels the aggression of those already engaged in a conflict.

In a Magic recursion, the protection from law cypher protects against undead creatures, dragon's breath, and spells; in a Mad Science recursion, against killer robots and disintegration beams; in a Psionics recursion, against mind blasts and brain draining; and so on. A Standard Physics recursion is the only one in which the cypher does not protect against effects.

 Recursion key, page 130

If a prison cypher is used in a recursion that operates under the law of Magic, there is a better-than-even chance that the pocket dimension prison accessed is already in use by some other imprisoned creature, which is exchanged with the new target of the cypher. The previously imprisoned creature could be anyone or anything but is probably a demon.

If either subject of a psychic entanglement cypher becomes debilitated while the effect lasts, both must succeed on a difficulty 5 Intellect defense roll. If both fail, the minds of both subjects become permanently fused, which usually drives them insane. If one subject is killed while the effect lasts, the entanglement immediately ends for the survivor, but it moves him one step down on the damage track.

PSYCHIC ENTANGLEMENT

Level: 1d6 + 3

Earth: Friendship bracelet

Ardeyn: Green figurine

Ruk: Umbilical

Effect: User and one willing creature within immediate range gain a psychic connection through which they can communicate no matter how far they are separated (including across recursions). They also share dreams, daydreams, and even personality tics and strong sensations. The entanglement lasts for seven days.

PSYCHIC EXPLOSION

Level: 1d6 + 1

Earth: Crimson tube

Ardeyn: Crystal orb

Ruk: Organic pod

Effect: Projects an explosive up to a long distance that explodes in an immediate radius, inflicting Intellect damage (ignores Armor) equal to the cypher level. Targets are confused for one round following the detonation and attack the closest living creature.

PSYCHOKINETIC ADVERSARY

Level: 1d6 + 2

Earth: Pill

Ardeyn: Elixir

Ruk: Injection

Effect: After activating the cypher, the user gains a powerful psychokinetic ability for one hour. In addition to manipulating objects within long range as if she was standing next to them, she can mentally hurl heavy objects at targets within short range, inflicting 6 points of damage to the target and to the hurled object (which could be another foe, although that would require two rolls—one to grab the first foe and another to hit the second foe with the first). The user could also unleash a shattering burst of power that works only against an inanimate object no larger than half her size. She makes an Intellect-based attack roll to instantly destroy the object; the difficulty of this task is decreased by one step (compared to breaking it with brute strength).

PURIFIER

Level: 1d6 + 2

Earth: Smartphone app

Ardeyn: Vapor in glass orb

Ruk: Injection

Effect: User is cured of all drug dependencies, including those as minor as a caffeine addiction and those as serious as a black magic or heroin addiction.

QUANTUM SPEARS

Level: 1d6 + 2

Earth: Ring with spear emblem

Ardeyn: Amulet with spear emblem

Ruk: Adhesive patch with spear emblem

Effect: A flight of softly glowing crystal spears attacks a foe within long range and all creatures within immediate range of the foe, inflicting damage equal to the cypher level. Three spears remain stuck in the ground after the attack and persist for up to one minute. The residual spears can be collected by anyone nearby and, until they fade, be used as medium weapons that inflict 3 additional points of damage.

QUIETUDE

Level: 1d6 + 2

Earth: Vest

Ardeyn: Bracelet

Ruk: Jumpsuit

Effect: For twenty-four hours, the user does not register on any device that senses or tracks movement via sound. He can't speak or make any other sound, even if banging on a drum, blowing a horn, or triggering a handheld device that produces sound independently. If the user attempts to sneak, the cloaking silence decreases the difficulty of stealth tasks by one step.

RADIATION PROOFER

Level: 1d6

Earth: Injection

Ardeyn: Elixir

Ruk: Inhalable powder

Effect: Activation inflicts 1 point of damage (ignores Armor) on the user as the anti-radiation substance becomes established in his system. For the next twenty-four hours, he is immune to the secondary effects of radiation and gains +1 to Armor against attacks that inflict direct damage by radiation.

RAPPORT ENABLER

Level: 1d6 + 1

Earth: Inhalant

Ardeyn: Vapor in glass orb

Ruk: Fluid in tube

Effect: Up to ten creatures gain a telepathic bond that lasts for twenty-four hours. While the bond lasts, the affected creatures can mentally speak with each other, share their senses, and even share their skills. For instance, if one of the participants is trained or specialized in climbing, she can share that training or specialization with another rapport participant for up to one minute at a time.

RAY EMITTER (DISINTEGRATOR)

Level: 1d6 + 3

Earth: Handheld device

Ardeyn: Wand

Ruk: Shoulder-mounted module

Effect: Projects a ray up to 200 feet (60 m) that suppresses the charge on the electrons in a target, inflicting damage equal to the cypher level. If the attack reduces a target's combined Pools to a value less than the level of the cypher, the target instantly falls to dust. (A PC who would be disintegrated can choose to spend 1 XP and instead descend one step on the damage track.)

RAY EMITTER (GRAVITY MULTIPLIER)

Level: 1d6 + 2

Earth: Handheld device

Ardeyn: Wand

Ruk: Shoulder-mounted module

Effect: Projects a ray up to 200 feet (60 m) that multiplies the effects of gravity on the target. The target is crushed to the ground (or drawn toward it), taking damage equal to the cypher level. It is held in place for three rounds, during which time moving is a task whose difficulty is equal to the cypher level, and even on a success the target can only crawl an immediate distance on its turn.

RAY EMITTER (GRAVITY REPULSION)

Level: 1d6 + 2

Earth: Handheld device

Ardeyn: Wand

Ruk: Shoulder-mounted module

Effect: Projects a ray up to 200 feet (60 m) that reverses the effects of gravity on the target. The target falls upward for a little less than a full round (or less, if something gets in the way), after which it falls back to the ground, which could be a fall of as much as 100 feet (30 m).

RAY EMITTER (KINDLING)

Level: 1d6 + 2

Earth: Handheld device

Ardeyn: Wand

Ruk: Shoulder-mounted module

Effect: Projects a ray of bioplasma up to 200 feet (60 m) at a target, inflicting damage equal to the cypher level. If the attack kills the target, it explodes and inflicts damage equal to the cypher level on all creatures within immediate range.

RAY EMITTER (REAPING)


Level: 1d6 + 2

Earth: Handheld device

Ardeyn: Wand

Ruk: Shoulder-mounted module

Effect: Projects a ray up to 200 feet (60 m) that sucks life from a target, inflicting damage equal to the cypher level. If the attack kills the target, or if the target dies for any other reason within ten minutes following the attack, the user can restore a number of points equal to the cypher level to any Pool.

 Damage track, page 108



RAY EMITTER (SHRINKING)

Level: 1d6 + 2

Earth: Handheld device

Ardeyn: Wand

Ruk: Shoulder-mounted module

Effect: Projects a ray up to 200 feet (60 m) that shrinks a creature or object to one-twentieth its normal size. The target remains shrunk for twenty-four hours. Its mass decreases as well, though it's still much heavier than an object or creature of the new size normally would be. A shrunk target finds it impossible to perform most physical tasks related to its previous scale. On the other hand, tasks associated with the target's new scale are not penalized.

RAY EMITTER (UNSTABLE FLAME)

Level: 1d6 + 2

Earth: Handheld device

Ardeyn: Wand

Ruk: Shoulder-mounted module

Effect: Projects a ray up to 200 feet (60 m) that burns a target's flesh, inflicting damage equal to the cypher level. A round later, the target emits a burst of flame that inflicts damage equal to the cypher level on itself and on every creature within immediate range.

RAY EMITTER (UNSTABLE ICE)

Level: 1d6 + 2

Earth: Handheld device

Ardeyn: Wand

Ruk: Shoulder-mounted module

Effect: Projects a ray up to 200 feet (60 m) that freezes a target's flesh, inflicting damage equal to the cypher level. A round later, the target emits a burst of ice that stuns it and all creatures within immediate range for one round, so that they cannot move or act.

RAY EMITTER (WITHERING)

Level: 1d6 + 2

Earth: Handheld device

Ardeyn: Wand

Ruk: Shoulder-mounted module

Effect: Projects a ray up to 200 feet (60 m) that withers a target's flesh, inflicting damage equal to the cypher level, halving the victim's speed for twenty-four hours, and increasing the difficulty of all tasks by one step for twenty-four hours.

REANIMATOR

Level: 1d6 + 3

Earth: Glowing fluid in syringe

Ardeyn: Rune

Ruk: Silvery worm in a tube





Effect: Reanimates a corpse that retains flesh, creating a level 1 creature (a zombie). The reanimation lasts for one hour. Residual memories and motivations may remain, depending on the corpse's state of decay and degradation.

RECOVERY ACCELERATION

Level: 1d6

Earth: Gum

Ardeyn: Mint leaves

Ruk: Organic pod

Effect: The user activates this cypher and makes a recovery roll in the same action. The roll takes one action, even if it would have otherwise taken ten minutes, an hour, or ten hours.

RECOVERY ADVANTAGE

Level: 1d6 + 1

Earth: Bracelet

Ardeyn: Bracer

Ruk: Adhesive patch

Effect: The user activates this cypher and makes a recovery roll in the same action. In addition to normal recovery roll benefits, she gains 1 to her Might Edge and 1 to her Speed Edge for the next twenty-four hours.

RECURSION CONTROL (DAMAGING)

Level: 1d6 + 2

Earth: Smartphone app

Ardeyn: Jade figurine

Ruk: Adhesive patch

Effect: Elements of the recursion in the area (such as thorn bushes, structural elements, or native creatures without the spark) attack a foe within long range for one minute, inflicting damage equal to the cypher level each round.

RECURSION CONTROL (HOLDING)

Level: 1d6 + 2

Earth: Smartphone app

Ardeyn: Jade figurine

Ruk: Adhesive patch

Effect: Elements of the recursion in the area (such as grass, structural elements, or native creatures without the spark) snag and hold a foe within long range for up to one minute. A foe so caught can't move from its position, and all physical tasks, attacks, and defenses are modified by one step to the victim's detriment, including attempts to free itself.

RECURSION CONTROL (WAYFARING)

Level: 1d6 + 2

Earth: Smartphone app

Ardeyn: Jade figurine

Ruk: Adhesive patch

Effect: Elements of the recursion in the area (such as thorn bushes, structural elements, rough terrain, or native creatures without the spark) move aside and allow the user to pass through without harm for a period of one minute. Creatures without the spark that would normally view the user as a foe become mute bystanders for the duration.

RECURSION LENS

Level: 1d6

Earth: Spectacles

Ardeyn: Eyepatch

Ruk: Eye graft

Effect: Allows the user to view any area (up to a long range in diameter) in any recursion that she has previously visited and see what occurs in that location for up to an hour. During that time, she can switch seamlessly back and forth between regular vision and the projected vision.

RECURSION PROJECTION

Level: 1d6 + 4

Earth: Pill

Ardeyn: Dust

Ruk: Sand in sealed tube

Effect: The user's mind leaves her body and manifests in any alternate recursion she has previously visited, leaving behind an apparently comatose body. The recursion projection lasts for up to twenty-four hours, but it ends early if the user's Intellect Pool is reduced to 0.

The projection looks like the user would if she translated to that recursion, but it has little physical substance. The user controls this body as if it were her normal body and can act and move as she normally would with a few exceptions. She can move through solid objects as if they weren't there and ignore any terrain feature that would impede her movement. Her attacks deal half damage, and she takes half damage from physical sources. Regardless of the source, however, she takes all damage as Intellect damage. If the user's physical body takes damage, she doesn't realize it.

Zombie: level 3, Speed defense as level 2; health 12. If an attack would reduce the zombie's health to 0, it does so only if the number rolled for the attack was an even number; otherwise, the zombie's health is reduced to 1 instead.



REDACTOR

Level: 1d6 + 3

Earth: Token

Ardeyn: Ring

Ruk: Green bulb

Effect: A target within long range forgets the previous thirty minutes.

REGENERATIVE BOOST

Level: 1d6

Earth: Temporary tattoo

Ardeyn: Elixir

Ruk: Adhesive patch

Effect: Each time the user restores points to her Pools for the next twenty-four hours, she restores 1 additional point.

RELIEVE AFFLICTION

Level: 1d6 + 1

Earth: Pill

Ardeyn: Elixir

Ruk: Gas in a sealed tube

Effect: The user or a target within immediate range is relieved of an unwanted condition or affliction (such as disease, paralysis, mind control, a broken limb, and so on, but not damage) if the condition would normally last

less than a day. If it would last longer, the user or target can ignore it and act as if it does not affect him for one hour.

REMOTE CONTROL

Level: 1d6 + 3

Earth: Handheld device

Ardeyn: Crystal ball

Ruk: Metallic-fiber head net

Effect: User takes remote control of a mechanized, computerized, clockwork, or similar creature or system whose level is less than or equal to the cypher level. The user must be able to see the target, and it must be within 2 miles (3 km). The control lasts for one hour. The user could attempt to take control of multiple creatures of the designated type, but she must apply one level of Effort for each additional target.

REMOTE VIEWER (SPACE)

Level: 1d6 + 2

Earth: Sunglasses

Ardeyn: Goggles

Ruk: Extra eye, self-installing

Effect: For one minute, the user sees another place that he has seen before, even one in



another recursion. Alternatively, if he makes a difficulty 4 Intellect-based roll, he can pick a spot a specific distance away, in a specific direction, or a well-known spot in an alternate recursion and see it for one minute.

REMOTE VIEWER (TIME)

Level: 1d6 + 2

Earth: Sunglasses

Ardeyn: Goggles

Ruk: Extra eye, self-installing

Effect: The user specifies a time period for the place where he currently stands and sees into that time. The easiest time to view is about forty-two years in the past or future (difficulty 5). Viewing other times is more difficult—seeing a million years in the past or future, or moments behind or ahead of the present, are both difficulty 10. Many recursions have “fake” pasts, consistent within the recursion’s context, that the viewer might see into with this cypher.

RECURSIONS WITH “FAKE” PASTS

Many recursions have “fake” pasts. Ardeyn, for example, has a history that goes back thousands of years, but the recursion is only about a decade old. That’s because it was created with a built-in history stretching back several millennia. To anyone inside the recursion, Ardeyn’s history is as real as actual history on Earth. It doesn’t matter that it never really happened, because everything that exists in present-day Ardeyn points back at this history, including memory, landforms, and written lore.

REPULSIVE WAVE

Level: 1d6 + 3

Earth: Glove

Ardeyn: Gauntlet

Ruk: Hand prosthetic

Effect: All creatures in immediate range of the user are knocked back to short range. On their subsequent three turns, affected targets are slowed to moving only an immediate distance each round, and the difficulty of their tasks, attacks, and defenses is increased by one step.

RESPIRATORY ATTACK (BRAIN EATING)

Level: 1d6 + 2

Earth: Grey pill

Ardeyn: Grey elixir

Ruk: Grey adhesive patch

Effect: The user’s respiratory system is altered for one hour, granting her immunity to inhaled hallucinogens of all sorts. She can also exhale a puff of brain-digesting spores at a victim in immediate range that inflicts 2 points of Intellect damage (ignores Armor) for a number of rounds equal to the cypher level.

RESPIRATORY ATTACK (FIERY)

Level: 1d6 + 2

Earth: Red pill

Ardeyn: Red elixir

Ruk: Red adhesive patch

Effect: The user’s respiratory system is altered for one hour, granting her immunity to overheated air. She can also spit a glob of sticky burning fluid at a victim in immediate range that inflicts 2 points of Might damage (ignores most Armor) for a number of rounds equal to the cypher level.

RESPIRATORY ATTACK (POISONOUS)

Level: 1d6 + 2

Earth: Green pill

Ardeyn: Green elixir

Ruk: Green adhesive patch

Effect: The user’s respiratory system is altered for one hour, granting him immunity to poisonous gasses. He can also exhale a puff of poisonous vapor at a victim in immediate range that inflicts 2 points of Speed damage (ignores Armor) for a number of rounds equal to the cypher level.

RESURRECTOR

Level: 1d6 + 4

Earth: Red fluid in vial

Ardeyn: Red dust

Ruk: Red gel

Effect: The remains of a dead creature are returned to life over a period of minutes as the body and flesh are reformed. Even the blasted remains of a creature reduced to bones and dust can be returned to life.



A character who uses a revealer cypher requires anywhere from one action to ten minutes of concentration to figure out where an object lies, depending on what the GM feels is appropriate due to time, distance, or other mitigating circumstances.

REVEALER

Level: 1d6 + 1

Earth: Sunglasses

Ardeyn: Goggles

Ruk: Extra eye, self-installing

Effect: For one hour, the user can perceive creatures and objects that are normally invisible, out of phase, or only partially in this universe. When looking for things that are hidden more conventionally, the difficulty of the task is also reduced by one step.

REVEALER (MATTER PHASING)

Level: 1d6 + 2

Earth: Sunglasses

Ardeyn: Goggles

Ruk: Extra eye, self-installing

Effect: For one hour, the user can perceive creatures and objects that are normally invisible, out of phase, or only partially in this universe. When looking for things that are hidden more conventionally, the difficulty of the task is also reduced by one step. In addition, the user can see through up to 6 inches (15 cm) of matter as if it were transparent, as long as the material's level is less than or equal to the cypher's level.

REVEALER (PRESENT THROUGH PAST)

Level: 1d6 + 2

Earth: Sunglasses

Ardeyn: Goggles

Ruk: Extra eye, self-installing

Effect: For one hour, the user can perceive creatures and objects that are normally invisible, out of phase, or only partially in this universe. When looking for things that are hidden more conventionally, the difficulty of the task is also reduced by one step. In addition, the user sees the trceries of objects as they move through space and time, and he can sense the distance and direction of any specific inanimate object that he has previously touched at any time.

REVEALER (THIRD EYE)

Level: 1d6 + 1

Earth: Sunglasses

Ardeyn: Goggles

Ruk: Extra eye, self-installing

Effect: For one hour, the user can perceive creatures and objects that are normally invisible, out of phase, or only partially in this universe. When looking for things that are hidden more conventionally, the difficulty of the task is also reduced by one step. In addition, the user can cast her sight to any

location she can see within long range. From that location, she can move the vantage of her sight a short range from its previous position each round as an action.

RHETORIC ENABLER

Level: 1d6 + 1

Earth: Shot of alcohol

Ardeyn: Whiskey

Ruk: Fluid in tube

Effect: User gains a gift for rhetoric that lasts for one hour. During this period, in a gathering of two or more people trying to establish the truth or come to a decision, the user can sway the verdict with masterful rhetoric. If he is given one minute or more to argue his point, either the decision goes his way or, if someone else effectively argues a competing point, the difficulty of an associated persuasion or deception task is decreased by two steps.

RUBICON

Level: 1d6 + 4

Earth: Smartphone app with door icon

Ardeyn: Door-shaped amulet

Ruk: Transferable tattoo with door design

Effect: A door opens to a temporary recursion, drawing the user and all allies within immediate range into a pocket dimension. The pocket dimension contains a number of additional doors, some of which correspond with locations in any other recursion the user has visited, plus one door with no obvious designation. Stepping through one of the doors delivers someone to the corresponding location as if through a translation gate. If someone steps through the unknown door, the GM decides where the traveler goes. The pocket dimension lasts as long as at least one creature remains in it.



RUMOR BRINGER

Level: 1d6

Earth: Sealed envelope

Ardeyn: Blue bird

Ruk: Purring spider

Effect: Relates a number of rumors equal to the cypher level associated with an indicated topic, place, or person. The rumors are not necessarily factual in and of themselves, but they accurately replicate rumors and gossip (if any) associated with the topic.

SAPIENCE INDUCER

Level: 1d6 + 2

Earth: Injection

Ardeyn: Magic powder

Ruk: Neural net, self-installing

Effect: A creature or object no larger than the user becomes sapient and able to speak in the language of the user with a voice determined by the GM. If an object, it gains the ability to move in a manner most suited to its shape; for example, a table could walk on its legs, a carpet could flap along the ground, and so on. The personality of the creature or object is like that of the popular conception of a person with amnesia. What personality ultimately develops is up to the GM, including whether the creature or object is friendly toward its creator.

SCUTTLING SCORPION (EXPLOSIVE)

Level: 1d6 + 3

Earth: Tiny robotic scorpion

Ardeyn: Scorpion figurine

Ruk: Scuttling scorpion

Effect: Cypher activates and moves up to a short range each round, following instructions provided by the user. It can be sent to a specific spot, sent to find a specific target, and so on. Once it reaches its target, it explodes, affecting all creatures in immediate range. Affected creatures take damage equal to the cypher level. Roll a d100 to determine the damage type.

01–12	Fire
13–27	Cold
28–39	Acid
40–52	Psychic
53–65	Sonic
66–72	Electrical
73–84	Poison
85–00	Physical

SCUTTLING SCORPION (SPYING)

Level: 1d6 + 3

Earth: Tiny robotic scorpion

Ardeyn: Scorpion figurine

Ruk: Scuttling scorpion

Effect: Cypher activates and moves up to a short range each round, following instructions provided by the user. It can be sent to a specific spot, sent to find a specific target, and so on. Once it reaches its target, the user can see through its eyes and hear through its receivers for up to twenty-four hours, as desired. The user can also directly “pilot” the scuttling scorpion using this connection.

SCUTTLING SCORPION (TRANSPONDER)

Level: 1d6 + 3

Earth: Tiny robotic scorpion

Ardeyn: Scorpion figurine

Ruk: Scuttling scorpion

Effect: Cypher activates and moves up to a short range each round, following instructions provided by the user. It can be sent to a specific spot, sent to find a specific target, and so on. Once it reaches its target, the user becomes aware of it and can teleport to that location (along with up to five allies within immediate range).



SEARING SUMMONS

Level: 1d6 + 2

Earth: Smartphone app with flame icon

Ardeyn: Amulet with flame shape

Ruk: Adhesive patch with flame design

Effect: A target within long range is immediately drawn to within immediate range of the user by red-hot wires, fiery chains, burning air, or a similar searing force most closely fitting the context of the recursion (if possible), which inflicts damage equal to the cypher level as it does so.

SHADOW ANIMATOR (ARMOR)

Level: 1d6 + 2

Earth: Umbrella

Ardeyn: Hood

Ruk: Caul

Effect: User's shadow animates for twenty-four hours or until dismissed. The animate shadow pools across her skin so that she constantly appears lost in shadow, like a silhouette of herself. This grants the user +1 to Armor and gives her an asset on all stealth tasks.

SHADOW ANIMATOR (ATTACK)

Level: 1d6 + 2

Earth: Umbrella

Ardeyn: Hood

Ruk: Caul

Effect: User's shadow animates for twenty-four hours or until dismissed. The animate shadow never strays more than a short distance from the user. It is immaterial and can't be harmed normally. Offensively, the shadow is quite effective in that it grants the user an asset on all attack rolls made against targets within short range.

SHADOW ANIMATOR (REACH)

Level: 1d6 + 2

Earth: Umbrella

Ardeyn: Hood

Ruk: Caul

Effect: User's shadow animates for twenty-four hours or until dismissed. The animate shadow never strays more than a long distance from the user. It is immaterial and can't be harmed normally, and it allows the user to manipulate objects and attack things within long distance by using his shadow. In addition, he can see around corners, look into containers, and otherwise extend his vision using the shadow to relay information.

SHADOW CAPE (TERRIFYING)

Level: 1d6 + 2

Earth: Trench coat

Ardeyn: Cloak

Ruk: Spine

Effect: User leaves a trail of darkness behind him for one hour. After the trail is formed, it lasts for only a minute, though the user continues to leave new trails when he moves. For the duration, the user gains a shadowy, terrifying visage that reduces the difficulty of all intimidation tasks by two steps. If any creature other than the user passes through the trail of darkness, it is paralyzed in fear for two rounds or flees in terror for the same period.

SHADOW CAPE (TRAVELING)

Level: 1d6 + 2

Earth: Trench coat

Ardeyn: Cloak

Ruk: Spine

Effect: User leaves a trail of darkness behind him for one hour. After the trail is formed, it lasts for only a minute, though the user continues to leave new trails when he moves. For the duration, the user has an asset on Speed defense rolls, and as an action he can teleport to any location he has visited in the last hour (whether or not the trail of darkness lingers there).

SHAPE OF FIRE

Level: 1d6

Earth: Small coin with flame motif

Ardeyn: Bronze amulet inscribed with flames

Ruk: Spider that glows red

Effect: User's body is engulfed in flames for one minute. The fire doesn't burn the user, but it automatically inflicts damage equal to the cypher level to anyone within immediate range. While the user burns, she is immune to fire and heat damage, and her own melee attacks inflict 4 additional points of damage from her pervasive flames.

SHAPE OF GRAVITY

Level: 1d6 + 4

Earth: Small coin with black hole motif

Ardeyn: Bronze amulet inscribed with black circles

Ruk: Spider that seems to absorb light

Effect: User's body becomes a black silhouette surrounded by an accretion disc halo of infalling dust for one minute, but she is unharmed and can act normally. The transformation draws in all ranged attacks—whether matter or energy—made against the user so that she suffers no harm from them.



All creatures within short range feel a force pulling them toward the user, but it is easily resisted; small, unsecured objects within short range roll and bounce toward her. All creatures and loose objects within immediate range of her are attacked each round, drawing them to touch the user. Creatures and objects that touch her or make a melee attack against her sustain damage equal to the cypher level. Creatures that die from this damage are consumed utterly by the shape of gravity.

SHAPE OF ICE

Level: 1d6

Earth: Small coin with ice motif
Ardeyn: Bronze amulet inscribed with icicles
Ruk: Spider that glows blue-white

Effect: User's body becomes a translucent ice statue shrouded by icy winds for one minute. The cold doesn't freeze the user, but it automatically inflicts damage equal to the cypher level to anyone within immediate range. While the user remains ice, she is immune to cold damage, her own melee attacks inflict 1 additional point of damage from her pervasive chill, and she can use ambient moisture to heal herself by freezing wounds closed or adding back lost mass, restoring up to 1 point per round.

SHAPE OF THE STORM

Level: 1d6 + 2

Earth: Small coin with lightning motif
Ardeyn: Bronze amulet inscribed with lightning
Ruk: Spider that sparks

Effect: User's body becomes the color of grey clouds and constantly emits snapping electrical sparks for one minute. The lightning inflicts damage equal to the cypher level to anyone within immediate range each round, though the user is immune. While she emits electricity, she is immune to electrical damage, her own melee attacks inflict 2 additional points of damage from electrical discharge, and she can attack a target within long range with a bolt of lightning that inflicts damage equal to the cypher level.

SHARE PAIN

Level: 1d6

Earth: Ink pen
Ardeyn: Yellow dust
Ruk: Sealed tube with red fluid

Effect: User marks himself and another creature with the cypher. For the next twenty-four hours, they can transfer damage between them, if mutually agreed upon, at a rate of 1 point per round.

SHARE SENSE

Level: 1d6

Earth: Ink pen
Ardeyn: Yellow dust
Ruk: Sealed tube with yellow fluid

Effect: User marks himself and another creature with the cypher. For the next twenty-four hours, each knows everything the other experiences, and they can communicate telepathically.

SHIELD GARMENT (ATHLETIC)

Level: 1d6 + 4

Earth: Jacket
Ardeyn: Cloak
Ruk: Biomodule

Effect: For the next twenty-four hours, the wearer has an asset on Speed defense rolls and Might defense rolls. In addition, she has an asset on tasks related to athletics and acrobatics.

SHIELD GARMENT (EMPATHIC)

Level: 1d6 + 4

Earth: Jacket
Ardeyn: Cloak
Ruk: Biomodule

Effect: For the next twenty-four hours, the wearer has an asset on Speed defense rolls and Intellect defense rolls. In addition, he has an asset on tasks related to pleasant social interaction.

SLAMMER

Level: 1d6 + 2

Earth: Belt
Ardeyn: Amulet
Ruk: Bio boots

Effect: User jumps in any direction and slams down onto a solid surface. He is unharmed, but he releases a burst of energy on impact that washes over all creatures within immediate range of where he lands, inflicting damage equal to the cypher level. Roll a d100 for the type of damage:

01-10	Cell-disrupting (harms only flesh)
11-30	Corrosive
31-40	Electrical discharge
41-50	Heat drain (cold)
51-75	Fire
76-00	Shrapnel



SLAYER

Level: 1d6 + 4

Earth: Bracelet

Ardeyn: Bracer

Ruk: Flesh cuff

Effect: If the cypher is triggered as part of a successful attack, the user strikes the foe in a vital spot. If the target is level 3 or lower, it is killed outright. If it is level 4 or higher, the attack inflicts 5 additional points of damage.



SLAYING (ARMOR PIERCER)

Level: 1d6 + 4

Earth: Temporary tattoo

Ardeyn: Transferable rune

Ruk: Adhesive patch

Effect: If the cypher is triggered as part of a successful attack, the user's attack ignores a number of points of Armor equal to the cypher level.



SLAYING (BLEEDING)

Level: 1d6 + 4

Earth: Temporary tattoo

Ardeyn: Transferable rune

Ruk: Adhesive patch

Effect: If the cypher is triggered as part of a successful attack, the wound caused by the attack continues to bleed for one minute, dealing 1 point of damage (ignores Armor) each round.



SLAYING (CLOSING)

Level: 1d6 + 4

Earth: Temporary tattoo

Ardeyn: Transferable rune

Ruk: Adhesive patch

Effect: If the cypher is triggered as part of a successful attack, the user first teleports up to a long distance to a spot within immediate range of the target and then makes the attack (with surprise).



SLAYING (CRITICAL STRIKE)

Level: 1d6 + 4

Earth: Temporary tattoo

Ardeyn: Transferable rune

Ruk: Adhesive patch

Effect: If the cypher is triggered as part of a successful attack, the user's attack is treated as if she rolled a natural 20, allowing her to inflict 4 additional points of damage or gain a special major effect. If this cypher is activated as part of an attack in which she already rolled a natural 20, she can choose to deal 4 additional points of damage or gain a second special major effect (or combine effects to create an even larger effect, as determined by the GM).



SLAYING (DISCONCERTING)

Level: 1d6 + 4

Earth: Temporary tattoo

Ardeyn: Transferable rune

Ruk: Adhesive patch

Effect: If the cypher is triggered as part of a successful attack, the difficulty of all attacks the target makes against the user is increased by two steps for one minute.



SLAYING (MARKING)

Level: 1d6 + 4

Earth: Temporary tattoo

Ardeyn: Transferable rune

Ruk: Adhesive patch

Effect: If the cypher is triggered as part of a successful attack, the difficulty of all attacks made by anyone on the target is decreased by one step for one minute.



SLAYING (SHADOWCLAD)

Level: 1d6

Earth: Temporary tattoo

Ardeyn: Transferable rune

Ruk: Adhesive patch

Effect: If the cypher is triggered as part of a successful attack, the attack inflicts additional damage equal to the cypher level. In addition, the user becomes shadowy and hard to track for up to one minute (or until she makes another attack), during which time she has an asset on stealth tasks.



SNAPSHOT

Level: 1d6

Earth: Smartphone app

Ardeyn: Wand

Ruk: Adhesive patch

Effect: User leaves behind an interactive image of herself that remains inactive and invisible until a triggering event predetermined by the user occurs. (The image can remain quiescent indefinitely if no triggering event occurs.) A triggering event could be as simple as "the next time a creature enters the area" or as complex as "the arrival of a particular individual on a particular day." Once triggered, the image appears as if on a projector or computer screen, as a ghostly image, as a hologram, or in some other fashion appropriate to the recursion, and it persists for up to one hour. The interactive image has the personality and knowledge of the user but is immaterial; it cannot harm or be harmed. Once the image is triggered, the original user senses everything that happens in the area where it manifests.



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The GM should probably allow a PC to control the interactive image of herself when it is triggered.



SOUL SIPPER

Level: 1d6 + 3

Earth: Bracelet

Ardeyn: Bracer

Ruk: Adhesive patch

Effect: If the cypher is triggered as part of a successful attack that kills the foe, the user can immediately make a free recovery roll. In addition, the difficulty of all tasks she attempts for the next minute is decreased by one step.

SOUND ENCRYPTER

Level: 1d6 + 2

Earth: Smartphone app

Ardeyn: Wand

Ruk: Adhesive patch

Effect: For one hour, sound that escapes an area an immediate range around the user becomes meaningless static or white noise, even sound that is optically transmitted, such as from an eavesdropping laser microphone.

SPARK INVESTITURE

Level: 1d6 + 4

Earth: Injection

Ardeyn: Elixir

Ruk: Gas in a sealed tube

Effect: A recursion native within immediate range that does not have the **spark** gains it. The full effects of this investiture may take a few hours or days to manifest, though a creature previously without the **spark** immediately gains the capacity to notice clues regarding the artificial nature of its home recursion, if any.

SPARK SUPPRESSION


Level: 1d6 + 4

Earth: Injection

Ardeyn: Elixir

Ruk: Gas in a sealed tube

Effect: A creature within immediate range loses the **spark** for twenty-four hours. The target loses all knowledge of recursions, the limited nature of its own recursion, and other special knowledge about the Strange, if any. A non-native creature takes up a role within the recursion suited to the context and temporarily forgets companions, abilities, and the origin of cyphers and Strange-related equipment, if any. This cypher does not affect creatures that do not possess the **spark** or creatures targeted on Earth or in the Strange.

 *Spark, page 22*

If a spark suppression cypher is used on a PC, she may have to make a difficulty 5 Intellect defense roll at the end of each day, or her spark will be suppressed for another day.

SPEEDBURST

Level: 1d6 + 3

Earth: Red liqueur

Ardeyn: Dust that glows like red coals

Ruk: Leg extension implant, self-installing

Effect: For ten minutes, the user gains the capacity to build up speed while moving, accelerating over the course of three rounds in a row until she reaches a speed of up to 200 mph (322 kph).

SPIRIT QUESTION

Level: 1d6 + 1

Earth: Smartphone app

Ardeyn: Amulet with skull

Ruk: Mouth-shaped graft

Effect: Queries the memories of a dead creature as long as at least something physical remains of it. One question can be asked, and the answer is provided if the creature knew it while alive.

STALKING TARGET

Level: 1d6 + 2

Earth: Eyeglasses

Ardeyn: Wand

Ruk: Handheld projector

Effect: User selects an individual creature within long range. For the next hour, the user is trained in all tasks involving following, understanding, interacting, and fighting with that creature.

STANDARD OF ALLIED AID

Level: 1d6

Earth: Smartphone app

Ardeyn: Rolled-up battle standard

Ruk: Spider that hums

Effect: An immobile, immaterial sigil forms in the air 15 feet (5 m) above the user for one minute. The user and all allies within short range of the sigil who see it can spend actions, one per round, to make free recovery rolls that do not count against their normal recovery rolls each day.

STANDARD OF ALLIED DEFENSE

Level: 1d6

Earth: Smartphone app

Ardeyn: Rolled-up battle standard

Ruk: Spider that hums

Effect: An immobile, immaterial sigil forms in the air 15 feet (5 m) above the user for one minute. The user and all allies within short range of the sigil who see it have an asset on all defense rolls.

STANDARD OF ALLIED POWER

Level: 1d6

Earth: Smartphone app

Ardeyn: Rolled-up battle standard

Ruk: Spider that hums

Effect: An immobile, immaterial sigil forms in the air 15 feet (5 m) above the user for one minute. The user and all allies within short range of the sigil who see it inflict 1 additional point of damage on their melee and ranged attacks.

STANDARD OF ENEMY AFFLICTION

Level: 1d6

Earth: Smartphone app

Ardeyn: Rolled-up battle standard

Ruk: Spider that hums

Effect: An immobile, immaterial sigil forms in the air 15 feet (5 m) above the user for one minute. All enemies of the user within short range of the sigil who see it (or who do not avert their gaze) are mentally attacked each round, taking 2 points of damage (ignores Armor).

STANDARD OF ENEMY MORALE

Level: 1d6

Earth: Smartphone app

Ardeyn: Rolled-up battle standard

Ruk: Spider that hums

Effect: An immobile, immaterial sigil forms in the air 15 feet (5 m) above the user for one minute. All enemies of the user within short range of the sigil who see it (or who do not avert their gaze) are mentally attacked each round; on a failed defense roll, an enemy spends its turn running directly away from the sigil.

STARSHINE

Level: 1d6

Earth: Smartphone app

Ardeyn: Wand

Ruk: Metallic bracelet

Effect: For one hour, the user gains the reality-altering aura of someone famous. This has no effect on people she already knows, but affected strangers recognize her as someone they ought to know, a familiar face whose name is just on the tip of their tongue. Regardless of whether they can put a name to the face, they treat the user with deference and respect, if a little giddily.

The user of a starshine cypher can parlay the effects into special treatment, such as getting seated at any restaurant, being let into any government building, being invited to any show or sports event (even if they're sold out), getting into an exclusive private club, and so on.

STILLNESS

Level: 1d6 + 1

Earth: Small plastic bottle of ingestible liquid

Ardeyn: Gemstone that adheres to user's temple

Ruk: Adhesive patch that activates when slapped

Effect: User freezes in place for twenty-four hours, losing all mobility, ability to take actions, and consciousness, but gains +10 to Armor against damage of all kinds.

STORM LURE

Level: 1d6 + 3

Earth: Smartphone app with lightning icon

Ardeyn: Iron figurine shaped like lightning bolt

Ruk: Static-discharging spider

Effect: If used outside or in an area with a ceiling at least 300 feet (91 m) above the floor, a boiling layer of lightning-lit, rumbling clouds up to 1,500 feet (457 m) in diameter appears overhead for one minute. While the storm rages, the user gains +3 to Armor from a visible field of electricity that surrounds her. Anyone who successfully attacks her during this period automatically takes 3 points of damage.

STORMCALLER

Level: 1d6 + 1

Earth: Smartphone app

Ardeyn: Crystal orb

Ruk: Thin silvery rod

Effect: User can call a severe storm, which blankets an area a few miles (4 km) in diameter with driving rain and cloud cover (which turns natural bright light dim), accompanied by dramatic displays of lightning and thunder. The storm lasts about an hour, but is subject to natural conditions of the area, which could reduce or lengthen the storm's duration.

STRANGE MELEE ENHANCER

Level: 1d6 + 2

Earth: Permanent marker

Ardeyn: Chalk

Ruk: Bio-ink

Effect: Modifies a melee weapon's attack in a particular fashion for one hour. Roll a d100 for effect:

01–10	Decreases difficulty of attack by one step
11–20	Deals additional electrical damage equal to cypher level
21–30	Deals additional cold damage equal to cypher level
31–40	Deals additional poison damage equal to cypher level
41–50	Deals additional acid damage equal to cypher level

51–60	Deals additional fire damage equal to cypher level
61–70	Deals additional sonic damage equal to cypher level
71–80	Deals additional psychic damage equal to cypher level
81–90	Knockback (on 18–20 on successful attack roll, target is knocked back a short distance and is prone)
91–95	Holding (on 18–20 on successful attack roll, target can't act on its next turn)
96–97	Decreases difficulty of attack by two steps
98	Banishing (on 18–20 on successful attack roll, target is sent to random recursion)
99	Pulses with fire, inflicting damage equal to cypher level on target and enemies within immediate range of target
00	Heart-seeking (on a 20 on successful attack roll, target is killed)

STUNNING SUMMONS

Level: 1d6 + 2

Earth: Smartphone app with blank-faced icon

Ardeyn: Amulet with blank-faced shape

Ruk: Adhesive patch with blank-faced design

Effect: A target within long range is immediately drawn to within immediate range of the user, and then stands stunned on its next turn, unable to move or act.

STUNNING WHIP

Level: 1d6 + 2

Earth: Smartphone app with whip icon

Ardeyn: Bracelet with whip shape

Ruk: Adhesive patch with whip design

Effect: A target within short range takes damage equal to the cypher level from the application of a whip of force attack, and then stands stunned, unable to move or act, on its next turn.

STUNT

Level: 1d6 + 1

Earth: Temporary tattoo

Ardeyn: Ring

Ruk: Adhesive patch

Effect: User can accomplish an acrobatic stunt that would normally be impossible, such as running up a completely sheer wall, jumping from a high place while firing a weapon and landing safely in a roll, finding shelter from a nuclear blast in an appliance, and so on, as the GM determines is appropriate. The GM may still require a roll to determine success, but even a failed roll should grant some advantage to the user.

SUMMON ALLY

Level: 1d6 + 4

Earth: Smartphone app

Ardeyn: Orb

Ruk: Handheld device

Effect: A creature is pulled from its home recursion and does the bidding of the user for up to one minute before falling back into its home recursion. The user must spend her action controlling the summoned creature in any given round; otherwise, it stands idle. Roll a d100 to determine the nature of the creature summoned, or allow the GM to decide. The user can attempt to specify the kind of creature summoned by making a difficulty 6 Intellect roll.

01–12 Fire elemental

13–27 Velociraptor

28–39 Killer robot

40–52 Deep one

53–65 Demon

66–72 Scrap drone

73–84 Witch

85–00 Earth elemental

SUPERSONIC

Level: 1d6 + 2

Earth: Athletic shoes

Ardeyn: Winged sandals

Ruk: Extra organ, self-installing

Effect: For ten minutes, the user gains the capacity to build up speed while moving, accelerating over the course of three rounds in a row until she reaches a speed of up to 800 mph (1,288 kph).

SURPRISE ATTACK

Level: 1d6 + 2

Earth: Ring

Ardeyn: Ring

Ruk: Adhesive patch

Effect: If the cypher is triggered as part of an attack action, the attack becomes a surprise attack because of an unexpected distraction, the direction from which the attack actually comes, an unexpected malfunction of the foe's armor, and so on.

SURVIVAL CARAPACE

Level: 1d6 + 1

Earth: Smartphone app

Ardeyn: Elixir with green fluid

Ruk: Insectlike creature

Effect: Coats user's body with a translucent, hair-thin layer of force that grants +1 to Armor and the ability to withstand exposure to no

SUMMONED ALLIES

The following creatures include those that might be summoned by the summon ally cypher. Many of the creatures described here are abstracted from their entry in *The Strange Bestiary*, which can be referred to for additional details.

Fire Elemental: level 4; health 24; flaming touch attack inflicts 4 points of damage plus 1 point for each previous successful hit on target.

Velociraptor (Deinonychus): level 4, perception as level 5; health 15; Armor 1; bite inflicts 4 points of damage, and victim who fails a Might defense roll is held in its jaws and takes 6 points of claw damage each round until he breaks free with a Might roll.

Killer Robot: level 4, disguise and deception as level 6; Armor 2; punch attack inflicts 6 points of damage; long-range plasma sphere attack (every other round) inflicts 4 points of damage on the target and all creatures and objects within immediate range of the target.

Deep One: level 4, swimming tasks as level 6, perception tasks as level 3; health 15; Armor 2; bite and claw attack inflicts 5 points of damage.

Demon: level 5, tasks related to stealth as level 7; health 30; Armor 2; melee flesh-decaying touch attack deals 5 points of damage, or possession attempt requiring Intellect defense roll to resist.

Scrap Drone: level 3, Speed defense as level 5 due to size, mechanics tasks as level 5; Armor 4; flies an immediate distance each round; long-range projectile weapon inflicts 4 points of damage; may possess an additional weapon system such as a one-use long-range missile attack that inflicts 6 points of damage on the target and all within immediate range of the target.

Witch: level 5, deception and disguise as level 7, Speed defense as level 6 due to familiar; health 21; attacks include shrivel and charm; can cast spell to add +11 to health and +3 to Armor for one minute.

Earth Elemental: level 5; health 30; earthen fist attack inflicts 6 points of damage; earthquake attack every other round inflicts 5 points of damage on creatures within short range and knocks them to the ground.

In recursions that operate under the law of Standard Physics, someone moving at full speed using the supersonic cypher creates a sonic boom in her wake.



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atmosphere or crushing pressure, as well as the ability to breathe in such situations, for twenty-four hours.

SWIFT SHIFT

Level: 1d6 + 4

Earth: Striped pill

Ardeyn: Green elixir

Ruk: Color-changing oil in an ampule

Effect: User adds 1 to her Speed Edge for one hour. In addition, her maximum Speed Pool increases by 4 for twenty-four hours.

SWIFT STEP

Level: 1d6 + 2

Earth: Liqueur

Ardeyn: Dust

Ruk: Leg stents

Effect: User gains the capacity to run much farther than normal for ten minutes. As part of another action, he can move up to a short distance. As an action, he can move a long distance, or up to 200 feet (60 m) as a difficulty 2 Speed-based task.

SYMPATHETIC IMAGER

Level: 1d6 + 2

Earth: Glove

Ardeyn: Gauntlet

Ruk: Transparent spider

Effect: User sees an image of the most recent creature that passed through an area within immediate range, that touched an object within immediate range, or that brushed by or interacted with a creature within immediate range.

TASK IMITATOR

Level: 1d6

Earth: Injection

Ardeyn: Elixir

Ruk: Fluid in sealed tube

Effect: Produces an elasticity in the user's brain state for twenty-four hours, allowing her to learn from repetitive actions. She has an asset on rolls for similar tasks after successfully accomplishing them the first time (such as operating the same device or making the same kind of attacks against the same foe). Once she moves on to a new task, the familiarity with the old task fades unless she starts doing it again.



TASK VALET

Level: 1d6

Earth: Smartphone app

Ardeyn: Figurine

Ruk: Homunculus

Effect: Produces a humanoid creature that fits the context of the recursion and will perform a variety of minor tasks for the user for twenty-four hours. The tasks include cleaning, sorting, mapping, building simple structures out of supplied materials, running errands, carrying extra equipment, and so on. A task valet will not serve in combat, and in fact it runs from conflict.

TELEKINETIC BLOOM

Level: 1d6 + 2

Earth: Green liquor

Ardeyn: Green mist

Ruk: Subdermal injection

Effect: User gains the ability to move things with his mind for one minute. He can mentally manipulate objects within long range as if physically present. In addition, he can attack all creatures or objects within short range, causing them to fly backward a short distance. Affected creatures also take 4 points of damage and are prone. The user also gains +2 to Armor from a subconscious field of telekinetic force for the duration.

TORTURE SPIKE

Level: 1d6

Earth: Injection

Ardeyn: Elixir

Ruk: Gas in sealed tube

Effect: A target within immediate range hallucinates that it has been strapped into (or is subject to) an instrument of torture for up to one minute. During this period, the user can ask questions that the victim must answer if the user succeeds on an intimidation task; the difficulty of such tasks is decreased by two steps. Each round in which the victim remains in the grip of the hallucination, the victim takes damage equal to the cypher level. The user can release the victim from the hallucination prior to its normal duration.

TRANSFER AFFLICTION

Level: 1d6 + 2

Earth: Smartphone app

Ardeyn: Wand

Ruk: Blue umbilical

Effect: User affected by an unwanted affliction (such as disease, paralysis, a curse, a broken limb, and so on, but not damage) can transfer it to another creature within short range.

INSTRUMENTS OF TORTURE

The user of a torture spike can specify the kind of instrument of torture she'd like the victim to hallucinate, which can be as simple or as dramatic as desired. Staples include branding irons, the rack, and scalpels, though many more insidious objects have been applied to weeping victims since the practice was first invented.

Branding Iron: Heated in hot coals, an iron rod sears flesh.

Rack: A long, tablelike device with chains and winches hooked up to manacles that stretch the victim's arms and legs beyond normal endurance.

Scalpels: Knives with short, very sharp blades are alternately used to pare lengths of skin away and then to remove a digit or earlobe.

TRANS-MUTATION (ARMORED)

Level: 1d10

Earth: Injection

Ardeyn: Elixir

Ruk: Inhalable powder

Effect: Grants user an ability that could normally be gained only by translation, which means the effect conferred also brings visible physical changes. This cypher transforms the user's skin, adding +1 to Armor for one hour but covering her in iridescent green scales for the duration.

TRANS-MUTATION (BRAWN)

Level: 1d10

Earth: Injection

Ardeyn: Elixir

Ruk: Inhalable powder

Effect: Grants user an ability that could normally be gained only by translation, which means the effect conferred also brings visible physical changes. This cypher updates the user's skeletal structure, adding 1 to his Might Edge for one hour but giving him a hunched, apelike posture and relative limb length for the duration.

TRANS-MUTATION (CLIMBING)

Level: 1d10

Earth: Injection

Ardeyn: Elixir

Ruk: Inhalable powder

Effect: Grants user an ability that could normally be gained only by translation, which means the effect conferred also brings visible

Trans-mutation cyphers are tricky for a few reasons.

First, they are notoriously difficult to identify properly.

Second, sometimes the effect gained begins to degrade before the noted duration elapses, especially if the user employs the cypher in a recursion operating under the law of Standard Physics.



physical changes. This cypher gives the user the ability to move on any surface as if on normal ground for one hour, but she sprouts four additional spiderlike arms that grant this capacity for the duration.

TRANS-MUTATION (DEATH)

Level: 1d10

Earth: Injection

Ardeyn: Elixir

Ruk: Inhalable powder

Effect: Grants user an ability that could normally be gained only by translation, which means the effect conferred also brings visible physical changes. This cypher infuses the user with life-sucking anti-energy, allowing him to inflict 8 points of damage to targets with a touch for ten minutes. However, his body becomes skeletal, as pale as a ghost's, and he can speak only in moans and hisses for the duration.

TRANS-MUTATION (DENSITY)

Level: 1d10

Earth: Injection

Ardeyn: Elixir

Ruk: Inhalable powder

Effect: Grants user an ability that could normally be gained only by translation, which means the effect conferred also brings visible physical changes. This cypher increases the user's physical density, which grants her +1 to Armor and allows her to inflict 2 additional points of damage with melee attacks for one hour. However, her skin and body take on the semblance of an animate pile of stone for the duration.

TRANS-MUTATION (FLYING)

Level: 1d10

Earth: Injection

Ardeyn: Elixir

Ruk: Inhalable powder

Effect: Grants user an ability that could normally be gained only by translation, which means the effect conferred also brings visible physical changes. This cypher alters the user's cellular relationship with gravity; he can move through the air as easily as on a solid surface for ten minutes, but his skin and organs become translucent for the duration.

TRANS-MUTATION (SWIFT)

Level: 1d10

Earth: Injection

Ardeyn: Elixir

Ruk: Inhalable powder

Effect: Grants user an ability that could normally be gained only by translation, which means

the effect conferred also brings visible physical changes. This cypher alters the user's musculature, adding 1 to his Speed Edge for one hour, but it also thins him out, making him appear to be a slender, sticklike parody of his former self for the duration.

TRANS-MUTATION (THINKING)

Level: 1d10

Earth: Injection

Ardeyn: Elixir

Ruk: Inhalable powder

Effect: Grants user an ability that could normally be gained only by translation, which means the effect conferred also brings visible physical changes. This cypher increases the user's brain mass and adds 1 to her Intellect Edge for one hour, but her head swells dramatically for the duration.

TRANS-MUTATION (VENOMOUS)

Level: 1d10

Earth: Injection

Ardeyn: Elixir

Ruk: Inhalable powder

Effect: Grants user an ability that could normally be gained only by translation, which means the effect conferred also brings visible physical changes. This cypher grants the user a venomous bite (a light melee attack that inflicts 2 points of damage that ignore Armor for three rounds) for one hour, but she becomes a human-sized serpent for the duration.

TRANSMUTATION DUST

Level: 1d6 + 1

Earth: Chalky grey substance

Ardeyn: Glowing fluid

Ruk: Iridescent slime

Effect: An object or part of an object about 1 cubic foot in volume, or various discrete objects filling the same volume, are transmuted into a material determined by the user, such as copper, silver, gold, or uranium.

TRANSPORTER

Level: 1d6 + 2

Earth: Goggles

Ardeyn: Mask

Ruk: Extra organ, self-installing

Effect: The user gains the ability to teleport for one minute. She can use a move action to teleport to any location she can see within short range if she makes a difficulty 2 Speed roll. She can use an action to teleport to any location she has previously visited within the recursion if she makes a difficulty 3 Intellect roll. She can also teleport to any location she

If transmutation dust is physically mixed into a liquid and imbibed in a recursion that operates under the law of Magic, reports indicate that the imbiber gains a "boon to her life force," whatever that means.



has previously visited in another recursion if she makes a difficulty 5 Intellect roll, but this immediately ends the cypher's duration.

TRAUMA MULTIPLIER

Level: 1d6 + 2

Earth: Handheld device

Ardeyn: Wand

Ruk: Adhesive patch

Effect: For the next ten minutes, when the user makes a successful attack against a single target, she inflicts additional points of damage equal to the cypher level.

UNIVERSAL KEY

Level: 1d6 + 3

Earth: Smartphone app

Ardeyn: Skeleton key

Ruk: Tattoo graft

Effect: Unlocks a lock, container, or door (level less than or equal to the cypher level) within short range that is locked, is stuck, is magically held, or otherwise prevents access. Depending on the object, it may spring open, and it may automatically close and lock itself again within a few hours.

UNIVERSAL LOCK

Level: 1d6 + 3

Earth: Smartphone app

Ardeyn: Skeleton key

Ruk: Tattoo graft

Effect: Firmly locks a container, door, or other object that can be closed within short range. The lock mechanism level is equal to the cypher level. The lock remains until the lock is picked, forced, or otherwise rendered irrelevant.

UNRESTRAINED MOVEMENT

Level: 1d6 + 1

Earth: Pill

Ardeyn: Elixir

Ruk: Green fluid in tube

Effect: The user moves without hindrance, regardless of terrain, for one hour. In addition to ignoring the effects of mud, sand, waist-deep water, and similar terrain, she can ignore the effects of other cyphers, artifacts, and abilities that would restrict her movement. Likewise, mundane situations like being bound or chained to a wall can't keep her from moving; bindings slip loose, chains break, and so on. Only impassible barriers like walls or locked doors stymie this effect.

VACUUM ADAPTATION

Level: 1d6 + 1

Earth: Pill

Ardeyn: Elixir

Ruk: Clear fluid in tube

Effect: For ten hours, the user does not need to breathe, can see in the dark as if in bright light, is immune to damage from decompression and extremely cold environments, and ignores penalties for any action (including fighting) in low- or zero-gravity environments.

VACUUM PROTECTOR

Level: 1d6

Earth: Translucent head mask

Ardeyn: Hooded robe

Ruk: Slime in clear tube

Effect: Keeps the user alive in vacuum for twenty-four hours by protecting against extremes of vacuum-caused heat and cold and eliminating the need to breathe for the duration.

VANISHER (DAYLONG)

Level: 1d6 + 3

Earth: Circuit-embedded cloak with paired battery belt

Ardeyn: Three iron rings and a crown woven together

Ruk: Temporary skin graft

Effect: User becomes invisible for twenty-four hours. While invisible, she is specialized in stealth and Speed defense tasks. This effect ends if she does something to reveal her presence or position—attacking, using an ability, moving a large object, and so on. If this occurs, she can regain the remaining invisibility effect by taking an action to focus on hiding her position.

VERSATILE

Level: 1d6 + 2

Earth: Smartphone app

Ardeyn: Jade figurine

Ruk: Extra organ, self-installing

Effect: For one hour, the user can spend points from her Might Pool, Speed Pool, or Intellect Pool to apply levels of Effort to any task, attack, or defense.

VIGOR TRANSITION

Level: 1d6 + 4

Earth: Ebony pill

Ardeyn: Burning elixir

Ruk: Black oil in an ampule

Effect: User adds 1 to her Might Edge for one hour. In addition, her maximum Might Pool increases by 4 points for twenty-four hours.

VISUALIZER (PSYCHOMETRY)

Level: 1d6

Earth: Data glasses

Ardeyn: Goggles

Ruk: Eye graft

Effect: User can focus on one creature or object within immediate range and immediately visualize up to three significant past events that involved the object or happened near it, starting with the most recent. The events are those that involved intense emotion or sensation, or that had an impact on the way history unfolded afterward. The GM decides whether the user sees the event, gains some understanding of what happened, or receives impressions of what was experienced. Afterward, the user has an asset on any task to identify the object.

VISUALIZER (SCANNING)

Level: 1d6

Earth: Data glasses

Ardeyn: Goggles

Ruk: Eye graft

Effect: For one hour, the user sees a heads-up information display highlighting one creature or object within long range per round. Laid over the creature or object, text callouts provide a bevy of information about the target, including level, the names of all objects carried, special abilities or organs of a creature, special functions of an object, and so on. Using a scanning visualizer on an artifact reveals how that artifact can be used without requiring an Intellect task to figure it out. The user also knows the weakness, if any, of any creature observed through the cypher.

WATER FORM

Level: 1d6 + 1

Earth: Pill

Ardeyn: Elixir

Ruk: Clear fluid in tube

Effect: User is transformed into animate water for one hour. She can roughly shape herself into various forms, including a semblance of her normal form, but she can also take the form of a pool, a fountain, and so on. The user is immune to normal attacks but likewise has a hard time affecting her environment: the difficulty of manipulating items, making normal attacks with weapons, and other tasks requiring a physical form is increased by two steps. On the other hand, she has an asset on making smothering or drowning attacks.



A daylong vanisher is a more potent version of the base vanisher cypher.

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If a vigor transition or similar cypher is used in a Substandard Physics recursion, there are reports that the increase to the Might Pool is permanent, though with an attendant risk of "physical collapse," whatever that means.

WATER TRANSFORMATION

Level: 1d6 + 2

Earth: Injection

Ardeyn: Potion

Ruk: Yellow gas in clear ampule

Effect: User and all her equipment are transformed into an equal volume of clear, waterlike fluid for a predetermined time, but no longer than seventy-two hours. While in her watery state, the user has no awareness of her surroundings or the passage of time. Even if the water making up the user is boiled, consumed, dispersed, drained away, or entered into the climate water cycle, at the end of the predetermined period, molecules of the water are drawn together again and transformed back into the user.

WEAPON ENHANCER (DISARMING)

Level: 1d6 + 2

Earth: Electronic module

Ardeyn: Transferable rune

Ruk: Adhesive patch

Effect: When attached to a melee weapon, for twenty-four hours the modified weapon becomes the perfect tool for disarming foes who attack the wielder. If the wielder is attacked by a foe using a melee weapon, after that attack is resolved (whether it's a hit or miss), the wielder disarms the foe and can decide where the loose weapon lands after being struck from the foe's hand, up to a short distance away.

WEAPON ENHANCER (IMPAIRING)

Level: 1d6 + 2

Earth: Electronic module

Ardeyn: Transferable rune

Ruk: Adhesive patch

Effect: When attached to a melee weapon, for twenty-four hours the weapon gains the ability to impair the actions of victims. Instead of dealing damage on a successful hit, the user can instead choose to impair the target for one minute so that the difficulty of all its tasks is modified by one step to its detriment.

WEAPON ENHANCER (LIMB BREAKING)

Level: 1d6 + 2

Earth: Electronic module

Ardeyn: Transferable rune

Ruk: Adhesive patch

Effect: When attached to a melee weapon, for twenty-four hours the weapon gains the ability to break the limbs of victims. Instead of dealing damage on a successful hit, the user can instead choose to break the victim's arm or leg. A broken arm becomes useless and may render the victim unable to take certain actions; two broken arms may render the victim unable to make attacks. One or more broken legs renders the victim unable to move without assistance.

WEAPON ENHANCER (RETURNING)

Level: 1d6 + 2

Earth: Electronic module

Ardeyn: Transferable rune

Ruk: Adhesive patch

Effect: When attached to a melee weapon, for twenty-four hours the weapon can be thrown as a ranged weapon at any target within long range. The user makes the attack as if using the weapon normally. Hit or miss, the weapon returns to the wielder's hand afterward.



WEAPON ENHANCER (SLAYING)

Level: 1d6 + 2

Earth: Electronic module

Ardeyn: Transferable rune

Ruk: Adhesive patch

Effect: When attached to a melee weapon, for twenty-four hours the weapon inflicts 2 additional points of damage. In addition, if a foe is struck in combat, the wielder can choose to spend 1 or more XP. For each point of XP spent, the attack inflicts 10 additional points of damage.

WEAPON ENHANCER (STUNNING)

Level: 1d6 + 2

Earth: Electronic module

Ardeyn: Transferable rune

Ruk: Adhesive patch

Effect: When attached to a melee weapon, for twenty-four hours the weapon gains the ability to stun victims. Instead of dealing damage on a successful hit, the user can instead choose to stun the target so that it loses its next turn.

WEAPON ENHANCER (TERRIFYING)

Level: 1d6 + 2

Earth: Electronic module

Ardeyn: Transferable rune

Ruk: Adhesive patch

Effect: When attached to a melee weapon, for twenty-four hours the weapon becomes a terrifying symbol of death. Instead of dealing damage on a successful hit, the user can instead choose to afflict the target with overwhelming fear, which leaves the target paralyzed for two rounds or sends it fleeing for the same period.

WEAPONIZER

Level: 1d6 + 4

Earth: Handheld device

Ardeyn: Staff

Ruk: Extra limb, self-installing

Effect: To use this cypher, the user must also supply a light or medium weapon. The weapon becomes fused into her body, granting her training with the weapon (even if she is not normally trained in other weapons of the same type). The weapon is concealed until she wishes to use it. The weapon remains fused for twenty-four hours.

WEAPONNAUT

Level: 1d6 + 1

Earth: Gun-shaped fob

Ardeyn: Wand-shaped figurine

Ruk: Gun-shaped spider

Effect: For one minute, the user can wield two weapons at the same time, making two separate attacks on her turn as a single action. She remains limited by the amount of Effort she can apply on one action, and because she makes separate attacks, her opponent's Armor applies to both. Anything that modifies her attack or damage applies to both attacks, unless it's specifically tied to one of the weapons. The user can wield small, medium, or large weapons while this cypher's effect is active, including artifacts, wands, and ranged weapons. The only restriction is on weapons that require two hands to operate, such as bows.

WEATHER ORACLE

Level: 1d6 + 2

Earth: Smartphone app

Ardeyn: Crystal orb

Ruk: Spider that speaks

Effect: Accurately details the weather for the next seventy-two hours for a given region. This is not a prediction, but an accurate portrayal of approaching weather conditions.

WEATHERMAKER

Level: 1d6 + 2

Earth: Smartphone app

Ardeyn: Crystal orb

Ruk: Spider that speaks

Effect: Changes weather patterns within the next seventy-two hours for a given region, allowing the user to turn sunny days rainy, break a heat wave (or cause one), and disperse or call a storm. The weather alterations cannot be impossible or even extreme for a region, but if an area is known for dramatic thunderstorms, this cypher can call one. Weather alterations take about an hour to come to full effect.

WILDWALKER

Level: 1d6 + 1

Earth: Injection

Ardeyn: Thorn

Ruk: Green fluid in tube

Effect: For one hour, natural animals and plants will not harm the user or those the user designates.



WILDWHISPERER

Level: 1d6 + 1

Earth: Injection

Ardeyn: Green, leaf-shaped amulet

Ruk: Green fluid in tube

Effect: For one minute, natural animals, plants, and even the terrain (if in a wilderness area) attack foes within short range of the user. Attacks are minor and include being tripped by rocks, tangled in vines, bitten by insects, and so on. These attacks increase the difficulty of the foe's tasks by one step.

WIND AURA

Level: 1d6 + 1

Earth: Belt

Ardeyn: Cirlet

Ruk: Feathery antennae graft

Effect: Surrounds the user with an aura of swirling wind, giving him +10 to Armor that works only against ranged attacks of a physical nature for ten minutes.

In addition, the wind aura attacks all targets within immediate range each round while the effect lasts, inflicting damage equal to the cypher level and knocking the target down and out of immediate range.

WINDTAMER

Level: 1d6

Earth: Barometer

Ardeyn: Rune

Ruk: Crystal

Effect: User can control the wind direction and speed within short range for three rounds. She can cause the wind to cease or increase it to a maximum speed of 72 mph (116 kph), which is enough to knock creatures over and deal damage equal to the cypher level, move a vehicle off the road, strip the siding off a house, or lift the user into the air. She can choose whether to remain immune to her changes to wind velocity or be affected by them.

ZERO GRAVITY

Level: 1d6

Earth: Black pill

Ardeyn: Black elixir

Ruk: Black adhesive patch

Effect: For twenty-four hours, the user is treated as if in a zero-gravity environment, regardless of the actual gravity environment.

A zero gravity cypher allows a user to ignore the effects of special abilities that manipulate gravity, the crushing gravity of a supermassive planet or a black hole, and even normal Earth gravity. This latter effect means a user could literally jump off the face of the earth, either purposefully or accidentally.

CHAPTER 3

ARTIFACTS REMIXED

“I have not heard from you for some time, dearest. I trust that the relic I had transferred to our collection arrived safely? I confess, I am having second thoughts about bringing the demonic rune blade into our archives, even with all the safeguards we instituted.”

~Sir Raymond Creswicke, in a letter to his paramour Irene located in the constructed recursion of Paradiso

The tables in this chapter provide alternate ways to randomly select artifacts, in addition to the general tables in chapter 1. This chapter includes tables that break the artifacts down into weapons, guns and beam weapons, swords and other melee weapons, magic implements (ranged weapons), and armor. In addition, it includes tables that categorize the artifact by the law they operate under (any law, Exotic, Mad Science, Magic, Psionics, and Standard Physics). Items in these tables marked with an asterisk are from *The Strange* corebook.



WEAPONS

1	Ankh of death	35	Foam restraint rifle	67	Retractable laser claws
2	Armor-piercing machine gun	36–37	Freeze ray	68–69	Rocket-propelled grenade
3	Axe of the Dwarvish Fathers	38	Gas gun	70	Rod of blasting
4	Beam projector	39	Gravity gun	71	Rune staff (Ashur)*
5–6	Blade of warding	40	Gravity maul*	72	Rune weapon of blood*
7	Blaster	41	Guardian weapon	73	Rune weapon of striking*
8	Blister glove	42	Gungnir, spear of Odin	74–75	Serpent pistol
9	Burner	43	Kusanagi	76	Shamshir twinblade*
10	Carbonizer	44	Machine plasma gun	77	Soul weapon*
11–12	Carnwennan	45	Medusa rifle	78	Spear of Longinus
13	Confusion ray	46–47	Microwave gun	79	Spectacles of slaying
14–15	Crying gnat	48	Mind blade	80–81	Spirit revolver
16–17	Death ray	49	Mind blade (conscious)	82	Spiritslaying weapon*
18	Death's scythe	50	Mind blade (mind feeding)	83	Staff of Ra
19	Defabiricon 2	51	Mind blade (psychic bane)	84	Staff of spell mastery
20	Demoleculizer	52	Mindcrusher	85	Strange sword
21	Demonic rune blade	53	Mjöltnir, hammer of Thor	86–87	Strangelance*
22	Disintegration beamer	54	Negation rifle	88	Suggestion ray
23	Electric katana	55–56	Plasma crossbow	89	Time-slicing dagger
24–25	Elvish knife	57	Plutonian iron knife	90	Vibro saber
26	Elvish long sword	58	Power glove	91	Vorpal sword*
27	Elvish short sword	59	Prion gun	92	Wand of blasting
28	Empathic psychotron	60	Protohibitor	93–95	Wand of delirium (madwand)
29	Excalibur	61	Psychic whip	96	Wand of spider's webbing
30–31	Faterazor	62–63	Railgun	97–98	Wand of vampire slaying
32	Flamethrower (antipersonnel)	64	Reality-tearing knife	99	Z-com
33	Flashlight laser	65	Replication rifle	00	Zero pistol
34	Flintlock of certainty	66	Retractable claws		

GUNS AND BEAM WEAPONS

1-3	Armor-piercing machine gun	42-44	Empathic psychotron	78-80	Prion gun
4-6	Beam projector	45-47	Flamethrower (antipersonnel)	81-82	Prothibitor
7-10	Blaster	48-50	Flashlight laser	83-84	Railgun
11-13	Blaster goggles	51-53	Flintlock of certainty	85-86	Replication rifle
14-16	Blister glove	54-56	Foam restraint rifle	87-89	Rocket-propelled grenade
17-19	Burner	57-59	Freeze ray	90-91	Serpent pistol
20-22	Carbonizer	60-62	Gas gun	92-93	Spirit revolver
23-25	Confusion ray	63-64	Gravity gun	94-95	Suggestion ray
26-28	Crying gnat	65-67	Machine plasma gun	96	Terahertz cannon
29-32	Death ray	68-69	Medusa rifle	97-98	Z-com
33-35	Defabricon 2	70-72	Microwave gun	99-00	Zero pistol
36-38	Demoleculizer	73-75	Negation rifle		
39-41	Disintegration beamer	76-77	Plasma crossbow		

SWORDS AND OTHER MELEE WEAPONS

1-4	Ankh of death	35	Faterazor	66-69	Power glove
5-8	Axe of the Dwarvish Fathers	36-39	Guardian weapon	70-73	Psychic whip
9-12	Blade of warding	40	Gungnir, spear of Odin	74-77	Reality-tearing knife
13-14	Carnwennan	41-42	Kusanagi	78-82	Retractable claws
15-16	Death's scythe	43-46	Mind blade	83-86	Retractable laser claws
17	Demonic rune blade	47-50	Mind blade (conscious)	87-90	Retractable venomous head spikes
18-21	Electric katana	51-54	Mind blade (mind feeding)	91	Spear of Longinus
22-25	Elvish knife	55-58	Mind blade (psychic bane)	92-94	Strange sword
26-29	Elvish long sword	59-60	Mindcrusher	95-97	Time-slicing dagger
30-33	Elvish short sword	61	Mjöltnir, hammer of Thor	98-00	Vibro saber
34	Excalibur	62-65	Plutonian iron knife		

MAGIC IMPLEMENTS (RANGED WEAPONS)

1	Magic wand
2	Rod of blasting
3	Spectacles of slaying
4	Staff of Ra
5	Staff of spell mastery
6	Wand of binding
7	Wand of blasting
8	Wand of delirium (madwand)
9	Wand of spider's webbing
10	Wand of vampire slaying

Artifacts that operate in Exotic recursions often make great items for characters to discover in a horror-themed adventure.

ARMOR

1-7	Aegis
8-14	Ascended armor plating
15-21	Force armor
22-28	Green armor
29-35	Gun armor
36-43	Helm of Hades
44-50	Impact cloak
51-60	Impact cloak (reflective)
61-67	Impact cloak (stealth)
68-74	Kavacha, armor of Karna
75-80	Metalodermis graft
81-87	Mind armor
88-93	Mind armor (conscious)
94-00	Shadow cloak*



ARTIFACTS THAT OPERATE UNDER THE EXOTIC LAW

1-25	Blister glove
26-50	Mask of happiness
51-75	Mirror of fading beauty
76-00	Reality-tearing knife

ARTIFACTS THAT OPERATE UNDER ANY LAW

1-3	Boots of the Strange	34-36	Estate surveillance van Model 7	67-69	Naturalizer
4-6	Communicator	37-39	Fractal wing*	70-72	Picture of Dorian Gray
7-9	Cypher chest	40-42	Fundament tunneler*	73-75	Planetovore skin*
10-12	Cypher siphon (boost)	43-45	Gate map	76-77	Power rod
13-15	Cypher siphon (detonation)	46-48	Gate ring*	78-81	Recursion anomaly bell
16-18	Cypher siphon (healing)	49-51	Genius proximator	82-85	Requisition arch
19-21	Cypher siphon (ray emitting)	52-54	Interface disc*	86-89	Spark damper
22-24	Cypher siphon (shielding)	55-57	Interface gauntlets*	90-93	Strange harness
25-27	Equalization field generator	58-60	Minor network terminal*	94-96	Strange sword
28-30	Equilibrium infuser*	61-63	Moriarty's cane	97-99	Translation anchor
31-33	Estate badge (enhanced)	64-66	Moriarty's pistol	00	Translation staff



ARTIFACTS THAT OPERATE UNDER THE LAW OF MAD SCIENCE

First roll a d6 to determine which Mad Science table to roll on.

- 1–3 Mad Science Artifacts 1
- 4–6 Mad Science Artifacts 2

Artifacts that operate under the law of Mad Science usually make great items for characters to discover in a science fiction-themed adventure.

MAD SCIENCE ARTIFACTS 1

1–2	Antigrav boots	35–36	Dimensional modulator	72–73	Graft (light eating)
3	Artificial blood	37	Disintegration beamer	74–75	Graft (skill specialization)
4	Ascended armor plating	38–39	Duplicator	76–77	Graft (skill training)
5	Battle armor*	40–41	Ecstasy node	78–79	Graft (slow-twitch muscle)
6–7	Beam projector	42–43	Enigmolith*	80–81	Graft (synthesis gland)
8–9	Biosplice companion*	44–45	Exoskeleton (gravity assistance)	82–83	Graft (tentacle)
10–11	Blaster	46–47	Exoskeleton (melee)	84–85	Gravity gun
12–13	Blaster goggles	48–49	Exoskeleton (turret)	86	Gravity maul*
14–15	Burner	50–51	Flashlight laser	87	Guardian weapon
16–17	Carbonizer	52–53	Foam restraint rifle	88	Gun armor
18–19	Cellular prod	54–55	Force armor	89–91	Gunbot (mark one)
20–21	Cellular sampler	56–57	Freeze ray	92–94	Gunbot (mark two)
22–23	Communion platter*	58–59	Friction modulator	95	Gunbot (mark three)
24–25	Confusion ray	60–61	Gas gun	96–97	Human helper
26–27	Crying gnat	62–63	Ghost instance	98	Human suit
28–29	Cybernetic hand	64–65	Graft (All Song implant)	99	Impact cloak
30	Death ray	66–67	Graft (cypher pocket)	00	Impact cloak (reflective)
31–32	Defabricon 2	68–69	Graft (fast-twitch muscle)		
33–34	Demoleculizer	70–71	Graft (gravitic assist)		

MAD SCIENCE ARTIFACTS 2

1	Impact cloak (stealth)	37	Power glove	74–75	Sleep band
2–3	Inapposite case	38–39	Prang suitcase	76	Sonic harmonizer
4–5	Learning torc	40–41	Prion gun	77	Sonic toolgrip
6–7	Lock seal	42–43	Prism of the eighth ray*	78–79	Space suit
8–9	Machine plasma gun	44–45	Probe bot	80–81	Stasis ring
10–11	Memory eraser	46–47	Protocol bot	82–83	Suggestion ray
12–13	Memory spike (focus)	48–49	Prohibitor	84–85	Tattoo graft
14–15	Memory spike (knowledge)	50–51	Psychic inverter	86	Tendrils graft*
16–17	Metabolism bud*	52–53	Railgun	87	Terahertz cannon
18–19	Metalodermis graft	54–55	Recursion pod*	88–89	Transfer discs
20–23	Microwave gun	56–58	Replication rifle	90–91	Venom trooper command helm*
24–25	Monocle of doom	59–61	Retractable claws	92–93	Vibro saber
26–27	Morphic integrator	62–63	Retractable laser claws	94	War walker
28–29	Mutation mask	64–65	Retractable venomous head spikes	95	Water wand
30–31	Nanobot pill	66–67	Robodoc	96–97	Weapon graft*
32–33	Pheromone banner*	68–69	Robodoc (longevity)	98	Windrider*
34	Plasma crossbow	70–71	Shrink ray	99	Z-com
35–36	Power bracers	72–73	Skill bud*	00	Zero pistol



ARTIFACTS THAT OPERATE UNDER THE LAW OF MAGIC

First roll a d6 to determine which Magic table to roll on.

- 1–3 Magic Artifacts 1
- 4–6 Magic Artifacts 2

Artifacts that operate under the law of Magic are perfect for fantasy adventures or adventures where characters meet mythological beings.

MAGIC ARTIFACTS 1

1	Aegis	33	Dragon horn	67	Hammer of wishes
2	Aladdin's lamp	34	Dragon's eye*	68	Hand of glory
3	Ankh of death	35–36	Dragon's teeth	69	Helm of Hades
4–5	Ankh of life	37	Dragontongue weapon*	70	Hlidskjalf, seat of Odin
6–7	Ascended armor plating	38	Draupnir, ring of Odin	71	Holy Grail
8	Axe of the Dwarvish Fathers	39–40	Eaglestone	72–74	Jack-o'-lantern
9–10	Belt of divine strength	41	Elvish knife	75	Jade dragon
11	Blade of warding	42	Elvish long sword	76	Kavacha, armor of Karna
12	Capricious hookah	43	Elvish short sword	77	Knot of Isis
13	Carnwennan	44–45	Excalibur	78	Kusanagi
14–15	Chaos skiff*	46	Eyeglasses of memory	79–80	Learning torc
16	Chest of worms	47	Falcon cloak	81	Lich eye
17	Cloak of elfkind	48	Faterazor	82	Lich hand
18	Cloak of innocence	49–50	Flintlock of certainty	83	Luck stone
19–20	Cloak of wisdom	51	Flute of the elder spirit	84–88	Magic wand
21	Coil of endless rope	52–53	Flying carpet	89	Marvelous powder of life*
22	Coinbringer	54–55	Foldable keep	90	Mask of dream
23	Cosmetic case of beauty	56	Game of Screams	91	Mask of Oceanus*
24–25	Crown of immortality	57	Gem of dreams	92–93	Medusa rifle
26	Crown of the king	58	Gjallarhorn, horn of summoning	94–95	Midas's touch
27	Crown of terror	59–60	Glass from Leng*	96	Mjöltnir, hammer of Thor
28	Death's scythe	61	Gleipnir, chain of binding	97–99	Monitor's monocle*
29–30	Demon powder	62–63	Green armor	00	Necroham radio
31	Demonic rune blade	64–65	Guardian weapon		
32	Dr. Nikidik's celebrated wishing pills*	66	Gungnir, spear of Odin		

MAGIC ARTIFACTS 2

1	Necronomicon*	34–35	Shadow cloak*	65–66	Talaria
2	Necronomicon (Latin edition)	36	Shamshir twinblade*	67	Tesla goggles
3	Omni arm*	37	Siege Perilous	68	Time-slicing dagger
4–5	Orb of far sight	38	Skatert-Samobranka	69	Trickster's charm
6	Personal wardstone	39–40	Sonic harmonizer	70	Veil of judgment
7	Phial of elflight	41	Soul sheath*	71	Violin of Erich Zann
8	Phylactery	42	Soul weapon*	72	Vorpal sword*
9–10	Plutonian iron knife	43	Spear of Longinus	73	Wand of binding
11	Prakotic Manuscripts	44–45	Spectacles of slaying	74	Wand of blasting
12	Potion of invincibility	46	Spellbook of the Amber Mage*	75	Wand of delirium (madwand)
13	Red coat	47	Spellbook of the dragon's maw	76–80	Wand of spider's webbing
14–15	Ring of dragon's flight*	48	Spellbook of Dreadimos	81	Wand of vampire slaying
16	Ring of fall flourishing		Felthane*	82	Ward tape
17	Ring of Cyges	49	Spellbook of elemental summoning	83	Water of Urd
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31	Seal of Solomon	63	Strangelance*	00	Yobuko mask (protective)
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33	Seven demon bag				

ARTIFACTS THAT OPERATE UNDER THE LAW OF PSIONICS

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6-10	Empathic psychotron
11-15	Goggles of mind control
16-20	Goggles of mind leeching
21-25	Guardian sphere (defensive)
26-30	Guardian sphere (offensive)
31-35	Intellect cache
36-40	Mind armor
41-45	Mind armor (conscious)
46-51	Mind blade
52-58	Mind blade (conscious)
59-60	Mind blade (mind feeding)
61-66	Mind blade (psychic bane)
67-72	Mindcrusher
73-78	Mirror of mental swapping
79-84	Psychic cirlet
85-90	Psychic skin
91-95	Psychic whip
96-00	Weapon of splendor*

ARTIFACTS THAT OPERATE UNDER THE LAW OF STANDARD PHYSICS

1-8	Armor-piercing machine gun
9-16	Electric katana
17-24	Flamethrower (antipersonnel)
25-32	Gecko jumpsuit
33-40	Grip glove
41-48	Inapposite harness*
49-56	Microdrone
57-64	Negation rifle
65-72	Perpetual motion engine*
73-80	Rocket-propelled grenade
81-88	Terahertz scanner
89-00	World key*

Artifacts that operate under the law of Standard Physics are perfect for modern-day spy-themed adventures.



CHAPTER 4

PERSONAL RECURSIONS

Having a place to call your own is a dream many people share. How much more exciting would it be if you could claim a personal pocket dimension all to yourself, a place that exists outside the world of normal matter, hidden away as a limited recursion in the Strange? Sounds pretty great, right? Well, now you can.

To be fair, player characters already possess the means to create recursions, which is described in *The Strange* corebook as a genesis quest. The thing about a genesis quest is that, as is advertised by the presence of the word “quest,” it’s not an easy process to undertake. Characters must find a reality seed before anything else. Even if such an elusive item can be tracked down, next they must locate a nexus—a special location in the Strange itself—and undertake something not unlike a ritual. Usually, participation by multiple characters proves the easiest route to success, and when all is said and done, the created recursion doesn’t belong to any one particular character.

On the other hand, a recursion created using a genesis quest can be continually tended and grown, and with maintenance it could become a major limited world within the Strange. Personal recursions never become so grand, at least in the normal course of maturation. In addition, a character could conceivably create many recursions via genesis quests, but only ever have one personal recursion. But personal recursions offer several advantages, including relative ease of creation and the conferral of certain abilities and opportunities for a character who spends time there.

CREATING A PERSONAL RECURSION

Creating a personal recursion, for a quickened player character, requires only that the PC have some time, a spare cypher, and 2 experience points (XP) to donate to the cause. (And, of course, the knowledge that such a feat is even possible.)

DISCOVERY OF PERSONAL RECURSIONS

The quickened have been traveling limited alternate worlds for a long time, though the Implausible Geographical Society of historical Earth and the Quiet Cabal of Ruk long held the policy of experimenting with recursions and the theory underlying the Strange as little as possible, lest unhappy surprises result. Now that the Estate and the Office of Strategic Recursion on Earth are aware of the Strange, they’ve decided that ignorance of its secrets is more dangerous than researching them. Bringing a data-driven, science-oriented mindset to the issues continually yields new and interesting results. The most recent and perhaps most exciting of those findings is the discovery of the method for creating a personal recursion.

If all these ingredients are in hand, the character simply initiates a translation trance, as if attempting to translate to a known recursion. During the trance, she expends the spare cypher and spends the 2 XP. When the trance ends, she makes a difficulty 5 Intellect-based roll.

If the character succeeds, she has created a personal pocket dimension and gains the benefits described below. If she fails, she must roll on the Translation Failure table in *The Strange* corebook and then translate away to an extant recursion (or face whatever other consequences the table generates). The only silver lining of a failure is that the 2 XP and spare cypher are not used up in the attempt.

A character may have only one personal recursion. If she wants to start fresh, the old personal recursion dissolves away.

S Genesis quest, page 138

When creating a personal recursion via a translation trance, the initiator can allow friends to help her hasten the translation, or she can gain help as described under the helping rules in the corebook.

S Translation Failure table, page 128
Helping, page 118



Alternative Method: If a character lacks the required ingredients, she can simply find one of the various personal pocket dimension cyphers, any of which can create a personal recursion. The personal pocket dimension cyphers that upgrade extant recursions always default to creating a recursion if a PC doesn't already have one. If the character already has a personal recursion, the cypher grants it an additional feature particular to that cypher.

PERSONAL RECURSION ATTRIBUTES

A character's newly created personal recursion has the attributes described below. Note that these are just the starting attributes of the new recursion; the character can modify and adjust her recursion later as described under Improving Your Personal Recursion.

Pocket Dimension: A pocket dimension is essentially a single open space about as big as a large office or a tiny forest clearing. Unlike a pocket dimension created by a genesis quest, which normally only hints at terrain, architecture, flora and fauna, and so on, a

personal recursion has an actual realized—though limited—theme.

Level: 1.

Theme: The character can choose a limited theme, which can include furniture, decorations, flora (and minor, mundane fauna), and possibly even a level 1 creature without the spark to play the part of a butler, confidant, or another role that the player and the GM work out.

Alternatively, roll on the Random Personal Themes table on the next page to generate a theme for a personal recursion randomly.

After a personal recursion is created, the character has options for updating the theme, foci, skills, and so on, as described under Improving Your Personal Recursion.

Law: Standard Physics. However, if the character spends 4 XP instead of 2 XP when creating the personal recursion, she can choose any law or upgrade to a new law later. A character who rolls randomly for the theme might end up with a nonstandard law without having to pay the extra 2 XP.

Personal pocket dimension cyphers, page 120



Draggable foci, page 52



Recursion traits, page 141



Curative, page 315

Playable Races: As the connected prime world or recursion, or as befits the chosen theme.

Foci: Draggable only.

Skills: None initially.

Connection to Strange: None, unless the character explicitly desires one in the form of an immobile door, hatch, archway, mirror, or surface of a small pool.

Connection to Earth or Recursion: Initially, an inapposite gate in the form of an immobile door, hatch, archway, mirror, or surface of a small pool.

Size: Initially, up to 225 square feet (21 square m).

Spark: 0%

Trait: The recursion has a trait chosen from those noted in the corebook (especially if the character used a personal pocket dimension cypher to create the recursion). Alternatively, the trait could be inspired by the spare cypher expended during the creation process, which requires the player and GM to work together on the effect provided.

For example, if a character expended a curative cypher, the personal recursion might grant her the same number of points to her Might Pool the first time she visits the recursion in any given twenty-four hour period.

RANDOM PERSONAL THEMES

Roll a d100 to determine the theme of the new personal recursion. Some themes provide a convincing illusion that they are bigger than a regular pocket dimension.

1–2	Smoky bar with an attentive barman. (Standard Physics)	9–10	Constant masquerade party as if in an Earth ballroom of the 1920s. (Standard Physics)
3–4	Edible walls taste like the character's favorite ice cream, though it's always a bit chilly in the recursion. (Exotic)	11–12	Crystal tower chamber overlooking a glowing city. (Psionics)
5–6	Wonderland-themed; events from the story appear as if animated on the interior walls of the recursion. Sometimes voices are audible. (Magic)	13–14	Recursion appears as the bridge of a starship from a popular science fiction TV show or movie. (Mad Science)
7–8	Haunted-house themed. Sometimes ghosts are visible on the stairs. (Magic)	15–16	Owner appears as a giant who uses medieval castle walls as a place to sit, for storage, and sometimes for entertainment. (Exotic)
		17–18	Gym filled with exercise equipment and raucous dance music. (Standard Physics)
		19–20	Five-star hotel room. (Standard Physics)
		21–22	Library; its books shift and change and are as hard to read as tomes found in a dream. (Standard Physics)
		23–24	NASA mission control-themed. Sometimes, messages from space missions are audible. (Standard Physics)
		25–26	Submarine-themed with an attentive first mate. (Standard Physics)
		27–28	Classical maze with the question of whether a scary minotaur lives somewhere deep within. (Magic)
		29–30	Bonfire under the stars with what seem to be mastodons and other Pliocene creatures in the far distance. (Substandard Physics)
		31–32	Genetics research lab with attentive lab assistant. (Standard Physics)
		33–34	Modern space station with cupola view of Earth below; zero-gravity conditions apply. (Standard Physics)
		35–36	Subterranean stone chamber with dungeonlike corridors leading into darkness, with a central pool that sometimes forms strange images. (Magic)
		37–38	Lounge in a dance hall with a changing array of performers, who appear and disappear according to their own schedule. (Magic)
		39–40	Owner appears as tiny as an ant within an ant colony (the ants defer to her but do not serve her). (Exotic)
		41–42	Sci-fi armory replete with all manner of beam and particle weapons (small, medium, and heavy ranged weapons). (Mad Science)




43–44	Fantasy armory replete with all manner of melee weapons (small, medium, and heavy swords, axes, polearms, and so on). (Magic)	75–76	Royal court with comfortable throne and an attentive counselor who is trained in tasks related to statecraft, strategy, and tactics. (Standard Physics)
45–46	Wide rug flying over an endless desert landscape by night. (Magic)	77–78	Wizard academy study chamber. Sometimes a wizard teacher appears (specialized in tasks related to magic knowledge and spells). (Magic)
47–48	Mad scientist's lab like that of Frankenstein, complete with an attentive Igor. (Standard Physics)	79–80	Inside a cage as if in a zoo; outside, wild animals in clothes growl and bark as they observe the primate in its natural habitat (a home office). (Exotic)
49–50	Wizard's private study, complete with an attentive winged humanoid familiar. (Magic)	81–82	The color blue into apparent infinity; the user manifests as the scent of winter. (Exotic)
51–52	Doctor's office with attentive physician who is trained in healing tasks. (Standard Physics)	83–84	Blessed sanctum centered around a glowing statue of a divine being. Sometimes it offers guidance. (Magic)
53–54	Professor's office with attentive teaching assistant who is trained in one knowledge task. (Standard Physics)	85–86	Lone beach house set on a gloriously white beach; tasty drinks are served once per day at sunset. (Standard Physics)
55–56	Owner appears as small as a rabbit in a burrow (the rabbits defer to her but do not serve her). (Exotic)	87–88	Flatland-like analog; a space that exists only in two dimensions. (Exotic)
57–58	Platform strapped to the back of a huge brontosaurus trundling through Jurassic-period flora. (Standard Physics)	89–90	Treasure hoard of a red dragon, with piles of gold, jewels, and mythic artifacts everywhere. Taking them out of the recursion risks the ire of the unseen (but not unheard) dragon. (Magic)
59–60	Rolling, thumping interior as if inside a traveling lounge car on a passenger train. (Standard Physics)	91–92	In the luxurious first-class cabin of an international flight winging across an endless sea; warm towels and service every hour. (Standard Physics)
61–62	Wax museum featuring famous and semifamous Earth personalities, mostly historical. Sometimes, the figures move. (Magic)	93–94	Rockwellian American home from the 1940s replete with nostalgia and a turkey feast once per day. (Standard Physics)
63–64	Religious chapel with attentive spiritual guide who is trained in one palliative task. (Standard Physics)	95–96	Superhero secret lair, with a few spare costumes sized to fit the user. (Mad Science)
65–66	Mountain chalet, complete with hearty breakfast served once per day. (Standard Physics)	97–98	Art gallery hung with all manner of famous art (recursion replicas). (Standard Physics)
67–68	Opera stage with a varying backdrop for famous operas. Includes a dressing room with a plethora of costumes. Sometimes music echoes up from the orchestra pit. (Standard Physics)	99–00	Science fiction and fantasy bookshop filled with used titles and an affectionate shop cat. (Standard Physics)
69–70	Deluxe coffee shop serving drinks and snacks once a day. (Standard Physics)		
71–72	Magic shop replete with props, magician's kits, and books on legerdemain. (Standard Physics)		
73–74	Monastery dojo with serene decorations and a place to meditate or practice. Sometimes a sensei (specialized in unarmed combat) is present to teach. (Psionics)		

IMPROVING YOUR PERSONAL RECURSION

The owner of a personal recursion can use personal pocket dimension cyphers (if she can find any) to improve her recursion. In addition, if she has XP to spend, she can use it to upgrade her recursion at a rate of up to 2 XP per day, so some upgrades may require more than twenty-four hours to complete. The upgrades a character can make to her recursion are as follows.

Additional Gate (4 XP): Create a second inapposite gate within the personal recursion. The second gate can lead either to an alternate location in the host recursion (or on Earth) or to a different recursion altogether. To make the connection, the owner must first translate to the new destination and choose where to place the endpoint of the inapposite gate.

 Portal sphere, page 135



Gate Upgrade (4 XP): One inapposite gate mouth outside the personal recursion becomes mobile and flexible, allowing the owner to put the gate on the interior of a suitcase, a big cloak, or even in liquid that can be poured out of a jug to form the gate mouth.

Size Upgrade (2 XP): Add another 225 square feet (21 square m) to the recursion. This also allows the owner to add up to two discrete spaces (like extra rooms).

Law Update (2 XP): Change the law to a different law. This could presumably have a positive or negative effect on the theme; the player should work with the GM to determine an outcome they both like.

Theme Update (2 XP): Change the theme to whatever the owner desires, or choose one randomly from the list. This replaces the previous theme, but any objects or creatures the owner has brought in from another recursion remain.

Level Improvement (4 XP): The level of the recursion improves by 1. The level can never exceed the owner's tier (or level, if an NPC) by more than 1.

Recovery Translation (4 XP): Instead of gaining the standard benefits of a recovery roll, the user can choose to be instantly pulled into her personal recursion as if through an inapposite gate.

Auto Translation (4 XP): The first time the character becomes debilitated in any twenty-four hour period, she is automatically pulled into her personal recursion (unless she chooses not to be recalled) as if she'd walked through an inapposite gate.

Dimension Ward (2 XP): An unauthorized creature attempting to translate into the personal recursion finds the difficulty of the translation attempt increased by four steps. An unauthorized creature who tries to enter the recursion through an external inapposite gate must succeed on a difficulty 5 Intellect-based task.

Empowerment (4 XP): The owner can specify a task that she is trained in and encode that into the recursion as an aura, in the person of an attendant already present, or in some other fashion. Thereafter, when she attempts that task within her personal recursion, she has an asset. The task can be as mundane as knitting to as specialized as casting a particular spell (if Magic is the operant law).

Keyed Gate Sphere (2 XP): The character creates six portal spheres keyed to her personal recursion and can distribute them as she wishes. The portal spheres create temporary inapposite gates when used.

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C = *The Strange* corebook
E = *Encyclopedia of Impossible Things*

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