



BELLICOSE SEEDLING

Potted plant. Seems to grow faster where blood has been spilt.



CHROMIUM CLAYMORE

Two-handed sword wielded by the Rustless. Reflects even the faintest light.



SAVAGE LYRE

Fell from the heavens along with its wielder. The notes it plays are tinged with righteous outrage.



FAITHLESS CUTLASS

Curved blade discovered in the captain's cabin of a sunken ship. Captain's whereabouts: Unknown.



CROSSBOW

Easy to reload. Brings down harpies and seagulls in a flash.



WAND OF THE MAD

The clouded crystal amplifies arcane power and rage.



HEALING POTION

Stitches up wounds faster than you can blink. Side effects include minor eyelid paralysis.



JUSTICAR'S HELM

Worn by those who enforced the Bishop's peace. Banishes evil spirits and doubts.



GOLDEN NECKLACE

Shining chain of surprising durability. The locket is sealed by an unknown mechanism.



IGNEOUS RUNE

The Sorcerer-Kings wrote the laws that govern magic itself. To do so, they needed a sturdy alphabet.



UNREFINED HEXIUM

Raw material of magicraft. Who knows what power sleeps within?



PENITENT CUIRASS

Offers absolute protection from without and ceaseless itching from within.



PRACTICE SWORD

Permits the practice of swordplay without risk, a curious notion in an age of wrath.



STRANGE SKELETON

The remains of a creature bizarrely adapted to move through water.



GAMEKEEPER'S KEYS

Open the gates to the Royal Gardens for those fool enough to trespass in the sanctuary of a Sorcerer-King.



PICKAXE

Breaks rocks. Just add muscle.



RUSTED SHACKLES

The Bishop never went back on a judgment, so why bother with locks and keys?



TORMENTED TOME

Repository of ancient spells and grievances. Its authors, unknown. Its readers, insane. Its power, irresistible.



BOOK OF LAWS AND FAITH

Lists the many, many methods by which one may sin against the Way of Sammoth. Study bestows unnatural vigor.



SLINGSHOT

Good for starting fights. Unsuitable for finishing them.



CHEATER'S DICE

These loaded dice only roll sevens. Use with caution, lest your head roll as well.



LEATHER POUCH

Made from the skin of an unknown animal. Holds a few trinkets.



STRANGE BULB

The Rustless found no bones when they violated the crypt of the Bishop. Only an abundance of these.



GRAVEDIGGER'S SHOVEL

Dirt and blood cling to this relic of a more sentimental age.