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# Canticle of the Profane

**Item type** Magical

**Rarity** The Canticle of the Profane is a unique item.

**Raw materials & Components** The Canticle of the Profane requires three unique magic items to be brought together:

**Consumption:** A greatsword with a blood red blade that is said to bleed an enemy dry with a single cut.

**Grasp of Death:** An amulet shaped like half a skull (the symbol of The Betrayer) which is said to allow its user control of undead beings.

**The Bleeding Heart:** A dark red gemstone that pulses like a heartbeat. It is said that the gem can make its bearer immortal.

## Mechanics & Inner Workings

The Canticle of the Profane is made up of three individual magic items brought together, though only two are public knowledge. Less than five individuals alive today know that there are Three Canticles.

## Significance

The Canticle of the Profane is believed to have been used by a Sovereign vampire to expand his power and ascend into an Exalted form. However, there is belief among vampires that a vampire who knows the proper rituals can harness the power of The Betrayer and create a Prime Blooded vampire under their control.

# Change

Change is a mild dwarven hallucinogenic that is used medically for extreme cases of madness. It takes the form of fine, glittery black powder, like crushed obsidian. Change can be applied to the gums, or nasally. For dwarves, change can give feelings of euphoria, help with sleep, and grant a deep sleeper good dreams. For other creatures, Change can give intense bouts of hallucinations which can range from pleasant dreams of flying to being crushed to death at the bottom of the ocean. In some cases, Change has resulted in the deaths of creatures who took too much or whose minds were not prepared for the effects. It is recommended by most governmental bodies that anyone who is not dwarven in heritage would do best to avoid Change if they can.

# The Tale of the Lover

**Type** Manuscript, Religious

**Medium** Paper

Among the Angels of Iron there are those who believe that before the world shattered there was a sixth deity among the heavens, and this is now known to be the truth. Not much is known about them with the exception of the manuscript enclosed within. The Deity known as The Lover is believed to still be alive, but secluded, even from the other gods. None know her location, and all attempts to make contact with her have been met with deafening silence. This silence has led some to believe that she has abandoned mortals entirely, or may have not even existed at all. ~~While it is not considered heretical to pray or speak of The Lover she has been given no shrines within the temples and no mention of her is ever made in any ceremony.~~ Within the Angels of Iron, speaking of the Lover is considered active heresy during the time of the resurgence. Outside of the Angels of Iron, small groups began quietly worshiping her and have come to have a not insignificant following in the years after the War for Stonehill.

# Tome of the Gods

On the third day of the eleventh month, eight forty-two, a group of adventurers known as The Shield of Basin, rulers of Fort Basin of Mirefield at the time, delved into the volcano on the largest island in The Silver Islands. They were of the understanding that the seams of our world, held together by magic, were falling apart. Within the mountain they discovered The Betrayed bound to protect the way through to the Tome of the Gods which was not a book or scroll, but the consciousness of The Mother herself.

# Thorn

**Item type** Weapon, Melee

**Rarity** Thorn is unique.

**Raw materials & Components** Thorn's blade is made of mourningsteel and its hilt and crossguard are made of gilded Bronze. The pommel is set with an opal, two diamonds adorn the tip of each quillon and a ruby is set on the center of the crossguard, on either side of the blade. Forged for a Rakshasa named Prakash, Thorn was originally a rapier that was broken in half when Prakesh was stopped during the assassination attempt of another fiend. As punishment for his crime his soul was ripped from his body and bound to the blade. The blade was then cast onto the material plane. Only a few years ago was the lower half of the blade found. The monks of the Order of the Silver Mind discovered it deep beneath the earth in the ruins of an ancient dwarven stronghold. It later vanished from their Vault in Stonehill and has since been lost to time.

# Vertim

**Type** Biomaterial

**Value** Vertim was offered to the public for free, though the technology it powers is not.

**Rarity** Vertim was relatively common, and easily obtainable though the Mother's Shepherds\_ keep tight records as to where each piece is.

**Common State** Solid

Since the death of the Mother on August 1st, 1051, all Vertim has become nothing more than inert plant matter.

## Material Characteristics

Since Vertim is the catch all name for the material created by the Mother's Shepherds from Trees of Sanctuary, the physical material can have widely varying physicality. Vertim can be various types of wood from different trees, it can be mushrooms, vines, even underwater plant life and coral. Pieces of Vertim are small. A fragment of Vertim the size of a gold coin is usually enough to power a small car for several years. Even when used in airships, Vertim pieces generally get no larger than one or two feet in length. The largest piece ever in use was four feet high and a foot thick and is one of the several pieces used to keep the power grid running in Kurleigh.

## Origin & Source

Vertim comes from a process of gently extracting pieces of Trees of Sanctuary so that they are kept alive by the magic within them. This is able to happen due to the flood of magic around the year 843 that covered the continent in quickly expanding vegetation.

## History & Usage

### Discovery

While exploring the Trees of Sanctuary the first Mother's Shepherds realized that there was some incredible potential to be gained from carefully and gently extracting pieces of the trees and tapping into their latent magic.

### Everyday use

Vertim is used as a power source for all of the new technology being created in Ovenica. Cars, Airships, Electricity, all of it is powered by Vertim.

# Hazards

Though incredibly stable under most circumstances, when exposed to significant sources of magic Vertim has been observed to grow out of control. In most cases so far, the source of magic must be of a magnitude seen only under very controlled circumstances in laboratory environments and the general public is advised not to be concerned.

# Reusability & Recycling

The magic of Vertim can fade over time. In most cases this is negligible but larger sources of energy, such as vehicles, can suck the magic out at significantly high enough speeds to warrant replacement. In most cases, if a power source ever begins to fade it is recommended to return it to a local representative of the Mother's Shepherds where you will be given a replacement and the faded Vertim will be taken away to be reconnected back to a tree, to eventually be reusable in 1 - 5 years depending on how heavily it was depleted and how large the piece was.

# Distribution

# Law & Regulation

Due to the potentials of Vertim, each piece handed out must be catalogued along with the name of the receiver. There is no cap on how much Vertim a person can own, but collecting a lot of Vertim quickly draws the attention of authorities.

# Obraca

**Item type** Musical Instrument

**Rarity** The Obraca is a traditional Elephant Selkie instrument that is only made from the horns of the first Bergo hunted each year. While many exist within the Selkie tribes, it is rare indeed to see one outside of them.

**Weight** 3-5lbs

**Dimensions** 3-5ft long, 6-12 inches at the bell, 2-4 inches at the mouthpiece.

**Base Price** 40gp

**Raw materials & Components** The Obraca is made from the horn of a Bergo as well as some added leather or other soft material to guard the musician's lip from the filed edge of the mouthpiece.

## Mechanics & Inner Workings

The Obraca is made from the horn of a Bergo which is hollow to begin with. The tip of the horn is shaved away until it makes a hole big enough to be used as a mouthpiece. Often the lip of the mouthpiece is polished and rimmed with a thin layer of leather to protect the musician's lips. No further damage is done to the horn, however due to the already complex inner workings of the horn a competent musician can produce around three octaves of music.

## Significance

The Obraca is considered by the Selkie to be a representation of their connection with the natural world. The haunting melodies produced by the Obraca are set to songs that tell stories of the animals of the land and sea.

# Cleanser Armour

**Item type** Armor

**Creation Date** 924 OGA

**Manufacturer** Angels of Iron

**Creator** Rune

**Owning Organization** Angels of Iron

## **Rarity**

Cleanser Armour is made specially for each Cleanser and while there are many Cleansers, none would ever be seen very far from their armour. If a cleanser dies, they are buried with their helmet but their armour is repurposed for a new Cleanser.

**Weight** 500lbs

**Base Price** 4000 gold

Worn by the Cleansers of The Angels of Iron, this airtight suit of layered plates and leather protects each Cleanser from the elements as well as from damage while engaging with the Angel's enemies on its front lines. Cleanser Armour requires nearly a year of rigorous training in order for its user to become comfortable enough to move properly while wearing it.

## Mechanics & Inner Workings

Though it's not obvious from the outside, each set of Cleanser Armour is given power by a jet black gemstone set into the inside of the back piece, resting between the users shoulder blades when worn. The gemstones allow the user to move normally within the extremely heavy suit of armour.

## History

When the return of The Mother cause all living plant life to grow and expand across Ovenica, the Angels of Iron were thrown into a panic. To combat this 'threat', the Cleansers were created along with their tools. The Cleanser Armour is a relatively recent addition (made around the year 924) in order to better defend the Vanguard of The Seraph's forces.