



Legend is not a realm in which the otherworldly lends itself to neat categorisation of a magical plus here or a die roll there. Adventurers that delve the eldritch dens of fey-touched mystery and sorcerous abomination may gather unto themselves glistening baubles of arcane promise, oblivious to the dire price such trinkets reap upon their soul. Such marked men stand out in the intricately woven tapestries of fate – not as the great heroes they think such artefacts will help them to become, but as the tragic victims of the wry humour of the Otherworld.

Artefact: _____ Adventure: _____ Character: _____

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