



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.

This record tracks each esoteric treasure, the adventure on which it was found, the foolish character now in possession of it, and what dangers and powers are still unknown to the oblivious hero.

Artefact: _____ Adventure: _____ Character: _____

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