

### **The Hunter's Cloak**

Bonus: None

*This item takes up two magic item slots.*

A green cloak, well worn and beloved by the Hunter; it seems to have been lovingly sewed by someone. When the wearer pulls the cloak's hood over their face, they find themselves in the Fey Queen's private quarters. The user isn't dreaming, nor have they been teleported to the Court of Stars; instead, the cloak allows them to exist in two places at once. The user can't leave the room, and if their body is disturbed, they vanish from the room and immediately return to where they were, fully aware of what's going on.

There are several advantages to this curious power. You can eat and drink and rest while in the Fey Queen's room - if you spend recoveries there, you get the maximum possible healing from them. You may speak to and receive counsel from the Fey Queen, and she may charge you with certain tasks or requests if it suits her. You may roll your Fey Queen icon dice each time you visit her in this manner, if you have any available; if you do so and roll a 1 on any of the dice, the Queen is temporarily tired of you and has barred you from entering her room, immediately ending the connection the cloak provides, meaning you must try again later.

Quirk: The world outside the Queen's room seems pointless and dull; why ever return to your senses?

### **The Hunter's Bow**

Bonus: None

*This item takes up two magic item slots.*

Carved from yew, this old, notched arrow once belonged to the Hunter and is carved with ancient elvish runes that shimmer in and out of existence. The primary use of this bow is teleportation: when it shoots an arrow, it brings its owner with it. The user *teleports* to where the arrow hit, instead of doing damage, allowing them to instantly move wherever the arrow lands. This takes the user's move action, but allows them to cross vast spaces that they normally couldn't. If the user follows up the teleportation with an attack, then the target has their crit range against the attack expanded to 15+.

Quirk: Feels alive only in battle.

### **The Hunter's Helm**

Bonus: None

*This item takes up two magic item slots.*

An ancient green helm, carved from some sort of strange stone, once worn by the Hunter; wearing it fills you with his memories of battle and hunting, which whisper his thoughts, ideas, and feelings to you. While wearing this helm, you gain the background *the Hunter's insights* +2, which can be used for tracking things in the wild, figuring out strategies for battle, or knowing things about nature. Also, at the start of every adventuring day (so roughly every 4 sessions), you can roll 1d3 and gain a random elvish racial power depending on what you roll: a 1 allows you to use the dark elf *cruel* power, a 2 allows you to use the high elf *highblood teleport* power, and a 3 allows you to use the wood elf *elven grace* power.

Quirk: Frequently confuses the past and the present. Things were better in the old days, damnit!

### **The Hunter's Dagger**

Bonus: None

*This item takes up two magic item slots.*

Carved out of bone, this gleaming white dagger once belonged to the Hunter and is carved with twisting vines, stags, and hunters with bows. The primary use of this dagger is, if it strikes the killing blow, whatever it kills stays dead. They can't be resurrected, they don't go to the afterlife, and they cannot be brought back as undead: things killed with the Hunter's Dagger stay dead, no matter what.

The other effect this knife has is that if it kills someone with authority over something, then that thing they had authority over is forever cursed and blighted. Kill the governor of a city? Their city will crumble and fall apart, no matter what. If the dagger was used to kill an Icon... well, that would be one way to end a campaign. This second effect only works if the kill is done with a critical hit or a coup de grace.

Quirk: Hates to be given orders.

### **The Complete Set**

If any one adventurer manages to wear every true magic item in this set without being consumed by their quirks, then they start each session with a 6 with the Hunter. The Hunter watches out for his own. Whether this is a good thing is up to the adventurer in question.

### **A note**

The Fey Queen doesn't give gifts for free; there are always strings attached. Touching the weapons lets the person know that attuning to them comes with an equal cost. For such powerful magical items, only one thing can truly be of equal value: their lives. Taking up these weapons effectively makes you a pawn of the Fey Queen. All your icon dice become Fey Queen dice and your relationship with her becomes positive. When she says jump, you ask how high. When she says kill a man, you do so without question. Such is the price of power.