

Staff of the Lidless Orb

close, awkward, magical, weight 2

A sphere of greenish glass, etched with a cat's-eye design and set atop a staff of rough, pitted black iron. The orb catches the light and seems to glow, and the pupil seems to widen in the dark and narrow to a slit in daylight.

And sometimes, you could swear, it seems to look about on its own.

But that's preposterous.



When you **grip the staff, close your eyes, and see through the Lidless Orb**, roll +CON.

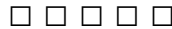
10+ Choose 3 from the list below.

7-9 Choose 1 from the list below.

- The orb sees through darkness, natural or magical.
- The orb sees through illusion, glamor, and invisibility.
- The orb can see strong emotions as auras radiating from people and lingering on places
- You can move about and operate effectively while seeing through the orb (*otherwise, not so much*)

Whatever choices you make, the effect lasts until you open your eyes or let go of the staff.

- 6- Mark XP, and the orb shows you a terrible vision of some distant time or place. Ask the GM what you see. While the vision lasts, you are insensate to the world around you and take -1 forward when you come to. Mark a box.



When you mark the last box, you unlock the mysteries of the staff and can use **Power of the Lidless Orb** (see reverse).

POWER OF THE LIDLESS ORB

When you **bear the staff and call upon the power of the orb**, choose one of the following effects:

- Cast your sight afar, seeing either a time in the past of your current locale or the present of a distant place which you have previously visited. While you maintain the effect, you are blind to the world around you.
- Hold the orb before another creature's gaze and steal its sense of sight until you use this effect again. When you **see through the Lidless Orb**, you can choose to see using the most recently stolen sense of sight.
- Hold the orb before a mortal being's gaze, keeping it transfixed, mesmerized, and receptive to your suggestions. A weak-willed creature will obey outright; a strong-willed one might require convincing.
- Point the orb at a living victim and roll 2d4. If you roll higher than the victim's current HP, it's debilitated with nausea and vertigo while you remain in its presence (and possibly for some time thereafter). Otherwise, the victim reels momentarily but soon recovers.

Once you've chosen the effect, roll +CON:

10+ The power manifests as described.

7-9 The power manifests as described, but mark a consequence.

- 6- Mark XP, and the GM makes as a move (which may or may not involve marking a consequence).

CONSEQUENCES

- One of your eyes becomes strange, bulging, and discolored. Your vision is more-or-less unaffected, but you permanently have the Scarred debility.
 - Your other eye withers, atrophies, and goes pale and empty. Warts sprout all around the socket.
- You begin to sprout warty, scale-like protrusions all over your face, shoulders, back, neck, and limbs. These continue to grow until you gain +1 armor, but mortals who see these growths tend to be repulsed.
- You become incapable of seeing beauty. Your senses are unaltered, but nothing strikes you as beautiful. Grotesque and horrific sights still move you and hold a strange fascination.
 - Replace your drive with **Disgust**: Gaze fascinated upon something horrific and grotesque.
 - You can clearly see the ugliness in other people. When you first meet an NPC, you can ask the GM "*What secret shame or guilt do they bear?*" and get an honest answer.
- You become aware of El'ash-Orra, the Lord of Many Eyes, gazing upon you from Below. He whispers to you a task; refuse it—now or later—and the Lidless Orb goes dark, useless to you.

Twisted Spear

reach, 2 piercing, magical, 2h, weight 1

A knobby length of wood, pale as death and hard as steel, tapering to a needle point. The shaft is scored and notched, the tip stained with blood and soot.

The Spear is a potent weapon against spirits and demons. They cannot bear its touch and its presence makes them deeply ill at ease.



When you **wield the Twisted Spear as a weapon**, you ignore magical protections and can harm spirits, ghosts, demons and insubstantial creatures.

When you **first plunge the Spear into a spirit or a demon**, you mind reels with strange visions. You come to knowing the tasks below.

When you **complete a task**, mark it off.

- Impale a foul spirit with the Spear, and keep it skewered until it burns away to nothing.
- Visit the elder tree from which the Spear was carved, and water its roots with your blood
- Face the Pale Hunter and survive the encounter.
- Spend a fortnight in the wild, eating nothing, naked and unarmed except for the Spear
- Pierce your own hand with the Spear, giving it a shard of your soul and reducing your max HP by 1d4+1.

When you have marked 3 tasks as complete, you unlock the mysteries of the Twisted Spear. Choose one of the moves on the reverse; you can use that move as long as you wield the Spear.

Each time you mark an additional task as complete, gain another move from the reverse.

WHISPERS

When you **grip the shaft of the Twisted Spear**, you can hear the voices of spirits nearby. When you **ask the GM "What spirits are active here?"** you will always get an honest answer.

PROMISE OF DOOM

When you **hold the Twisted Spear and speak aloud an oath to destroy a spirit, ghost, or demon**, you do +2d4 damage against them and -4 damage to everything else. This lasts until you destroy them. If you **forsake your oath**, mark a consequence and cross off this move.

ROOTS OF THE ELDER TREE

When you **stand with your feet firmly on the ground and strike a foul spirit, ghost, or demon**, you can mark a consequence to send your target coursing through you and into the depths of the earth, where it is bound fast.

DARKNESS LINGERS

When you **strike down a spirit, ghost, or demon**, ask the GM for one of its moves and write it down; it is held in the Twisted Spear. When you **use the stolen move**, roll +CON. On a 7+, you do it, just like that. But on a 7-9, choose 1:

- The move is lost, bleeding away from the Spear
- Mark a consequence

CONSEQUENCES

- Deep beneath the elder tree from which the Spear was carved, something dark and terrible shifts and strains at the roots that bind it.
- From now on, the first time you **Make Camp** each session, roll +WIS. On a 10+, you dream of unpleasant and claustrophobic but your sleep is restful. On a 7-9, you dream of that which is bound by the elder tree from which the Spear was carved. Take -1 forward, but ask the GM what you learn. On a 6-, the thing bound by the tree sees you, too. You awake, unrested, and will get no rest this night.
- You are overwhelmed by a vision of the thing bound by the Spear's tree, its past and its terrible desires.
- The elder tree from which the Spear was carved shudders and cracks, still whole but wounded and weakened.
 - A lesser evil escapes from the roots of the tree. Ask the GM what is now loose in the world.
 - The tree grows sick and weak, losing its leaves and sprouting only a few in spring.
 - Some natural thing is tainted by the dark power beneath the tree, and goes forth to wreak evil.
 - The tree dies. Its prisoners escape.