

## The Red Scepter

magical, weight 1

A bronze rod, tipped with a glowing red crystal and carved with openwork shapes of hungry, leering faces. When the wind blows through the openings, it makes a soft howling noise. When you gesture at an open flame with the scepter, the flame flickers or flares as if blown by the wind.



When you **bleed a helpless, living creature and dip the scepter's crystal in their still-warm blood**, the crystal soaks up the blood and gains 1 CHARGE (max 3):

CHARGE

When you **wield the scepter and incite an individual to violent action**, you can spend 1 CHARGE and roll +CHA.

10+ They must pick 1:

- Act as you suggest, without doubt or fear, dealing +1d4 damage while they do so.
- Resist, but suffer painful burns (2d4 damage, ignores armor).

7-9 As 10+, but they can alternately choose:

- Lash out violently, but however and against whatever they wish.

6- Mark XP, and the GM makes a move.

When you **use the scepter and your victim kills one or more living beings as a result**, mark a box:

When you mark the last box, you unlock the scepter's mysteries. You can use **Burning Hatred** (see reverse).

### BURNING HATRED

When you **point the Red Scepter at someone or thing that you hate**, you can roll +CON to **Volley** with it (*near, magical, reload*). The scepter deals 2d4 damage (*messy, ignores armor*) that manifests as blistering burns. If you chose to expend Ammo, expend 1 CHARGE instead. You must have at least 1 CHARGE to use this power.

The first 3 times you use this power, mark a consequence. After the 3<sup>rd</sup> consequence, you can use **Fanning the Flames**.

### FANNING THE FLAMES

When you **wield the scepter and tap its power**, spend 1 extra charge to choose one of these:

- Incite everyone who can hear you into violent action, not just an individual. Roll once for the entire crowd, but each target makes their own choices.
- When you use **Burning Hatred**, target not just the person or thing you hate but everyone near them, and any combustibles near them erupt into flame. Roll **Volley** and damage once for all the targets.

When you use this power, on a 7-9 you must also choose a consequence. On a 6-, the GM chooses a consequence for you in addition to whatever else happens.

### CONSEQUENCES

- You are always warm; your skin is feverish and you cannot bear to wear *warm* gear.
- Your eyes glow like fiery embers, flaring with your temper.
- The crystal in the scepter cracks, and you cannot use the scepter's powers until it is replaced.
- To gain any future CHARGE, the victim you bled must be awake and terrified.
- To gain any future CHARGE, the blood-letting must be brutal, messy, and wanton.
- When you incite someone to violence with the scepter and they act as you suggest, they lose themselves to primal bloodlust, feeling no pain and reveling in carnage until they are killed, restrained, or crippled.
- When you use **Burning Hatred**, something on your person or within reach also catches fire.
- You always hear a dim howling in the back of your mind. When the wind blows, the howling grows in volume, making it difficult to hear anything other than insults or plans to commit violence.
- When you **Parley** using anything but the threat of violence as leverage, take -1.

## Ring of Daagon

worn, magical, weight 0

A finely carved ring of copper, coated in verdigris and always a little damp. Its shape is a strange, reptilian creature devouring its own tail.

Anyone who dons the ring feels the presence of the largest body of water within a few miles, natural or not, even if it is underground.



When you **wear the Ring of Daagon and caress its reptilian head**, the air around you becomes damper and cooler. If you continue to caress it for a minute or so, a mist forms near the ground and grows higher and thicker as long as you continue. About five minutes of a caressing the ring will blanket your immediate surroundings in thick, obscuring fog. Half an hour will blanket the countryside. The fog persists for as long as you caress the ring, and then dissipates naturally based on prevailing weather conditions.

When an **intelligent creature dies within an obscuring fog that you have summoned**, the ring will ask you (silently, in your mind, not so much with words as with a deep and infinite longer) if it may take this one. Should you assent, the creature's body will be gone—vanished into the mists—as soon as no mortal is directly paying it heed. The first time this happens during each fog you summoned, mark a box.

When you mark the last box, you unlock the ring's mysteries. You can use **Call up the Deep Ones** (see reverse) while wearing the ring.

### CALL UP THE DEEP ONES

When you **stand amidst a heavy fog or in sight of a deep body of water and call a servant of Daagon to serve you**, roll +CON.

10+ One or more **Servants of Daagon** appear to serve you.

7-9 As 10+, but mark a consequence.

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

The Ring of Daagon itself has a starting Loyalty of +0, and a cost of letting it devour fallen, intelligent creatures (see reverse). Servants of daagon you conjure use this Loyalty, and should their Loyalty be decreased, the ring's Loyalty is decreased instead.

### CONSEQUENCES

- Your skin becomes clammy and squamous.
  - You can breath water through your skin, but must keep it moist or suffer increasing debilities.
- You only gain nourishment from meat; plants, grains and like no longer count as rations.
  - Only raw flesh now counts as rations, though you need not fear food-borne disease.
- 1d6 sinkholes appear within 1d4 miles of your current location. A greenish, smooth megalith can be found at the bottom of each.
- The ring's cost becomes "a living, helpless, intelligent being, given up to the fog or the deeps."

### SERVANTS OF DAAGON

Treat the servants you as followers (instinct: to run amok; cost: devouring intelligent air-breathing prey) . Roll 5d4, assigning each die to one of the following:

- **Quality** equal to the assigned die, -2
- **No. Appearing** 1: *horde* (3 HP, d6 damage, 2d6 appearing), 2-3: *group* (6 HP, d8 damage, 1d6 appearing), 4: *solitary* (12 HP, d10 damage)
- **Size** 1: *small* (-2 HP, -2 damage, hand), 2-3: *medium* (close), 4: *large* (+1 damage, close, reach)
- **Traits** pick as many as the die assigned:
  - *Amorphous* (+3 HP, +1 armor)
  - *Blubbery hide or thick scales* (2 armor)
  - *Impossibly strong* (+2 damage, *forceful*)
  - *Vicious talons, teeth, spines* (+1 piercing, *messy*)
  - *Stealthy and cautious*
  - *Tentacles or the like* (+reach)
- **Moves** pick as many as the die assigned:
  - *Wriggle free of danger or restraint*
  - *Grasp someone and hold them tight*
  - *Smother/constrict/engulf their prey*
  - *Paralyze their prey with venom*
  - *Heal at a prodigious rate, growing back limbs even*
  - *Dissolve flesh and other organic material*
  - *Mesmerize the weak-willed*

The servants remain until they are killed (at which point they decompose rapidly) or you dismiss them, which requires that you **Order Followers**. They will not leave of their own accord, nor can they be frightened off.