

D12 MYSTICAL TREASURE

- 1 A folder with five old parchments of unknown skin in a long forgotten language. The text contains insights about various old cultic places and practices in Davokar. Only a master in the *Loremaster* ability can read a parchment with a successful *Cunning* test. It gives the reader 2 experience points on success; however the price is also 1D12 temporary corruption. Every attempt to read a parchment, regardless if it is successful or not, let the person also suffer 1D8 damage (ignores armor) in form of horrid seizures. Better have someone stand by to help you. Every parchment can only be read once for the bonus.
- 2 A belt made from the dark grey reptile scales of an unknown creature. Strangely, it increases the Corruption Threshold of the wearer +2, but for everyone looking at his shadow, it appears pitch-black, regardless of its true colors.
- 3 A small porcelain mug with depictions of flourish blue symbols and bell flowers. Every drink from it is twice as potent. That goes for healing teas as well as poisons, alcohol or any other mixture you can drink.
- 4 An old and withered looking spear tip. It seems to be too dull to make any damage to physical beings, but it is surprisingly effective against all incorporeal beings (a creature with the monstrous trait *Spirit Form*). It only makes damage against such creatures, with 1D12. If the Spirit manifests itself with the monstrous trait *Manifestation*, the spear tip is useless again.
- 5 A robe out of woven green fabric that shimmers slightly depending on the light. On first glance, it looks like silk, but it actually seems to be conserved plant matter. The robe counts as a light flexible armor. It gives the wearer the monstrous trait *Acidic Blood II*. However, due to its fragile nature, the robe can only withstand so many attacks. After the wearer suffered five single attacks over his Pain Threshold, the robe is too damaged to be usefully anymore.
- 6 A clay mask with the detailed painted face of a beautiful woman. A dying character that wears the mask, can choose to treat the Death test as he had rolled a 2-10. However at the price of 1D4 temporary corruption. Every time the mask is used, a portion of the face on the clay vanishes. After nine uses it is completely gone and thus lost its power. Every character that ever used the mask, gets the disadvantage *Wanted* until it is resolved in an adventure.
- 7 A six tailed scourge with carved symbols into the leather handle. There appears to be still flakes of dried old blood on it. In an attack it makes 1D8 damage, but against creatures with 0 corruption it makes no damage and instead heals 1D4 toughness. The user of the scourge can choose to hit himself with it in order to heal, if he has 0 corruption. Every time someone gets healed with the scourge, a fine thin scar forms on the back of the one healed. After seven times, a symbol has formed out of these scars that looks like a stigma (and should be hidden as such). For anyone with the stigma, the scourge is useless.
- 8 A thick ring made from rose gold. The wearer can use a magical circle to establish a telepathic communication. But only to the previous owner of the ring. An undead mystic that seems to be buried and bound under an old forgotten magic circle. The undead has a wealth of knowledge about all things related to mystical traditions, powers and academic knowledge. He can be coerced with a successful *Persuasive* test to answer. However, the undead grows more restless with every question and each communication increases the risk of the undead to gaze into the mind of the current wearer - and maybe one day deciding to get his ring back.
- 9 A pouch with the ashes of an unknown cremated being. The ashes are highly inflammable and unstable. If someone is carrying the pouch with him, he can only make slow movements or he has to make a *Quick* test every scene to ensure that the ash doesn't change into an explosive force. If thrown or on an unsuccessful *Quick* test, the ashes burst into big flames and burn for 1D4 rounds in a short radius. It makes 1D12 damage to everyone who comes into contact with it.
- 10 A staff (an attack with it deals 1D6+1 damage) consisting of multiple smaller branches bound together with metal rings from an iron alloy. The wielder of the staff can communicate with trees. He can ask a tree about events in its vicinity; however the person will only get vague impressions from the tree - and a feeling of anger and resentment towards him, resulting in 1D4 temporary corruption in the Bright Davokar und 1D6 in the Dark Davokar.
- 11 An old seed in the size of an acorn, origin unknown. It can only be planted in a witch circle and only with a *Quick Growth* ritual. However, after that, a unique never before seen tree grows in the witch circle. Every living being in its vicinity heals 1D4 temporary corruption and once 1 permanent corruption.
- 12 A chainmail with little bones woven in between the metal rings. It counts as normal medium armor, but it protects with a 1D8+1. The bones are carved razor-sharp, so every time someone puts on the chainmail or wants to take it off, it stings its wearer, dealing 1D4 damage.