



The Tenebrous Reliquary

D66 ITEMS OF DOOM FOR

MÖRK BORG

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11.

Mercy's Bane*by Donny C.*

Spiked Flail (d8). Deals an additional d6 damage to surrendering enemies.

12.

Opium Hook*by Leander E.*

Metal hook directly applied to an artery (d4 damage). Gives twice the HP as temporary HP for 2h.

Effect like an opiate. Toughness DR10 test to resist dependency (every sober day deals damage as an infection). DR rises with each failed attempt. Eventually the user is addicted and loses the temporary HP benefit.

13.

Plasmatic Idol*by Paul Wilde*

Spill blood over this profane idol while resting and roll a die.

Odd: spilled blood becomes red poison (Toughness DR12 or -10 HP).

Even: until next rest, Agility and Strength tests are +2 DR.

14.

Kipper's Blade*by Leander E.*

Deals no damage but removes d4-1 Armor.

15.

Roses of Winter*by Anders Arpi*

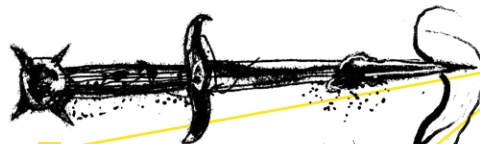
A very rare, nearly extinct blood-red thorny flower—not an actual rose. A single petal completely numbs whoever eats it to pain for a few minutes. Damage is received normally but the wearer can't be killed or broken during the flower's effects.

16.

Spine of God*by Dom Cohen*

This shriveled, crusty length of vertebrae is warm to the touch. The bearer attracts the poor, their intentions unknown even to themselves.

If broken, the clouds part ending any weather effects as warm sunbeams pierce the heavens for the first time in a century.



21

Snort Dagger*by Anders Arpi*

A disgusting, dripping blade reeking of excrement and rot. Killing a goblin permanently breaks the blade but undoes the curse, freeing the creature within.

22

Stone Magnet*by Dom Cohen*

A pair of magnetic stones that crackle and fizz when rubbed together. When the square stone is near danger, the round stone glows a dull orange. The stones can lie.



23

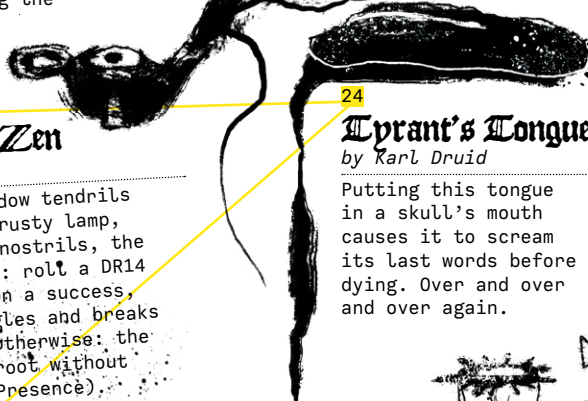
Tentacles of Zen*by Karl Druid*

When rubbed, shadow tendrils creep from this rusty lamp, when they reach nostrils, the tentacles burrow: roll a DR14 Presence test. On a success, the brain struggles and breaks (-1 Presence); otherwise, the tentacles take root without resistance (+1 Presence).

24

Tyrant's Tongue*by Karl Druid*

Putting this tongue in a skull's mouth causes it to scream its last words before dying. Over and over and over again.

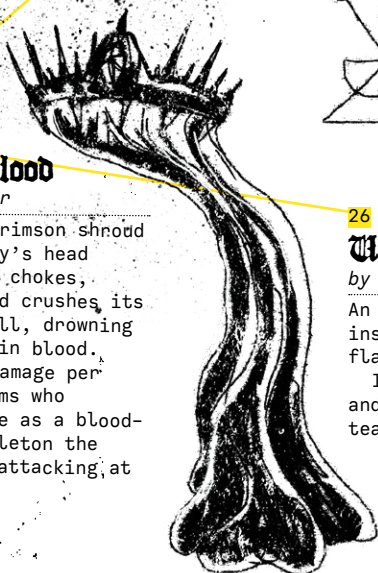


25

Veil of Blood*by Johan Nohr*

Place this crimson shroud upon an enemy's head it tightens, chokes, strangles and crushes its wearer's skull, drowning their torso in blood.

Deals d6 damage per round, victims who succumb arise as a blood-drenched skeleton the next round, attacking at random.

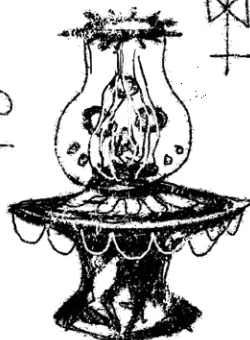
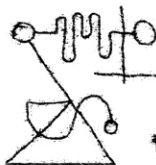


26

Woodoo Fire*by Flora v/d B.*

An eternally burning green flame inside an oil lamp. When smashed, the flame spreads with the scattered oil.

It deals d4 fire damage on impact and can only be extinguished by the tears of SHE.





31

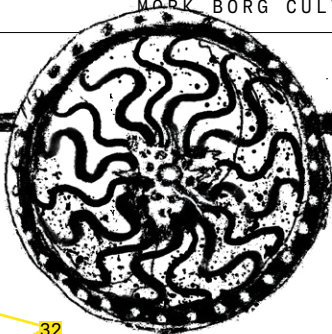
Wolt Thrower

by Ben H.

An ancient javelin made of an unidentifiable charred and pitted metal (d6 damage).

On a critical hit a lightning bolt strikes the javelin for an additional 2d10 damage, not reduced by armor.

On a fumble the lightning strikes the wielder before releasing the javelin. Use indoors is cautioned.



32

The War Starter

by Anders Arpi

Heavy metal round shield emblazoned with a bright crimson pattern. Anyone looking at it tests Presence DR14 or is provoked to attack its wielder.



33

Zodiac Lung

by Dom Cohen

Pressing this blackened organ to the chest absorbs it leaving fetid scars and pustules. When absorbed, the user may breathe underwater, provided it's unclear. After an hour of submersion, the user may expunge the filth as writhing sludge dealing d4 damage to the closest target.



34

Cup of Peace

by Anders Arpi

A beautiful, ceremonial gold and silver cup. Drinking from it triggers a DR16. Toughness to not die of acute poisoning.



35

Dust of Paradise

by Johan Nohr

Fine, pale white ashes in a void-black pouch. Anyone inhaling rolls a DR14 Presence test or is lost in visions of a long-lost pleasant world of joy and mirth, lasting d6 minutes or until damaged. The transfixed cannot act, perceive or respond in any way to the real world.



36

Ebony Tears

by Paul Wilde

A vial of black liquid. On contact a living creature must test Presence DR14 or is overcome with grief—immediately failing a morale check in combat.

Outside of combat, the affected acts as if indifferent—it cannot attack as it struggles with despair for 3d10 minutes.



41

Eye of Horus*by Dom Cohen*

Placed upon the forehead, the eye grants vision into the abyss, at a price.

When checking for traps, you see your grisly death from a less-careful timeline, allowing you to better find a workaround.

Overland travel is mired with difficulty as you wade through the corpses.

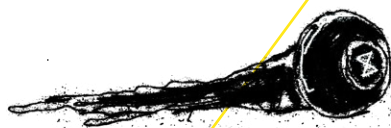


42

Finger Paintings of the Insane*by Dom Cohen*

Slick, oily paints forever wet upon an old wooden palette. Those touching any of the colours must test Toughness DR12 or lose themselves for a minute painting the nearest surface with heretical imagery.

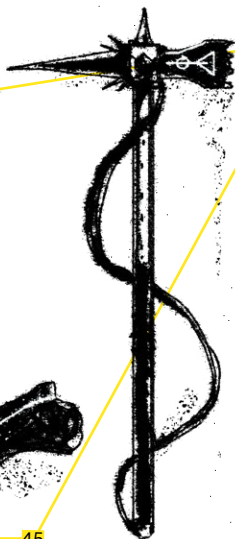
Marking scrolls' text with the paint imbues them with those lost to the pigments' souls, -d4 from the Presence test to cast.



43

Flower of Disease*by Leander E.*

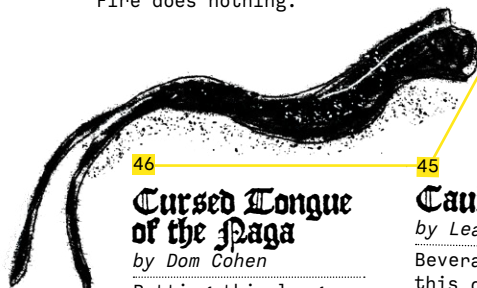
Seeds for a quickly spreading thorny weed with a poisonous aroma. Can swallow a small village in two days if not fought. Weak against boiled oil. Fire does nothing.



44

Foehammer*by Leander E.*

Cursed warhammer (2d6 damage) whose wielder develops a new grudge with a random person daily. Lasting until Foehammer caves their head in. Neglecting a grudge for too long counts as an infection.



46

Cursed Tongue of the Paga*by Dom Cohen*

Putting this long, forked tongue into a skull pushes the skull upright, which screams bloody filth whilst running about on each tongue-tip.

45

Cauldron of Lies*by Leander E.*

Beverages cooked in this cauldron and shared allows all imbibers to recognize when another is lying for a month.

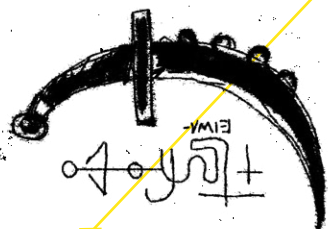
Used in cults and secret societies to single out traitors.



51

Chaos Blade*by Leander E.*

Zweihänder dealing 2d8 damage. On maximum damage the Power **Death** is cast.



52

Chains of Death*by Donny C.*

A set of frigid black manacles. If you die wearing them, they unlatch ensnaring your killer and drag them to another world before vanishing.



53

Claw of the Sloth*by Ben H.*

Dagger (d4 damage), on a 1, attack and defense DR against that target are -2 next round.

If DR reaches 0 the target is frozen in place, permanently.

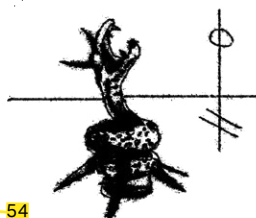


54

Blood of the Serpents*by Leander E.*

Green-red (highly acidic and poisonous) liquid which turns blood neon-green and spreads through bodily liquids.

When the infected is attacked, their attacker tests Agility DR12 to dodge a spray of blood (reduces Armor one tier and transmits the condition).



56

Book of Oblivion*by Anders Arpi*

A sentient black leather tome with blank pages. With a Presence DR12 test a creature can permanently transfer knowledge—a thought or a memory—to the book, forgetting the thing transferred. On failure the book takes something extra.

You can learn anything the book previously absorbed before for something you don't want to give it.



55

Crown of Burning Stars*by Leander E.*

Adds Omens equal to the number of Miseries that have transpired to each character's pool. Miseries now occur on 1 & 2.



61

Antlers of Lightning

by Dom Cohen

Whilst wearing this crackling mantle you wield the power of the final storm.

When reading any scroll, flip a coin. On Heads, the scroll's effects are replaced by **Nine Violet Signs Unknot the Storm** instead.

Upon death, the wearer is struck by lightning, their flesh rending from bone, leaving only the mantle.

62

Eyes and Teeth

by Paul Wilde

Replace d10 missing teeth and d2 eyes. Test Toughness DR14 or rejection causes infection.



Effects of new eyes/teeth (d4):

- Eyes
1. **Wandering:** DR +2 to ranged attacks
 2. **Morbid Visions:** every rest, share your nightmare with the group
 3. **Let there be light!** (no ill effects)
 4. **SIGHT BEYOND SIGHT!** (TTest Presence DR10 for eyes to twitch in danger's presence—it's not YOUR eye though, it can lie)



- Teeth
1. **Toothache:** DR +2 to Powers' Presence roll
 2. **Functional but hideous**
 3. **You got teeth!** (no ill effects)
 4. **FANGS!** Gain bite attack (D6 damage, on 1-2 enemy gets a free attack)

63

Black Candles

by Donny C.

When lit the jet-black flame flickers towards the greatest threat within a mile (or kilometer).



64

Robe of Bones

by Dom Cohen

This lumpy cape rattles in the wind. Once daily, you may stare blankly at a humanoid creature as the cape guides your hands.

With a fold of the robe, the target must test DR13 Toughness or a random limb's bone snaps soundlessly as the robe crackles.

65

Ash of the Mind

by Paul Wilde

Smear a sigil onto one's palm and touch another sentient being to read their thoughts.

Presence DR12 test or their thoughts become yours.



66

Bowels of a Baby Killer

by Dom Cohen

Take the bowl and drape the entrails over you, gaining a monster's scent. Evil creatures must make a DR14 check when attempting to discern your location. Should they fail, you pass by unnoticed.

