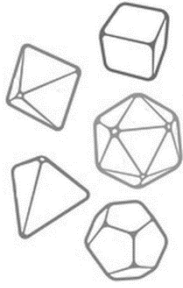


#Dicember Day 1 – Ammo



The Sacred Polyhedral Stones of Tuh-Sar

These multicolored stones are generally found in a small cloth bag, embroidered with a golden crown. There are five stones, each with a distinct color and shape. Meant to either be thrown or hurled with a sling, each stone may be used only once, vanishing once its power has been released. There is a 5% chance of a set of the stones containing a pink 20-sided stone, in place of the white.

Sacred stone of Tuh-Sar, artifact, 4-sided (yellow): When used this stone scatters into a field of magical caltrops, covering a 20'x20' area. As the caltrops scatter, they lose their distinctive coloring, changing to blend with the ground beneath them. Stepping upon a caltrop inflicts 1d4 damage. The caltrop field cannot be removed, such as by being swept away, as the caltrops magically replenish themselves. The obstacle remains for 4 turns.

Sacred stone of Tuh-Sar, artifact, 6-sided (orange): Upon striking a hard, solid surface, this stone shatters, throwing fragments outwards in a 36' radius. Up to six targets in the area suffer 1d6 damage (Reflex vs. 12 for half).

Sacred stone of Tuh-Sar, artifact, 8-sided (green): As this stone moves through the air it transforms into a noxious cloud of glowing green gas, spreading to cover a 40' radius. Targets within the cloud suffer 1d8 damage per round (a successful DC 16 Fortitude save reduces this to 1 point per round) and are permanently dyed green. The cloud dissipates in 8 rounds.

Sacred stone of Tuh-Sar, artifact, 12-sided (blue): This blue stone, roughly the size of a grape, inflicts no damage upon its target. Instead, it is absorbed into the victim's flesh, causing the target to enter battle rage. The wrath-filled victim immediately launches themselves at the nearest available target doing an additional +1d12 with every strike (PCs in battle rage must burn temporary Personality to inflict the additional damage but may burn more than one point for additional damage to a single strike). The rage lasts for 12 rounds.

Sacred stone of Tuh-Sar, artifact, 20-sided (white): Striking a target with this stone surrounds them in an opalescent aura and reduces their action die to a d10, while doubling their number of actions. The power of this stone remains in effect for 10 rounds.

Sacred stone of Tuh-Sar, artifact, 20-sided (pink): Striking a target with this stone surrounds them in a scintillating pink glow and reduces their action die to a d10, while doubling their number of actions. The power of this stone remains in effect for 20 rounds.



#DICEMBER2021