



QUEST □ ITEMS



EXAMPLE: POWER SOURCE

The items listed here are provided by Evaa, and represent a progression of items of roughly the same type and origin. These are signet-adjacent power supplies from the spirit world, and when accounting for rarity, none would be particularly surprising a find in that realm. Spiritual flows, for various reasons, concentrate power to a collection point.

1

Cracked Wellstone

Not quite a signet, the Wellstone is a piece of flat stone from a place spiritual flows ran strong, and collects power in its well. Grooves run curved paths toward the center well.

Use: Provides a unit of power. When the power is withdrawn, there is a fifty percent chance this breaks. If it doesn't, it produces power again after ten cycles.

1 power per 10 cycles
Drawback, fragile/consumed

2

Small Flowstone

Found at the bottom of a river, this is essentially a signet, and interacts with other signets, but also operates as a small battery.

Use: Provides a unit of power once every 9 cycles. Using least tier spirits near this accelerates the cooldown by 1, up to 3x. Counts as a signet for purposes of cooldowns, being impacted by other signets.

1 power per 9 cycles
Not fragile, but still has drawback.

3

Spiritual Concentration

Spirits converged at a single point and distilled down to a single point of blurry brightness embedded in rock, that is just visceral enough to be held, or perhaps it responds to the immaterial aspects of the hand/tool.

Use: Provides power once every 8 cycles.

1 power per 8 cycles
Boring but reliable.

4

Spirit Egg

A spirit latched onto a tree branch and formed what might be a spiritual abscess, or a consequence of uneven spiritual flow. A blob of spiritstuff midway inside a branch; collects and banks ambient power.

Use: Provides power once every 3+1d6 cycles (rolled when tapped for power). Can be destroyed for 2 power, even when on cooldown.

1 power per 6.5 cycles (on average)
Secondary option

5

Fossilized Spirit

A spirit was entombed within some material and effectively fossilized. Innocents don't recognize the import of this patterning and surrounding impression, but you can.

Use: Provides power every 5 cycles. When a spirit is spent or a spirit based magic item breaks, gain and temporarily bank 1 power (max 2x/cycle).

1 power per 5 cycles
Benefit

6

Flowstone

This stone, roughly the size of a human head, is lighter than it appears. Time in a river in the spirit world carved flows across it, letting it act as a battery.

Use: Provides power every 1d6 cycles (rolled when tapped for power). When extracting power, reset a spirit item or signet with 3 or less cooldown remaining.

1 power per 3.5 cycles (on average).
Has a benefit.

7

The Woden Whorl

Spiritual flows carved deep spiral trenches into a tree trunk, calcifying it in the process. It's beautiful, and still draws spirits into its sway.

Use: Provides power every other cycle. Can be displayed as artwork, producing a random Spirit clue every 5 cycles.

1 power per 2 cycles
Counts as value 3 art.

8

Graven Spirit

A spiritual authority died here, and when it did, key aspects of it were imprinted on the material below it. That stone now brims with power.

Use: Provides power once every cycle. Can be destroyed to reduce all spirit magic item cooldowns by 4 downtimes, and reset all signets. As artwork, produces random Spirit clue every 3 cycles.

1 power per cycle
Consumable benefit.

9

Worldtree Chunk

A meaningful piece from the destruction of a worldtree, central to an old knot or spirit kingdom, of which only 3-10 are created when a worldstone or worldtree is destroyed. A beautiful chunk of tree with signet-like flows inherent all throughout its crystal-like substructure.

Use: Grants one power per cycle, with a 50% chance of granting another. Grows with & in sync with herb effects; produces Spirit Eggs (value 4). Spirit eggs do not grow further. Counts as masterwork art, producing a random spirit clue every other cycle while on display.

*1.5 power per cycle (on average)
Secondary benefit (monetary or producing power)
Counts as quality art.*

10

Mother Wellstone

Signet-adjacent, the mother wellstone was a key junction of spiritual flows and activity across a wider region; if left alone perhaps in a century or two, it might have become a nascent worldstone.

Use: Grants two power every cycle. If not all power is spent this cycle, reduces all cooldowns of signets and spirit-based items you own by one step, regardless of other rules, downsides. Counts as genius art; one random spirit clue is granted every cycle, 2h4 rolls for tier (Start at tier 1, then increase tier & reroll on a rolled 4).

*2 power per cycle
Significant upside (50% CD reduction)
Counts as high-tier art on its own.*

11

Spirit Star

The light that shines from this concentration of spiritstuff is so bright and intense it feels like a star. Long term ownership could bleach one's hair and eyes. It's embedded in a large geode-like crystal.

Use: Grants three power every cycle. While empty, the highest spirit authority in the region that is most representative of that region is favorable to you - it won't work against its interests, but will work with/alongside you. Is also masterwork art; 1 spirit clue of user's choice every cycle, 2h4 rolls for tier (+1 tier & reroll on a 4). Nigh-indestructible.

*3 power per cycle
Scenario-defining upside.
Counts as very good art.
Grail-level side benefits.*

12

Worldstone Core

The core of a worldstone, that itself defined a large, old knot or sub-area of the spirit world. Small enough to hold in two hands, it casts whole regions in a different light when on display. Spirit kingdoms are centered around this sort of core.

Use: Grants four power per cycle. When power is withdrawn, spiritual flows can be biased, much as an established Lord could; specified themes/fields are discounted, their inverses become more expensive. Counts as masterwork art; 1 spirit clue of user's choice every cycle, 2h3 rolls for tier (+1 tier & reroll on a 3). Nigh-indestructible.

*4 power per cycle
Scenario/approach-defining upside
Significant side bonus that makes everyone want it.
Grail-level side benefits.*

One shouldn't read *too* much into the fact the power gain isn't linear across values. The intent is mostly to keep things in the right general ballpark in terms of making the very rare find of a value 12 item, for example, feel worthwhile. One may on occasion prefer the value 11 to the value 12, but one should always want the value 12 over the value 3, or 6. Values should also feel such that they're roughly better than the ones that come before.

High value finds qualifying as art is relatively normal and common