



TRINKETS

2d20 Trinket

- 2 A silver mirror plundered from the mainland that only shows the faces of its former owners at the moments in which their throats were slit
- 3 A glass bottle containing a small undead squid
- 4 A bosun's whistle carved from a drowned man's knucklebones
- 5 A piece of a treasure map tattooed on human skin
- 6 A flag from a ship that was lost on the Meredius
- 7 A necklace of blighted shark's teeth
- 8 A lock of a Satyxis witch's hair
- 9 A living hermit crab that uses a porcelain doll's head for its shell
- 10 A deck of bloodstained playing cards with strange and unfamiliar suits
- 11 A set of whalebone dice with tiny scenes scrimshawed on each face
- 12 Boots taken from the corpse of a drowned man
- 13 A chain of gold teeth taken from the mouths of several pirates
- 14 A black pearl claimed from the waters near Dreggsmouth
- 15 A rune-inscribed conch that sounds like the bellow of a dying beast when blown
- 16 A compass that points toward the nearest corpse
- 17 A set of fishhooks that catch only predatory fish
- 18 A small piece of black stone from the Temple of the Dragonfather in Skell
- 19 A bullet engraved with the name of a notorious pirate
- 20 The water-damaged captain's log of a ship that was lost at sea
- 21 A single strand of Skarre Ravenmane's hair
- 22 A framed but unfinished sketch of a woman's head minus all her facial features
- 23 A music box that plays a funeral dirge at telltale moments but doesn't function otherwise
- 24 A scroll inviting the reader to the burial at sea of a long-dead pirate captain
- 25 A fork and spoon, each made of bone and engraved with the name of one of the members of a famed pirate duo
- 26 A bottle of alcohol that feels full of liquid but pours cremated remains instead
- 27 A black eyepatch that the wearer can actually see through
- 28 An hourglass through which black sand flows upside down
- 29 A vial of water from a long-dried-up inset
- 30 A quill that writes without ink but produces indecipherable alien text regardless of what's written
- 31 A spyglass that shows shameful acts from the user's past when looked into
- 32 A dead stemmed rose that comes back to life whenever held
- 33 A lantern made from a human skull
- 34 A mummified monkey's paw making a rude gesture
- 35 The broken horn of a Satyxis warrior
- 36 A vial of blood drawn from a legendary blighted trollkin
- 37 A bosun's whistle that only makes a sound before a storm
- 38 A tarnished coin worked with the face of an Orgoth emperor, plucked from the rubble of Drer Drakkerung
- 39 A small whalebone sculpture of a Satyxis
- 40 The undead remains of a tropical bird that squawks foul language at inopportune moments

you. Using a soul cage in this way consumes 1 Hit Die.

2. Spellcasting. You tap a trapped soul in order to cast a spell you have prepared without expending a spell slot. The spell must come from the evocation or necromancy school of magic. Casting the spell consumes 1 Hit Die from the soul cage for each slot level used to cast the spell. The spellcaster can't consume any of the Hit Dice if the number of remaining Hit Dice is less than the spell slots required to cast the spell.

3. Strength of Death. You draw on a soul in order to

empower your own martial and magical might. You can consume any number of Hit Dice from the soul cage up to your proficiency bonus. Your next attack deals an extra 1d4 necrotic damage per Hit Die consumed.

4. Other Uses. If one of your racial traits, class features, or other abilities specifically refers to souls, you can consume all the Hit Dice in the soul cage (minimum 1 Hit Die) in order to fulfill the requirement for a soul.

CAPACITOR CRAFTING TIMES

Capacitor	Crafting Time
Heartbeat generator	2 weeks
Mire capacitor	3 hours
Parasitic generator	1 week
Soulfire capacitor	5 weeks

CAPACITORS

Item	Cost	Weight
Heartbeat generator	50 gp	5 lb.
Mire capacitor	5 gp	1 lb.
Parasitic generator	250 gp	2 lb.
Soulfire capacitor	1,000 gp	5 lb.

TRINKETS

Adding a trinket to your character is as easy as rolling on the Trinkets table and seeing what you get. The GM can use this table to add a bit of flavor to a room or even fill a creature's pockets with a few interesting baubles.

NECROMECHANIKA

Necromechanika is a polluted science unique to Cryx: a fusion of the mechanikal principles of the Iron Kingdoms married to the dark power of necromancy.

NECROMECHANIKA CAPACITORS

The necrotechs of the Nightmare Empire have devised several innovative—and horrifying—solutions for powering their mechanikal devices. Many rely on necrotite to power arcane turbines, but others involve more esoteric means of producing arcane power.

HEARTBEAT GENERATOR

Born out of the blood magic of the Satyxis, this cruel necromantic device produces arcane power wrung from the blood of a living creature's heart that is sustained within an arcane chamber. Each thudding of the captured heart generates a spark of arcane power harnessed by the principles of necromancy and blood magic.

Power Output: 2

Charges: 50

Lifespan: Indefinite until depleted

A heartbeat generator can beat up to fifty times. Each time the heart beats, the capacitor consumes 1 charge. Once the last charge has been consumed, the heart within the generator blackens and putrefies and can't produce any more power. The generator's charges can be replenished by replacing the heart with another heart taken from a humanoid.

MIRE CAPACITOR

The alchemists of the Nightmare Empire have taken the philosophy of "Waste not, want not" to heart with the creation of the mire capacitor. Similar in design to the alchemical capacitors used on the mainland, a mire capacitor puts out a low trickle of energy, which it captures from a slurry of necrotite tailings left over from necrotite mining mixed with alchemical waste. Although this type of capacitor is not very powerful, it wrings every last ounce of power out of the necrotite that fuels it.

Power Output: 1

Charges: 5, replenished when the capacitor is refilled

Lifespan: 1 month

A mire capacitor loses all its charges after 30 days, whether it was used or not. If its charges are depleted, it can be recharged with 1 unit of alchemical waste (liquid) and 1 gp worth of necrotite.

PARASITIC GENERATOR

This rare and unusual capacitor draws its power from the living energy of its wielder. Most commonly mounted in the grip of a weapon or within a suit of mechanikal armor, a parasitic generator requires direct skin contact to function. The device draws off and converts a small amount of the user's life force to produce a charge sufficient to power most mechanika.

Power Output: 5

Charges: 15, with the ability to be recharged

Lifespan: Indefinite while attached to a living humanoid. If a parasitic generator's charges are depleted, its user can recharge the generator by spending and rolling 1 Hit Die. The generator regains charges equal to the roll. A parasitic generator can't be recharged this way unless it is in direct contact with the user's skin.

NECROTECH RUNES

Rune	Cost	Rune Points
Blood Shadow	300 gp	2
Dark Banishment	300 gp	2
Death Strike	450 gp	3
Diver	150 gp	1
Eruption of Ash	450 gp	3
Feedback	300 gp	2
Fell	150 gp	1
Flayer	150 gp	1
Life Leech	300 gp	2
Necrosis	300 gp	2
Relay	150 gp	1
Spectral Mark	450 gp	3
Vitriol	300 gp	2
Water Bounding	150 gp	1
Weakness	300 gp	2