Amulet of Era

This immaculate, silver amulet has no weight to its gentle form. While worn, you are immune to non-permanent corruption caused by anything other than your own evil deeds. Additionally, whenever a deed would remove 1 level of corruption from you, you instead remove 2 levels.

Key of Tzeentch

When this heavy, foot-long iron key is held aloft, an ethereal keyhole of proportionate size appears; floating in the air just in front of the key. Inserting the key into the keyhole and turning it will unlock any number of doors and containers, and dispel any number of spells and magical effects, within 1,000 feet of you.

Intruding with the key inflicts you with 3 levels of permanent corruption.

Whisper of Slaanesh

This velvety, golden scroll is inscribed with blood. Reading the words written on it, regardless of if you know the diabolical tongue, can have one or two effects of your choice. The first is that any number of individuals that can hear you are *charmed* and will do anything you ask of them without any regard for their personal safety. The second is that those individuals are *paralyzed* with crippling pain throughout their bodies. These effects do not end until you dismiss them or until you read the words to another creature.

Breathing the whisper inflicts you with 3 levels of permanent corruption.

Plague of Nurgle

Within this small, metallic jar is a disease never before released into the world. When you open this jar you and all creatures you choose within 10 feet are immune to the plague. All other creatures (excluding constructs and undead) within 1 mile of the location you opened the jar die over the course of 6 days as they accrue irresistible, uncurable levels of Exhaustion with each day. After this, the plague becomes part of the myriad pestilences preying upon the world.

Unfurling the plague inflicts you with 3 levels of permanent corruption.

The Axe of Khorne

This mighty, blood-glistened greataxe ripples with pained faces of the damned. When wielded, you are immune to all damage and magical effects, and your attack rolls always succeed. On a hit, the greataxe deals damage equal to three times the target’s maximum hit points. If that target has a skull (I.e. it isn’t a construct, object, ooze, or plant) you are compelled to decapitate them as your lethal strike.

Hefting this greataxe inflicts you with 3 levels of permanent corruption.