

Armaments of Nitokret, the Scourge

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"This section here translates to... desert, thirst, and blood."

"Properly ominous for a tomb."

"A lot of writing from this period is pretty dire. This part depicts Nitokret-"

"the Scourge"

"-Nitokret the Scourge, being entombed here and then... rising again? No... thieves? Pretenders? Her children come and dress up as her? That can't be right..."

"What about this part down here? It looks just like the beginning. The same armor, the same sword, the skull on the face. Riding a thundercloud, razing a city to the ground. Scourge stuff. But you said the writing reads-"

"-top down, aye. So Nitokret is dead by that point. But... Ah, I see. The Scourge isn't an epithet. It's a position. The tools made the craftsman."

"But the tomb is raided. The 'tools' aren't here."

"Aye."

"If you're right... and the Scourge of Khemhara isn't here in this tomb anymore," the treasure hunter looked up, posing the first question of the day to which they weren't excited to discover an answer. "Then where exactly is it?"

"I suppose," the scholar looked down and shrugged, "wherever blood slakes the sands."

Tempest

The scourge of Khemhara is fueled by the rage of a sandstorm, ready to be unleashed with a crack of thunder. While carrying any of the Armaments of Nitokret, you gain an additional Heroic Resource called tempest.

Tempest in Combat

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain tempest equal to your Victories.

The first time each combat round that you or an ally spends 3 surges to increase the damage of an ability, you gain 1 tempest.

You lose any remaining tempest at the end of the encounter.

Tempest Outside of Combat

Though you can't gain tempest outside of combat, you can use your heroic abilities and effects that cost tempest without spending it. Whenever you use an ability or effect that costs tempest outside of combat, you can't use that same ability or effect again outside of combat again until you gain at least 1 Victory or finish a respite.

Leveled Treasures

Iron Smile of the Scourge

When this blade curved into a wicked smile cuts through the storm of battle, you can almost hear it laugh.

Keywords: Psionic, Medium Weapon

1st Level: Any weapon ability that deals rolled damage using this weapon deals an extra 1 sonic damage. Additionally, any damage-dealing weapon ability using the weapon that obtains a tier 3 outcome also taunts the target until the end of their next turn, and you can spend 3 tempest to also frighten the target (save ends).

5th Level: The weapon's extra sonic damage increases to 2. A damage-dealing weapon ability using the weapon grants you a number of surges equal to the number of edges on the ability roll.

9th Level: The weapon's extra sonic damage increases to 3. Additionally, you have a double edge on weapon abilities that use the weapon against creatures that are taunted by you.

Death-Cowl of the Scourge

Traditionally worn by the grieving family at wakes, the scourge covers their face with this skull-patterned cowl to grieve the whole of Khemhara.

Keywords: Neck, Psionic

1st Level: While you wear this cowl, any creature who damages you is scourged until the end of your next turn or until another creature damages you. You or any ally who deals damage to a scourged creature gains one surge.

5th Level: Each creature who damages you is scourged until the end of your next turn. Whenever you strike a scourged creature, you can slide them 2 squares. Additionally, when you slide a creature, as a free triggered action, you can spend tempest to increase the distance of the slide by an equal number.

9th Level: Whenever a scourged target takes damage, you can slide them 2 squares. If a scourged target is force moved into another creature, after resolving the damage from the collision, you can choose to make that creature scourged as well.

War Crown of the Scourge

This intricate headdress hosts an odd gem that projects around the wielder a mirage of iridescent plate armor.

Keywords: Light Armor, Psionic

1st Level: While you wear this armor, you gain a +6 bonus to Stamina, and you gain the Ashes of Stone triggered action.

5th Level: The armor's bonus to Stamina increases to +12. Additionally, you ignore Stability of creatures you force move if it's less than your Reason score.

9th Level: The armor's bonus to Stamina increases to +21, and you gain an edge on any ability roll with a rolled effect of force movement on a target. Additionally, the extra damage Ashes of Stone deals is increased to twice your Reason score.

Ashes of Stone (1 Tempest)

Monuments to heroes, monuments to tyrants. All fall to the winds of Khemhara in the end.

Psionic

► Self

Triggered

◎ Self

Trigger: You force move a creature into a size 1 or 1 square of a large object made of mundane glass, wood, stone, or metal.

Effect: The creature takes additional damage from the force movement equal to your Reason score and the object is destroyed regardless of the damage dealt to it.

Treasure Set Title

The Scourge

Khemhara is still healing millennia-old wounds from the last scourge. You could reopen them.

Requisite: While you wield the Iron Smile of the Scourge and wear the Death-Cowl and the War Crown of the Scourge, you hold the title. While you are not carrying all three, you do not hold the title.

Effect: The first time each combat round that you or an ally spends 3 surges to increase the damage of an ability, you gain 1d3+1 tempest. Additionally, you gain the War is a Cyclone ability.

War is a Cyclone (5 Tempest)

Honor, death, and revenge, are all part of a spinning storm, and you are its eye.

Area, Psionic

► 2 burst

Maneuver

◎ Each ally in the area

Power Roll + Reason:

- 11-: **Each target gains 1 surge.**
- 12-16: **Each target gains 2 surges.**
- 17+: **Each target gains 3 surges.**

Effect: Slide each target 2 squares. If they collide with a creature as part of the force movement, they can make a free strike against the creature. The surges they gain from this ability can be spent on the free strike.