

# OCCULT ARTIFACTS

(BANU HAQIM, HECATA, LASOMBRA, & TREMERE ONLY)

The 21st century saw a great decline in the use of occult artifacts among the Kindred outside the chantries of Clan Tremere. As the Age of Reason flowered, the Age of Magic withered, and occult objects once prized among the Kindred were cast aside in favor of modern innovation.

The destruction wrought by the Second Inquisition, the Beckoning, and Tremere schism, combined with the Camarilla's edicts against technology have begun to reverse this trend. Many elders' havens are now abandoned, or in the hands of "trusted" ancilla. Entire Tremere chantries lay fallow, and prized artifacts from an older time lay forgotten in slumbering elders' collections, ripe for the taking.

You have gained access to, or knowledge of, one or more precious occult artifacts. Note that all are powerful in their own way and are likely sought by others, which can make them more trouble than they are worth. It is unlikely that more than one of these will be available to any given coterie.

## • Basic Item:

**Banu Haqim: The Mask of Shadows:** The Mask looks like a simple "Zorro" style mask that you wear on your face. When The Mask of Shadows is activated (using a Rouse check) you become invisible, like a distortion in the area and can only be detected if the observer possesses a power that can penetrate Obfuscate, such as Auspex. Once activated, it lasts for one scene. While activated, you give off a sense of dread to others in your vicinity, to the point they feel like someone is watching or following them. While they can't pinpoint you, they can tell someone, or something is in the room with them.

**Hecata: Charon's Obol:** Charon's Obol is a bronze coin with a unique design on either side of it. Bleed onto it and make a rouse check. If successful, you can slip across the shroud for a short time. Once activated, it lasts for 5 rounds (or 30 minutes if not in a scene). While on the other side, you cannot perceive what is happening on this side of the shroud unless you possess a power that will allow you to look across the shroud. When this is activated, you get a sense of dread and feeling that someone is watching you.

**Lasombra: Abyssal Ichor:** This is a vial of black fluid. It has 3 potential uses, either as an Ink, as an Oil, or as a Poison. To activate it, you must mix in some of your blood and make a rouse check. Inform the storyteller at that time which component you are using. As an Ink, when you write with it, what you have written can only be seen by someone with Auspex or a similar power. As an oil, you can coat an item with it, and it becomes less noticeable giving it a quality of "Nondescript". As a Poison, it has no taste or odor and provides the vampire with the mundane effects as listed in Laws of the Night Deluxe, page 112, despite the person being a vampire. The vial has 3 doses but can be refilled by filling it with blood and make a rouse check. Take great care using this Ichor, if it touches your skin, you will suffer from lesions on the affected limb and take 1 aggravated damage.

**Tremere: Eye of the Night Hawk:** This is a glass eye resembling that of a Hawk (or other predatory bird). You can project your consciousness into a predatory bird and experience the night through its senses. This item allows you to see through the eyes of a bird and to hear through its ears. You must select a bird of prey to use this. Make a rouse check and poke out one of your eyes and replace it with this bird's eye. The bird obeys your mental commands to a point, and may fly in a desired route, spy for you, and even ferry small objects. However, she cannot fight for you. As a result of extending your sight, you suffer a three-night period of blindness. Once activated, this lasts until sunrise.

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•• **Intermediate Item:**

**Banu Haqim: Haqim's Disfavor:** This is a vial of liquid, a harsh poison. The user must anoint their hands with the bitter extract of nightshade and then engage in skin to skin contact with her intended victim, then make a Rouse check. If successful, within half an hour, the victim begins to suffer effects that mirror that of actual nightshade poisoning. Some of the symptoms include dilated pupils, sensitivity to light, blurred vision, headaches, confusion, and convulsions. The Storyteller may require a challenge to touch the victim, depending upon the circumstances. The victim must make a Stamina + Fortitude (difficulty 8) check to resist the effects of the poison. If successful, the target resists the toxic effects of the poison, but still suffers from minor headaches and feels that something is wrong. Otherwise, the victim suffers an extreme reaction to the poison, causing sweating, blurred vision, and convulsions. The difficulty for all tests for the remainder of the evening is increased by one. (Remember that Kindred sweat blood! This can be a real problem for Kindred trying to preserve the Masquerade.) If the activation Rouse check fails, then the person attempting to use the poison suffers the poisoning effects instead.

**Hecata: Baleful Doll:** The doll resembles an effigy, taking the form of your target as you use it. You must either have familiarity with the target or a personal object of hers and have a piece of your target (i.e., hair, nail clippings, blood, etc.). The doll has a compartment so that the piece of the target can be placed. Place the doll next to a candle and light it while visualizing the target. As the candle begins to melt, pour the hot wax onto the doll and let it harden. Then, while still visualizing your target, break the doll into at least two pieces, pour some of your Blood over the pieces, and make a Rouse Check. If you succeed, the target gains the Mortal Frailty flaw (Laws of the Night, page 190). The effect lasts for the night. If you fail the Rouse check, you gain the Mortal Frailty flaw for the night instead.

**Lasombra: Gloom Sentinel:** The item is a brooch that resembles a moth. A Rouse Check is required to activate the Gloom Sentinel. If successful, you awaken your shadow into a living shadow in the physical realm. The shadow will aid and protect you as if its existence depends on the life that it clings to. Once summoned to action, the Gloom Sentinel can assist you in combat and carries traits equal to twice your dots of Oblivion. In addition, the Gloom Sentinel has 3 health levels. The being will assist you until its health levels expire. Once it loses its health levels, the sentinel perishes and cannot be summoned again that night. You may only use this once per night. If you fail your Rouse check, your shadow recoils and disappears for the night.

**Tremere: Bone of Lies:** The item looks like a small finger bone of considerable age (approximately 200 years). The bone is placed in the target's hand. The item has 10 charges and requires a Rouse Check for it to be used. If the rouse check is successful, the bone can tell if someone is lying when asked a direct question. If they are lying, the bone will blacken and then force the user to tell the truth, however they can choose to make an Intelligence + Subterfuge check at a difficulty of 8 to overcome it. If they do not make that check or fail the check, a charge is used. If you fail the Rouse Check, the bone will force them to lie, the bone will blacken and then force the user to tell a lie instead of the truth, however they can choose to make a Wits + Subterfuge check at a difficulty of 8 to overcome it. Regardless of success or failure of the Rouse Check.



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••• **Advanced Item:**

**Banu Haqim: Blade of Eternal Thirst:** The blade is a short sword no longer than 5 feet in total length and made of bone with symbols carved in it. The blade will seek to consume any blood it comes into contact with, but as its master, you can claim it as your own. The weapon does aggravated damage. In addition, when the weapon successfully strikes an enemy resulting in at least one point of damage (determined after the target's Fortitude or similar defensive abilities), the blade consumes 1 point of Blood which is magically preserved inside the weapon. A Blade of Eternal Thirst can store enough blood to slake 3 Hunger. While wielding the sword and by spending a simple action, you can magically absorb the Blood into you, slaking some of your Hunger. However, you are subject to any effects the blood has such as drugs or toxins, the blood bond, or powers such as Acid Blood. A Blade of Eternal Thirst remains enchanted for one month but each month after its creation you may soak it in some your Blood and make a rouse check to extend its enchantment by another 30 days.

**Hecata: Esilio Amulet:** Place a drop of blood on the amulet, make a Rouse Check and speak five syllables. No one can identify the casting language. The Words of Exile are not spoken lightly. When the amulet is activated successfully, it opens a hole within reality itself — a rip between the lands of the living and the darkest depths of the Underworld. This tear is invisible to normal vision, but to Oblivion's Sight or Sense the Unseen it looks like a black vortex opening within the vampire's own body (the very few unfortunate enough to investigate the gap are generally unwilling or unable to discuss it). Any ghost clutched to the Kindred's chest is instantly torn to shreds. Destroyed spirits don't come back for at least a month, if ever. A wraith destroyed in this fashion tends to return as a Specter, if it returns at all. The necromancer may clutch and destroy a number of spirits equal to their dots on Occult. After that, the vortex closes. It closes at the end of the scene if it hasn't already. Of course, using one's body as a portal between our world and what some people might call Hell is neither simple nor healthy. For starters, it costs a point of Willpower, in addition to the Rouse Check. More importantly, when used it inflicts a level of unsoakable lethal damage on the necromancer. Most significantly, every use of Esilio permanently reduces the necromancer's Humanity by one point.

**Lasombra: Oubliette Stone:** This is small, dark, smooth crystal that has a sigil etched into it. When someone is unconscious or in torpor within your Stygian Shroud, you may activate this stone by using making a Rouse Check and touching your target with it. The torpid body is instantly transported to an Abyssal realm within the crystal. Inside, the victim will remain unconscious and stable even if she is wounded; she will be unaware of the passage of time. Characters within an Oubliette cannot be contacted through Telepathy or similar powers. This crystal has only 2 health levels, and if it shatters the body within is instantly freed. You may choose to release the body voluntarily at any point in time, so long as the Oubliette is within a Stygian Shroud. After 30 days, the victim's coterie may attempt to locate them within the Abyss but will need to have someone familiar with the Abyss to accompany them. While a body is in the crystal, it cannot house another one. If used on another while a body is inside, the one inside is immediately expelled, and you run the risk of shattering the crystal. If you fail your Rouse check when you attempt to activate it, you receive 2 Stains.

**Tremere: Stone of the True Form:** The item is a small, perfectly round and smooth stone. You must coat it with a mixture made from some your Blood and other eldritch compounds. Once this is completed, make a rouse check. The stone serves as an anchor to metaphorically connect the material world with Plato's world of idealized forms. If you have the will, you can force others to assume their natural shape. Anyone touching your Stone of the True Form reverts to her normal shape, deactivating all transformative powers. Further, individuals cannot activate transformative powers for the remainder of this turn and for the next full turn after having touched the stone. Stone of the True Form is effective even if the target is not solid. A cloud of mist can be "touched" by a Stone of the True Form by passing the stone through the mist. This movement does not affect targets who are completely insubstantial, such as those in the psychic plane. With a Stone of the True Form, you can strike an individual within 10 steps by throwing the stone at her, if you succeed in an opposed challenge using your Physical attribute + Athletics versus your target's Physical attribute + Athletics. Alternately, you can hold a Stone of True Form in your hand and use and touch your target with the stone.