

Artefacts

While they are rare, some objects on earth are imbued with the power and knowledge of the Entities. These objects include anything from books written about the Entity in question, to weapons and ritual pieces of furniture. Being in possession of one of these Artefacts strengthens a person's bond to that Entity- for better or for worse.

What an Artefact is is up to you and your story. Artefacts can be found or made, depending on the Entity and the process your story is working from. For example, a facet of the Spiral is its ability to influence pottery- if you want your story to center a pottery studio secretly churning out Artefacts for the Spiral, that is one way to go. Or you can choose to make Artefacts extremely rare, historical objects or heirlooms.

Artefacts should have an irresistible calling, especially to those who are already touched by that particular Entity. They should reach out to that person in particular, if a player character is present that serves that Entity. If not, it should be a matter of will whether or not a given character is drawn to the Artefact. You may consider having a character roll a Thought or Force roll to not be drawn in and influenced.

Ultimately, it is your decision what an Artefact does. It could grant its user an extra ability (whether it be one listed on the associated class, or an entirely new one that you've thought up), grant the user +1 forward on rolls of a certain type (IE: giving a +1 forward on power), or facilitate the sacrifices necessary for an Entity's ritual. What matters most is that the Artefact's ability be proportional to the rarity and difficulty by which it was obtained. If your Artefact can change the world, make the investigators seek it out, put them in danger, make them sacrifice something. But if it's something simpler, something meant to entice an investigator down a new path, consider simply tossing it to them and seeing what they do with it.

Artefacts can also be used for ritual purposes. If you are playing Statements of Fear as a campaign based around a ritual, or if one of your players has expressed interest in pursuing an inhuman route and attempting a ritual of their own, you might consider implementing statements that concern artefacts that can add to the atmosphere, severity, and measurable success of the ritual. You can choose to make them vital- a key piece that the party will need to start or stop the ritual, or simply factors to improve the chances of success or failure.