

Rigel's Artefact Planning

[Artefact Primer](#)

- Minor item worth 1-3 freebie or experience points.
- Notable item worth 4-6 points.
- Significant item worth 7-9 points.
- Impressive item worth 10-12 points.
- Mighty item worth 13-15 points.

An individual Wonder can have up to one separate power for each dot in that Background

Because each Wonder uses Sphere-based Effects, those dots depend upon the Sphere Rank of the object's most powerful Effect. A Talisman, for instance, that uses a Forces 4 /Prime 4 Effect would be a four-dot Background, with an Arete Trait as high as 4.

As an optional rule, a Wonder may have a higher Arete than usual; for one extra Background point, that four-dot Talisman could have an Arete of 5. Generally, Wonders have a capacity of five Quintessence points for each point of Arete. That four-dot Arete 5 Talisman, then, could hold up to 25 Quintessence, and would cost nine freebie or experience points.

Lazarus Portal Temple

Powers

1. Cloning - Life 5, Prime 2 (maybe Time for accelerated growth and Correspondence for cloning from a sample?) - create a living but mindless, soulless copy of anything
2. Switcher - Correspondence 3, Life 1? - lock onto a living subject, at a specified moment change their places with the cloned version of themselves (swap the bodies)
3. Time anchor - Time 4 - create a time anchor to be able to precisely go back to the future? Could be a separate artefact...
4. Time machine - Time 5, Correspondence 3? - travel back in time, and also move in space if we need to? Or just do time travel, it doesn't matter.
5. Freebie - maybe time sight? Time 2, Correspondence 2 - see through time and space to a specific moment.

Arete 5 because why not, doesn't cost us anything extra.

Aesthetics

So initially I thought about making this more tech-based as some kind of cloning vat plus tech-y time machine and so on, but what the heck, Rigel is more tied to Hermetics and he's a Solar, so we ought to make it look fun.

The Artefact is a stone temple the size of a large tank / gazebo. It looks like the top of a mayan pyramid, although it was inspired by the Dragon King architecture. It features carved reliefs mixing the Dragon King's proto language and classical hermetic symbols. The perimeter of the temple is encircled with a Stonehenge-esque circle of carved stones.

Inside of it sits a large stone sarcophagus with an outline of a person. When activated, it creates a copy of a person given a strong sympathetic link (such as their hair, etc.). The process takes a while, but for a Mage time is subjective - it takes less than a day. For modesty's sake, the sarcophagus can fit some basic clothes the person will be grown into.

In another part of the temple there is a large polished obsidian basin filled with mercury and adorned with the same hermetic-dragon symbols. On the sides of it feature multiple stone dials adorned with magical symbols for time and space. When this part of the artefact is activated, the mercury lifts and lets the viewer see and hear a given place in time and space. The moment in time can be frozen, rewound and so on. Having sympathetic links to a given place or time helps navigating, such as pouring someone's blood onto the basin or the like.

Prominently featured on the wall of the temple is a pair of large discs reminiscent of the mayan calendar. One tracks the current time and acts as an anchor to come back to the present. The other can be set to a separate time. When activated, the stone circle surrounding the temple will start glowing and transport the temple along with everything in it to a given time. There are also smaller discs for adjusting the spatial dimensions of travel.

The final piece of the contraption is a secondary cover of the sarcophagus. When lowered onto the cloned subject and activated, it switches the body placed under it with its closest correspondence link - ideally, a person with their cloned self.

Scratchpad

Cloning vat

A machine for creating perfect replicas of a given person.

Life 5 - copy complex body (human)

Prime 2 - Give it animating essence

Switcher

Life X - hone onto living things

Correspondance 3 - teleport a thing

Time Machine

Time 5 - travel through time

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Time 4 - create a time anchor point

Fuck You Wand

The Fuck You Wand is a peak Exalted approach to making an Artefact as a middle finger to Mages and other artefact making supernaturals.

Looks

The Fuck You Wand is a simple wand made out of mahogeny. It features a few notches a wielder would hold to activate various powers. Otherwise, it looks fancy but not remarkable enough for its power.

Powers

Hyperbolic time

Time, Life, etc.

The Mage speeds themselves up by such a factor that the world seems to freeze around them. They can then use the same spell to return themselves to normal time flow.

Stasis Lock

Time, Correspondence, Life, Matter, Spirit, Entropy, etc.

The Mage can put any person or object into a convenient stasis. The time slows down for them so considerably they are considered to be frozen in time. Their dimensions and weight can also be changed. The effect works as well on objects, as the living, the undead, spirits, etc.

Essentially, point at someone and you can turn them into a doll you can easily put in a pencil case as a “time out” and take out later as needed, reversing their time flow and shrinkage with the same spell.

Space Shear

Correspondence, etc.

The Mage can create a zone where space itself gets sheared into thin ribbons, along with anything in it. Very useful for killing people, destroying objects, structures, etc.

Portal

Correspondence, Spirit, Mind, Time, etc.

The Mage can create a temporary portal between their current location and another location in the physical world, spirit world, underworld, dream world, or time. The portal can be dismissed at will once created.

Countermagic

Prime, Correspondence, etc.

The Mage unleashes powerful countermagic spell to nullify any spell, magical effect, enchantment or any other magical effect that can be countered.

Auld Lang Syne

Level 5 Fascination:

- Form of Dreams and Nightmares (1p)
- Flowering of the Soul (9p)
- Mystic Fortification (1p)
- Overriding Vision (1p)

A small, unassuming musical box with a tune both beautiful and nostalgic, mourning for the world that was and celebrating the world that will be. Carved out of the soul of a dying star of an Exaltation, with the hearts of three others poured in. Those that hear its melancholic music are inspired to make the world as it is in heaven. Those whose souls are great however, awaken to the reality that it really can be done.

The music box plays a recording of the New Years performance of Rigel and Layla of the Auld Lang Syne. It tries to Awaken mortals into becoming Mages. Upon hearing the melody all the way through, the listeners also gain an Intimacy of “make onto Earth as it is in heaven” for one year. If they succeed at a difficulty 4 Willpower roll, they can stunt as if they were Exalted, and if they get 5 or more successes, they Awaken as a Mage.