

Saturn's Emissary (Starmetal Grand Grimscythe ·····)

Saturn's Emissary looks rather unassuming compared to other artefacts of its calibre. Its dull-coloured blade is forged of starmetal and soulsteel, and its irregular shape seems to flow and undulate like a flag in the wind.

Its true nature however is far more sinister. Blessed by the Maiden of Endings herself, this weapon fills the minds of those who wield it with harrowing visions of death; both their opponent's and their own. Most are overwhelmed and driven mad by these omens, but the strong willed can glean insight from them. This precognition allows them to tear forcefully through the skein of reality, bringing those deaths into actuality.

The nature of Saturn's Emissary inspires fear and despair in those who oppose it; it marks them for death and will tear the world itself asunder in order to bring it about.

Only those with a passive resolve of 4 or higher can safely attune to Saturn's Emissary without risking insanity or worse. The wielder gains 1 non-charm success to all rolls to spot, find or track someone whom fate has marked for death.

Due to the Soulsteel included in its construction, Abyssals are considered Resonant with Saturn's Emissary.

Note: Saturn's Emissary often bestows its wielder with nightmares and prophecies. The effects of these are up to the GM.

Evocations of Saturn's Emissary:

Haunting Reaper's Presence:

Cost: 5m; Mins: Essence 1

Type: Supplemental

Keywords: Psyche

Duration: Instant

Prerequisite Charms: None

All who set eyes upon this dread weapon know with certainty that their time has come.

The wielder rolls (Appearance + Presence) as a Join Battle roll that doubles as an intimidation attempt. All enemies whose Resolve is overcome gain a Minor Intimacy of Fear towards the wielder, or increase the intensity of such an intimacy by one step if they already have it. From each character who spends willpower to resist this influence the wielder steals 1i.

Visions of Demise:

Cost: 6m; Mins: Essence 2

Type: Supplemental

Keywords: Withering-Only, Psyche

Duration: Instant

Prerequisite Charms:

Saturn's Emissary shares with its mark a vision of their death. They see and feel its cold metal tear into their bodies and souls, and know that resisting is pointless.

The wielder makes a special withering attack, substituting the target's Defence for their Resolve and their Soak for their temporary Willpower. If they lose any initiative to this attack, they gain a Minor Intimacy of Fear towards the wielder, or increase the intensity of such an intimacy by one step if they already have it. If they are crashed by this attack, then they cannot spend willpower to resist this Intimacy.

Once per scene per opponent, reset by a two-point stunt that plays on their enemies' fear.

Harvest of Fear:

Cost: 4m 1w; Mins: Essence 3

Type: Reflexive

Keywords: Psyche

Duration: One Scene

Prerequisite Charms:

Fools fear death, and they fear the one who wields this weapon, for in their eyes they are death incarnate.

While this charm is active, Intimacies and emotions of fear apply a penalty to the target's Defence against attacks with the scythe. The penalty is -1 at minor, -2 at major and -3 at defining intensity. This penalty cannot be negated except by charms that negate penalties to Resolve.

Sky-Rending Requiem:

Cost: 15m 1w; Mins: Essence 4

Type: Simple

Keywords: Decisive-Only

Duration: Instant

Prerequisite Charms:

As the scythe is raised overhead, the very sky is torn asunder, the severed threads of fate thrashing and whipping in a storm of unmaking.

This a decisive attack directed at an enemy within Medium range, with a raw damage of Initiative + Willpower + Essence. All enemies within Short range of the target whose defences are overcome take Willpower dice of decisive damage. If the primary target is slain, all their allies or followers who are present gain a Minor Intimacy of Fear towards the wielder, or increase the intensity of such an intimacy by one step if they already have it.