



DARK PACK

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The Treasure Trove

A OWbN Guide to Changeling Treasures

Overview

Changeling treasures represent a wonderful opportunity for creating excellent options for players. Mystical and wondrous items are perhaps more appropriate for changeling than any other white wolf genre. However, like so many things white wolf gifts us with, there are significant complications as well, which this packet will seek to address. While not a binding document, this packet should be used as a guideline and resource regarding treasure creation in Changeling the Dreaming, while also seeking to provide numerous sample treasures for use in games.

Who should use Treasures?

Treasures are meant as a mechanic for changeling-genre PCs, including gallain such as Nunnehi. It is not appropriate for Treasures to be used by other genres, which all have their own versions of magic items. At the time of this writing, this view is shared by other genre coordinators. STs are strongly discouraged from allowing vampires or werewolves, for example, to employ Treasures. Note that by book, a mortal (rather than say, a supernatural) who somehow gains possession of a Treasure becomes Enchanted. This can lead to excellent plot twists should an NPC human suddenly encounter the world of the Dreaming.

Chimerical vs Physical Treasures:

For the purposes of mechanics, there are not many differences between treasures which exist purely chimiercaly (formerly called Chimera in the previous edition) and ones which also have a real world reflection. Treasures with a physical presence should not generally be particularly extraordinary items, but are instead fairly mundane. Perfectly forged real world swords ready for combat are not in keeping with the spirit of treasures: it is much more appropriate that a mighty sword of the fairy have a ladle or tennis racket as a real world reflection.

Naturally, this does not prevent them from being dangerous to non-chimerical entities. Any changeling who Invokes the Wyrd has all of their equipment become real: their powers function in the real world and inflict aggravated damage due to their magical nature.

Designing Treasures

Designing the mechanics for treasures can be tricky. Players will often wish such items to have potent powers, in addition to interesting thematics. STs must be careful when they consider the balance for such items: treasures mimic, to one degree or another, Arts. Yet treasures cost, at most, 5 XP and often less (or no points at all, depending on how the game handles obtaining them after char gen). They may also have advantages in terms of ease of activation and use.

To determine the level of a treasure (which should not exceed 5), an ST should measure the level of the art, or arts, which are to be employed by the treasure. As a general rule, a limited version of an art determines its level. For example, if a changeling wished to have a ring which turned them into an eagle, this would be a baseline use of Beastskin, a level 3 metamorphosis power. An ST might be tempted to say that Beastskin only into a single form is a reasonable limitation and simply rule it is a level 3 treasure. However, there are several more factors to consider: does it require an activation challenge? Does it cost glamour to do so? Is the effect wyrd or chimerical? How long does the effect last? Does it require an action to activate? A ring which allows a changeling to turn into an eagle at will with no chop or cost for as long as they wish is very different from a ring which turns a changeling into an eagle, costs a glamour and an action to use, requires an activation challenge and only lasts for one scene; thus, they should not both be considered level 3 treasures. Often times these details are lost and where a very reasonable treasure can become rather unreasonable.

A treasure's level is then adjusted by potential limitations. These can include a wide variety of highly intriguing limits, such as a cloak which allows a changeling to fly with bat wings but only at night or a crystal ball which can foretell the future, but only if an elaborate hour long ceremony is performed. A moderate limitation should decrease a treasure's level by 1, while a profound limitation may even decrease a treasure's level by 2.

The book also mentions "legendary" powers which reflect the history of an object or treasure. These are particularly difficult to balance because they are so open ended. STs are advised to be very cautious when allowing such 'bonus' powers, and should try to avoid potent mechanical benefits in favor of more flavorful or RP related ones. A sword whose hilt sings beautiful songs of a hero's deeds with performance x5 is an excellent legendary power. A sword whose hilt sings beautiful songs which grants the hero and all of her allies an extra Melee x3 for a battle on top of being fully powered with bonus damage and traits is not; this is an example of going over and above an already powerful Treasure.

Some Treasures described in previous editions are single-use, such as potions or other items which are comparable to Charms or Talens. In general, 10 such items equal a level 1 Treasure of equal power, though should generally each hold 1 Glamour (enough to power the effect).

Potential Pitfalls

Circumventing Art Limitations: Sometimes, PCs may wish to design treasures which are like a certain Art, but circumvent some critical limitation on that Art. A ubiquitous example might be a sword that always wins-on-ties. Winning on ties is indeed the mechanic for Tipping the Ire, but that power is not only among the strongest available to changelings, but also limited to only 5 rounds in a scene at best and only to one type of challenge. Thus, a treasure which simply grants ties should not be allowed. Remember as well that a changeling may not "stack" the same art twice: this goes for treasures as well. A treasure which has Oakenshield as its base may not be "stacked" alongside an Oakenshield cantrip. In general, treasures should not be able to create more powerful versions of arts, though equally or lower powered variants are possible. As well, increasing the level "cost" by providing a more powerful version of an effect might be reasonable in certain circumstances, particularly with Basic arts.

Limitations which are not limiting: Sometimes players will wish to place limitations on an item which have no meaningful impact on its use. An eshu named Tony declaring his magic sword has the limitation “can only be used by eshu whose name starts with a T” is not presenting a meaningful limitation. Similarly, a troll who declares his shield will only work in the hands of someone honorable who retains his oaths is not genuinely limited either: he already is compelled by other elements of his sheet to uphold oaths. It is much more appropriate to say a sword will only do extra damage against Chimera (moderate limitation) or only do extra damage against people whose name starts with a T (profound limitation). In other words, if a limitation never limits a character at a moment when it would actually be inconvenient, it is not much of a limitation; having to spend 1 day a month polishing a magic suit of armor for it to work is a good flavor element, but not a meaningful limitation.

Too many Treasures: While it is not technically a limitation in the book, it is recommended that STs limit how many treasures a changeling can have at once. A good rule of thumb might be equal to their glamour total in a game which has high numbers of magic items or half that in more conservative regions.

The Gritty Details: (For note, the following are guidelines for OWbN which involve extrapolations from the source material. Despite treasures and magic items being a large part of many games, and a major factor in balance, the book provides limited information on them.)

As guidelines go treasures should often be a bit simpler to use than art. If they do not provide for an aggressive effect, they should likely be able to function without a challenge and usually do not demand Realms: they function for the user or against a target. If they have an aggressive effect, it is recommended that they use a trait category (socials for example) and have a specific retest (such as Gremayre, which should be defended against by Occult for those who do not have Gremayre). Alternatively, a treasure may be assigned a Glamour total and use that as a challenge against a target's Banality (default 7) with similar retests as above.

The duration of a treasure's effect should be determined by examining the Art it is based on. Arts which only last in rounds should not be allowed to last for whole scenes without a significant “cost” in level. For example, a level 2 Art which lasts in rounds might be more appropriate as a level 4 or 5 treasure if lasts in scenes or longer. Similarly, Treasures should not assume max Grades of Success: the default for a treasure's Grades of Success is 3, which can be modified up or down: a level 3 art which is cast with only one grade of success to do one specific thing might only be a level 2 treasure. Do keep in mind that some powers require splitting Grades of Success! A staff that turns people into frogs for a whole day is actually a 6 Grade of Success item: 2 grades of success for duration and 4 grades of success for severity (note that Treasures should not be able to exceed 5 Grades of Success ever). Exotic or high level realms built into an item may also require an increase in effective level *particularly* in the case of Scene and Time, which should always add to the effective level.

Glamour “batteries” are also a viable option for representing a treasure's limitations. For example, a Wand which simply allows the user to Hollystrike anyone they please at will might be too strong for even a level 5 treasure (after all, Hollystrike requires realms, bunks and glamour typically and costs 6 points to learn with prerequisites to do so). However, a Wand which allowed Hollystrikes which cost 1 Glamour out of its 5 Glamour battery might be quite reasonable for a level 5 treasure. Such Glamour batteries are recharged by the user putting their own Glamour into it to restore the item: note that such

is a one way trip: the Glamour may not then be sucked out of the item for the changeling to use, since such storage would be a considerable benefit! Further, this should take some time and not be workable in combat. Glamour batteries should usually range between 1 and 10: much beyond 10 and it isn't a meaningful limit. Treasures might also use the wielder's glamour directly: treat this in the same fashion as a Glamour battery: while it is more taxing on the character, it is also easier to restore and more flexible.

Limitations and Burdens are things which limit the efficacy of an item. Limitations narrow the scope or weaken the power of the art in a meaningful way. Burdens are tolls which an item exacts on its wielder, usually in the form of Flaws or negative traits. Note that generally Burdens, unless they are extremely severe, should always be active or the owner of the item so they cannot circumvent the impact: a large axe which makes you illiterate is a notable burden, but not so if it only makes you illiterate while it is being used. However, a dagger which grants you a vampire's vulnerability to sunlight for the scene when it is used need not be constant to be impactful.

After you've determined all of the above about an item, you then plug it into this formula:

Level of the art(s) (this should be generally more narrow than the base art) + enhancements or exotic realms – limitations and burdens = level, which should not exceed 5. If an item has legendary properties, an ST should also factor this into the calculation. If the above calculation exceeds 5, it is time to diminish the power of the item. Finally, an ST should always use common sense and adjust as needed. If an item feels really strong, it might be too powerful; particularly if a region doesn't have really powerful magic items. It is certainly possible to attain a "perfect combo", particularly with weapons and armor; STs must be the final say so as to what is and is not reasonable.

Combat Treasures

Because they are perhaps the most popular treasures, this guide will take a moment to examine what effects changelings can put on weapons and armor. STs are strongly encouraged to not allow powers to add more than 2 levels of damage, particularly if the allow Crafts bonuses to stack with Treasures.

Weapons:

Burning Thew: This power has a very short duration but a low level and adds lethal or chimerical damage. It is recommended that a scene-long or constant burning thew effect cost 3 levels for 1 point of damage or 5 levels for 2 damage. If the effect costs 1 glamour per round and the weapon has a mana battery, this can instead be lowered to 1 and 3 respectively.

Engulf: The classic Fire Sword, it adds 1 level of aggravated damage and causes those hit to be set on fire, dealing 1 agg each round until extinguished. A scene-long or constant engulf effect should cost 4 levels, while a mana battery effect which consumes a glamour per round should cost 2.

Envenom: Beastskin offers a baseline long duration level of bonus damage. It would generally cost 4 levels but have a constant effect.

Extra Strength/Dexterity: Beastskin is also the common vector for extra traits. +3 of one type (dex, strength or stam) as a scene-long or permanent effect would generally cost 4 levels.

Shocking: Stormshroud offers bashing damage in a similar fashion to how Engulf manages aggravated and ongoing damage. It uses the same costs as engulf, but does +3 bashing damage instead.

Extra Attacks: Quicksilver offers extra attacks. If the effect is constant on the weapon with 3 grades of success, it should cost 3 points, while a maximum level of grades of success should cost 5. If this employs a mana battery and costs 1 glamour per round, these costs may be reduced to 2 and 4 respectively. This **does not** stack with other effects which grant bonus actions (including Quicksilver itself).

Armor Piercing: Portal Passage may offer a variant allowing weapons to go through armor. For physical armor which is pierced per strike, the cost is 3 assuming a glamour battery. For magical protection (needing fae 5), the cost is increased to 4. This is a very strong effect and STs may consider limiting it further, such as allowing only one specific magical defense to be pierced. Each such strike should cost a Glamour from the user or a battery, as each new location struck requires a new portal.

Additional Effect: It may be desired to create an item which “triggers” a cantrip the treasure has on striking. While this may be possible, STs should be very careful with this as it can heavily derail the action economy of a game. Such effects should always require an additional challenge and should be considered an enhanced version of an art for the purposes of cost calculation. Damaging cantrips should not be allowed: bonus damage is already well represented.

Ties: Because Tipping the Ire is already a level 5 art with considerable limitations, it should not be allowed in a weapon unless it is even more limited. An example might be a weapon which granted win-on-ties against a specific non-changeling creature type for up to 5 rounds per combat as a level 5 treasure. It is generally advised to stay away from such, however.

Armor:

Bonus Health Levels: Simple Oakenshield is one of the best protections. A 3 point boost which is constant would cost 4 levels, while one that also regenerated every combat would cost 5. Likewise, a constant boost of 5 health levels would cost 5. Bonus health levels are repaired when the armor is repaired.

Defensive Retests: Based on confounding coils, a simple effect of providing 3 bonus physical retests per combat would cost 4 levels, while a variant which did not protect against physical attacks but only mystical ones would also cost 4. 5 bonus retests per fight would cost 5 levels. A weaker version which gave only 1 retest would cost 2.

Damage Reduction: Both Dragonscales and Elderform offer damage reduction. Constant or scene-long 1 trait damage reduction should cost 3 levels, while constant or scene-long 2 trait damage reduction should cost 5.

Crafting Treasures

Two types of treasures exist: Imbued Treasures and Crafted Treasures. By the core book, it is technically possible for any changeling to craft treasures, unlike in previous editions where this required a merit or was the province of specific kiths. Indeed, the thematic descriptions of how treasures exist suggest they are rare, valuable and difficult to create. “Just this side of impossible”, is a direct quote. However, the

rules outlined in the C20, paired with the general methodology of OWbN (making Glamour quite abundant and high experience totals making Arts also abundant) actually make creating Imbued Treasures almost trivial, while leaving little in the way of specifics for how difficult Crafted Treasures should be. While this packet chooses to provide a fair translation for the creation of Imbued Treasures, for the sake of completeness, the actual methodology violates the spirit of what is presented in the text and it is not recommended that it be used without heavy modification (greatly increasing the time, perhaps to a month per Art level, and demanding a sacrifice of a Permanent Glamour, for example), if at all. This is both for the sake of game balance and for the sake of adhering to the spirit of the genre as written.

Imbued Treasures: In order to craft an imbued treasure, a changeling must find an object worthy of holding magic, such as a musician's guitar or a murder weapon. Then, they must spend time with the item, imbuing it with a bit of their magic. Each hour they spend doing so they may make an extended mental challenge (retest Gremayre) against a difficulty of (Art level x3) with a maximum of 5 successes possible. They then spend a temporary glamour to lock those successes into place. Once they have accumulated 5 successes per level of Art, the Treasure is complete. As noted above, this method trivializes Treasure creation, allowing even level 5 treasures to be created by starting characters in an afternoon. It is highly recommended that using this method either be disallowed or modified as suggested above.

Crafted Treasures: Crafting a Treasure is a much more intriguing method. While the creation of the physical form follows normal Crafting rules, the true measure of difficulty comes in acquiring the correct ingredients. Each level of Art which is to be placed in such a Treasure requires one mythical component of some sort; a sword imbued with Engulf may need to be forged from a piece of a meteorite, heated in the balefire of a volcanic freehold, quenched with dragon's blood and polished with a cloth made of the wool of a lightning sheep. These components are often found on quests to the dreaming, but some particularly wondrous real-world items (such as the meteorite piece mentioned above) might also do. For those wishing to find a rare ingredient or two, the storyteller may also consider allowing some to be purchased with appropriately heavy sums of dross from merchants who specialize in such matters. Using Crafted Treasures can add a great deal of story to a chronicle, making each treasure involve important memories and experiences.

Optional House Rules

If an easy-to-use simplified system is desired, STs may employ the following: Take the square of the treasure level in weeks would be appropriate: thus, a level 1 treasure would take 1 week to find the ingredients for, a level 2 would take 4 weeks (1 month), a level 3 would take 9 weeks (2 months), a level 4 would take 16 weeks (4 months) and a level 5 would take 25 weeks (6 months). This reflects time spent on the "BGAs" to create the treasure. This should be accompanied by a dross expenditure, from 1-3 per level depending on the game's economy. While high crafts items are common, oftentimes changeling treasures actually have very humble forms. Thus, a challenge using either Crafts or Gremayre is appropriate to reflect the Treasure's creation: a difficulty of 10 + twice the level of the Treasure would be appropriate. This system could just as easily be employed for Imbued Treasures.

Required Merits: In the previous edition, not just anyone could craft Treasures. STs wishing to keep this practice more special may require the Chimerical Craftsman Merit, costing 5 points. Owing to their crafting traditions, Nockers (especially!), Bogans and members of House Dougal should have this XP cost ignored or reduced.

Changelings never forgetting themselves: The text of the book states that a changeling will never forget themselves due to Banality while holding a treasure. Given the commonality of Treasures in the OWbN setting, storytellers might feel inclined to disregard this rule as it significantly lessens the threat of Banality.

OWBN Treasure Trove Example Treasures

Key

Glamour: The amount of glamour an item stores, if any. This glamour cannot be accessed once placed in the item and should be taken from the user to recharge. If “self” is listed, the user must spend 1 Glamour to activate it, unless the description says otherwise.

Activation: The category, ability and difficulty of the challenge, if present, to activate the item. Games which add abilities to traits for challenges should raise these difficulties by 3.

Contributing Arts: The cantrip, or cantrips, whose variations are used to create the item. Remember that arts may not stack with arts, even if one comes from a treasure: thus, if a treasure uses Beastskin to grant bonus traits, the user may not then benefit from Beastskin to gain further traits in that category.

A note on weapons/armor: Weapon traits and damage are not listed, only modifiers. This is because games use very different crafting rules. Games should apply the powers listed onto whatever rules they use for weapons and armor.

A note on realms and targeting: By default, treasures do not employ realms to target: a wand that shoots lightning may target both humans and chimera equally.

A note on activation: Unless noted otherwise, activating a treasure is an action.

Level One Treasures

Super Gummy Juice: Glamour – Activation – Contributing Arts: Hopscotch

This thick, viscous liquid is sickly sweet to consume. Doing so grants the user the ability to make incredible leaps, bouncing up to 30 feet into the air or 10 steps forward. It also makes them immune to falling damage. The power lasts for one scene and each bottle contains three doses; once used, they are gone.

Ominous Cowl: Glamour 6 Activation – Contributing Arts: Creeping Shadows

This broad cowl flickers with disturbing shadows, casting dark highlights to the wearer's face and causing their voice to echo faintly when a glamour is spent, granting a retest on an Intimidation-related challenge. The glamour is spent as part of the challenge.

L.L.D.'s Multipass: Glamour – Activation: Mental/Streetwise Diff 8 Contributing Arts: Trick of the Light

This simple plastic card is any identity thief's dream. By flipping it three times in their hand, the changeling may alter all the details printed on it; picture, address and even type of ID. It lasts for one scene before returning to plain white plastic.

Silly String Six Shooter (Weapon): Glamour: 6 Activation: Physical/Firearms Contributing Arts: Ensnare

This firearm blasts the victim with a bounty of sticky vibrantly-colored string. While it inflicts no damage, it does cause the victim to move at half their normal speed and gain a *Clumsy* negative trait. These effects do not stack and each shot costs one of the Shooter's six glamour.

Subsonic Screwdriver: Glamour – Activation: - Contributing Arts: Sparrows and Nightingales

A favorite of both bogans and nockers everywhere, this small tool can turn into any mundane hand tool, ranging from an emersion blender to a shovel. It does require some shaking before this happens, and may not become a weapon, anything too complex (no electron spectrometers), but its convenience cannot be matched.

Upright Alarm: Glamour – Activation: - Contributing Arts: Awaken

This small alarm clock rings up to 4 times a day. Anyone within earshot is fully awakened by the noise and roused to full consciousness. This dispels any sleep effects of Basic level or lower and negates any penalties from fatigue for a scene. Setting it does require a full round if done in combat.

Ghost Hunter's Flashlight: Glamour: Self Activation: - Contributing Arts: Flicker Fires

This flashlight, decorated with numerous inspirational stickers, is the perfect tool for exploring creepy locations. The light it casts, that equal to a normal flashlight, can only be seen by the user and her motley. Furthermore, it emboldens those who can see it, giving +1 trait to all challenges against fear. It lasts for 1 scene when activated.

Snowball Snowglobe: Glamour: Self Activation: - Contributing Arts: Chill

This curious hemisphere about the size of a baseball can produce snow, ice or shaved ice for snowcones upon command. The amount produced is equal to the full sphere which would rise out of the hemisphere, so about the size of a softball. Once activated it lasts for a scene and does require some water to use as a baseline.

H.D.'s Lucky Silver Dollar: Glamour: 5 Activation: Mental/Awareness Diff: 10 Contributing Arts: Omen

This coin, when flipped in the air, provides a general response to a yes (heads) or no (tails) question. Its scope is limited; the subject of the question much be at hand and the information cannot be deeply hidden or extremely complex. The ST has the final say over what information can be asked of the coin; should the answer be ambiguous or the question too significant, the coin will come up blank.

The F-29 Delivery Fighter Glamour: - Activation: - Contributing Arts: Howling Gale

This one-use treasure initially appears to be but an ordinary piece of paper. When a note is written on it and it is activated by folding it into the shape of a plane, however, its glorious function is revealed. The wind will come and carry the plane anywhere within 1 mile to a (willing) recipient of the letter. While it is maneuverable, it cannot go through locked doors or walls.

Level Two Treasures

The Blade of Singular Addition Glamour: 6 Activation: - Contributing Arts: Burning Thew

This sword, often found by young wilders in their early forays, grants its user +1 trait and +1 damage when used. Each round it is active costs 1 Glamour.

Street Rat's Bane: Glamour: Self Activation: Mental/Investigation. Contributing Arts: Illuminate

This old-fashioned oil lamp can, when lit, reveal the invisible for all to see. The user may make a mental challenge (investigation) against the target to reveal invisible entities within the range of the light, so long as the invisibility is generated by a Basic power or a magic item. They only remain revealed as long as they remain in the light and a new challenge is required if they depart the light. The light lasts for 1 scene.

The Beautiful Knife: Glamour: Self Activation: Mental/Medicine. Contributing Arts: Sparrows and Nightingales (high GoS).

This grizzly tool allows for the quick and long-lasting, if not particularly pleasant, alteration of the features of a person. It can alter facial features, adjust height by 6", change weight and even race, but more extreme alterations than these are beyond its effect. The procedure requires 5 minutes, is quite painful and inflicts 4 levels of lethal damage (which can be healed normally). The effect of the scalpel last for 1 year and 1 day.

Purse of Parity: Glamour: 6 Activation: Mental/Streetwise. Contributing Arts: Mooch

This well-adorned and fashionable item allows for its contents to be swapped with any pocket, pouch or purse of equal or lesser size that the user can see. The contents of the target must be able to fit fully inside of the purse and it cannot be made to target extradimensional spaces. A Mental challenge, retest Streetwise, against the target allows for success and for the target to be none the wiser of the theft until they would next draw the item (no further tests are called for). Further, the Purse itself will not make trades if it is empty: something of use or amusement must be in the Purse to be swapped.

The Ultrascope, Mk. 0.5 Glamour: 6 Activation: -. Contributing Arts: Autumn Eyes

Designed to be attached to a rifle, this scope allows the user to locate the weakest point of a target. This requires at least one uninterrupted action of aiming. Once this is done, the scope spends a Glamour and the next successful shot inflicts +1 level of damage.

Coward's Converse Glamour: 7 Activation: - Contributing Arts: Quicksilver (Highly limited, High GoS)

These sneakers help one get out of a bind. Activating them, which takes no action, grants a full level 5 Quicksilver effect. However, the bonus actions granted by this Quicksilver may only be used to take actions for a solo escape from the current scene. Thus, you could use the action to Flickerflash or to run, but you could not take a friend along. The shoes cost 1 glamour a round to use.

Luddite's Lock Glamour: 6 Activation: WP vs Banality of the Area Arts: Electric Gremlins (Low GoS, Scene)

This rusty old padlock is the boon of all curmudgeons who disdain the ubiquity of smart phones. When activated by clicking it into place, all electronic communication devices more advanced than a pager in the room cease to function. This effect lasts for the scene or until the lock is opened.

Dowsing Rod: Glamour: - Activation: Mental/Investigation Arts: Seer's Wisps (Limited)

This simple two-pronged stick acts as a guide to any specific material the user wishes to find. By making a successful challenge, the user may track a material for a scene, provided it is within 25 miles. It is limited to general materials (gold, water, cheeseburgers) rather than specific ones (a single person's wedding ring, the cheeseburger which someone stole off your plate).

The Finest Silver: Glamour: - Activation: - Arts: Protocol (Enhanced)

This set of delightful tableware is quite valuable on its own. The effects, however, are to provide for a fine enjoyable meal without interruption. Those who willingly sit down to such a meal must do their absolute best to remain civil and polite during the course of the meal. They are not obligated to like one another, or even to abstain from violence (such as challenging to a duel), but all must be done with their best possible manners. Even if they lack etiquette, they will attempt to mime what others do or what they have seen on television.

Instant Oak: Glamour: - Activation: - Arts: Verdant Reclamation

This one-shot treasure takes the form of an acorn. When laid on the ground or tossed, it rapidly grows into a full sized 50 foot oak over the course of 10 seconds (3 combat rounds). While the growth does not happen quickly enough for it to be used as a weapon, the tree remains in place if grown in a spot where it could take root.

Level Three Treasures

Lizard Foot Charm: Glamour: Self Activation: - Arts: Well of Life

A morbid twisted dried lizard foot must be worn for at least a day to be effective. However, after that point, it can provide amazing regenerative powers. The wearer of the charm may spend a Glamour. Thereafter, for the remainder of the scene, she heals a level of bashing, chimerical or lethal every round. As a side effect, after healing particularly grievous injuries, she will sometimes shed bits of dried up skin.

The Vigilant Countess's Key: Glamour: 7. Activation: Mental/Security Arts: Guest List

Any opened door which can ordinarily be locked can be closed with the Vigilant Countess's Key. Once so sealed, an infiltrator must not only open it in a mundane way, but must also defeat the user in a Mental

challenge retest security with only one attempt allowed. Should they fail, they may not pass. Only the Key may again open the portal. Locking the door requires a Glamour, and one additional every day which passes; failure to pay undoes the protection.

The Lascivious Count's Key: Glamour: 7. Activation: Mental/Security Arts: Portal Passage

This key can open any door. Normal locks simply require a Glamour from the Key's reserve. Complex or technological locks require a Mental Challenge, retest Security. This key may also attempt to bypass magically warded doors: Test the Key's current Glamour (after spending 1 normally for the attempt) against the Glamour or Willpower of the ward's creator; success disables the ward long enough for the bearer to pass by it. This only works on warded doors and portals; it does not prevent alarms, traps or allow entrance into areas which are warded in their entirety.

The Fastest Gun in the West Wind: Glamour: 7 Activation: - Arts: Hurricane Speed (High GoS, Limited)

In a duel of firearms, the winner is the one who can draw the fastest, and few can match the speed of this firearm. In the first round of combat, the user may spend one of the gun's glamour; this does not take an action. Doing so grants him 3 *Quick* traits and +5 to initiative so long as his action is to draw and fire the gun, which he may do as a single action. If employing mechanics such as *Alacrity* which allow a "preempt" action phase, this gun should allow the user to go in the preempt phase instead of granting +5 to initiative. This bonus lasts for only the first round of combat and may not be reactivated again in the same combat.

Eros's Bathwater: Glamour: - Activation: - Arts: Aphrodesia (Highly Limited, High GoS and Time Realm)

This one-use treasure is among the most valued and forbidden draughts among the fairy. The imbiber will fall in love with the next person they see of a gender to which they are attracted. The potion must be consumed entirely, though it can be mixed with a beverage while imparting nothing but a sweet aftertaste. This effect lasts until dawn. Rumor persists of both arrows which have such an effect (which would be a level 5 treasure) or of a potion which makes the love last forever, but if such things exist they are far less common.

Pooka's Whiskers: Glamour: 7 Activation: Social/Disguise Diff 9 Arts: Thousandskins

A glass vial containing a pooka's stolen whiskers, this charm allows the user to assume the form of a cat for up to 1 day by spending one of the treasure's Glamour and making a challenge as above. The user retains all of their capabilities but can only speak to creatures of the dreaming. They gain +3 traits to stealth challenges.

C.G.'s Silver Tie: Glamour: Self Activation: - Arts: Grandeur (High GoS)

This silken silver tie turns heads and gives the wearer a (perhaps undeserved) air of power and authority. They gain the social traits *Dignified* x5 for the duration of the scene in which they activate it.

P.B.'s Axe: Glamour: Self Activation: - Arts: Worms and Giants (High GoS)

This large axe causes the wielder to grow to 25 feet tall, with their equipment expanding to match them. Their increased bulk grants them 3 extra Healthy health levels and makes chopping down trees a much easier task. The effect lasts for 1 scene.

H.J.'s Personal Force Screen. Glamour: 7 Activation: - Arts: Dragonscales

This small wrist watch represents a tried and true method of personal defense and is commonly manufactured by the Bes Din. When activated it reduces incoming damage by 1 level for the scene. However, each one has a small flaw: select one color. Damage coming from objects or energy of that color bypass this protection.

Golden Band of the Reptile King. Glamour: - Activation: - Arts: Veiled Eyes (Enhanced, High GoS, Burden)

This simple gold ring inscribed with small elaborate lettering allows the bearer to turn invisible at will with no test. This applies to both people and machines, though the usual methods of piercing invisibility will entitle someone to a mental challenge (the ring wearer is 3 traits up). It does take an action to don the ring and the invisibility activates immediately upon wearing it. However, after having the ring for more than a day, the owner gains Power Object Fixation focused on the ring for as long as she has it and for 1 month afterwards.

Level Four Treasures

Balrog's Best Friend: Glamour: Self Activation: - Arts: Engulf

This enchanted whip is a fearsome, though some might argue impractical, weapon. By spending a glamour, which may be done as part of an attack, the changeling may set the whip ablaze for 3 rounds. During this time the whip inflicts +1 level of aggravated damage. When striking a foe, make a follow-up simple test; winning or tying ignites the victim (if any part of them such as fur or clothes could reasonably burn). This inflicts an extra 1 point of aggravated damage on the foe's turn until they spend a full action putting themselves out or by some other method extinguish the fire.

Boar Tusk: Glamour: - Activation: - Arts: Beastskin

This tusk, ripped from the face of some large pig, or so the salesman tells you, grants unbridled stamina. Originally sold for increasing an individual's endurance in intimate occasions, it also proved to be quite useful for other applications of physical prowess. It grants the wearer 3 *Enduring* physical traits.

T.O.T.'s Reforming Plate: Glamour: - Activation: - Arts: Well of Life (Enhanced)

This shiny chrome suit of platemail is ostentatious as anything, but that hardly speaks poorly of its usefulness. While no more protective than ordinarily plate mail, it demonstrates the remarkable ability to constantly repair itself. Each round the armor regains one lost health level regardless of the means by which it was previously damaged.

Devil's Horns: Glamour: Self Activation: Mental/Occult Diff 10 Arts: Elderform

These wicked looking curved horns are typically taken from a large ram's skull, but some trolls appear dubious that this is the only source of them. By spending a glamour, which does not require an action and making a successful challenge, the user causes their body to be engulfed in blazing red and yellow flames. Anyone striking her with brawling attacks takes 1 level of aggravated damage, as does anyone

they strike with brawling attacks. Incidentally, the user also finds themselves immune to fire, in case they decide to go somewhere a bit too warm. All of the effects last for one scene.

Ballerina Rapier: Glamour: 8 Activation: Social/Performance Diff: 10 Arts: Gimmix

This beautifully crafted blade is decorated with pink lace and silk ribbons along its length. By spending a Glamour from the Treasure and making a challenge, the user allows the blade to spring to life in a swirling, yet lethal, choreographed dance. Once a round each round for 3 rounds the sword strikes an enemy of the user's choosing within 10 steps. It bids 20 traits in these challenges and has as many *Melee* retests as its user has levels in *Performance*. Games which add abilities to traits should add these ability levels to the challenge. Once the three rounds have expired, the sword returns to its sheath.

T.t.E. Answer to All: Glamour: 7 Activation: Mental or Physical/Occult Arts: Eldritch Prime (High GoS, Scene)

This short, charred staff is the favorite tool of angry fairy magicians from a wide variety of cultures. When activated, costing a glamour from the staff's reserve, the top knob uncurls into the head of a salamander, which vomits out a large blast of flame. Treat this as a weapon attack gaining +4 traits, inflicting 5 levels of aggravated damage and possessing the Spray ability. The user may bid either physical or mental traits. By spending an extra Glamour, the challenge instead affects everyone in the scene other than the user.

Faust's Quill Glamour: - Activation: - Arts: Done Deal and Liar's Bell (Always on)

A simple, yet highly valued, object, this quill is a mainstay of the bureaucracy and contract work of the Golden Sickle. When dipped in the mixed blood of both the individuals agreeing to a contract, it automatically provides the benefits of Done Deal and Liar's Bell to any agreed upon written document. The physical destruction of the document negates the effect.

Pixie Arrows: Glamour – Activation: - Arts: Veiled Eyes (Enhanced, high GoS)

These one-shot treasures are quite potent under the right circumstances but do require a clever mind. Invisible once fired, the arrows always grant the user the benefit of a Surprise retest in combat. Further, the victim's memory of the pain of the strike and the presence of the arrow is erased unless they can defeat the user in a mental challenge of Awareness vs Stealth; if they fail, the victims do not even know they are injured or were attacked in the first place. The arrow remains invisible for the remainder of the scene, unless the victim is slain, at which point they vanish entirely. Powers which detect invisibility may be used to see the arrow if active.

The Gnashing Club: Glamour: - Activation: - Arts: Beastskin

This large warclub is covered with numerous tiny mouths with bite and rend with all the fury of supernatural creatures. The club inflicts an extra level of aggravated damage to everyone it strikes. Further, the mouths will shout demoralizing insults at the user's enemies while not chewing on their flesh. This has no mechanical effect, but the mouths can be very mean, so someone's feelings court get hurt.

The Tarot Deck: Glamour Self Activation: Mental/Occult Diff 12 Arts: Aurgury

By spending a glamour and conducting a 10 minute long reading, as well as succeeding in the challenge, the user of this deck may divine information about a subject. The subject must be present and the information gained is up to the ST. Like all divination powers, things are rarely cut and dry, often appearing cryptic or suggestive.

Level Five Treasures

Pretty Sentai Supreme Magic Transformation Talisman: Glamour: 9 Activation: - Arts: Chimerical Exultation (High GoS, Limited).

This talisman, which often takes the form of a coin or wand, transforms the bearer into a true champion of justice. When activated, it changes the appearance of the user into an appropriately heroic form, often in a colorful themed costume of some variety. In this form their identity is safe, even if they aren't masked in any way. They gain 4 *Heroic* physical traits, 4 *Magical* social traits, 3 bonus Healthy health levels, the ability to make impossible jumps (functionally the same as flying) and either a magic weapon (treat as a "natural" weapon with +4 traits inflicting 3 agg base) or a magical energy attack (normal physical challenge, retest Firearms, inflicts 5 agg, cannot be further enhanced). However, bearing such a powerful Treasure is a great responsibility. Taking up the treasure requires swearing an Oath to defend the innocent, guard the weak, uphold justice, avoid using one's power to bully others and to stay true to one's word. Breaking this oath causes the Talisman to vanish from the owner's possession and find a worthier bearer. Further, the Talisman may never be used in personal conflicts or against foes who are not objectively evil (agents of the Wyrms or the Fomorians, demons, murderers, etc).

The Skeleton Closet: Glamour – Activation: - Arts: Veiled Mind (High GoS, Time Realm for duration and seasonal renewal)

A favorite of Ailil's everywhere, this large closet is sometimes made as a large wardrobe, while at other times it is built right into a house. Anything placed into it is forgotten by the world. Supernatural creatures who are given particularly good reason to may attempt a Willpower challenge difficulty 10 with no retests permitted to recall the object. This effect is generated by the Mists, so records, pictures and other traces of the object are forgotten as well. While living beings cannot be put into the closets, corpses can (which causes people to forget about who they were in life), as well as ephemeral or undead beings. Over time people will discard a person's belongings as trash, acquire new weapons and close down investigations. Needless to say, the Closet also thwarts Divination effects of less than the Advanced level; even then such require a challenge as above. Note that the Closet can only hold so many things and once something is removed from the Closet, the effect ends.

V.T.'s Nightsword: Glamour: - Activation: - Arts: Mooch, Sparrows and Nightingales (Enhanced, High Realms, Burden)

This cruel sword's black blade drains the energy from those it strikes, fueling the wielder's magical abilities. Each successful strike with the sword allows for a follow up test: On a win or tie, the user steals 2 Temper traits of their choice from the victim. These traits are then converted into 1 Glamour for the user, not to exceed their permanent glamour. In any scene the user employs the Nightsword, they gain

vulnerability to sunlight and fire, along with the associated fear frenzy mechanics, as if they were a vampire.

G.R.'s Inevitability: Glamour 8 Activation: - Arts: Withering (High GoS, Legendary Power, Burden).

A gloomy creation, these treasures require exotic ingredients to create indeed. Those who know the secret of their manufacture are tight lipped, but it is whispered a journey to the lands of the dead is required. The scythe is an imposing weapon, but rubs off on its owner, causing them to gain the negative traits *Eerie* x2 so long as they own it and for 1 month after. However, its effects are terrifying indeed; when making an attack with the scythe, the wielder may spend one of its Glamour first. If the attack is successful, it deals no damage but ages its target by 50 years, granted them the negative physical traits *Decrepit* x5. When used on objects this effect is permanent; living creatures regain their youth at dawn of the next day. This has no effect on immortal or undead creatures, including changelings with the merits Blood of Rivers or Fae Eternity, mummies, vampires or any other entity the ST rules is unaffected by the passage of years. At ST's discretion, Mortals might simply die when struck by this weapon. After one application, no further aging is possible. Aging has no effect on wraiths, but this weapon strikes them for full damage due to its nature.

Greatsword of the Mithril Spur: Glamour 8 Activation: - Arts: Dragon's Ire (Limited) Veiled Eyes (Limited)

This sword, crafted from mithril, is hard as steel and yet strikes like silver to all creatures vulnerable to such. While no new swords are manufactured since the Order was outlawed, several still remain in circulation despite questionable legality. The sword will only function for someone who has sworn the Oath of Crossed Blades against werewolves. However, its powers are mighty indeed. Not only is it hidden from the senses of werewolves, who will not be able to detect it as silver, but it allows even a humble squire to stand, for a time, against the wrath of a powerful shapechanger. As soon as combat begins, the sword grants the bearer the ability to Win on Ties when trying to strike a werewolf with it. This effect consumes one of the sword's glamour and lasts for 5 rounds, after which it cannot be activated for the remainder of a scene. This has no effect on non-werewolf shapechangers.

Wyvern Egg: Glamour: - Activation: - Arts: Chimerical Exaltation (High Grades of Success, Burden)

The famed treasure of House Varich, this amber egg contains the effigy of a small sleeping wyvern curled up inside of it. When activated, however, the wyvern becomes an impressive foe: 16 physical traits, 12 mental and social traits, 12 health levels, 3 levels of dodge, survival, brawl, intimidation and athletics with two attacks each round: a bite for 5 lethal and a sting for 5 agg. It can also fly 6 steps a round. It can carry its owner on its back and stays active for one scene. It is, however, like many dragon-kin, hungry for gold and treasure. The wyvern must be fed regularly, requiring the possession and expenditure of Resources no less than 4.

The Questing Light: Glamour – Activation: - Arts: Fate Fire

This special treasure, often in the form of a bottle containing glowing liquid, is given to true champions of a given purpose and requires a fire of devotion to wield. Usable only by childlings and wilders, it grants 3 "fatefire" retests every month when in directly in pursuit of a single tangible quest to which the user is oathbound. Broad quests such as "protect a realm" are not acceptable; the purpose of this treasure is to guide a specific cause, such as seeking out a long lost scroll from a realm in the deep

dreaming. By tradition, once the quest is complete, the Questing Light is passed on to another champion on their own quest.

M's Spinning Wheel: Glamour: - Activation: - Arts: Stasis (High GoS, Limited)

This old fashioned wooden spinning wheel glows a faint green when in a darkened area. Not of much use in combat, it none the less is a potent mechanism of imprisonment. If an individual pricks their finger on the spindle, they are put into a deep magical sleep from which they cannot be awakened for a full year. They may only be awakened if an individual with the True Love merit for them bestows them with a kiss. An individual must usually be tricked, forced or incapacitated in order to be the victim of this magic. Some entities (such as incarna), at ST's discretion, may be too powerful to be affected. On the plus side, no harm may come to the individual, nor will they age or require any sustenance to live.

N. T.'s Lightning Gun Mk. 17: Glamour: User Activation: Mental/Science Difficulty 9 Arts: Lord of Levin

While older models sport large backpacks, the modern Lightning Gun has been updated to today's sensibilities with a sleeker design, white plastic with aqua highlights and in a small enough package that it can be easily carried in a laptop bag. The shift in design did require it to draw upon the user's personal glamour, however. The Lightning Gun requires one action and a Mental challenge (retest Science) difficulty 9 to activate for the scene. Once this is done, the character may employ the Lightning Gun as if it were a firearm with +4 traits, the negative trait Shocking and a damage of 6 agg. Each shot costs 1 Glamour, but also causes the target to be 2 traits down on all challenges until the end of the next round if they are struck. The Mk. 17B is available to the more specialized customer; it only inflicts 4 agg, but gains the Spray, Armor Piercing and Speed qualities. As well, the shoulder mounted Mk17C requires a full round action to fire (no bonus actions) and goes in an initiative of 1, but inflicts 9 levels of aggravated damage and has the two handed quality. Note that these weapons cannot generally have their damage further increased by arts such as Burning Thew.

Flying Roomba: Glamour – Activation: - Arts: Winder Runner (Enhanced)

Yet another upgrade which has seen many previous iterations, this small flying robot has a comfortable seat for one and will happily ferry its user through the air to one of many preprogrammed destinations. The seat can be removed to instead allow for a "surfing" pose, but operating it in such a fashion is in violation of the recommended safety protocols. Old models such as brooms and carpets, of course, also exist for those who like the classics. The Roomba can fly for an entire night without needing to rest at around 80 mph, or twice as fast on a full moon. In combat it takes 12 steps.

Seven League Boots: Glamour: 10 Activation: - Arts: Flickerflash

These magical boots allow their wearer amazing powers of teleportation. They may take all of their equipment with them, though not other living beings, and each teleportation uses 1 Glamour from the boots' reserve. However, the boots may only teleport their owner in one direction at a time and only for a distance of 7 units of measure. The units may be inches, miles, hectometers or any other legitimate measurement, but only 7 of them. Extra dimensional travel is not possible.



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