

## Goblet of Shu

*This copper goblet seems crude and very old. Scratches and stains of blood cover its surface and within the liquid seems black and smells of oil.*

If you drink from this goblet and can Apply Quintessence you will feel a terrible moment of panic as your vision fills with the heavens above Egypt and the many wondrous starts of the Zodiac dancing through time and space. They seem to focus their light and power. A phantom strike of lightning pours down from the sky upon you like a conduit linking you to the horizon.

The next time you contribute to a mystery the cost in air quintessence for that mystery is reduced by to one and the cost of water and fire quintessence reduced by half.

Once that ceremony is completed you are struck with terrible fatigue and weakness. You must see a Drowned Dead and perform three bead pulls keeping the worst result irrespective of where you are.

You may only drink from this goblet once without certain death. If you drink from the goblet a second time you will gain the boon of the stars until your next casting of philosophy but after that mystery is completed you fall down instantly dead.



*This artefact cannot be destroyed by normal means. You should call RESIST to any CRUSH that would damage this item, although the call affects your other items as normal.*

*This artifact physrep is the Property of Profound Decisions and must be returned at end of event, This information is valid only for the Thirteenth Annual.*

*To be able to use this artefact you must have either read this rules sheet while in possession of the item or consulted a referee and shown them the item.*

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