

The Brixton Shard

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This strange, seemingly biological, chitinous, bone-like spine was first seen in 1971 when it was used in a series of attacks dubbed “the Brixton Impaler”. During a nine month period, seven people were stabbed with it, and three died, including a child. During a struggle in his last attempt at murder, the culprit, Vincent Daveri, was thrown in front of a train at the Brixton railway station. Despite being struck by the train, Daveri hung on life-support for 19 months before finally succumbing to his wounds.

The Shard

The shard is a horn of unknown, biological origin with an odd metallic sheen that weighs 1.5 lbs. and measures 11 inches. The bottom is open and was once semi-hollow, but Daveri installed the end of a bicycle handle in it, filling the gap with epoxy, making it an effective hand-to-hand weapon. The handle was removed during the investigation in an attempt to identify the horn.

The popular theory on the shard is that it is the horn of a juvenile rhinoceros, though the brief zoological examination of it in 1972 ruled that possibility out. In 1982, during a documentary on the Brixton Impaler, an official request for film footage of it by a prestigious director was met with an admission: *no one could locate the murder weapon*. It has not been seen since.

Effects

The Brixton shard is a small spine broken from the back of the Great Old One Glaaki during a summer rite to the being in 1895 in Brichester Lake. In 1936, it was stolen by Ronald Arnheim, who, along with his family, fled the Severn Valley for London, England, pursued by elements of the Cult of Glaaki, in which he had been raised.

Arnheim found a method to activate the otherworldly chemistry found within the bone of the spike, through which, he could heal, gain short-term superhuman vigor, and even delay aging. Arnheim died at 109 in 1955, and the horn was left to his nephew, Ulrich Daveri; the father of future serial killer Vincent Daveri. Ulrich Daveri learned the secrets of the operation of the shard from his uncles notes, and used it twice in his life. Before he died, he passed on the instructions to his son.

- The shard is a weapon that requires a **Melee Weapons** roll, and inflicts 1D6 HP damage on a successful hit.
- The shard is unnatural. It is infused with chemicals and biological elements not of this world.
- These special elements are activated when the shard is embedded in a living human, until they are dead.
- Once stabbed into a human, and that human dies, the shard gains the amount of HP equal to the killing blow *and* 1D6 POW. This murder inflicts normal violence SAN loss. The HP and POW remain in the shard for 3 days. If not used before then, they vanish.

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- While full of this power, the shard may be stabbed into the *operator*, inflicting 1D6 HP damage, but transferring those HP in the shard (up to 2 times the operator's maximum HP) as well as transferring 1D6-1 POW to the operator (minimum of 1) up to 2 times the operator's maximum.
- HPs remain until spent normally (once the total drops below the normal maximum, the operator will only heal to that amount). Added POW vanishes at 1 point per month, or when otherwise spent normally.
- During a month when the operator has excess POW in this manner, they do not suffer from disease, Willpower, or aging effects.
- When an operator reaches their Breaking Point because of use of the shard, they are subject to the Dream Pull of the Great Old One, Glaaki. They must make a POW test each night. Failure means a loss of 1D4 SAN and a growing feeling of dread. Those who go permanently insane are drawn to Glaaki's resting place at Brixton Lake to willingly become his undead servant.